

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.

CORE TRAITS

[] **Soldier.** Combat (Wt). *The ability to defend yourself in combat.*

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

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

Base 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.

[] **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 drugs.

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.*

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 part of a support fire team that threw a *lot* of bullets at the enemy, and helped save a *lot* of asses.

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

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

[] **F--k You.** *The will and physical endurance to do what needs to be done.*

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.

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

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

[] **Scout.** *Observation, intelligence gathering, and tactical analysis.*

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. *Two* 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.

CORE TRAITS

- [] **Fast Talk.** *Lies and half-truths small enough to overlook, but bold enough to make a difference.*
- [] **Streetwise.** *Politics, etiquette, and criminal connections.*
- [] **Hunch.** *Intuition for danger or a bad deal.*

Base Resources: A Toma .38 with license (2 ST, 10 rounds) and 4 clips, a small bag of drugs (illegal and 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 *move them* to a buyer that *definitely* sold out your crew.

- [] **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.

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, Wt, Qk). *If you are using your hands, feet, or hammer, draw 1 extra card.*
- [] **Tough.** *The strength to eat bricks, and the willpower to s--t them back out.*
- [] **The Look.** *"F--k completely off", without saying a word.*

Extra Resources: Enchanted claw hammer (3 ST), Sorensen Shield Ring (magical, 2 AR).

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

- [] **Allure.** *Influence and control through charm and seduction.*
- [] **Steel.** *The patience, will, and focus needed to get to the next part of the plan.*
- [] **Soothsayer.** Psychic: *Learn one absolutely true thing about the target. Great as a party trick, or to wildly disarm a target.*

Extra Resources: Magical, enchanted ring, 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*.

- [] **Stealthy.** *Staying unseen and hidden, sometimes in plain sight.*
- [] **Stealing.** *Pick pocketing, bypassing security, and forced entry.*
- [] **Prepared.** *Smart enough to make a solid plan, resourceful enough to pull through when it falls apart.*

Extra Resources: Lockpicks in your pocket, a reliable multi-tool, a *fanny pack* that's twice its size on the inside, with a handful of things you've "collected" along the way.