

# PATH: SUNNY

You are joy, happiness, and hope. You might have a really dark background, or exist in a world of total innocence, but the thing you bring to the table is pure optimism, and a genuine earnestness that makes everyone believe in Second Chances.

## TRAITS

- Brash (♠S).** *You don't hesitate.*
- Joyful (♥H).** *You know how to make people smile.*
- Honest (♦D).** *You don't need to tell lies.*
- Hopeful (♣C).** *You know there's always a way through.*

**Your stuff:** A very *quirky* wardrobe (+1♥H); something that brings you *joy* (draw 2; uses:□□).

## BACKGROUNDS + ABILITIES

○ **ROSE.** Everyone has a crush on you, but they are all too afraid to ask you out. Luckily, being single suits you just fine for now, until you find someone perfect for you.

- [ ] **Stunning.** *You can stop people dead in their tracks with a single look.*
- [ ] **Allure.** *Without trying, you command all of the attention in a room.*
- [ ] **Devastate.** *With a few cutting words, insults pulled from the far reaches of histories, you can utterly destroy a person.* Evocation: you use secret insults to truly ruin.

**Extra Stuff:** Something *fun* to lighten the mood (+1♠S/+2♥H; 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.

- [ ] **Big.** *Physically and emotionally, you are a dominant presence in a room.*
- [ ] **Friendly.** *You exude a demeanor that makes people softer towards you.*
- [ ] **The Look.** *"Do NOT!", without saying a single harsh word.*

**Extra Stuff:** A Lucky Charm (+1♠S/+2♣C; 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*.

- [ ] **Gossip.** *You never reveal anything that will harm, but you know a lot about Northpointe.*
- [ ] **Welcoming.** Heal (Short). *You listen, and you actually care, so people trust you with their secrets.*
- [ ] **Friends.** *You are a helper, and in turn, people help you.*

**Extra Stuff:** Friendly *ghosts* (+1; 1★; uses:□□□); friend *spirits* (+1; 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*.

- [ ] **Conscience.** *You know the right thing to do, but it's never the easiest thing to do.*
- [ ] **Hope.** *You spread hope, and inspire people near you to be better.* Psychic: and that can heal (∞) folks.
- [ ] **By Example.** *You do impossible things, to inspire people to do good.*

**Extra Stuff:** Something that brings *hope* (+1; 1★; uses:□□□□).

## 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.

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## 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*.

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## 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: STEADY

You are solid, understanding, and reliable. A happy past, or a sad one, 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 a Second Chance.

## TRAITS

**Sharp (♠S).** *You are aware and observant.*

**Stoic (♥H).** *You don't say a lot, but your calm speaks volumes.*

**Insightful (♦D).** *You manage to say the right thing, at the right time.*

**Stubborn (♣C).** *You won't back down.*

**Your stuff:** A *functional wardrobe* (1★; uses:□□); something you use to *calm* yourself (draw 2; uses:□□).

## BACKGROUNDS + ABILITIES

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

[ ] **Knowledge.** *You do a lot of research for your books.* Ritual: *you can conjure spirits that can tell you their accounts of the past.*

[ ] **Storytelling.** *You are able to tell a compelling and engaging story, fictional or otherwise.*

[ ] **Worldly.** *You know the language, customs, and cultures of many places - even some that no longer exist...*

**Extra Stuff:** An endless journal you keep your notes in (+1; 1★; uses:□□); a *notepad* (+1; uses:□□□).

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

[ ] **Calm.** *You bring calm to a scene.* Evocation: *sometimes you need magic to get a big crowd calm.*

[ ] **Negotiate.** *You ensure that the pettiness of both sides are heard, and find a middle ground.*

[ ] **Reason.** *You know how to untangle the logic of children, so adults barely stand a chance against you.*

**Extra Stuff:** A bag of *things* (+1; uses:□□□); a solid snack (+2; 1★; uses:□□).

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○ **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.

[ ] **Outburst.** *A sudden and forceful release that either stuns or rouses.*

[ ] **Unflinching.** *When you set yourself in motion, nothing can change your mind.*

[ ] **Bad Vibes.** *You know when something is bad news, even if it is not obvious.*

**Extra Stuff:** An item for *rallying* (+3♥H/+3♣C; uses:□□); informational pamphlets (1★; uses:□□).

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○ **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.

[ ] **MAGIC SWORD.** Evocation: *YOU CAN SUMMON A SWORD OF MAGIC.*

[ ] **Crafty.** *You are one of the few people around the cafe that actually knows how to operate and fix the modern gadgets of a cafe.*

[ ] **Fame.** *You have a minor level of celebrity from deeds long ago.*

**Extra Stuff:** *Lucky Louie Trivia Book* (+3; uses:□); something *secret* (3★; uses:□).