

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 Eastern Coalition. Despite being a member of one of the world's most advanced militaries, your side *lost*, and you might have a little bit of resentment from *four years* of watching your friends die in this pointless debacle.

CORE TRAITS

- [] **Disciplined.** *You are focused, but inflexible.*
- [] **Tactical.** *You have the smarts for war, but not for peace.*
- [] **Alert.** *You have an intuition for danger, but some call it paranoia.*
- [] **Reflexive.** *You are quick, but sometimes impulsive.*

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.** *Training in emergency trauma care and general medicine.* Evocation: Instantly heal 1 Hit, but each Hit increases difficulty.

[] **Calm.** *You are stoic and focused, and you inspire trust and can command authority.*

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

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

[] **Mechanical Messiah.** *Repairing or altering mechanical or electronic systems.* Ritual: Perform repairs or modifications without tools, but raw components might still be required.

[] **Scrappy.** Combat (Dirty). *You are not a good fighter on your own, 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.** Combat (Fury). *A wide variety of close combat techniques in mixed environments.*

[] **Fit.** *Fast enough to get on point, tough enough to keep it at all costs.*

[] **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.** Combat (Precision). *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 TRAITS

- [] **Scrappy.** *You are tough and stubborn, but you don't know your limits.*
- [] **Clever.** *Your knowledge is not very deep, but you use it well.*
- [] **Hunch.** *You know how to follow your gut, but it's not big on details.*
- [] **Twitchy.** *You can act on a dime, but sometimes it's messy.*

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.** *Combat (Dirty).* *Down and dirty fightin' when it all goes sideways.*
- [] **Connected.** *The connections and charm to do business and get information, legal or otherwise.*
- [] **Smuggle.** *Hiding things and people. 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.** *Combat (Brutal).* *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.** *The soft skills of getting someone to volunteer the truth. Psychic: Psychically sense the motivations and goals of a target. 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.** *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 TRAITS

- [] **Focused.** *You have a singular focus, but you have to watch for blind spots.*
- [] **Brilliant.** *You have an incredible academic mind, but it might be too esoteric.*
- [] **Curious.** *You have a love for exploration, but it also killed the cat.*
- [] **Intuitive.** *You know when something is off, but it might also be your anxieties.*

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.

- [] **Physical Science.** *The science of matter. Evocation: Moving elements up and down the periodic table.*
- [] **Molecular Science.** *The science of chemical bonds. Evocation: Breaking down compounds into elements.*
- [] **Chemistry.** *The money-making part of your degree: the ability to actually combine elements. Ritual: Create chemical compounds without a laboratory.*

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.** *The history of modern rituals. Ritual: Any ritual created 400 years ago.*
- [] **Imbue.** *The craft of making magical tools. Ritual: Place magical effects on an object.*
- [] **Improvise.** *If any magical rite is missing 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.** *You know what they meant. Psychic: For a scene, know the intent of anyone speaking.*
 - [] **Translator.** *You know a lot of languages. Psychic: For a scene, you can speak and read any language perfectly, 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.

- [] **Meta Magic.** *The theory of magic. 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.** *Conventional and magical means of negating magic. Evocation: Negates all magic in an area, including the magic in almost all electronics.*
- [] **Magic Analyst.** *The research aspect of your degree. 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.

PATH: THE RETIREE

Retirement is pretty hard on you. You've managed to collect a nice nest egg, and your basic needs are met, but *Gods*, you want to go back to your old life, because being comfortable is *boring*. You're even willing to take on *this* job, just to break up the monotony.

CORE TRAITS

- [] **Stubborn.** *You aren't easily moved, but you aren't very flexible either.*
- [] **Experienced.** *You know things and you have seen things, but that was a long time ago.*
- [] **Wise.** *Your experience gives you a lot of insight, but the world is different now.*
- [] **Spry.** *You stay healthy and fit, but time comes for everyone.*

Base Resources: Loud Louie Trivia: *Where is Louie?* Edition board game and a reliable car.

BACKGROUNDS

☐ **WATCH DETECTIVE.** You were a *Detective* for the 22nd Watch in New Salanda for decades, which was *Hell*, but you made a difference.

- [] **The Work.** *The basics of deduction and observation, with the presence to put people at ease, or get them to talk. You also have a healthy list of contacts on both sides of the law.*
- [] **Hard.** Combat (Last Ditch). *The will, skill, and endurance to survive desperate situations.*
- [] **Intuition.** *A nose for spotting clues and danger honed over decades of Hell.*

Extra Resources: Rider and Gold P4 service revolver (2 ST, 6 rounds) with two speed loaders.

☐ **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). *Comes naturally. If you are in melee combat, +1 rank.*
- [] **Stalking.** *Finding, following, evading, and ambushing.*
- [] **Instinct.** *A predator's intuition for danger and self-preservation.*

Extra Resources: The Knife (3+ ST) that should always stay in its sheath while in polite company.

☐ **1st DIVISION, BURNING SWORD.** You were one of the first *psychic telekinetics* to be recruited to Bonethorne Port's infamous *Burning Swords*, but your career is so long that your first tour was actually under the *original* Department of Magical Warfare.

- [] **Psychic Soldier.** Combat (Psychic). *Conventional combat, paired with magical specialization. Psychic: Telekinesis, with a normal maximum lift of a small car moving at walking speed.*
- [] **Tough.** *Willpower, and physical endurance from years of mind over matter.*
- [] **Tactical.** *Alertness and preparedness in dangerous situations.*

Extra Resources: Your old dog tags that you always wear.

☐ **HUXLON REPUBLIC DIPLOMAT.** You were there helping to *negotiate* all of the *shady* back-room deals that changed the course of modern history. Why the Hell are you *here* now?

- [] **Confidence.** *Bargaining, inspiration, and manipulation. You know how to close a good deal.*
- [] **Secrets.** *Classified information, blackmail, and deep state connections.*
- [] **Steel.** *You are intimidating when you want to be and the will to see things done to the very end. Psychic: prevent the influence of psychic manipulation or psychic probing.*

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