

PATH: FOOL

Your life is a series of bad choices that have assembled themselves into an illustrious and infamous career barreling through The Black. You are burning bright, and very much on the verge of burning out, but you don't really know how to stop. You're proof of why there are very few *old* spacers...

SUITS (Use ☐ to mark *Harm*)

- ☐ **Spades (♠S). Rifle.** Decisive, direct, efficient, unflinching.
- ☐ **Heart (♥H). Grenade.** Unconventional, daring, reckless, shiny.
- ☐ **Diamonds (♦D). Shepherd.** Careful, calm, methodical, detailed.
- ☐ **Clubs (♣C). Grit.** 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 Resources: A sidearm, a blade, and a *unique* wardrobe (▲2♥H; uses:☐).

[] **COMPANION.** You are a *registered* Companion, though that doesn't mean as much as it used to, especially this far out. Nevertheless, the *skills* are still handy.

Talk Pretty. Anytime you are allowed to *speak freely* for a Check, add +1 *Influence*.

Stunning. Start every game with a *minimum* Stunning Thread *equal* to your COMPANION rank. 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/▲3♠S; uses:☐☐).

[] **MERCENARY.** You are a dime a dozen out here: a vicious killer. You might have a heart of gold, but you got the hands of a psychopath. Luckily, *killin'* is *great* business out here.

Big. Anytime you need to exert yourself *physically*, add +1 *Push*.

Fight (Brutal). You fight *unfairly* and with *every ounce* of *fury*. *Once per Check* add +2 Threat cards, but add +2 your *Ability* score.

Extra Stuff: A heavy weapon (▲1/▲2♣C; uses:☐☐).

[] **PROFESSIONAL.** Unlike most mercenaries, you were actually *trained professionally* to kill. You're not flashy, but that also means you get the job done with *half* the bullets.

Sharpshooter. Whenever *accuracy* matters in a *fight*, add +2 *Focus*.

Fight (Tactical). You don't fight for *glory*, you fight for an *objective*, and for *extraction*.

Extra Stuff: A *specialized* weapon (▲3♦D; uses:☐☐).

[] **HERO.** You *will* get someone killed, you probably already have. Eventually the *guilt* will kill you, but you know you've done good in the 'Verse, and maybe you can do just a little bit more...

Fast Draw. Whenever you need to be the *first* to act in a *fight*, add +1 *React*.

Fight (Leader). You are a *competent* fighter, but you are a better *leader*. Start every game with a *minimum* Leadership Thread *equal* to your HERO rank. You can *always* spend a Leadership Thread to help *anyone's* Check, *even* if you cannot help directly.

Extra Stuff: A *reliable* weapon (▲1; uses:☐☐).

PATH: FOLK

You are solid. Nothing fancy up here, and it's all business for you. Eventually you are going to retire, but living in space is *hard*, and the money is *great* if you never plan on *settlin' down*. One day at a time, one *last* close call, one *final* job, and then *this time* you'll call it *quits*...

SUITS (Use ☐ to mark *Harm*)

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- ☐ **Diamonds (♦D).** **Shepherd.** Careful, calm, methodical, detailed.
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BACKGROUNDS

Basic Stuff: A sidearm, a blade, a *functional* wardrobe (▲1; uses:☐☐).

- [] **HANDY.** You do *everything* on the ship: pilot, engineer, IT, cleaning, and cooking. What nets you the *big bucks* is that not only are you *good*, you are *fast*.

On the Spot. Whenever you make *evasive* maneuvers or *jury rig* something, add +1 *React*.

Mad Genius. You have a *lot* of experience which has given you the confidence to take shortcuts that are either *incredibly useful*, or *insanely dangerous*. Once per Check add +1 *Threat* card, but draw and play 1 card from the deck.

Extra Stuff: Your bag of stuff (▲1/▲2♥H; uses:☐☐.

- [] **FANCY.** People *constantly* mistake you for a Companion, but you're just very cultured, and very well read. Luckily, you're *likeable*, so you haven't gotten *throttled* for "bein' fancie".

Soft Voice. Whenever you need to *calm* things down, add +1 *Influence*.

Aristocrat. Start every game with a *minimum* Educated Thread and Connected Thread *equal* to your ARISTOCRAT rank *plus* *Influence* score.

Extra Stuff: Money. Just lots of money. (▲3♦D; uses:☐☐.

- [] **DOC.** The *rarest* kind of spacer. *Everyone* needs your help, but you're always *scrapin'* for supplies, and you only have the *two* hands. You do your very best, and you'll save as *many* as you can.

Unflinching. When you are administering medical care, add +1 *Focus*.

Heal (∞). You are a *miracle worker*, and even in the middle of a fight, you are *workin'* on patients.

Extra Stuff: Your ragged doctor's bag (▲1/▲2♠S; uses:☐☐.

- [] **OLD HAND.** You never called it quits. Maybe not by choice, but the simple reality is that you *survived*. But the years are getting *harder*, and eventually *time* decides when you quit.

Never Quit. Anytime you need to *force* your way out of a *bad* situation, add +1 *Push*.

Fight (Hard Knocks). You've been in *hundreds* of fights, and you got the *scars* to show it. Start every game with a *minimum* Hard Knocks Thread *equal* to your OLD HAND. In addition to *normal* use, in a *fight* you can spend an Old Hand Thread to add +2 to your *Ability* score.

Extra Stuff: Something for the *last stand* (▲2/▲4♣C; uses:☐.