

# 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 mainly provided *emergency trauma care* on the battlefield, but also practiced *general medicine* in civilian zones in non-combat 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.*

[ ] **Determined.** *The stamina and willpower to get the job done.*

**Extra Resources:** Medical crash kit, and a box of drugs.

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

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

[ ] **Inventive.** *Jury rigging, quick patching, and improvising.*

[ ] **Mecharcana.** *Ritual*. Altering or repairing mechanical or electronic systems via magic.

[ ] **Notice.** *Spotting problems before they become dangers.*

**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.

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**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.** *Combat* (Gr, Sh, Wt). Close combat in urban environments.

[ ] **Tactical.** *Combat strategy, initiative, and cunning.*

[ ] **Alert.** *Alertness and intuition for danger.*

[ ] **Athletic.** *Physical strength, 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.

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**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*.

[ ] **Stalker.** *Hiding, ambushing, evading, and following targets.*

[ ] **Survivalist.** *The physical endurance and the practice to survive adverse environments.*

[ ] **Sniper.** *Combat* (Sh, Qk). Long range sniping and close range defense.

[ ] **Scout.** *Alertness, observation, and intelligence gathering.*

**Extra Resources:** Portable camp bag with supplies for 3 days, and a Tyler R3 Bolt Action Hunting Rifle (5 ST, 5 Rounds) with 100 bullets, all stashed in the trunk.

# 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.

[ ] **Stash.** *Hiding, smuggling, and concealing.*

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

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

[ ] **Sales.** *Bargaining, empathy, psychology, and lying.*

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

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**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*.

[ ] **Brawler.** Combat (Gt, Qk). *If you are using your hands, feet, or hammer, draw 1 extra card.*

[ ] **Tough.** *Strength, endurance, health, grit.*

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

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

**Extra Resources:** Enchanted claw hammer (2+ ST).

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

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

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

[ ] **Soothsayer.** Psychic: *Learn one absolutely true thing about the target.*

[ ] **Manipulation.** *Persuasion through lies and comforting half-truths.*

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

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**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*.

[ ] **Stealthy.** *Staying unseen and hidden, sometimes in plain sight.*

[ ] **Stealing.** *Pick pocketing, bypassing security, and forced entry.*

[ ] **Caution.** *Alertness, awareness, and knowing when to walk away.*

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

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

# PATH: THE STUDENT

You spent twelve years at a four year university. Congratulations on your absolutely *bonkers* jury-rigged doctorate. The Huxlon Republic has a pretty good public university system, but no one is *that* generous, so you are currently trying to pay off a couple of loans you had to take out for the sake of your academic career.

**Special Resources:** Reference books you keep in your locker for research and a cheap car.

## BACKGROUNDS + Traits

**PhD in ALCHEMIC HISTORY.** You did your thesis paper on how chemically induced *Grihart Cascade* effects (*alchemy*) were produced in *pre-Quinal rituals*, which is *wild* if you think about it.

[ ] **Alchemical Rites.** *Evocation:* moving elements up and down the periodic table.

[ ] **Grihart Cascading.** *Evocation:* breaking down compounds into elements.

[ ] **Chemist.** Practical knowledge and general application.

[ ] **Academic.** General academic knowledge.

**Extra Resources:** Boxes of elements you've purchased over the years that are in the trunk.

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**APPLIED DOCTORATE IN RITUALISM.** Your field is in the *forty-eight* core forms of *Adulis Era rituals* (written 800-400 years ago), which *have* to be relevant today, otherwise your doctorate would just be a *total waste*.

[ ] **Adulis Era Rituals.** *Ritual.* Any ritual a mage from 400 years ago might create.

[ ] **Improvise.** Jury rigging components to cast spells on a student budget.

[ ] **Historian.** Deep and vast historical knowledge. Useless for work, but great for trivia.

[ ] **Curious.** A knack for discovering very interesting things.

**Extra Resources:** A raw diamond you keep in your locker, an enchanted piece of chalk, and a whole human skeleton (with legal permits) you keep in the trunk.

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**PhD in GENERAL LINGUISTICS.** You studied the *Silhan, Homen, Ordus, Essa* and *Mer root languages*, so there really isn't a language on the planet you can't figure out.

[ ] **Polgot.** Most modern languages, a few ancient languages.

[ ] **Listener.** Nuance, motive, understanding.

[ ] **Context.** History, politics, economy, lore, culture.

[ ] **Speaker.** Confidence, authority, grace.

**Extra Resources:** A necklace from a parent that has always brought you luck.

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**APPLIED META EVOCATION.** You have an Applied Doctorate in *Spell Analysis*, which makes you way over-qualified for a field that is *already* too full.

[ ] **Ripping.** *Evocation:* deconstructing and dispelling magic effects.

[ ] **Warding.** *Psychic:* protection from magical effects.

[ ] **Analyst.** Investigation, observation, and speculation.

[ ] **Fortitude.** The stamina and willpower from years of resisting magical blow back.

**Extra Resources:** A box of desiccated bugs, a bag of tiny prisms, and consecrated salt.

# PATH: THE RETIREE

Retirement is pretty hard on you. You've managed to collect a nice nest egg, and your basic needs are met, but *Gods*, you want to go back to your old life, because being comfortable is *boring*. You're even willing to take on *this* job, just to break up the monotony.

**Special Resources:** Loud Louie Trivia: Movie Edition board game.

## BACKGROUNDS + Traits

**WATCH DETECTIVE.** You were a *Detective* for the *22nd Watch* in New Salanda for 36 years, which was *Hell*, but you made a difference.

[ ] **Investigator.** *Observation, detection, interrogation, interview.*

[ ] **Hard.** *Combat (Gr).* *The will, skill, and endurance to survive.*

[ ] **Trivia.** *A vast trove of random trivia.*

[ ] **Intuition.** *A nose for clues and danger honed over three decades of Hell.*

**Extra Resources:** Rider and Gold P4 service revolver (2 ST, 6 rounds) with two speed loaders.

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

[ ] **Billiards.** *Excellent billiards player...*

[ ] **Killing.** *Combat (Gr, Qk).* *If you are in melee combat, draw 1 extra card.*

[ ] **Stalking.** *Finding, following, evading, and ambushing.*

[ ] **Instinct.** *A predator's intuition for danger and self-preservation.*

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

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**1st DIVISION, BURNING SWORD.** You were one of the *first psychic telekinetics* to be recruited to Bonethorne Port's infamous *Burning Swords*, but your career is so long that your first tour was actually under the *original* Department of Magical Warfare.

[ ] **Telekinesis.** *Psychic:* *Safe maximum lift of a small car moving at walking speed.*

[ ] **Resolve.** *Willpower, and physical endurance from years of mind over matter.*

[ ] **Tactical.** *Alertness and awareness in dangerous situations.*

[ ] **Talkative.** *You need to say a lot of things before the end...*

**Extra Resources:** Your old dog tags that you always wear.

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**HUXLON REPUBLIC DIPLOMAT.** You were there helping to *negotiate* all of the *shady* back-room deals that changed the course of modern history. Why the Hell are you *here* now?

[ ] **Confidence.** *Bargaining, inspiration, and command.*

[ ] **Stubborn.** *Stubborn.*

[ ] **Secrets.** *Classified information, blackmail, deep state connections.*

[ ] **Manipulation.** *Lying, intimidation, and persuasion.*

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