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 (♥H▲2; 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 INFLUENCE score. 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/♠S▲2; 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 choose to make an opponent *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/♣C▲2; 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*. You *always* get *+1 Threat card* if you *fight*.
Extra Stuff: Something that *rallies* the team (▲1/♥H▲2; 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/♦D▲2; 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/♥H▲2; 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/♦D▲2; 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/♦D▲2; 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* (♠S▲3; uses:☐☐).