

# PATH: THE VETERAN

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. Despite being the world's most advanced military coalition, your side *lost*, and you might have a little bit of resentment from *four years* of watching your friends die in this humiliating debacle.

**Special Resources:** A Toma .38 with license (2 ST, 10 rounds) and 4 clips, combat vest with webbing (3 AR) that you keep in your sturdy vehicle.

## 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.** *Tough, quick, athletic, cardio.*

[ ] **Healer.** *Evocation: heal 1 Hit with a Half 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, and a box of drugs you keep in the car.

---

**80th ENGINEERING CORPS.** You were a *soldier (combat 0)* who helped *maintain and repair ground vehicles* and their associated systems, and supported several *construction projects*.

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

[ ] **Improvise.** *Jury rig, patch job, duct tape magic.*

[ ] **Mecharcana.** *Ritual: altering or repairing mechanical or electronic systems.*

[ ] **Curious.** *You always discover the most interesting things.*

**Extra Resources:** A well stocked tool kit you keep in the car, but you carry a very fancy multi-tool on hand. You also have a solid bar of steel.

---

**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.

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

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

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

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

**Extra Resources:** Your HRA R3 Rider light support rifle (3+ ST, 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 soldier* 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.** *Willpower, endurance, patience.*

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

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

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

# PATH: THE EX-CON

You paid your dues to society in a Huxlon Republic prison. *Five* years for a *botched* robbery, but even though you took the fall, 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.

**Special Resources:** A Toma .38 with license (2 ST, 10 rounds) and 4 clips, a small bag of drugs (illegal or prescribed), and a cheap car.

## BACKGROUNDS + Traits

**THE SMUGGLER.** When the jewels left the bank, you were the one that had to *hide them* and *sell them*, and your buyers weren't always *honest* with you.

[ ] **Concealment.** *Hiding, smuggling, evading.*

[ ] **Fighter.** *Fists, feet, knives, and clubs, when it all goes sideways.*

[ ] **Hunch.** *Unseen knowledge, instinct.*

[ ] **Salesman.** *Bargaining, empathy, psychology, and sometimes lies.*

**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 *physical* obstacles that stood in the way. Obstacles that sometimes *breathed* and *had families*.

[ ] **Fighter.** *If you are using your hands and feet, draw 1 extra card.*

[ ] **Strong.** *Tough, strength, endurance, health, grit.*

[ ] **Instinct.** *Alertness, awareness, danger.*

[ ] **The Look.** *"Fuck off", without saying a word.*

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

---

**THE FACE.** You were the *distraction*, and Gods *damn* you are a good distraction.

[ ] **Allure.** *Beauty, charm, seduction.*

[ ] **Steel.** *Patience, willful, calm, stoicism.*

[ ] **Intuition.** *Hunch, instinct. Evocation: You are able to recite one raw truth about the target.*

[ ] **Manipulation.** *Lies, and comforting half-truths for persuasion.*

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

---

**THE THIEF.** You are the one doing the actual work of *stealing* during a heist. No one gets paid unless you can do your job right, but you are also the one who takes the *fall*.

[ ] **Stealth.** *Hiding, evading, disguise.*

[ ] **Stealing.** *Lock picking, security bypass, pick pocket, sleight of hand.*

[ ] **Casing.** *Alertness, awareness, recall, analysis, deduction.*

[ ] **Streetwise.** *Politics, etiquette, survival, blackmarket.*

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