

# PATH: THE GOOD

Your life exists on a razor's edge in the Faelands. You are fantastically good at what you do, but that has only made you a bigger and bigger target. Your mentors were lucky: they survived to retirement. You don't know if you have that kind of luck, but you're going to give it a shot.

## TRAITS

**Instinctive (S♠).** *You don't know, you just do.*

**Daring (H♥).** *Go big, or die trying.*

**Artistry (D♦).** *Not only are you Good, but your works are memorable.*

**Wild (C♣).** *You will never go down without a fight.*

**Base Resources:** Your Revolver (+1H♥; uses:□□□; reload); your Knife (+1C♣); a smooth and elegant vice (2 cards; uses:□□).

## BACKGROUNDS + ABILITIES

○ **THE KILLER.** Life is cheap, but *wrath* is expensive. People hire you to kill for extremely personal reasons, and you get paid to do it.

[ ] **Killing.** *Combat (Killing).* *In all forms, with grace or brutality as needed.*

[ ] **The Moment.** *You have the experience and instinct to know exactly when to act, to inflict maximum damage and terror.*

[ ] **Reputation.** *People know you, and know you are bad news. They would chase you away, but they are way too afraid of you.*

**Extra Resources:** A named revolver (+1/+2★; uses:□□□; reload); named bullet (+5★; uses:□); cursed bullet (+5; uses:□).

○ **THE BRUTE.** You deal with any *physical* obstacles that stand in the way, obstacles that sometimes breathe and have families.

[ ] **Fight.** *Combat (Brutal).* *From the school of "a good defense is shattering your opponent's face".*

[ ] **Brickhouse.** *The body and mind needed to endure a beating, with the strength to return the favor. Ritual: You can prepare your body and mind for an imminent fight.*

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

**Extra Resources:** Something big and deadly (+2★).

○ **THE FACE.** You are the *distraction*, and you never fail to command a room through your charm, confidence, or just because you are *gorgeous*.

[ ] **Allure.** *Influence and control through charm and seduction. Psychic: sometimes with magic.*

[ ] **Well-Read.** *You have a wealth of practical knowledge, but also a ton of gossip, and a nice spread of secrets you have subtly gathered over the years.*

[ ] **Viper.** *Combat (Assassin).* *Either for defense, or pay, you know how to kill fast and discretely.*

**Extra Resources:** A small but effective wardrobe (+1H♥/+1D♦); something fun to boost the mood (+1/+1★; uses:□□□); a few lucky pieces (+2★; uses:□□).

○ **THE SAINT.** No one knows your name, but everyone knows your *smile*. In a place with so little *ease*, you try to bring a small bit of *hope*.

[ ] **Inspire.** *You know how to instill deep faith and belief, in people or actions.*

[ ] **Divine Healer.** *Psychic: Heal(∞).* *You know how to restore health at the risk of your own.*

[ ] **Omen.** *Psychic: you always seem to know that danger is coming, even when you can't see it.*

**Extra Resources:** A named revolver (+2H♥/+2C♣; uses:□□□; reload); a few lucky pieces (+2★; uses:□□);

# PATH: THE UGLY

Unappreciated, but necessary, you do the jobs in the Faelands that are tough and dirty. When the Big Damn Heroes show up in town, you clean up the mess when they get carried off to glory. Luckily you love the work more than the fame, and sometimes, *sometimes*, you get to be part of the glory too.

## TRAITS

**Steady (S♠).** *Not the fastest, but you don't flinch either.*

**Fearless (H♥).** *You've seen a lot, and it takes a lot to shake you.*

**Knowing (D♦).** *Grounded knowledge from hard-fought experience.*

**Grit (C♣).** *You'll hold the line for as long as your friends need.*

**Base Resources:** A reliable pistol (+1C♣; uses:□□□□; reload); survival knife (+1C♣); an Indulgence from better times (2 cards; uses:□□).

## BACKGROUNDS + ABILITIES

○ **MARSHALL.** You are a travelling lawman and judge for the PCM Frontier Corps. You do your best to bring order, but mostly you act as a stopgap, and a helping hand.

[ ] **Militia Training.** *Combat (Defensive).* *This is the "protect" part of your oath.*

[ ] **Lawman.** *You know the law, but more importantly, you have authority. Your badge usually gets a laugh, but your presence and aura give people pause.*

[ ] **Helper.** *Your real job is helping with everything, including farmwork, construction, and disaster relief.*

**Extra Resources:** Genuine PCM Badge and Ident (+2H♥); PCM body armor (+1/+2C♣); PCM R22 Long Rifle (+1/+1★; uses:□□□□; reload).

○ **DOCTOR.** You are a travelling doctor. While your skills are *invaluable*, no one is able to pay you beyond a smile, and a warm place to sleep for a spell.

[ ] **Frontier Medicine.** *Heal (Short).* *You've adapted your big city skills to work with the realities of the frontier. Evocation: Heal(∞).* *You've picked up some magic to help in emergency situations.*

[ ] **Scholar.** *You know a lot, both from your time at university and your years of travel.*

[ ] **Kindness.** *People enjoy your company, and opponents are caught off-guard by your earnestness.*

**Extra Resources:** Doctor Bag (+1), combat stims (+1★; uses:□□□).

○ **RANGER.** You guide people from one end of Hell, to the other, and you do your best to make sure they *all* get there *mostly* intact.

[ ] **Security.** *Combat (Tactical).* *You fight to achieve goals, and not win glory.*

[ ] **Scout.** *You know how to spot both danger and opportunities, which includes food, shelter, water, and tactical advantages. Ritual: modern divination helps.*

[ ] **Evasion.** *Escaping, hiding, and keeping your clients out of danger. Ritual: magic camo for open spaces.*

**Extra Resources:** Body armor (+1); K41 hunting rifle (+2; uses:□□; reload); scout kit (+1★; uses:□□).

○ **FIXER.** The most wanted person in the Faelands, because you are the only one that can fix the computers and machines that feed frontier cities. Too bad you still get paid like *shit*.

[ ] **Systems.** *You know how to fix and maintain the extremely complex systems of the frontier.*

[ ] **Jury Rig.** *Spare parts are rare, so you've gotten good at modifying, or bypassing anything broken.*

*Ritual: modern alchemy rites help you cheat sometimes.*

[ ] **Flash of Genius.** *You are always finding fixes or mods that seem impossible. Psychic: sometimes you get those ideas because you talk directly to the machine.*

**Extra Resources:** Reliable toolkit (+1★); PX-S23 General Systems Interface (+2D♦); something you carry for *luck* (+1★; uses:□□).