

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.

TRAITS

- Reflexive (S♣).** You are quick, but sometimes impulsive.
- Daring (H♥).** You are unafraid to do the bold thing, even if it might not be a good idea.
- Tactical (D♦).** You have the smarts for war, but not for peace.
- Grit (C♣).** You get the work done, but sometimes it’s painful.

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

BACKGROUNDS + ABILITIES

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

[] **Soldier.** Combat (Defensive). The ability to defend yourself and others in combat.

[] **Calming.** You know how to keep people calm, so that they don’t panic when the stitches go in.

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.

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

[] **Scavenger.** A talent for finding strange and useful items in unexpected places.

[] **Scrappy.** Combat (Dirty). Your fighting style is like your repairs: improvised and messy.

Extra Resources: A well stocked tool kit (+1); a very fancy multi-tool (+1D♦); 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.

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

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

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

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

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

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

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

- Spry (S♠).** You stay sharp and fit, but time comes for everyone.
- Brave (H♥).** A Heart of Gold, with nothing left to lose.
- Old Hat (D♦).** You have a vast amount of experience, but the world is always changing.
- Stubborn (C♣).** You will get it done, even if it kills you.

Base Resources: The Loud Louie Trivia: Where is Louie? A Memoir paperback (+2★; uses:□□); flask of the Good Old Stuff (2 cards; 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 (+1C♣; 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, killing, and disposing of evidence without being discovered.

[] **Instinct.** A predator’s intuition for danger 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.

[] **Strategic.** The Swords were effective because of planning and preparedness; magic was just the branch’s specialization.

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

○ **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 are charming, commanding, confident, intimidating, and mysterious. Anything you need to be to make the opposition waver.

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

[] **Motive.** You know what the opposition wants, which helps you decide how hard to fight. Psychic: and literally being psychic can help.

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