

PATH: HEAVY

You're the one doing all of the *practical* work *behind* the scenes, the *loud* stuff that needs to stay *quiet*: power tools beating through walls, explosions that need to be quiet, brutal violence that can't wake up the neighbors.

Base Resources: A Toma .38 with license (+1♥H; uses:□□□; reload); "The Good Stuff" (something that makes your character *happy*) (rest; heal 1; uses:□□); and a fast, practical vehicle.

BACKGROUNDS

[] **THE SOLDIER.** You learned how to fight on literal battlefields, and now you use those skills to bring discipline and order to a score.

Extra Resources: Military contacts (+2; uses:□□); Kardok 3 Carbine (+2♠S; uses:□□□, reload);

[] **THE MUSCLE.** You deal with the *physical* obstacles that stand in the way. Obstacles that sometimes *breathed* and *had families*.

Extra Resources: Enchanted claw hammer (+1/+2♣C); Sorensen Shield ring (+1♣C; uses:□□□).

[] **THE HANDYMAN.** You have a wide variety of practical skills you've mastered through *intuition*; you'd have a really hard time explaining the theory, science, or arcana.

Extra Resources: A reliable multi-tool (+1♠S); A box of spare components (+1; uses:□□□□).

[] **THE DOC.** No team needs you until they *really* need you: surgeries in alleys, diagnosing symptoms in back rooms, and measuring out just enough poison to put someone to sleep.

Extra Resources: Medical crash kit (+1; uses:□□); Rylomas "Crash" stim (+3; uses:□).

ABILITIES

[] **Fight.** Combat (Improvised). Inflicting *violence* with *anything* that is at hand.

[] **Physical.** The cardio, strength, and endurance needed to *get the job done*.

[] **Intimidation.** "*Fuck completely off*", without saying a word.

[] **Careful.** Observation, planning, and execution. You have the patience and precision to make sure you *score* and no one gets *caught*.

[] **Run.** Sometimes sneaking away is not an option. You know how to *escape*, on foot or in a car, you have the endurance, knowledge, and speed to get away.

[] **Make.** Making, repairing, or modifying devices. Ritual: You can do the work *without tools*, but the *raw components* might still be required.

[] **Break.** Sabotaging, disabling, and destroying objects. Ritual: You can do the work *without tools*, but the effects are more *unpredictable*.

[] **Medic.** Heal. Treating *serious* trauma, but also a lot of *practical* medicine. Evocation/Ritual: Heal (∞). When it's *really* bad, you know a few important *healing* rites.

PATH: SMOOTH

You are a thief of *modern* and *civil* societies: you let people *give* you the keys, people *want* to tell you all of their weaknesses, and they'll *lead* you to the jewels. And if, somehow, all that fails, you still have your raw talents as a thief.

Base Resources: A good luck charm (+2; uses:□□□); “The Good Stuff” (a discrete and exotic *vice*) (rest; heal 1; uses:□□□); and a sexy car.

BACKGROUNDS

[] **DIPLOMATS.** Your family was part of a diplomatic corp, so you grew up in a world filled with *dangerous* compromise and *extraordinary* power.

Extra Resources: Your Black Book of phone numbers and names (+2; uses:□□) - the notes don't make sense to anyone else; intelligence and law enforcement contacts (+2♦D; uses:□□).

[] **WEALTH.** You were born into an extraordinary amount of *wealth*, though, currently, it is out of your reach, but you still have the eloquence, charm, and education that comes from *wealth*.

Extra Resources: Finances (+2♣C; uses:□□□); a guy that *has* stuff (+2; uses:□□).

[] **TIMELESS.** You are *beautiful* and *charming*. You had a promising future ahead as a celebrity, but you found yourself in *this* career instead.

Extra Resources: An insane selection of clothes, accessories, and makeup (+1); K22 Holdout Pistol (+1♣C; uses:□□; reload).

[] **LEGACY.** You were *born* into this world, so the lies, the cunning, the stealth and subterfuge, are all part of your blood, and your future.

Extra Resources: A reliable contact (+2; uses:□□).

ABILITIES

[] **Allure.** Influence and control through *charm* and *seduction*.

[] **Presence.** Command through *confidence* and *intimidation*.

[] **Vibes.** Knowing the *real* state of a person's *emotional* state. Psychic: Being a literal mind reader helps, though you only get *emotional* information.

[] **Fast Hands.** *Stealing*, *hiding*, and *moving* small items on your person. Useful for *taking* and *stashing*.

[] **Instinct.** You always seem to know when *trouble* is coming. Helpful for knowing when to start looking for exits. Psychic: You know the *nature* of the danger that is coming.

[] **Sneak.** How to get in and get out without raising any alarms. Psychic: Causes onlookers to simply *overlook* you. *Not invisible*, just *easily ignored*.

[] **Improv.** When things go *sideways*, you know how to change the plan and make it work with what you have left.

[] **Secrets.** You know a lot of privileged information. Some of it might be outdated, or just purely false, but sometimes there is a nugget in there that *breaks* a person. Psychic: Sometimes you can get that secret *out* of a person's *mind*, but you can't reach very deep.

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.

BACKGROUNDS

Base Resources: Toma .38 with license (+1♣C; uses:□□□; reload); combat stims (rest; draw 2; uses:□□); a big sturdy vehicle.

[] **221st MEDIC CORPS.** You mainly provided *emergency trauma care* on the battlefield, but also practiced *general medicine* in civilian zones in non-combat operations.

Extra Resources: Medical crash kit (+1★; uses:□□); Rylomas "Crash" stim (+3★; uses:□).

[] **80th ENGINEERING CORPS.** You had to fix *everything* with next to *nothing*, and though your *miracle patches* were ugly, they *saved lives*.

Extra Resources: A well stocked tool kit (+1); a very fancy multi-tool (+1♦D); raw elements encased in steel ball bearings you use as a fidget (+1★; uses:□□); Ritual-Safe™ Sharpie.

[] **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.

Extra Resources: Unlicensed HRA R3 Rider light support rifle (+1/+2♦D/+2♣C; uses:□□□□, reload).

[] **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.

Extra Resources: Tyler R3 Bolt-Action Hunting Rifle (+2★; uses:□□, reload); camping supplies (+1; uses:□□□).

ABILITIES

[] **Evasion.** *Being able to move and operate without being detected.*

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

[] **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.*

[] **Field Medic.** Heal (Short). *Emergency trauma care and general medicine. Evocation: heal (∞). When it's really bad, you know a few healing rites.*

[] **Jury Rig.** *Repairing or altering mechanical or electronic systems. Ritual: perform repairs or modifications without tools, but the raw components might still be required.*

[] **Presence.** *A mix of authority and intimidation to get others to follow your directions.*

[] **Ferocious.** Combat (Fury). *A wide variety of close combat techniques in mixed environments.*

[] **Physical.** *The cardio, strength, and stamina needed to win.*

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.

TRAITS

Base Resources: The Loud Louie Trivia: *Where is Louie? A Memoir* paperback (2★; uses:□□); flask of the Good Old Stuff (rest; draw 2; uses:□□); a reliable car.

BACKGROUNDS + ABILITIES

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

[] **People.** You know how to talk to people and get answers from them, even when they are lying.

[] **Intuition.** A nose for finding hidden clues and danger honed over decades of *Hell*.

[] **Hard.** Combat (Last Ditch). The will, skill, and endurance to survive desperate situations.

Extra Resources: Rider and Gold P4 service revolver (+1♣C; uses:□□□; reload); a book of notes (+1, uses:□□□).

○ **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.

[] **Stalking.** Finding, following, and cornering a target without being discovered.

[] **Instinct.** A predator's intuition for opportunity, and self-preservation.

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

○ **1st DIVISION, BURNING SWORD.** You were *originally* recruited by Bonethorne Port's infamous *Burning Swords*, which eventually turned into the Department of Magic Strategies.

[] **Soldier.** Combat (Tactical). Combat with the intent of achieving tactical objectives.

[] **Telekinesis.** Psychic: magically manipulate objects with roughly the strength of a human, though, theoretically, you could increase that output.

[] **Prepared.** The Swords were effective because of strategic planning and tactical readiness; magic was just the branch's specialization.

Extra Resources: Your old dog tags that you always wear (+1♥H).

○ **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?

[] **Presence.** You command a room through confidence, charisma, and intimidation.

[] **Privileged Knowledge.** Classified information, blackmail, and deep state connections, with all the mundane knowledge to put it into context.

[] **Negotiate.** You know what the opposition truly wants, but more importantly, you know how much they are willing to compromise.

Extra Resources: Your Black Book of phone numbers and names (+2) - the notes don't make sense to anyone else.

PATH: THE STUDENT

You spent twelve years at a four year university. Congratulations on your absolutely *bonkers jury-rigged* doctorate. You managed to ride on some scholarships and foundation money, but you had to finish your academic career with a couple of student loans. Now you are stuck in a 9 to 5, chasing your dreams and dodging loan collectors.

CORE TRAITS

- ☐ **Precise (♠S).** *The work you do requires accuracy and care.*
- ☐ **Passionate (♥H).** *You love what you do, and that shows up in unique ways in your work.*
- ☐ **Brilliant (♦D).** *You are actually a genius though.*
- ☐ **Persistent (♣C).** *Even when you are wrong, you'll work tirelessly to learn from your mistakes.*

Base Resources: Your notebook filled with research (+2; uses:□□); a couple of “Zapp!!!” energy shots (rest; draw 2; uses:□□); a cheap car.

BACKGROUNDS

○ **PhD in ALCHEMIC HISTORY.** You did your thesis paper on how chemically induced Grihart Cascade effects 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. Evocation: Create chemical compounds without a laboratory.*

Extra Resources: Element samples you are running experiments on (1★; uses:□□□□).

○ **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 or person.*
- [] **Obscure Knowledge.** *Your research is through, and you have a mental vault filled with interesting and enigmatic facts about a wide range of fields. You are a Trivia God.*

Extra Resources: A satchel of random components (2★; uses:□□); a Ritual-Safe™ Sharpie (+1).

○ **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: Know the intent of anyone speaking.*
- [] **Translator.** *You know a lot of languages. Psychic: You can speak and read any language perfectly, even if you fail, but you still suffer harm from the Check.*
- [] **Speaker.** *Years of confidently failing into fluency, your voice inspires trust and puts others at ease.*

Extra Resources: A necklace from a parent that has always brought you luck (+1♦D/+2♥H).

○ **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. Psychic: Modify the effects of a spell.*
- [] **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 (+1; uses:□□); a bag of tiny prisms (1★; uses:□□).