

PATH: SUNNY

You are joy, happiness, and hope. You had a really dark past, and life isn't always friendly to you, but you survived and overcame on pure optimism, and a genuine earnestness that makes everyone believe in second chances.

SUITS (Use ☐ to mark *Harm*)

- ☐ **Spades (♠S). Knife.** Decisive, direct, efficient, unflinching.
- ☐ **Heart (♥H). Box Wine.** Unconventional, daring, reckless, foolish.
- ☐ **Diamonds (♦D). Hot Tea.** Careful, calm, methodical, detailed.
- ☐ **Clubs (♣C). Black Coffee.** Determined, persistent, tireless, driven.

ABILITIES

- [] **Focus.** When you need to be *precise* or *concentrate* on a task.
- [] **Influence.** When you need to *control* or *manipulate* others.
- [] **Push.** When you need to exert *strength* or *force of will*.
- [] **React.** When you need to respond *immediately* or act *quickly*.

BACKGROUNDS

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

- [] **ROSE.** Everyone has a crush on you because you are *stunning*, but they are all too afraid to ask you out, and you are *irresistible* when you turn on your charms.

Desired. When you make a Check to *Influence* someone, you can make *one* (1) guess of the *Target*, and the GM will tell you if your guess is *above* the actual target.

+○ **Fight (Verbally Devastate).** With a few cutting words, you can *destroy* a person.

Extra Stuff: Something that drives others *wild* around you (+1/+2♠S; uses:☐☐).

- [] **GIANT.** You are an enormous mass of muscle and cotton candy. Your size is instantly disarmed by your smile, but you also know how to put your size to *good* use.

Fight (Brute). You can actually back up your size with genuine *skill*.

+○ **Fight ("The Look").** You can make a person *run* with just a look.

Extra Stuff: A Lucky Charm (+1/+2♣C; uses:☐☐).

- [] **LISTENER.** People like to open up to you, and you like to listen to their stories. People trust you, and you make sure that trust is never *betrayed*.

Trust. Anytime you make a Check *socializing* with someone, you *always* gain *one* (1) extra Trust Thread with them (or their *peers*), *regardless* of the outcome.

Extra Stuff: Something *fun* to lighten the mood (+1/+2♦D; uses:☐☐).

- [] **HEART.** You are genuinely *good*, and you make others feel like they can, and *should*, be kinder to themselves, and to others. You give people *hope* that a better future is *possible*.

Heal. You spread *hope* and from that, you give people the strength to *continue*.

Extra Stuff: Something that brings *hope* (+1/+2♥H; uses:☐☐).

PATH: STEADY

You are solid, understanding, and reliable. It was *not* a happy past, and you don't talk about it too much, but you know when your friends need you to open up, and when they need you to put up a shield. You give them the strength to take second chances.

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ABILITIES

- [] **Focus.** When you need to pay *attention* or be *precise*.
- [] **Influence.** When you need to *control* or *manipulate* others.
- [] **Push.** When you need to exert *strength* or *force of will*.
- [] **React.** When you need to respond *immediately* or act *quickly*.

BACKGROUNDS

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

[] **WRITER.** You have a wealth of knowledge from endless short form pieces you have written over the years, and sometimes it comes in handy.

Danger Trivia. You have a lot of random knowledge which might be *totally useless*, *incredibly useful*, or just *dangerous*. *Once per Check* add one (+1) *Threat*, but *draw* and *play* one (1) *extra card* from the deck.

Extra Stuff: All of your notes, carefully curated (+1/+2♥H; uses:☐☐).

[] **PARENT.** Whether or not you actually have children, you know how to keep the ones you care about from getting *deeper* into trouble.

Bad Vibes. You always seem to know when *trouble* is coming. If the suit is *Diamonds (♦)*, the GM will *tell* you the *Target* if you ask.

+○ **NOPE.** *Once* (1) per game, *after Threat* cards have been revealed, you can ask the GM for the *Target*, and then *play* or *discard* cards from your hand to *add* to your total.

Extra Stuff: Something distracting or enticing (+1/+2♦D; uses:☐☐).

[] **ALLY.** You stand beside your friends and you help them *fight* their battles, without the need for glory or recognition. You *help* because they *want* your help.

Fight (Scrappy). You aren't *great* at fighting, but it's enough to do *some* damage.

+○ **Heal.** You know how to *rally* your friends and get them ready for *battle*.

Extra Stuff: Something that *rallies* the team (+1/+2♣C; uses:☐☐).

[] **SENIOR.** You might not be *old*, but you *do* have *experience*, so when you lend your hand to help, it's from a heart that has done many *hard* things.

Fight (Soldier). You fought in a *war*, so you know how to fight and win, *professionally*.

Extra Stuff: Something *secret* (+3♠S; uses:☐☐).