

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

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 had to fix *everything* with next to *nothing*, and though your *miracle patches* were ugly, they saved lives.

[] **Inventive.** *A solid foundation in mechanics and electronics to let you jury rig, patch, and improvise.*

[] **Details.** *Noticing small, but critical details, like a slow leak, or that spot of blood...*

[] **Mecharcana.** Ritual. *Repairing or altering mechanical or electronic systems by reshaping the system, which might require raw components depending on the damage or modification.*

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.*

[] **Fuck 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, but even though you took the fall, everyone else paid the price. Your partners all met *bad* endings, and all of your enemies seem to have just *forgotten* about you. After your release, Huxlon Rehab managed to set you up with some work, and for now, you are *clean*.

CORE TRAITS

- [] **Fast Talk.** *Lies and half-truths small enough to overlook, but bold enough to make a difference.*
- [] **Streetwise.** *Criminal politics, etiquette, and 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

- THE SMUGGLER.** You were the one that had to *hide* and *move wildly* illegal contraband to buyers that were *definitely* ready to kill you for a *handful* of gilder.
 - [] **Fighter.** Combat (Gr, Wt). *Down and dirty fightin' when it all goes sideways.*
 - [] **Smuggler.** *Hiding, concealing, lying about, and faking the paperwork for "very legitimate" goods.*
 - [] **Ignore.** Psychic (Sh, Wt). *Causes onlookers to simply overlook an object and its contents. Not 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, Sh, Qk). *From the school of "a good defense is shattering your opponent's face". If you are using your hands, feet, or hammer, +1 rank.*
 - [] **Tough.** *The strength to eat bricks, and the willpower to shit them back out.*
 - [] **The Look.** *"Fuck 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 convincingly sell a bold faced lie.*
 - [] **Soothsayer.** Psychic (Sh, Wt). Sharp Check: *Learn what the target is going to do next.* Wits Check: *Learn why a target is taking action (the what might be unexpected).*

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*. 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 (conventional and magical), 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.

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.

CORE TRAITS

[] **Book Smart.** A vast and unique *body* of obscure and useful academic insights.

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

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

Base Resources: Reference books you keep in your locker for research, a pack of essential (and *expensive*) spell components, and a cheap car.

BACKGROUNDS

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.** Ritual. Moving elements up and down the periodic table.

[] **Grihart Cascading.** Evocation (Gt, Sh, Wt). Breaking down compounds into elements.

[] **Chemist.** The *money-making part* of your degree: the ability to actually create useful compounds.

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

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.

[] **Object Read.** Evocation (Sh, Wt). Used academically to read the intent of an object, but can be used to read the motivations of the beings using the object.

[] **Improvise.** Jury rigging advanced spell components on a student budget.

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.

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

[] **Intent.** Psychic (Sh, Wt, Qk). Useful for decoding metaphors and idioms when learning new languages.

[] **Listener.** Unintentionally, you've become good at spotting people's true motivations.

[] **Speaker.** From years of confidently failing into fluency, your words actually inspire trust, authority, and puts others at ease.

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

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 (Gt, Sh, Wt). Deconstructing and dispelling magic effects.

[] **Warding.** Ritual. Protection from magical effects.

[] **Arcane Analyst.** Identifying magic effects and the spells that cause them.

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.

CORE TRAITS

- [] **Trivia.** A vast and unique body of obscure facts from competitive Loud Louie trivia.
- [] **Tall Tales.** A long life with a lot of stories to tell... Which are mostly true...
- [] **Stubborn.** The stamina and willpower to stick to the plan.

Base Resources: Loud Louie Trivia: *Where is Louie?* Edition board game and a reliable car.

BACKGROUNDS

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, Sh, Wt). The will, skill, and endurance to survive.*
- [] **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.

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

- [] **Killing.** *Combat (Sh, Gr, Qk). If you are in melee combat, +1 rank.*
- [] **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.

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 (Gr, Wt, Qk): Normal 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.*

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

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.*
- [] **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.