

PATH: FREELANCE

You fought three tours in the Bats War ('72 to '75) for the Huxlon Republic Army as a special attachment to Bonethorne's Outlaw Army. For *four years*, you watched modern history's *greatest* military coalition *stumble* and *falter* on the Red Plains of North Ordhauen, and now these plains are the only place where you can earn a decent salary.

Special Resources: An HRA R3 Rider rifle with license (3 ST, 30 rounds); HRA P9 pistol (2 ST, 15 rounds); combat vest with webbing (3 AR); sturdy vehicle; combat knife (1 ST); ammunition crate.

BACKGROUNDS + Traits

221st MEDIC CORPS. You were a *soldier* who provided *emergency trauma care* on the battlefield, but also practiced *general medicine* in civilian zones as part of mercy operations.

[] **Corpsman.** *Close range defense, tough, quick, athletic, cardio.*

[] **Healer.** *Evocation: heal 1 Wound with a Quick Rest, and diagnose the state of injuries.*

[] **Field Doctor.** *Medical, emergency trauma care, diagnosis (earthly and arcane).*

[] **Stoic.** *Willpower, calm, patience.*

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

80th ENGINEERING CORPS. You were a *soldier* who helped *maintain and repair ground vehicles* and their associated systems, and supported several *construction projects*.

[] **Handy.** *General mechanics, general electronics, electrician, construction.*

[] **Scavenger.** *Salvage, bargaining, blackmarket, finding interesting junk.*

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

[] **Improvise.** *Jury rig, fast repair, patch job.*

Extra Resources: Well stocked tool kit; boxes of Curae™ chalk; crystals; shared workshop space.

32nd FIRE SUPPORT GROUP. You were a *rifleman* attached to a support fire team that threw a *lot* of bullets at the enemy, and covered a *lot* of asses under *overwhelming* odds.

[] **Gunner.** *Small arms close combat, support weapons, weapons maintenance.*

[] **Tactics.** *Strategy, initiative, cunning.*

[] **Alert.** *Awareness, intuition for danger.*

[] **Endurance.** *Tough, willpower, stamina, health.*

Extra Resources: HR SR6 support weapon (4+ ST, 100 round magazine); big box of ammunition.

5th RECON DIVISION. You were a *scout soldier (close combat)* during the war, so while you were not in a *lot* of *direct* combat, you spent a *lot* of time *stalking* and *isolated* in the wilderness.

[] **Stealth.** *Hiding, ambush, evasion.*

[] **Resolve.** *Tough, endurance, patience.*

[] **Scout.** *Long range sniping, close range defense, awareness, alertness, analysis, wilderness survival.*

[] **Tracker.** *Finding, following, recalling.*

Extra Resources: Bug-out bag; portable camping kit; emergency supplies (10 people, 1 month); surveillance equipment.

PATH: MERCENARY

You fought five tours in the Bats War ('70 to '75) for Bonethorne's Outlaw Army: the most powerful fighting force raised in a *thousand* years, *undefeated* until two years ago. You lost it all *here*, on the North Ordhauen plains, faltering under red tape, objectives set by politicians, and an enemy fighting on home soil. It's a war that shouldn't have been fought, and now it's a place you can't escape.

Special Resources: A M22 Eugene rifle with license (3+ ST, 30 rounds); M9 Blackheart pistol (2+ ST, 15 rounds); combat vest with webbing (3 AR); sturdy vehicle; combat knife (1 ST); ammunition crate.

BACKGROUNDS + Traits

3rd OUTLAW SPECIAL ACTION DIVISION. Your division fought the *unseen* battles of the war, and your team's specialty was ending a fight before it showed up on the evening news.

[] **Warfighting.** *Close combat in all forms, tactics, strategy, leadership, fitness.*

[] **Stealth.** *Evasion, ambush, hiding.*

[] **Tactical Awareness.** *Reaction, alertness, danger, observation.*

[] **Steel.** *Tough, willpower, stamina, health.*

Extra Resources: Night vision goggles; M9 silencer with license; hardened half-blade (1+ ST).

BURNING SWORDS, SOC, 2nd COMPANY. Your magic isn't flashy, but it gets the job done, and unlike most Burning Swords, you can *stay in the fight* if the magic runs out.

[] **Warfighting.** *Close combat in all forms, tactics, strategy, leadership, fitness.*

[] **Tactical Magic.** *Evocation: weaponized hunting magic designed to create traps and distractions.*

[] **Counterspells.** *Evocation: dispel and disrupt magic before it becomes a problem.*

[] **Steel.** *Tough, willpower, stamina, health, strength.*

Extra Resources: 5 pieces of iron ore; 4 gold rings; animal bones; enchanted Sharpies.

OCI PSYCHIC RECON PROGRAM. You were on "permanent loan" from the Office of Central Intelligence, taken from your comfortable job of *psychic spying* to fight a war.

[] **Remote Viewing.** *Psychic: through an object you can use magic to see the psychic impressions left behind by other beings. The less intimate the connection, the weaker the vision.*

[] **Communication.** *Psychic: rites that allow you to send messages to others. Captured psychics who are known to have this skill are almost always killed, or kept heavily sedated.*

[] **Surface Read.** *Psychic: read the (usually meaningless) surface thoughts of a subject.*

[] **Interrogation.** *Influencing a subject to voluntarily surrender information.*

Extra Resources: 6 raw diamonds, and two eyes suspended in ether.

22nd SOC RECON DIVISION. While most of your division was dedicated to scout missions, your fireteam was flagged for legally dubious "special operations".

[] **Sniper.** *Long-range sniper, close combat. Draw 1 extra card if you can take your time.*

[] **Hunter.** *Set ambushes, traps.*

[] **Stalking.** *Evasion, concealment, tracking, observation, search.*

[] **Wild Heart.** *Alertness, danger awareness, wilderness survival.*

Extra Resources: M22-S Eugene rifle with license (4++ ST, 10 rounds); precision scope; ghillie suit; a crate of M22-S ammunition; portable camping gear.