

# PATH: FREELANCE

You fought three tours in the Bats War ('72 to '75) for the Huxlon Republic Army as a special attachment to Bonethorne's Outlaw Army. For *four years*, you watched modern history's *greatest* military coalition *stumble* and *falter* on the Red Plains of North Ordhauen, and now these plains are the only place where you can earn a decent salary.

**Special Resources:** An HRA R3 Rider rifle with license (3 ST, 30 rounds); HRA P9 pistol (2 ST, 15 rounds); combat vest with webbing (3 AR); sturdy vehicle; combat knife (1 ST); ammunition crate.

## BACKGROUNDS + Traits

**221st MEDIC CORPS.** You are a **soldier** (*close combat*) who provided **emergency trauma care** on the battlefield, but also practiced **general medicine** in civilian zones as part of mercy operations.

**Corpsman.** *Medical, emergency trauma care, field surgery.*

**Healer.** *Evocation: heal 1 Hit with a Quick Rest, and diagnose the state of injuries (not disease).*

**Medicine.** *Medical knowledge, diagnosis, arcane afflictions.*

**Stoic.** *Willpower, calm, patience.*

**Extra Resources:** Medical crash kit; enchanted Sharpie; gold encased bone marrow; a box of drugs.

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**80th ENGINEERING CORPS.** You are a **soldier** (*close combat*) who helped **maintain and repair ground vehicles** and their associated systems, and supported several **construction projects**.

**Repairman.** *General mechanics, general electronics, maintenance, electrician, civil construction.*

**Scavenge.** *Salvage, logistics, bargaining, blackmarket.*

**Mecharcana.** *Ritual: analyze, diagnose, and reverse-engineer mechanical and electronic systems.*

**Improve.** *Jury rig, fast repair, patch job.*

**Extra Resources:** Well stocked tool kit; boxes of Curae™ chalk; crystals; shared workshop space.

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**32nd FIRE SUPPORT GROUP.** You are a **rifleman** (*close combat*) attached to a support fire team that threw a *lot* of bullets at the enemy, and covered a *lot* of asses.

**Gunner.** *Close combat, weapons maintenance.*

**Tactics.** *Reaction, strategy, initiative, cunning.*

**Alert.** *Awareness, intuition for danger.*

**Endurance.** *Tough, willpower, stamina, health.*

**Extra Resources:** HR SR6 support weapon (4+ ST, 100 round magazine); big box of ammunition.

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**5th RECON DIVISION.** You were a **scout soldier** (*close combat*) during the war, so while you were not in a lot of *direct* combat, you spent a *lot* of time **stalking** and **isolated in the wilderness**.

**Stealth.** *Hiding, ambush, evasion.*

**Resolve.** *Tough, willpower, endurance, patience.*

**Scout.** *Close combat, awareness, alertness, analysis, wilderness survival.*

**Tracker.** *Finding, following, recalling.*

**Extra Resources:** Bug-out bag; portable camping kit; emergency supplies (10 people, 1 month); surveillance equipment.

# PATH: CORPORATE

You spent six years working various corporate jobs and you know *first* hand that *ten* minutes on the phone can do more damage than a *thousand* Burning Swords. You are the frontline soldier on one of the most ambitious corporate adventures in modern history: opening up free trade to the 40 million residents of the untouched North Ordhauen Frontier.

**Special Resources:** Corporate contact; a private office space; 500 guilder (small bills wrapped in plastic); compact vehicle; small bag of drugs; J&R Toma revolver (2 ST, 6 rounds); 100 bullets.

## BACKGROUNDS + Traits

**TACTICAL LOGISTICS GROUP.** You are a **pay-per battle general** (*close combat*). You are the one who **sources the assets**, **hires the contractors**, and **makes the plan**.

**Tactics.** *Reaction, awareness, strategy, leadership, combat planning.*

**Logistics.** *Bargaining, scavenging, negotiation.*

**Intel.** *Observation, analysis, politics, secrets, blackmail.*

**Fitness.** *Tough, stamina, health.*

**Extra Resources:** Rolex of gun runners and mercenaries; contacts watching partisans and insurgents; personal 1,000 guilder “off-books” weapons budget.

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**NEGOTIATIONS DEPARTMENT.** You know how to **manipulate** people into taking a *bad* deal, but more importantly, you know how to make *good* deals that keep people happy.

**Diplomacy.** *Negotiation, compromise, communication, politics, economy.*

**Intimidation.** *Threats, secrets, blackmail, willpower.*

**Observation.** *Reading motives, psychology, details, awareness.*

**Manipulation.** *Tactfully guiding an interaction towards your own goals.*

**Extra Resources:** Political contacts; business contacts; personal 5,000 guilder expense account.

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**INVESTIGATIONS DIVISION.** You know how to **find secrets**, which is the *hardest* and *deadliest* occupation in this business.

**Investigation.** *Observation, interviews, laws.*

**Grit.** *Tough, determination, stamina, willpower.*

**Streetwise.** *Local gossip, news, and politics, both legitimate and criminal.*

**Intuition.** *Reaction, hunch, alertness, danger.*

**Extra Resources:** Remote access to a corporate library (appears as a book with an infinite index).

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**WHITE ROOM TECHNICIAN.** You are among an elite, and terrifying, group of corporate mages specializing in **psychic information extraction**; a craft that is despised by other magic users.

**Surface.** *Psychic: read the surface thoughts of a subject, which may be meaningless.*

**Wipe.** *Psychic: permanently removing memories, which can cause permanent brain damage.*

**Memory.** *Psychic: viewing the long-term memories of a subject.*

**Influence.** *Psychic: modifying the memories of a subject. Even small changes are extremely difficult and can completely change a subject's personality in unpredictable ways.*

**Extra Resources:** Two diamond rings from a dead couple, a shriveled thumb, and a bullet pulled from a corpse.

# PATH: CONTRACTOR

In 22-1978 corporate spending in North Ordhauen was 1 *billion* guilder, with an extra billion in aid from the Huxlon Republic and the Essian Compact. 100 *million* of that payout is going towards an army of talented, but *expendable*, third-party specialists like yourself. Time to get *your* cut.

**Special Resources:** A sturdy and reliable vehicle; a private office space paid up until the end of the year; Rider .40 revolver (2+ ST, 6 rounds); 100 bullets; a multitool knife; two bricks of Cocaine.

## BACKGROUNDS + Traits

**THE TRUCKER.** You and your kin are keeping this capitalist adventure *alive* by transporting cargo on the endless roads of the North Ordhauen. (**Brawling**)

**Driving.** *The thing that makes you money. Includes maintenance.*

**Grit.** *Tough, willpower, determination.*

**Connections.** *Useful truck-stop gossip and news about the dangers ahead.*

**Smuggling.** *Concealment, stealth, evasion.*

**Extra Resources:** Your Truck - sturdy, reliable, and armored; private garage space paid to the end of the year; various drop locations.

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**THE FIGHTER.** You bear the scars of a *difficult* life (**tough**), but you've earned your reputation as the **best muscle** (**brawling**) on the Ironfire.

**Streetfight.** *Brawling, +1 if you are just using feet and hands.*

**Surviving.** *Tough, willpower, determination, streetwise.*

**Instinct.** *Reaction, danger, intuition, alertness.*

**The Look.** *"Fuck off", without saying a word.*

**Extra Resources:** 20 painkillers (misc); ballistic leather jacket (2 AR); nice glasses.

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**THE 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. (**Brawling**)

**Jury Rig.** *Bypasses, repairs, and upgrades with scavenged supplies.*

**Scrapping.** *Brawling, sports betting.*

**Street Mage.** *Evocation: minor elemental cantrips, lesser protection, show magic.*

**Lying.** *You are good at spotting and telling lies, both big and small.*

**Extra Resources:** A handful of good, loyal, friends, who *hate* you.

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**THE THIEF.** You get paid in the *gray zone* of the expense sheet. What you do is illegal, but the things you are assigned to **steal** never seem to get reported to the authorities... (**Brawling**)

**Stealth.** *Evasion, hiding, concealment.*

**Stealing.** *By sleight of hand, picking locks, or cutting wires, you know how to take things.*

**Casing.** *Alertness, observation, search, interrogation, interview, analysis.*

**Streetwise.** *Useful gossip, news on the street, fencing and buying illicit goods, bargaining.*

**Extra Resources:** Lockpick set; old safe cracking tools; observation tools; drop locations.

# PATH: MERCENARY

You fought five tours in the Bats War ('70 to '75) for Bonethorne's Outlaw Army: the most powerful fighting force raised in a *thousand* years, *undefeated* until two years ago. You lost it all *here*, on the North Ordhauen plains, faltering under red tape, objectives set by politicians, and an enemy fighting on home soil. It's a war that shouldn't have been fought, and now it's a place you can't escape.

**Special Resources:** A M22 Eugene rifle with license (3+ ST, 30 rounds); M9 Blackheart pistol (2+ ST, 15 rounds); combat vest with webbing (3 AR); sturdy vehicle; combat knife (1 ST); ammunition crate.

## BACKGROUNDS + Traits

**3rd OUTLAW SPECIAL ACTION DIVISION.** Your division fought (**close combat**) the *unseen* battles of the war (**stealth**), and your team's specialty was ending a fight before it showed up on the evening news.

**Warfighting.** *Close combat, tactics, strategy, leadership, fitness.*

**Stealth.** *Evasion, ambush, hiding.*

**Tactical Awareness.** *Reaction, alertness, danger, observation.*

**Steel.** *Tough, willpower, stamina, health.*

**Extra Resources:** Night vision goggles; M9 silencer with license; hardened half-blade (1+ ST).

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**BURNING SWORDS, SOC, 2nd COMPANY.** Your magic isn't flashy, but it gets the job done, and unlike most Burning Swords, you can **stay in the fight** (**close combat**) if the magic runs out.

**Warfighting.** *Close combat, tactics, strategy, leadership, fitness.*

**Tactical Magic.** *Evocation: weaponized hunting magic designed to create traps and distractions.*

**Counterspells.** *Evocation: dispel and disrupt magic before it becomes a problem.*

**Steel.** *Tough, willpower, stamina, health, strength.*

**Extra Resources:** 5 pieces of iron ore; 4 gold rings; animal bones; enchanted Sharpies.

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**OCI PSYCHIC RECON PROGRAM.** You were on "permanent loan" from the Office of Central Intelligence, taken from your comfortable job of **psychic spying** to fight a war.

**Remote Viewing.** *Psychic: through an object you can use magic to see the psychic impressions left behind by other beings. The less intimate the connection, the weaker the vision.*

**Communication.** *Psychic: rites that allow you to send messages to others. Captured psychics who are known to have this skill are almost always killed, or kept heavily sedated.*

**Surface Read.** *Psychic: read the (usually meaningless) surface thoughts of a subject.*

**Interrogation.** *Influencing a subject to voluntarily surrender information.*

**Extra Resources:** 6 raw diamonds, and two eyes suspended in ether.

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**22nd SOC RECON DIVISION.** While most of your division was dedicated to scout missions, your fireteam was flagged for legally dubious "special operations" (**close combat, stealth**).

**Sniper.** *Special Combat: precision shooting up to 900 yds (about half a mile).*

**Warfighting.** *Close combat, set ambushes, traps.*

**Stalking.** *Evasion, concealment, tracking, observation, search.*

**Wild Heart.** *Reaction, alertness, danger, wilderness survival.*

**Extra Resources:** M22-S Eugene rifle with license (4++ ST, 10 rounds); precision scope; ghillie suit; a crate of M22-S ammunition; portable camping gear.