

PATH: THE RETIREE

Retirement is pretty hard on you. You've managed to collect a nice nest egg, and your basic needs are met, but *Gods*, you want to go back to your old life, because being comfortable is *boring*. You're even willing to take on *this* job, just to break up the monotony.

TRAITS

Deliberate (♠S). You know exactly what you are doing.

Gutsy (♥H). Daring bravery built on painful lessons.

Proven (♦D). Skills earned from surviving a lifetime of conflict.

Hardened (♣C). Strength and will earned through blood and tears.

Base Resources: The Loud Louie Trivia: Where is Louie? A Memoir paperback (2★; uses:□□); flask of the Good Old Stuff (rest; draw 2; uses:□□); a reliable car.

BACKGROUNDS + ABILITIES

○ **WATCH DETECTIVE.** You were a *Detective* for the 22nd Watch in New Salanda for decades, which was *Hell*, but you made a difference.

[] **People.** You know how to talk to people and get answers from them, even when they are lying.

[] **Intuition.** A nose for finding hidden clues and danger honed over decades of Hell.

[] **Hard.** *Combat (Last Ditch).* The will, skill, and endurance to survive desperate situations.

Extra Resources: Rider and Gold P4 service revolver (+1♣C; uses:□□□; reload); a book of notes (+1, uses:□□□).

○ **OFFICE OF INTELLIGENCE.** You have *no memories* of what you used to do, but your Retirement Liaison assures you that you did *exceptional* work.

[] **Killing.** *Combat (Lethal).* Comes naturally.

[] **Stalking.** Finding, following, and cornering a target without being discovered.

[] **Instinct.** A predator's intuition for opportunity, and self-preservation.

Extra Resources: The Knife (3★) that should *always* stay in its sheath while in polite company.

○ **1st DIVISION, BURNING SWORD.** You were *originally* recruited by Bonethorne Port's infamous *Burning Swords*, which eventually turned into the Department of Magic Strategies.

[] **Soldier.** *Combat (Tactical).* Combat with the intent of achieving tactical objectives.

[] **Telekinesis.** *Psychic:* magically manipulate objects with roughly the strength of a human, though, theoretically, you could increase that output.

[] **Prepared.** The Swords were effective because of strategic planning and tactical readiness; magic was just the branch's specialization.

Extra Resources: Your old dog tags that you always wear (+1♥H).

○ **HUXLON REPUBLIC DIPLOMAT.** You were there helping to *negotiate* all of the *shady* back-room deals that changed the course of modern history. Why the Hell are you *here* now?

[] **Presence.** You command a room through confidence, charisma, and intimidation.

[] **Privileged Knowledge.** Classified information, blackmail, and deep state connections, with all the mundane knowledge to put it into context.

[] **Negotiate.** You know what the opposition truly wants, but more importantly, you know how much they are willing to compromise.

Extra Resources: Your Black Book of phone numbers and names (+2) - the notes don't make sense to anyone else.

HUMAN

Common everywhere. You never feel out of place anywhere on the planet. Except, of course, the Silohain. You see humans and orcs everywhere you go and (almost) everyone knows Northword, so asking for directions is never a problem.

Social Dominance. Every major market in the world bases their services and products around human needs and human tastes, and the *human*-origin language of *Northword* is spoken, though not always perfectly, in nearly every corner of the world.

ORC

Common everywhere. You never feel out of place anywhere on the planet. Except, of course, the Silohain. You see orcs and humans everywhere you go and (almost) everyone speaks the Northern tongue, so asking for directions is never a problem.

Ordhauuden Grit. Your ancestors thrived in the harsh extremes of the Eastern Expanse which means you have **higher environmental tolerances** than most (besides *goblins* and *golems*).

Common Services. Humans have *nearly the same anatomy as orcs*, so there is never any problem with using all of the human-oriented services everywhere in the world, including *medical* services.

DWARF

Common in many places. Though there are plenty of other dwarves and saurians to drink with in the metropolises outside of the Essian Union, it gets harder to find another dwarf or saurian at the karaoke joints and dives in the small towns scattered throughout the world.

Short. You are a *little over four feet tall*.

Muscular. You are *all* muscle, so you are **as strong**, and **as heavy, as an average human**, but with a much lower center of gravity.

SAURIAN

Common in many places. Though there are plenty of other saurians and dwarves to share stories with in the metropolises outside of the Essian Union, it gets harder to find another saurian or dwarf at the bars or cafes in the small towns that dot the world.

Cold Blooded. You require less food to survive (preferring one *large* daily meal), but it is **difficult to naturally regulate your body temperature**, so sudden temperature changes can be *harmful*.

Brumation. You are able to enter into a *deep slumber* where you require *no food or water*, but you *cannot recover cards*, and after *five days* you have to **make a Check every day** to stay *healthy*.

ELF

Rare, but unremarkable. Elves are in every book, movie, and every high-end ad. Elves are everywhere you look, but you hardly ever meet one of your kin face-to-face. There is the occasional meet-up at a community center, but elves, like everyone else, are a *mixed* bag.

Magical Senses. You are naturally attuned to magic and are able to **naturally sense magical energies**, perceiving magic in a way similar to a sense of *smell*.

Slow Aging. You are going to live a *long time* (300-500 years or more). You age *about three times slower than a human*, so it took *decades* to mature, and your experience with time is *skewed*.

GOBLIN

Rare, and notable. Your kin is as ancient as the elves, but your ancestors were driven into *hiding* and nearly went *extinct* as the world bent and burned. Until the *last era* scholars still thought your kind were *half elves*, due to the similarities, but your descendants *always* knew that was *wrong*. The very few goblin communities that exist today are beginning to flourish, and you are *no longer hiding*.

Small. You are a **little over four feet tall**, and much *lighter and weaker than the average human*.

Stubborn Survivors. You can survive on *miniscule amounts of food and water* in **very extreme temperature ranges**.

Extreme Immunities. You *can get sick from disease, poison, and radiation*, but it takes *prolonged exposure*, and only *very old* Goblins (200 years or more) **actually die from these causes**. You also **recover extremely quickly** from the effects of these hazards.

FAEKIND

Extremely rare, and significant. It's a brutally glorious and paralyzingly lovely world, and you have an unyielding affection for this terrifying existence, even if it's always *exhausting*. It's hard for you to find anyone else that relates to you, since faekin are rarer than *elves* or *goblins*, but lucky for you, you always seem to find *friends*.

Fae Touched. You have a unique and *beautiful physical* mutation from your Fae ancestry that makes you *clearly* stand apart from others, but it is sometimes *inconvenient*. **What is your unique mutation?**

Presence. 5,000 years ago the Fae nearly *destroyed* the world, but the original ancestral faekind *saved* it, so reactions to you are mixed: *fear, reverence, awe, curiosity*.

GOLEM

Extremely rare, and memorable. You were born from run-away magic and rich clay. Your ancestors were created as *tools*, but that magic seeped deep into the earth and you rose from the soil, fully formed and *independant*. Like all other Gods-Touched beings you make the most of *this* life, because even *clay* eventually turns to *dust*.

Of the Earth. You *do not have to eat, sleep, or breath*, and **extreme heat, cold and radiation has no effect on you**. You also **do not feel pain**, so while **you can suffer harm**, you experience it as *structural failure* or *emotional numbness*. **You can never be knocked unconscious**.

Made of Clay. You are *very durable* and can **stop one (1) Harm**. However **clay does not heal naturally**, and you **need to have magically attuned clay and healing rites to recover any Marked Traits or Scars**. Fortunately most *major* hospitals have the capability to treat golems.

PATH: THE EX-CON

You paid your dues to society in a minimum security prison, but even though *you* took the fall, everyone *else* paid the price. Your partners have all met *bad* endings, and your enemies have *moved on*. On your release, no one showed up to pick you up, or to kill you. You're back to square one.

CORE TRAITS

Impulsive (♠S). You act *without* thinking, *but you do have* good instincts.

Daring (♥H). You *can't go half-way when you are in this line of work*.

Cunning (♦D). Your *knowledge isn't very deep, but you use it well*.

Driven (♠C). When you *put your heart to the task*, you won't stop.

Base Resources: A Toma .38 with license (+1♥H; uses:□□□; reload); "The Good Stuff" (illegal and prescribed "stuff") (rest; draw 2; uses:□□); and a cheap car.

BACKGROUNDS

○ **THE DRIVER.** You were the one that had to make sure that the crew could *get* to a job and *escape* afterwards, preferably *cleanly* and without *extra* crimes.

[] **Tactician.** *Combat (Tactical).* Carefully applied violence.

[] **Evasion.** The actual skill of moving an entire crew (*and their gear*), without being noticed.

[] **Vibes.** You *always seem to know when trouble is coming. Helpful for knowing when to start the engine.*

Extra Resources: Enchanted *combat drugs* you are keeping for a "friend" (2★; uses:□□).

○ **THE MUSCLE.** You were hired to keep the *team* in line, and to deal with any *physical* obstacles that stood in the way. Obstacles that sometimes *breathed* and *had families*.

[] **Brawler.** *Combat (Brutal).* From the school of "a good defense is shattering your opponent's face", you *know how to fight dirty and mean with anything at hand*.

[] **Tough.** The body and mind needed to endure a *beating*, with the strength to *return the favor*.

[] **The Look.** "Fuck completely off", without saying a word.

Extra Resources: Enchanted claw hammer (+1/+2♥H); Sorensen Shield ring (+1♠C).

○ **THE FACE.** You were the *distraction*, and Gods *damn* you are a good distraction.

[] **Allure.** *Influence and control through charm and seduction.*

[] **Eloquent Liar.** *Sometimes, people prefer your lies over the truth.*

[] **Trust Me.** The soft skills of *getting someone to tell the truth.* *Psychic: Being a literal mind reader helps.*

Extra Resources: Magical, enchanted ring, but you have no idea what it actually does (4★; uses:□).

○ **THE THIEF.** You are the one doing the actual work of *stealing*. No one gets paid unless you can do your job right, and you get to be in the middle of the action.

[] **Infiltrate.** You *know how to get in and get out without raising any alarms.* *Psychic: Causes onlookers to simply overlook you. Not invisible, just easily ignored.*

[] **Skilled.** You have just *enough* knowledge and experience to *pull off a job*. You aren't a master, *but that's rarely ever a requirement*.

[] **One Step Ahead.** You *always have a Plan B whenever your skills run out. It might be luck or fate, but you always seem to have or know just what you need.*

Extra Resources: Lockpicks (+2♦D); a reliable multi-tool (+1); a *fanny pack* that's twice its size on the inside, ready to be filled with things you'll be "collecting" today.