

PATH: THE EX-COP

You did your time working for the various alphabet law enforcement agencies in Bonethorne Port. You spent years during the “War on Crime” cracking down on petty criminals, while the real monsters acted with absolute impunity behind a wall of corpo lawyers and endless guilders. Quitting meant you lost your pension, but it’s worth the freedom to do something worthwhile...

Special Resources: Rider and Gold PB4 service revolver (3 ST, 6 rounds) and 4 speed loaders, watch vest (2 AR), and a sturdy vehicle.

BACKGROUNDS + Traits

WATCH DETECTIVE. You were a *Detective* for the *12nd District Watch*, which was *Hell*, but you learned a *lot* about surviving the horrors of the streets of Bonethorne Port.

[] **Investigator.** *Gathering clues and evidence from people and the environment.*

[] **Fight.** *Combat (Sh, Wt).* *Just enough skill to protect and survive until SAT Watch arrives.*

[] **Connected.** *You have a rumor mill of low-level police and minor criminal contacts.*

[] **Gut Feeling.** *You know when things are about to get bad.*

Extra Resources: 500 gilder wrapped in plastic, one box of evidence from “The Case”.

DA INFORMANT. You were stuck on both sides of the law, and it was never clear who was on *your* side, but you could *always* trust your flashy smile, and your well of secrets.

[] **Charm.** *The most reliable protection you have.*

[] **Steel.** *The patience, will, and calm needed to survive the worst.*

[] **Truthsayer.** *Psychic:* *You are able to recite one raw truth about the target. It is always spoken aloud.*

[] **Manipulation.** *Lies, and comforting half-truths to get out of a bad situation.*

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

BNP-SAT WATCH. You were trained to handle the worst kind of combat: close quarters, irrational opponents, in the middle of a densely packed civil society.

[] **Special Action.** *Combat (Sh, Wt, Qk).* *Small arms and martial close, close, combat.*

[] **Tactics.** *Making a plan to kill the enemy, without civilian casualties.*

[] **Alert.** *Paying careful attention to everything trying to kill you.*

[] **Endurance.** *The physical and mental stamina to survive combat.*

Extra Resources: Your HRA SP2 Rider SMG (2+ ST, 30 rounds), and 4 magazines. No license, but no one checks. Ceramic plates (+2 to AR).

PUBLIC DEFENSE ATTORNEY. You were the Bonthorne’s *token* display of justice, but you still fought *hard* for your clients’ civil rights, and on a few rare occasions, actual justice was served.

[] **Stubborn.** *Nothing stops you, especially not your own happiness.*

[] **Informed.** *You know a little about everything, because small clues lead to big breaks.*

[] **Presence.** *People listen to you, out of awe, respect, fear, or for enough hope to try one more time.*

[] **Respected.** *Powerful people, on both sides of the law, hate you but can’t help but to respect you.*

Extra Resources: Enough evidence to destroy it all, but not enough to save yourself.

PATH: THE EX-SPOOK

You retired out of a life that very few survive. You might not remember all of it, but the scars are still there: a life lived on the very edge of disaster, where killings were scheduled over lunch, and every life (including your own) had a bottom line. You retired hoping for peace, but in reality, you just wanted to make sure you couldn't do any more damage.

Special Resources: 10,000 guilders buried in the ground, a nice house, and a nicer car.

BACKGROUNDS + Traits

THE SMUGGLER. You moved people and things, and it was never *legal*. You know how to do it without getting caught, but if you do get caught, you know ways to *make it legal enough*.

[] **Smuggling.** *You know how to hide and move you and your cargo with experienced efficiency.*

[] **Fighter.** *Combat (Gr). On the rare occasion where hiding fails.*

[] **Hunch.** *You seem to know when something is off.*

[] **Confident.** *You know a lot of small things that you pass off as actual expertise, for just long enough.*

Extra Resources: A bag of very scary drugs you are keeping for a "friend".

OFFICE OF INTELLIGENCE. You have *no memories* of what you used to do, but your Retirement Liaison assures you that you did *exceptional* work.

[] **Board Gamer.** *You own and play many types of board games from all over the world.*

[] **Killing.** *Combat (Gr, Qk). +1 with blades or hands.*

[] **Stalking.** *Finding and following prey without being noticed.*

[] **Instinct.** *An unconscious reaction to danger.*

Extra Resources: The Knife (3+ ST) that should *always* stay in its sheath while in polite company.

BONETHORNE PORT DIPLOMAT. You were at all the shady, back-room meetings that shaped modern history, and kept the world from falling into *another* Great War.

[] **Authority.** *No one doubts the sincerity and power of your words.*

[] **Manipulation.** *In case your authority fails, lying or intimidating works too.*

[] **Secrets.** *A wealth of classified information, blackmail, and deep state contacts from your past life.*

[] **Well-Read.** *You know all the facts because you actually do your homework.*

Extra Resources: Your Black Book of phone numbers and names. The notes don't make sense to anyone else.

WHITE ROOM TECH. Technically illegal and absolutely terrifying, you specialize in the kind of *psychic information extraction* that makes you *despised* by other magic users.

[] **Surface.** *Psychic: read the surface thoughts of a subject, which may be meaningless.*

[] **Wipe.** *Psychic: permanently removing memories, which can cause permanent brain damage.*

[] **Memory.** *Psychic: viewing the long-term memories of a subject.*

[] **Influence.** *Psychic: modifying the memories of a subject. Even small changes are extremely difficult and can completely change a subject's personality in unpredictable ways.*

Extra Resources: Two diamond rings from a dead couple, a shriveled thumb, and a bullet pulled from a corpse.