

# ❑ THE VETERAN

## BACKGROUND (FAIR)

You fought three tours in the Bats War ('74 to '77) for the Huxlon Republic Army as a special attachment to Bonethorne's Outlaw Army. The two most advanced militaries in the world fighting for a failed Orc Ascension. Four years of blood, mud, and dust for a doomed King. On the plus side, you have been **physically conditioned** [ ] to fight in a war, and have **general combat training** [ ] (**firearms** and **hand-to-hand**) and **squad level tactics** [ ].

**Special Resources:** A Toma 9mm with license (3, 10 rounds) and 4 clips, combat vest with webbing (Str 3) that you keep in your sturdy vehicle.

## SPECIALTIES (GOOD)

- ❑ **221st Medic Corp.** You are a **combat medic** and are able to apply **emergency trauma care** [ ] (gunshot wounds, broken bones, etc) in the middle of a firefight. You also have **knowledge about common ailments** [ ] and can administer **general care** [ ] from your time helping civilian refugees.

**Extra Resources:** Medical crash kit, and a box of drugs you keep in the car.

- ❑ **80th Engineering Corp.** You spent the war tasked with **maintaining and repairing ground vehicles** [ ] employed by modern militaries. You spent a *lot* of that time **jury-rigging** [ ] systems since supply lines were always *down*. You also had a hand in dozens of **general construction** [ ] projects, repairing or rebuilding civilian and military infrastructures.

**Extra Resources:** A well stocked tool kit you keep in the car, but you carry a very fancy multi-tool on hand.

- ❑ **32nd Fire Support Group.** You are a grunt through and through, and you kept your buddy Alex ("The Thirty-Ought Orc") safe and hauled his ammo for three years. You were always at the center of a fight, so you got a lot of extra practice as a **rifleman** [ ], and logged a *lot* of hours of **physical conditioning** [ ] running in combat with a *heavy* load. Sometimes you'll run a race in full gear just for the yuckles.

**Extra Resources:** Your HRA R3 Rider rifle (4+, 30 rounds), and 4 magazines. No license, but no one checks. Locked in a gun case in your car.

- ❑ **5th Recon Division.** You were a **scout** during the war, so while you were not in a lot of *direct* combat, you spent a *lot* of time in danger. You excel in enemy **observation** [ ] and **evading detection** [ ]. You also spent a *lot* of time away from supply lines, so you know a thing or two about **surviving** [ ] in harsh conditions with little supplies.

**Extra Resources:** Portable camp bag and tent with supplies for 3 days, stashed in your trunk for impromptu camping trips.

# ❑ THE EX-CON

## BACKGROUND (FAIR)

You paid your dues to society in a Huxlon Republic prison. *Five* years for a *bad* robbery: you took the fall, but everyone *else* paid the price. Your fellow thieves all met *bad* endings, and all of your enemies seem to have just *forgotten* about you. After your release, Huxlon Rehab set you up with this job and you've been clean for the last *two* years. Huxlon prisons are nice, but boring, so you spend most of your sentence **staying fit** [ ] and gaining a lot of **random knowledge** [ ] from reading books.

**Special Resources:** A Toma 9mm with license (3, 10 rounds) and 4 clips, a small bag of drugs (illegal or prescribed), and a cheap car.

## SPECIALTIES (GOOD)

- ❑ **The Smuggler.** When the jewels left the bank, you were the one that had to sell them. You have no idea why they sold you out, but at least you have a clean slate now. You made **hiding contraband** [ ] an *art*, and you know how to **evade detection** [ ] and **stay hidden** [ ]. You are also good at **hustling** [ ] and bagging the *best* possible price for your goods.

**Extra Resources:** A bag of *very* scary drugs you are keeping for a "friend".

- ❑ **The Muscle.** You were hired to keep the *team* in line, and to deal with any guards *without* shooting. You know how to **brawl** [ ] using your **hands** and anything you can find that can **smash** or **stab**. While your reputation, and scars, are **intimidating** [ ], you can back it up with your **strength** [ ], and your **stoic grit** [ ].

**Extra Resources:** Enchanted claw hammer (2d+1) you keep in your locker.

- ❑ **The Face.** The team needed you for the distraction, and Gods *damn* were you a good distraction. People call you **beautiful** [ ], but that's just an easy hook. Your real talent is your **charm** [ ], and **nerve of steel** [ ]. You've talked down a *tiger*, and even if that is a lie, *no one will double check*: it's sometimes much nicer just to believe the lie. You've also gotten good at **reading people** [ ], because you need to know the *right* story to tell.

**Extra Resources:** Enchanted ring. It is magical, but you have no idea what it actually does.

- ❑ **The Thief.** You were the **safe cracker and lockpick** [ ], but you cut your teeth by **pick-pocketing** [ ], so you *know* how to be careful and **stay quiet** [ ]. You also know a couple of **evocations to perk up your senses** [ ]. They're *simple* spells, so they don't do a *lot*, but they are helpful and you won't accidentally fry your *eyes* out like Mike T'Sollik.

**Extra Resources:** Lockpicks you keep on hand, and a fancy multi-tool knife.

# ▣ THE STUDENT

## BACKGROUND (FAIR)

You spent twelve years at a four year university. Congratulations on your *triple* degree, or your absolutely *bonkers* doctorate. The Huxlon Republic has a pretty good public university system, but no one is *that* generous, so you are currently trying to pay off a couple of loans you had to take out for the sake of your academic career. However, you have a solid foundation in [academic knowledge](#) [ ], and you are great at [processing new information](#) [ ].

**Special Resources:** Reference books you keep in your locker for research and a cheap car.

## SPECIALTIES (GOOD)

- ▣ **Arcana.** You have a research doctorate (PhD) in *Arcane History*, but you *also* know *a lot* about [modern arcane lore](#) [ ] and [arcane creatures](#) [ ]. You are also skilled in [arcane experimentation](#) [ ], which you *normally* use for **identification**.

**Extra Resources:** A few reagents you've purchased that are in the car.

---

- ▣ **Ritualism.** You study the oldest magics in existence, and you know the **forty-eight core Silhan ritual forms** [ ] that form the basis of **all Adulis Era rituals**. Basically, you know how to **perform all the rituals that were around 800 to 400 years ago**. While these rituals are easily outmatched by *modern* practices, you have been able to create some impressive effects with some very old magic.

**Extra Resources:** A raw diamond you keep in your locker, an enchanted piece of chalk, and a whole human skeleton you keep in the car (with legal permits).

---

- ▣ **Linguistics.** You are a [polyglot](#) [ ], with **dozens of languages** in your arsenal. **You are conversationally fluent**, so you aren't writing *poetry*, but it makes [learning new languages](#) [ ] much *easier*.

**Extra Resources:** A necklace from a parent that has always brought you luck.

---

- ▣ **Meta Evocation.** You have a *deep* understanding around the [science of spell evocation](#) [ ]. You **can't channel magic** unfortunately, but you know enough to be able to [analyze spells](#) [ ] and [recognize spells](#) [ ]. You also have [rituals to pull spells apart](#) [ ], which you use for research, but *also* to prank the mages at the *Dai-Heem* near your old alma mater.

**Extra Resources:** A box of desiccated bugs and a wolf's skull you keep in the car, and an enchanted piece of chalk you keep on hand.

# ▣ THE RETIREE

## BACKGROUND (FAIR)

Retirement is pretty hard on you. The Huxlon Elder Services are great: you get all of your meds on time, you live in a decent retirement home, and ultimately you don't have a need in the world. But *Gods*, you *want* to go back to your old life, because *comfortable* is *boring*. The only skill you are cultivating right now is [historical trivia](#) [ ].

**Special Resources:** Loud Louie Trivia: Movie Edition board game.

## SPECIALTIES (GOOD)

- ▣ **Watch Detective.** You were a Detective for the 22nd Watch in New Salanda for 26 years, which was *Hell*, but you made a difference. You aren't that young, brash watchman anymore, but your main tools are still *sharp*: [observation](#) [ ], [interrogation](#) [ ], [deduction](#) [ ], and your uncanny ability to [sniff out liars](#) [ ]. And above all, you still have your [charm](#) [ ].

**Extra Resources:** Rider and Gold P4 service revolver (3, 6 rounds) with two speed loaders in your locker.

---

- ▣ **Office of Intelligence.** You have *no* memories of what you used to do, but your Retirement Liaison assures you that you did *exceptional* work. What you *do* still have are the muscle memories of your old life: good [reaction](#) [ ], [evasion](#) [ ], and [stealth](#) [ ]. You also have an incredible [eye for details](#) [ ], and you seem to know *a lot* about [knives](#) [ ].

**Extra Resources:** The Knife (3+) that should *always* stay in its sheath while in polite company.

---

- ▣ **1st Division, Burning Sword.** You were one of the *first* Burning Swords in Bonethorne's Outlaw Army, but you are so old that you did your first few tours under the original Department of Magical Warfare. While you are still [pretty fit](#) [ ] (one hundred push-ups and sit-ups a day), your ability to [manipulate fire](#) [ ] is still *world class* (in your opinion). You still carry all of the *scars* from when that magic *backfired* on you, but that's just made you *more* careful in your old age.

**Extra Resources:** Your old dog tags that you always wear.

---

- ▣ **Huxlon Republic Diplomat.** You were once a *Gods* damned *Lord* before the *coup*, but at least you only lost your *title* and not your *head*. Luckily, your skills made you *invaluable* to the Huxlon Diplomatic Corps, and you got to watch all of your enemies burn in the *Ascension* conflicts from the safety of a decent office with a beautiful view. Decades of *shady* Cold War diplomacy have made you an *effective* [negotiator](#) [ ], and you still have a lot of [authority](#) [ ], which you maintain through your [back-room secrets](#) [ ] and [powerful contacts](#) [ ]. You might *look* harmless, but you know exactly what names to drop to get the right answers.

**Extra Resources:** Your Black Book of phone numbers and names. The notes don't make sense to anyone else.