

# ▣ 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.

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- ▣ **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).

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- ▣ **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.

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- ▣ **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.

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- ▣ **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.

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- ▣ **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.

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- ▣ **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.