

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 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: 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.

- [] **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 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.*
- [] **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.*
- [] **Scrappy.** Combat. *You are not the best fighter, but you've helped win fights.*

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 (C♣, D♦).** Combat. *A wide variety of close combat techniques in mixed 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: 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 making life *hard* for the enemy.

- [] **Stalker.** *Hiding, ambushing, evading, and following targets.*
- [] **Sniper (D♦, H♥, S♠).** Combat. *Specializing in precision, control, and speed.*
- [] **Thorn.** *You know how to spot critical weaknesses in the enemy and exploit them to maximum effect with traps, diversions, or a well-placed shot.*

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 ABILITIES

- [] **Steel.** *The patience, will, and focus needed to stick to the plan and not be a rat.*
- [] **Streetwise.** *Criminal politics, etiquette, and connections.*
- [] **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: 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 (C♣).** *Combat. 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 small sack of uncut gems.

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 (C♣, S♠).** *Combat. From the school of “a good defense is shattering your opponent’s face”, you know how to fight dirty and mean with anything at hand.*
- [] **Tough.** *The body and mind needed to endure a beating, with the strength to return the favor.*
- [] **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.*
- [] **Eloquent.** *Enough actual knowledge in any topic to look like an expert.*
- [] **Soothsayer.** *Psychic. Learn about the motivations and goals of a target, and gain+1 Allure for a scene. Specifics increase the difficulty of the rite.*

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 (S♠).** *Staying unseen and hidden, sometimes in plain sight.*
- [] **Stealing.** *From pickpocketing to bypassing security systems, you have a technique for any job.*
- [] **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: 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 ABILITIES

- [] **Stoic.** *The calm and focus needed to keep a rite from tearing your body asunder.*
- [] **Brilliant.** *A sharp intellect paired with a vast body of obscure, diverse, and useful knowledge.*
- [] **Notice.** *Spotting small details and problems before they become catastrophes.*
- [] **Magic Instinct.** *You know when a rite is about to be cast, or when magic is about to fill a space.*

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 (D♦, H♥).** *Ritual.* *Moving elements up and down the periodic table.*
 - [] **Grihart Cascading (C♣).** *Evocation.* *Breaking down compounds into elements.*
 - [] **Chemist.** *Evocation.* *The money-making part of your degree: the ability to actually combine elements.*
- Magic optional: you know the science to do this conventionally.

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 are still probably relevant today (you hope).

- [] **Adulis Era Rituals (D♦, H♥).** *Ritual.* *Any ritual a mage from 400 years ago might create.*
- [] **Imbue.** *Ritual.* *Used to give an object magical effects, which is how you are making money.*
- [] **Improvise.** *If any ritual is missing vital components, you can make a Check to substitute them.*

Extra Resources: A satchel of random components you keep in your locker, an enchanted piece of chalk, a magic Sharpie, 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.* *For a scene, know the intent of anyone speaking with you and gain +1 Speaker.*
- [] **Translator.** *Psychic.* *For a scene, you can speak and read any language or dialect perfectly and gain +1 Speaker, even if you fail, but you still suffer any Strain or Wounds from the Check.*
- [] **Speaker.** *From years of confidently failing into fluency, your words inspire trust and put 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.* *Removing effects from magical effects, for example removing the control aspect of fire creation, could cause the spell to create a raging inferno in an area.*
- [] **Void (C♣).** *Evocation.* *Negates all magic in an area, including the magic in almost all electronics.*
- [] **Magic Analyst.** *Psychic.* *Sensing magic, identifying their effects, and the source of their power.*

Extra Resources: A box of desiccated bugs, a bag of tiny prisms, and consecrated salt.