

PATH: EX-SECURITY

You spent *four years* fighting the ECSF during the '78 *Flash Point* of the *Frontier Wars* under any corporate flag that would *pay*. While your training was *good*, it was hardly a match to the standards of *Homeworld*, but your “side” had the advantage of *numbers* and *logistics*. The ECSF eventually “won”, but you weren’t in it for the glory: you survived with a little nest egg for retirement.

CORE TRAITS

[] **Soldier.** Combat (Wt). *The ability to defend a target long enough for reinforcements.*

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

[] **Athletic.** *Physical ability and stamina required for combat.*

Base Resources: An M24 rifle with license (3+ ST, 30 rounds); M19 pistol (2+ ST, 15 rounds); combat EVA suit with webbing (3 AR) and sensor suite; ammunition crate.

BACKGROUNDS + Traits

MEDIC CERTIFICATION. You are certified to provide *emergency trauma care* in the field, and you can practice *general medicine* in *remote* frontier civilian zones.

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

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

[] **Stoic.** *Providing and maintaining calm and focus in extreme circumstances.*

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

GENERAL TECHNICIAN. You provided general *technical support* for combat teams, working on their vehicles, drones, tactical gear, and information suites.

[] **Handy.** *General mechanics, electronics, computing/information systems and AGI systems.*

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

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

Extra Resources: A well stocked tool kit, enchanted multi-tool, a solid bar of steel.

FIRE SUPPORT GROUP. You were part of a support fire team that threw a *lot* of bullets at the enemy, and defended against a *lot* of boarding actions.

[] **Gunner.** Combat (Gr, Sh, Qk). *A wide variety of close combat techniques in closed environments.*

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

[] **Solid.** *The will and physical endurance to do what needs to be done.*

Extra Resources: M322-R3 Rider light support rifle (3+ ST, 90 rounds), and 4 magazines. 5 boarding grenades (4+ ST, 10m radius, designed to *not* cause hull breaches).

RECON SPECIALIST. You operated in the *informational* sphere of the war, so while you were not in a lot of *direct* combat, you spent a *lot* of time *hiding* on ship’s hulls and *collecting information*.

[] **Stealth.** *Hiding, ambushing, and evading.*

[] **Security Expert.** *Bypassing security systems and retrieving information covertly.*

[] **Prepared.** *Clever enough to make a solid plan, flexible enough to survive when it falls apart.*

Extra Resources: Eos A334 ruggedized computer with an encrypted link to the mothership, M122-S silenced PDW (noiseless, 2+ ST, 40 rounds), 4 magazines, security bypass tools.

PATH: FREELANCER

You make your money taking any jobs from any corporation that will *pay*. You've managed to survive in the gray zones between the corporations on *Procyon* and the nations of *Homeworld*, but you haven't found your fortune just yet. Eventually you are going to hit a *big* payday, but in the meantime, it's just another day in the Void.

CORE TRAITS

- [] **Fast Talk.** *Lies and half-truths small enough to overlook, but bold enough to make a difference.*
- [] **Connected.** *A healthy database of rumors, off-book reports, criminal contacts, and corporate secrets.*
- [] **Hunch.** *An innate intuition for danger, lies, or just something wrong.*

Base Resources: M19 pistol (2+ ST, 15 rounds); EVA suit with webbing (2 AR) and sensor suite; a box of *combat drugs* from a *Frontier* veteran.

BACKGROUNDS + Traits

SMUGGLER. You are certified to provide *emergency trauma care* in the field, and you can practice *general medicine* in certain frontier civilian zones.

- [] **Fighter.** *Combat (Gr, Qk). Down and dirty fightin' when it all goes sideways.*
- [] **Smuggler.** *Hiding, concealing, lying about, and faking the paperwork for "very legitimate" goods.*
- [] **Ignore.** *Ritual. Rites that cause onlookers to simply overlook an object and its contents. It does not render an object invisible, just easily ignored. The harder it is to ignore, the more difficult the Check.*

Extra Resources: Enchanted *combat drugs* you are keeping for a "friend", a magical Sharpie.

TROUBLESHOOTER. You do a little of everything, and your rep is just as spotty, but your rates are just low enough that corporate is cool with hiring you to fill in the gaps.

- [] **Patch Fill.** *Just enough skill to keep something running for a few more minutes.*
- [] **Brawler.** *Combat (Gr). Staying alive long enough to escape.*
- [] **Micro-Rituals.** *Ritual. A toolbox of general-use micro-rituals that are handy, but limited in scope.*

Extra Resources: Magical Sharpie, duct tape, pouches of random junk, R&P Shield Ring (AR 2)

OPERATOR. Ship automation like *machine spirits* and *AGI* almost make you obsolete, but even your *soulless* corporate overlords prefer if something *Gods-Touched* was in control.

- [] **Ship Operations.** *Navigation, logistics, communications.*
- [] **Ship Tacticals.** *Evasive maneuvers, sensors, electronic counter-measures, and weapons.*
- [] **Machine Spirit.** *Evocation. The ability to command and restore machine spirits. You can also create machine spirits, if enough spare magic can be found.*

Extra Resources: Gantry A210 Remote to the ship with an encrypted and psychic connection, spare *machine spirit* parts (a bag of rough diamonds, a dozen-ish library books, and magic batteries).

THE PSYCHIC. You have the skills, but it's mostly *the con*. Reading minds helps, but it's not usually enough to close a *good* deal, or get any *real* information.

- [] **Charming.** *Manipulation with a smile, and alluring confidence.*
- [] **Smart.** *You know enough on every topic to keep a conversation going, but these random bits of knowledge have also saved your life.*
- [] **Telepathy.** *Psychic. Reading surface thoughts. Can be used to block other telepaths.*

Extra Resources: A magical ring that emanates *power*, but does nothing, expensive heirloom jewelry, fashionable (but affordable) wardrobe.