

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, lit.
- ☐ **Diamonds (♦D). Hot Tea.** Careful, calm, methodical, detailed.
- ☐ **Clubs (♣C). Black Coffee.** 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:☐☐).

- [] **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.

Stunning. Start every game with a *minimum* Stunning Thread *equal* to your ROSE score. In addition to *normal* use, you can spend *any number* of Stunning Threads to remove the *same number* of *Threat* cards.

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 (BIG). You can make people *freeze* or *flee* with *just* your *size*, but this always adds +1 *Threat* card because if they choose to *fight*, they are going *all in* on you.

Extra Stuff: Something to help *refuel* the team (▲1/▲2♣C; uses:☐☐).

- [] **ALLY.** You *proudly* stand beside your friends and you help them *fight* their battles, without the need for glory or recognition. A True Ride or Die Friend.

Fight (Shame). With a few cutting words (and maybe a hard *slap*), you can *completely destroy* a person and make them *wither* in *shame*.

Extra Stuff: Something that *rallies* the team (▲1/▲2♥H; 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♦D; 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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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 +1 *Threat* card, but *draw* and *play* 1 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 by being the *sensible* one.

Bad Vibes. Start every game with a *minimum* Bad Vibes Thread *equal* to your PARENT score. In addition to *normal* use, you can use *any amount* of Bad Vibes to *stop* an *equal amount* of Harm.

Extra Stuff: Something distracting or enticing (▲1/▲2♦D; 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. Start every game with a *minimum* Trust Thread *equal* to your LISTENER rank. Anytime you make an *Influence* Check, you *always* gain +1 Trust Thread at the end of the Check.

Extra Stuff: Something that *lightens* the mood (▲1/▲2♦D; uses:☐☐).

- [] **GRIZZLED.** You might not be *old*, but you've lived a *hard life* that has taken its toll. The modern world has left you *behind*, but yet, you're the *first* to step up to help, and the *last one still standing*.

Fight (Hard Knocks). You had to literally *fight* to survive some days, which makes you harder than nails and twice as punchy.

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