

PATH: THE EX-COP

You did your time working for the various alphabet law enforcement agencies in Bonethorne Port. You spent years during the “War on Crime” cracking down on petty criminals, while the real monsters acted with absolute impunity behind a wall of corpo lawyers and endless guilders. Quitting meant you lost your pension, but it’s worth the freedom to do something worthwhile...

CORE TRAITS

- [] **Stubborn.** *Nothing stops you, especially not your own well-being.*
- [] **Streetwise.** *Practical skills and knowledge from your experience on the streets.*
- [] **Hunch.** *Well-tuned gut instincts from years of very close calls.*
- [] **Alert.** *You pay attention to the dangers around you.*

Base Resources: Rider and Gold PB4 service revolver (3 ST, 6 rounds) and 4 speed loaders, watch vest (2 AR), and a sturdy vehicle.

BACKGROUNDS

☐ **WATCH DETECTIVE.** You were a *Detective* for the 12nd District Watch, which was *Hell*, but you learned a *lot* about surviving the horrors of the streets of Bonethorne Port.

- [] **Investigator.** *Gathering clues and evidence from people and the environment.*
- [] **Fight.** Combat (Defensive). *Just enough skill to protect and survive until SAT Watch arrives.*
- [] **Connected.** *You have a healthy list of reliable police and criminal contacts.*

Extra Resources: One box of evidence from “The Case”, a bottle of prescription painkillers.

☐ **DA INFORMANT.** You were stuck on both sides of the law, and it was never clear who was on your side, but you could *always* trust your flashy smile, and your well of secrets.

- [] **Manipulation.** *You are good at getting people to do things for you willingly.* Psychic. *Learn about the true motivations and goals of a target.*
- [] **Resourceful.** *You know how to get what you need, without any support.*
- [] **Incognito.** *You know how to avoid attention, through physical stealth, misleading paper trails, or just by being very calm, and very unassuming.*

Extra Resources: Enchanted ring. It is magical, but you have no idea what it actually does.

☐ **BNP-SAT WATCH.** You were trained to handle the worst kind of combat: close quarters, irrational opponents, in the middle of a densely packed civil society.

- [] **Special Action.** Combat (Close Quarters). *Small arms and martial combat in urban settings.*
- [] **Tactics.** *Knowing and spotting opportunities to achieve an objective, without civilian casualties.*
- [] **Physical Training.** *The physical capability and stamina needed to survive combat.*

Extra Resources: Your HRA SP2 Rider SMG (2+ ST, 30 rounds), and 4 magazines. No license, but no one checks. Ceramic plates (+2 to AR).

☐ **PUBLIC DEFENSE ATTORNEY.** You were the Bonethorne’s *token* display of justice, but you still fought *hard* for your clients’ civil rights, and on a few rare occasions, actual justice was served.

- [] **Informed.** *You know a little about everything, because small clues lead to big breaks.*
- [] **Presence.** *People listen to you, out of awe, respect, fear, and that reputation precedes you.*
- [] **Respected.** *Powerful people, on both sides of the law, hate you but can’t help but to respect you. This also makes you very well connected.*

Extra Resources: Enough evidence to destroy it all, but not enough to save yourself.

PATH: EX-AGENCY

You retired out of a life that very few survive. You might not remember all of it, but the scars are still there: a life lived on the very edge of disaster, where killings were scheduled over lunch, and every life (including your own) had a bottom line. You retired hoping for some *small* measure for peace...

CORE TRAITS

- [] **Steel.** *The will and determination to do what needs to be done.*
- [] **Prepared.** *You know how to be ready for the next conflict.*
- [] **Presence.** *You have the air of confidence and authority from years of doing what needs to be done.*
- [] **Vigilant.** *Always paying attention, always watching for daggers.*

Base Resources: 10,000 gilders buried in the ground, a nice house, and a nicer car.

BACKGROUNDS

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- ☐ **THE SMUGGLER.** You moved people and things, and it was *never legal*. You know how to do it without getting caught, but if you do get caught, you know ways to *make it legal enough*.
 - [] **Smuggling.** *How to hide and transport any cargo. Psychic. Causes a target to simply overlook an object and its contents. Not invisible, just easily ignored. The harder it is to ignore, the more difficult the Check.*
 - [] **Fighter.** Combat (Last Ditch). *On the rare occasion where hiding fails.*
 - [] **Lawyer.** *You know enough law to intimidate, scare, or manipulate a situation.*

Extra Resources: A bag of very scary drugs you are keeping for a “friend”, Hocks 34 pistol (3 ST, 10 rounds) and 4 clips, concealed armored vest (2 AR)

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- ☐ **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 (Lethal). *+1 rank with blades or hands.*
 - [] **Stalking.** *Finding, following, and ambushing prey without being noticed.*
 - [] **Instinct.** *An unconscious reaction to danger. Can be used to make a Check to act first or as a last-chance Check to avoid an attack or danger.*

Extra Resources: The Knife (4+ ST) that should *always* stay in its sheath while in polite company.

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- ☐ **BONETHORNE PORT DIPLOMAT.** You were at all the shady, back-room meetings that shaped modern history, and kept the world from falling into *another* Great War.
 - [] **Respected.** *Your reputation precedes you and inspires deep confidence and trust, and you are often seen as the authority in the room.*
 - [] **Deep State.** *A wealth of classified information, blackmail, and international contacts from your past life.*
 - [] **Well-Read.** *You know all the facts because you actually do your homework. Psychic; you are able to recall any memory, no matter how small.*

Extra Resources: Your Black Book of phone numbers and names. The notes don’t make sense to anyone else.

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- ☐ **WHITE ROOM TECH.** Technically illegal and absolutely terrifying, you specialize in the kind of *psychic information extraction* that makes you *despised* by other magic users.
 - [] **Memory.** Psychic. *Viewing the long-term or short-term memories of a subject.*
 - [] **Wipe.** Psychic. *Permanently removing memories. The more complex the memory, the more difficult; requires a Memory Check to find a memory to wipe. Painless to the subject, but can be terrifying.*
 - [] **Influence.** Psychic. *Modifying the long-term memories of a subject and requires a Memory Check to find a memory to modify.*

Extra Resources: Two diamond rings from a dead couple and a bullet pulled from a corpse.