

PATH: THE VETERAN

You did three tours as a *ECSF Marine* under the *8th Fleet of Outer Orbit Command*. You fought during the *'78 Flash Point* of the *Frontier Wars*, and unlike many of your peers, you actually had to perform offensive boarding operations against unfriendly corporate privateers. Ironically, the only kind of work you can find now is flying as a privateer under the flag of the *Essian Compact*.

Special Resources: An ESS R2 rifle with license (3+ ST, 30 rounds); ESS P2 pistol (2+ ST, 15 rounds); combat vest with webbing (3 AR); combat knife (1 ST); ammunition crate.

BACKGROUNDS + Traits

TASK FORCE 73.1 MEDIC. You were a *soldier* trained to *follow boarding teams* into the fight and provide *emergency trauma care*. You also practiced *general medicine* in civilian sectors as part of emergency operations.

[] **Corpsman.** *Medical, emergency trauma care, pharmaceuticals, general medical knowledge.*

[] **Athletics.** *Stamina, strength, speed.*

[] **Healer.** *Evocation: heal 1 Hit with a Half Rest, and diagnose the state of injuries (not disease).*

[] **Stoic.** *Calm, willpower, patience.*

Extra Resources: Medical crash kit, enchanted Sharpie, gold encased bone marrow, a box of drugs.

TASK FORCE 76.5 SUPPORT. You were a *soldier* who provided *technical and engineering support* for breaching teams, very often under fire. On rare occasions you also provided support for civilians, specifically during rescue operations.

[] **Technician.** *General repair, security bypass, electronic counter measures.*

[] **Improvise.** *Jury rig, scavenge, patch job, fast bypass.*

[] **Mecharcana.** *Ritual: analyze, diagnose, and reverse-engineer mechanical and electronic systems.*

[] **Attention.** *Focus, alertness, care for details.*

Extra Resources: Well stocked tool kit, boxes of Curae™ chalk, crystals, ruggedized laptop.

TASK FORCE 73.1 RIFLEMAN. You were a *rifleman* attached to a breaching team. Too often you were the first one through the breach, or the last one covering everyone's asses.

[] **Soldier.** *All forms of close combat, weapons maintenance, logistics.*

[] **Mover.** *Quick, strong, fast.*

[] **Alert.** *Situational awareness, intuition for danger.*

[] **Grit.** *Tough, endurance, willpower, health.*

Extra Resources: Multi-optic goggles, ESS Wembel scattergun (3 ST, 8 rounds, short range, but +1 Checks to Hit), 200 scattergun rounds, composite plate inserts (+1 AR), Smoke Grenades (20), Flash Bangs (10).

TASK FORCE 1.1 SUPPORT OPC. You were among the first generation of *psychic* breachers, used to *support* breaching operations with *communications* and *intelligence*.

[] **Relay.** *Evocation: You can link several minds together to read surface thoughts within 100m.*

[] **ECM.** *Psychic: You are able to disrupt any electronic systems that you can see.*

[] **Psychic Ping.** *Psychic: You can see the life force of every being within 20m for about 60sec.*

[] **Combat Training.** *Defensive close combat, quick.*

Extra Resources: Multi-optic goggles, ESS TSSA 40 submachinegun (2+ ST, 30 rounds), 2000 extra 10mm rounds, composite plate inserts (+1 AR), Smoke Grenades (20), Flash Bangs (10).

PATH: THE MERCENARY

You were a soldier during the '78 to '81 *Flash Points* of the *Frontier Wars*, and you and your peers did the work of *modernizing* and *refining* the terrifying art of *ship-to-ship ambush and boarding actions*, an art that is perfectly suited for *privateering*.

Special Resources: A R28 Halyon rifle with license (3+ ST, 30 rounds), M9 Essex pistol (2+ ST, 15 rounds), combat vest with webbing (3 AR), combat knife (1 ST), ammunition crate, Smoke Grenades (20), Flash Bangs (10).

BACKGROUNDS + Traits

221st OUTLAW ARMY, SWG/DOAW TEAM 8. You were a *fireteam leader* of a *breaching/ground assault* team, trained in the long tradition of blending the *arcane* with *modern warfare*.

Combat Leader. *All forms close combat, awareness, quick, athletic.*

Sense Beings. *Evocation:* You can sense the location of every sentient being in 100m for 20sec.

Leadership. *Authority, command, tactics.* *Evocation:* Remove fear and doubt.

Determined. *Endurance, calm, grit, willpower.*

Extra Resources: Multi-optic goggles, P8 Tactical Uplink, hardened half-blade (1+ ST), 4 rubies.

221st OUTLAW ARMY, SWG TEAM 1. Trained in the relatively new art of *close combat inside ships*, you were the spearhead *cracking open ships* and *overwhelming* forces twice your numbers.

Breach Leader. *All forms close combat, tough, awareness, quick, endurance, athletic.*

Breaching. *Explosive breaching, stealth breaching, general explosives.*

Leadership. *Authority, command, tactics.*

Fearless. *Grit, calm, willpower.*

Extra Resources: Multi-optic goggles, RR1 Wembel scattergun (4 ST, 8 rounds, short range), 200 scattergun rounds, composite plate inserts (+1 AR), explosive breaching foam (3 uses).

12th ESSP MARINES, SPC/OCF 3. Trained as a *psychic soldier*, you did the extremely messy work of providing *offensive psychic* support for *special breaching operations*.

Breach Training. *Defensive close combat, quick, athletic.*

Overwhelm. *Psychic:* You can overwhelm a single target with a singular sensation or emotion.

Telepathic. *Psychic:* For 30sec you can read the surface thoughts of every mind (like a crowd talking) in 20m, or isolate the surface thoughts of a single mind of a target you can see.

Determined. *Endurance, grit, willpower.*

Extra Resources: Multi-optic goggles, SR6 Wembel 7mm SMG (2+ ST, 90 rounds), 10 clips, composite plate inserts (+1 AR), painkillers (2 uses)

221st OUTLAW ARMY, SWG/DOAW TEAM 5. You are the *second* generation of *cybernetically enhanced* soldiers designed for *informational warfare*.

Combat Training. *Defensive close combat, quick, athletic.*

Security Expert. *Bypassing, overriding, disabling, manipulating security systems.*

Psychic Uplink. *Psychic:* You can use any regular input device that you can see with your mind.

Stoic. *Calm, focus.*

Cybernetics: ECM hardened computer with neural interface and wireless. Compatible with *Psychic Uplink* for devices requiring a *physical port*.

Extra Resources: Multi-optic goggles, SR6 Wembel SMG (2+ ST, 90 rounds), 10 clips.