

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 and you got the *start* for a nice retirement fund.

CORE TRAITS

- [] **Stubborn.** *Once you put your mind to it, you don’t give up.*
- [] **Resourceful.** *You know how to do a lot with a little.*
- [] **Alert.** *An awareness and intuition for danger.*
- [] **Fit.** *Fast enough and tough enough to fight and survive a war.*

Base Resources: An M24 rifle with license (3+ ST, 30 rounds), M19 pistol (3 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.** *Training in emergency trauma care and general medicine. Evocation: Instantly heal 1 Wound, but each Wound increases difficulty.*

[] **Presence.** *You know how to inspire trust and calm in people, even if it means raising your voice.*

[] **Soldier.** Combat (Defensive). *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.

[] **Scavenge.** *Finding parts in the strangest of places. Ritual: combining raw materials into usable parts.*

[] **Technician.** *Repairing or altering any mechanical or electronic system. Ritual: perform repairs or modifications without tools, but raw components might still be required.*

[] **Machine Spirit.** Evocation: *The ability to modify machine spirits. You can also restore or even create machine spirits, if enough energy can be found.*

Extra Resources: A well stocked tool kit, enchanted multi-tool, Kar/Faelex fusion battery.

☐ **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 (Fury). *Your specialty is overwhelming strength and speed.*

[] **Physical.** *Faster, stronger, tougher: these muscles ain’t just for show.*

[] **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.** *Hiding, ambushing, and evading.*

[] **Security Expert.** *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, 3 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

- [] **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.*
- [] **Fast Talk.** *Lies and half-truths small enough to overlook, but bold enough to make a difference.*
- [] **Gut.** *An intuition for danger.*

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 (Dirty).* Hurting people in really unexpected ways.
 - [] **Smuggler.** *Moving, hiding, finding, and buying anything, regardless of legality.*
 - [] **Ignore.** *You know how to make something inconspicuous. Psychic: causes onlookers to simply overlook an object and its contents.* Not invisible, just easily ignored.

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 (Messy).* Staying alive long enough to stall for backup or to escape.
 - [] **Box Mage.** *Limited, but practical, magical knowledge. Ritual: general-use micro-rituals and cantrips.*

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.*
 - [] **Interface.** *Take control of machine spirits, even if they are under enemy control. Psychic: remotely take over a machine spirit, or establish contact with an AGI.*

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. Psychic: perfect recall of memories, no matter how small.*
 - [] **Intent.** *You are good at reading what a person really wants, and hiding your motives. Psychic: read 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.