

# 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 “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.** *You’re solid, but inflexible.*
- [ ] **Resourceful.** *You know how to do a lot with a little, but it’s not always pretty.*
- [ ] **Alert.** *You know what to look for in a fight.*
- [ ] **Fit.** *Fast enough and tough enough to fight a war, but you’ll never break records.*

**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

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☐ **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.

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☐ **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 spirit bottle.

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☐ **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.*

[ ] **Fearless.** *You don’t back down, and you can inspire others to follow you into Hell.*

**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).

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☐ **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.*

[ ] **One 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 tough enough and fast enough to be overconfident.*
- [ ] **Connected.** *A healthy database of rumors, off-book reports, criminal contacts, and corporate secrets.*
- [ ] **Fast Talk.** *Just enough charm for plausible deniability.*
- [ ] **Gut.** *An intuition for danger, but guts aren't detail oriented.*

**Base Resources:** M19 pistol (2 ST, 15 rounds), EVA suit (2 AR), a box of surplus combat drugs.

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## 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.*
- [ ] **Disguise.** *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.

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☐ **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.** *You know how to do a lot of things, just not very well. You can attempt any Check that does not require a keyword, but your final outcome can never be greater than one (1).*
- [ ] **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)

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☐ **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).

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☐ **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 and block other telepaths from reading you.*

**Extra Resources:** A magical ring that emanates power, but does nothing, expensive heirloom jewelry, fashionable (but affordable) wardrobe.

# PATH: BACKROOM

You spent *four years* fighting the ECSF during the '78 Flash Point of the Solar War under any corporate flag that would *pay*, but your veteran benefits ran out after your last corporate overlords went *bankrupt*. So now you work the backroom, cleaning, stocking, and killing as the need requires.

## CORE ABILITIES

- [ ] **Physical Training.** *Fit enough for combat, but not much else.*
- [ ] **Prepared.** *You are ready for war, which isn't much help during peacetime.*
- [ ] **Stubborn.** *Once your mind is set, it's hard to change it, for better or worse.*
- [ ] **Alert.** *You know what to look for in a fight.*

**Base Resources:** Employer-issued DG25 rifle (3 ST, 30 rounds), Toma M3 pistol (2 ST, 15 rounds), combat undershirt (2 AR).

## BACKGROUNDS

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☐ **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 Hit, but each Hit 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 loose commercial stims.

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☐ **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.*
- [ ] **Technician.** *Repairing or altering any mechanical or electronic system.* Ritual: perform repairs or modifications without tools, but raw components might still be required.
- [ ] **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:** A well stocked tool kit, enchanted multi-tool, and a pouch of junk.

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☐ **FIRE SUPPORT.** 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.*
- [ ] **Tactical.** *Combat strategy, cunning, and leadership while under fire.*
- [ ] **Fearless.** *You don't back down, and you can inspire others to follow you into Hell.*

**Extra Resources:** M322-R3 Rider light support rifle (3+ ST, 90 rounds), and 4 magazines. 5 boarding grenades from your old line of work (4+ ST, 10m radius, designed to *not* cause hull breaches).

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☐ **SECURITY 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.*
- [ ] **One 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, security bypass tools.

# PATH: FLOOR ASSOCIATE

You made a big gamble a few years ago on “one last big job”, and *oh boy* did that fuck you. Now you are stuck on Procyon, moving from one job to another, as your contacts slowly die, or ghost you. Now you are stuck *here*, rock bottom, but at least the bills are being paid.

## CORE ABILITIES

- [ ] **Scrappy.** *Just tough enough and fast enough to be overconfident.*
- [ ] **Connected.** *A healthy database of rumors, off-book reports, criminal contacts, and corporate secrets.*
- [ ] **Fast Talk.** *Just enough charm for plausible deniability.*
- [ ] **Gut.** *An intuition for danger, but guts aren't detail oriented.*

**Base Resources:** M19 pistol (2+ ST, 15 rounds), a box of combat drugs from a Frontier veteran.

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## BACKGROUNDS

- **NEGOTIATOR.** You are in charge of protecting the bottom line by finding the best deals and lowest prices for the products that you move.
- [ ] **Big Talk.** *You know how to sound like the most important person in the room, even if you got nothing to back up that claim.*
- [ ] **Logistics.** *Moving, hiding, finding, and buying anything, regardless of legality, for a bargain.*
- [ ] **Knows Someone.** *You know someone that can help in a pinch.*

**Extra Resources:** A high-end computer implanted in your skull, a stash of high-end vices to share.

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- **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.** *You know how to do a lot of things, just not very well. You can attempt any Check that does not require a keyword, but your final outcome can never be greater than one (1).*
- [ ] **Brawler.** *Combat (Dirty). The only kind of fighting you know is dirty.*
- [ ] **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)

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- **LAWYER.** You deal with the mountains of red tape that drag down your company, and you've built a reputation with cutting through that mess.
- [ ] **Law.** *You know enough law to intimidate, scare, or manipulate a situation.*
- [ ] **Well-Read.** *You read a lot to prepare for your cases, so you know a lot about a wide array of topics. Psychic: perfect recall of memories, no matter how small.*
- [ ] **Slippery.** *You always have an exit plan, whether it's from a bad deal or guns in your face.*

**Extra Resources:** Your Black Book that you keep notes in, a ring that lets you telepathically connect to one person anywhere on the planet.

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- **THE FACE.** You have the looks, but it's really the *confidence*. Your looks draw people in, but they buy things from you because they actually like and trust you.
- [ ] **Alluring.** *You're attractive, both obviously and subtly, and you know how to hold people's attention.*
- [ ] **Charming.** *Manipulation with a disarming smile, and an intoxicating confidence.*
- [ ] **Intent.** *You are good at reading what a person really wants, and hiding your motives. Psychic: read surface thoughts and block other telepaths from reading you.*

**Extra Resources:** A magical ring that emanates power, but does nothing, expensive heirloom jewelry, fashionable (but affordable) wardrobe.