

PATH: SECURITY

The 720 is *Hell*, and you are the hired muscle that are fully empowered to do *anything* to make sure every passenger gets to their destination *safely*. It's a little *insane*, but you and your team provide the only real *safe haven* on the streets of the 720.

SUITS (Use ☐ to mark *Harm*)

- ☐ **Spades (♠S).** **Colt.** Decisive, direct, efficient, unflinching.
- ☐ **Heart (♥H).** **Lamborghini.** Unconventional, daring, reckless, radical.
- ☐ **Diamonds (♦D).** **Rolex.** Careful, calm, methodical, detailed.
- ☐ **Clubs (♣C).** **Marlboros.** Determined, persistent, tireless, driven.

ABILITIES

- [] **Focus.** When you need to be *exact* or pay *attention*.
- [] **Influence.** When you need to *control* or *manipulate* others.
- [] **Push.** When you need to exert your *strength* or *willpower*.
- [] **React.** When you need to respond *immediately* or act *quickly*.

BACKGROUNDS

Basic Stuff: A very *quirky* wardrobe (▲2♥H; uses:☐☐).

- [] **SERGEANT.** In The War, you used to inspire people to *die*. Here, you use your skills to keep people safe, and to make good choices once they leave the Bus.

Authority. Whenever you are able to exert *authority* over someone, add +1 *Influence*.

Leader. Start every game with a *minimum* Leadership Thread equal to your SERGEANT score. You can *always* spend a Leadership Thread to help *anyone's* Check, even if you cannot help *directly*.

Extra Stuff: Something that *inspires* people to *action* (▲1/▲2♠S; uses:☐☐).

- [] **BRICKHOUSE.** You might not actually be that *tough*, but you *look* the part, and most of the time that's enough to keep your passengers *safe*.

"The Look". When you have to *stare someone down*, add +1 *Push*.

Strong. Start every game with a *minimum* Strong Thread equal to your BRICKHOUSE score *plus* your *Push* score. You can use a Strong Thread to automatically gain a *Success* outcome on any Check requiring *physical strength*, though this does *not* stop any *Harm* from *Threat* cards.

Extra Stuff: Something to help you *pump up* (▲1/▲2♣C; uses:☐☐).

- [] **CORPSMAN.** In The War, you were sewing people back together while *under fire*. You *still* do that, just on a bus. You aren't *certified* to do this, but you still have the *skills*.

Medic. Whenever you are *healing* people, add +1 *Focus*.

Heal (∞). You are a *miracle worker*, and even in the middle of a fight, you can *do the Work*.

Extra Stuff: Your efficiently packed and ready bag of *gear* (▲1/▲2♦D; uses:☐☐).

- [] **HERO.** You are a *cowboy*, and it's a *wonder* that *no one* has gotten *killed* on your watch. In the end, you just might be *lucky*, or too *stupid* to know how to *die*.

On the Spot. If you need to be the first one to act, add +1 *React*.

Hunch. Start every game with a *minimum* Hunch Thread equal to your HERO score *plus* *Focus*. In addition to *normal* use, you can use *any amount* of Hunch to remove an *equal amount* of *Threat* cards.

Extra Stuff: Something that makes someone *chuckle* (▲1/▲2♥H; uses:☐☐).

PATH: DRIVER

You are the *steel-eyed captain* of a *doomed ship*. Security provides the *muscle*, but you are the one behind the wheel dodging all of the *traps* and *ambushes* that line the 720, all while keeping a *tight* schedule. Traffic, weather, and *bombs* are just *normal* obstacles for you now.

SUITS (Use ☐ to mark *Harm*)

- ☐ **Spades (♠S).** **Colt.** Decisive, direct, efficient, unflinching.
- ☐ **Heart (♥H).** **Lamborghini.** Unconventional, daring, reckless, radical.
- ☐ **Diamonds (♦D).** **Rolex.** Careful, calm, methodical, detailed.
- ☐ **Clubs (♣C).** **Marlboros.** Determined, persistent, tireless, driven.

ABILITIES

- [] **Focus.** When you need to be *exact* or pay *attention*.
- [] **Influence.** When you need to *control* or *manipulate* others.
- [] **Push.** When you need to exert your *strength* or *willpower*.
- [] **React.** When you need to respond *immediately* or act *quickly*.

BACKGROUNDS

Basic Stuff: A *functional* wardrobe (▲1; uses:☐☐☐).

- [] **GLOVES.** You *drive*, and you drive *fast*, pushing your bus to its *limit*, and *most* of the time, it pays off, but sometimes...

Instinct. Anytime you have to *avoid sudden* danger, add +1 *React*.

Risk Taker. You take risks, and sometimes that works out, but half the time you *break even*. Once per *Check draw* and play 1 card from the deck, but add +1 *Threat* card.

Extra Stuff: Your lucky charm, for doing stupid shit (▲1/▲2♥H; uses:☐☐).

- [] **FRIENDLY.** People *naturally* trust you *and* they *like* you, and your easy vibe *instantly* disarms people and keeps your passengers *chill*.

That Smile. If a quick smile will *help*, add +1 *Influence*.

Happy Go Lucky. Start every game with a *minimum* Happy Thread *equal* to your FRIENDLY score *plus* *Influence* score. In addition to *normal* use, you can spend *any number* of Happy Threads to remove the *same number* of *Threat* cards.

Extra Stuff: That brings people a bit of *hope* (▲1/▲2♣C; uses:☐☐).

- [] **MACGYVER.** You hate the nickname, but you can't deny that you once fixed the engine using some crayons, Mike's sleeve, and a warm beer. Also, you have a fuckin' PHD.

Nerd. Whenever you dive into something *deeply technical*, add +1 *Focus*.

Genius. Start every game with a *minimum* Jury Rig Thread and Genius Thread *equal* to your MACGYVER score *plus* *Focus*.

Extra Stuff: Your journals filled with dense and detailed notes (▲1/▲2♦D; uses:☐☐).

- [] **VETERAN.** You're too old for this shit, but every year you put on the same uniform and you *drive*. You know these routes better than *anyone*, and you'll be damned if these streets *beat* you.

Survivor. Anytime you need to *survive*, add +1 *Push*.

Seen Some Shit. Start every game with a *minimum* Some Shit Thread *equal* to your VETERAN score. In addition to *normal* use, you can spend *any number* of Some Shit Threads to add +2 to your *Ability* score.

Extra Stuff: Something you've been *savin'* (▲4; uses:☐).