

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 EVA suit with webbing (3 AR) and sensor suite; 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.

[] **Soldier.** *Combat (Wt).* The defense and survival of you and your patient.

[] **Healer.** *Evocation.* Magical healing and diagnosis. *Healing Wounds* adds 1 Difficulty per Wound.

[] **Field Medic.** *Emergency trauma care and general medicine.*

[] **Stoic.** *The calm, focus, and determination needed to survive critical situations.*

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.

[] **Details.** *Focus and attention to small problems that may become dangers..*

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

TASK FORCE 73.1 Trooper. You were a *trooper* attached to a breaching team. While you were rarely the tip of the spear, you certainly held your own against *terrifying odds*.

[] **Trooper.** *Combat (Sh, Wt, Qk).* General combat principles and tactics.

[] **Moves.** *The speed and skill needed to get into an advantageous position.*

[] **Alert.** *Situational awareness and an intuition for danger.*

[] **Solid.** *Tough, determined, and strong enough to carry out any order.*

Extra Resources: ESS Wembel T88 scattergun (3 ST, 8 rounds, +1 Checks to hit under 10m), 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 *distraction*.

[] **Relay.** *Evocation:* You can link several familiar targets together to read surface thoughts.

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

[] **Aphasic Static.** *Psychic:* Prevent a target from speaking coherently, or casting Evoked or Psychic spells. Each additional target adds 1 Difficulty.

[] **Combat Training.** *Combat (Wt).* Defensive close combat.

Extra Resources: Bag of *trinkets* used to mark *familiar targets*, 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 (4 ST, 30 rounds), M9 Essex pistol (2+ ST, 15 rounds), combat EVA with webbing and sensor suite (3 AR), 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*.

[] **Soldier.** Combat (Sh, Wt). *All forms close combat.*

[] **Rally!** Evocation. *You can quell any doubt, fear, or hesitation in anyone that can hear you.*

[] **Combat Leader.** *Authority, command, and tactics.*

[] **Determined.** *Endurance, and willpower.*

Extra Resources: P8 Tactical Uplink (encrypted, hardened, and magic resistant psychic line to the mothership with safety cut-off), hardened half-blade (2+ ST), 4 pieces of jade.

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 Lead.** Combat (Gr, Sh, Qk). *First through the door, last one standing.*

[] **Explosives.** *Breaching, demolitions, traps, and disarming.*

[] **Instinct.** *The alertness and reflexes to survive combat breaching.*

[] **Fearless.** *Calm, patience, and the will to act first.*

Extra Resources: RR1 Anoch scattergun (3 ST, 8 rounds, +1 Checks to hit under 10m), composite plate inserts (+1 AR), explosive breaching foam (3 uses), polymer explosives (6 uses).

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

[] **Close Combat.** Combat (Sh). *Calculated and strategic close combat to gain battle advantage.*

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

[] **Telepathic.** Psychic. *Read the surface thoughts of every mind (like a crowd talking) closeby, or isolate the surface thoughts of a single mind of a target you can see.*

[] **Resistance.** *Training in magic resistance techniques, anti-torture, and anti-coersion.*

Extra Resources: Composite plate inserts (+1 AR), painkillers.

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

[] **Combat Training.** Combat (Wt). *Defensive close combat training.*

[] **Security Expert.** *Bypassing, overriding, disabling, and manipulating security systems.*

[] **Psychic Uplink.** Psychic. *Psychically control any input device that you can see or touch.*

[] **Null Camo.** Psychic. *Psychic suggestion to ignore the character.*

Cybernetics: Counter-measure hardened computer with neural interface, which can connect to systems via *Psychic Uplink*, but external and wireless connections are available.