

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 (3 AR), ammunition crate.

BACKGROUNDS

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 (2 AR), a box of *combat drugs* from a *Frontier* veteran.

BACKGROUNDS

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.

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*.

CORE TRAITS

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

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

[] **Athletic.** The physical capability required for combat.

Base Resources: An ESS R2 rifle with license (3+ ST, 30 rounds), ESS P2 pistol (2+ ST, 15 rounds), combat EVA suit (3 AR), ammunition crate.

BACKGROUNDS

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.

[] **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.

[] **Field Technician.** *Actual experience with mechanical, electronic, computational, and AGI systems*.

[] **Improvise.** *Jury rig, patch, or modify systems when conventional methods are impossible*.

[] **Mecharcana.** Ritual (Sh). *Analyzing, repairing, and modifying electronic and mechanical systems without tools. Major repairs may still require raw materials and parts*.

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 (Gr, Sh, Qk). *General combat principles and tactics*.

[] **Quick.** *The speed and skill needed to outdraw or out maneuver an opponent*.

[] **Solid.** *Tough enough to eat a brick, determined enough to shit it out*.

Extra Resources: ESS Wembel T88 scattergun (3 ST, 8 rounds, +1 Rank to 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 (Sh, Wt). *You can link several familiar targets together to read surface thoughts*.

[] **ECM.** Psychic (Gr, Sh). *You are able to disrupt any electronic systems that you can see*.

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

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*.

CORE TRAITS

[] **Special Forces.** *Combat* (Sh, Qk). *War is your profession.*

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

[] **Athletic.** *The physical capability required for combat.*

Base Resources: A R28 Halyon rifle with license (4 ST, 30 rounds), M9 Essex pistol (2+ ST, 15 rounds), combat EVA (3 AR), ammunition crate, Smoke Grenades (20), Flash Bangs (10).

BACKGROUNDS

☐ **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*.

[] **Voice.** *Evocation* (Sh, Wt). *You can quell or instill confidence, doubt, fear, or panic in any target or group that can hear you, even remotely.*

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

[] **Prepared.** *Check to know or have something you need in an emergency.*

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.* +1 Rank at under 10m.

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

[] **Fearless.** *The calm and will to act first and take the initiative, even under extreme danger.*

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

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

[] **Overwhelm.** *Psychic* (Gr, Wt). *You can overwhelm a single target with a singular sensation or emotion.*

[] **Telepathic.** *Psychic* (Sh, Qk). *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 counter-magic 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*.

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

[] **Psychic Uplink.** *Psychic* (Sh, Qk). *Psychically control any input device that you can see or touch.*

[] **Null Camo.** *Psychic* (Wt, Qk). *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.