

PATH: EX-SECURITY

You spent *four years* fighting the ECSF during the '78 Flash Point of the Solar War 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 ABILITIES

- [] **Determined.** *The will and endurance to survive a war.*
- [] **Prepared.** *The knowledge and training to get ready for a bad situation.*
- [] **Alert.** *An awareness and intuition for danger.*
- [] **Athletic.** *Physical capability and training 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.

- [] **Field Medic.** Evocation. *Instant healing and diagnosis, but each Wound increases difficulty.* Magic optional: *you have conventional training in emergency trauma care and general medicine.*
- [] **Calm.** *You are stoic and focused, and you inspire trust and can command authority.*
- [] **Soldier (C♣).** Combat. *The ability to defend yourself and others in combat.*

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.

- [] **Inventive.** *A solid foundation in mechanics and electronics to let you jury rig, patch, and improvise.*
- [] **Mecharcana (C♣, S♠).** Ritual. *Repairing or altering mechanical or electronic systems without tools, but raw components might be required depending on the damage or modification.*
- [] **Interface.** Psychic. *Form a psychic connection with any AGI or machine spirit. Distance, and multiple connections increase difficulty.*

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 (C♣, S♠). *A wide variety of close combat techniques in closed environments.*
- [] **Tactical.** *Combat strategy, cunning, and leadership while under fire.*
- [] **Presence.** *A mix of authority and intimidation to get others to follow you into war.*

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 (S♠).** *Hiding, ambushing, and evading.*
- [] **Security Expert (H♥).** *Bypassing security systems and retrieving information covertly.*
- [] **Ones Step Ahead.** *You always try to be prepared. You can make a Check to get an item or piece of information you need. Difficulty is based on the plausibility that you would have it on hand.*

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 ABILITIES

- [] **Scrappy.** *Just enough physical ability and willpower to survive a bad situation.*
- [] **Connected.** *A healthy database of rumors, off-book reports, criminal contacts, and corporate secrets.*
- [] **Hunch (H♥).** *Intuition for danger or a bad deal.*
- [] **Fast Talk.** *Lies and half-truths small enough to overlook, but bold enough to make a difference.*

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 (S♠).* *Down and dirty fightin' when it all goes sideways.*
- [] **Smuggler.** *Moving, hiding, finding, and buying anything, regardless of legality.*
- [] **Ignore.** *Psychic.* *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.

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.* *Staying alive long enough to escape.*
- [] **Micro-Rituals (C♣).** *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 (C♣).** *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.