

# PATH: OUTLAW

You've never stopped running, because if that past manages to catch up with you... Well, it's kind of pointless to talk about. You are either going to make it to tomorrow, or you won't, and eventually it will all fly apart. Growing Old was never the plan, so enjoy what time you have, and keep moving.

## TRAITS

- Fast (S♠).** *You never slow down.*
- Daring (H♥).** *Apologize for your impulses later.*
- Instinct (D♦).** *You don't know, you just do.*
- Wild (C♣).** *You will never go down without a fight.*

**Base Resources:** Your Pistol (+1; uses:□□□; reload); your Knife (+1); kevlar suit (+1H♥/+2C♣); an Indulgence (2 cards; uses:□□).

## BACKGROUNDS + ABILITIES

**THE KILLER.** Life was a *lot* easier when your only job was *killing*, and you definitely miss the days when you were just a pampered *weapon*.

- Killing.** *Combat (Precision).* *Killing fast and clean.*
- Stalker.** *Tracking, following, and finally ambushing your target.*
- Smooth.** *You know how to get yourself in and out of bad situations.*

**Extra Resources:** A named pistol (+1★; uses:□□□; reload), a named Knife (+1★); something *dark* with a heavy *kick* (+1; uses:□□).

**THE MUSCLE.** You kept the boys *in line*, and dealt with any *physical* obstacles that stood in the way. Obstacles that sometimes *breathed* and *had 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:* on special occasions you use magic to prepare your mind and body for a fight.
- The Look.** *"Fuck completely off", without saying a word.*

**Extra Resources:** Something *deadly* and *nasty* in melee (+3★); strong painkillers (+2/+3H♥; uses:□□).

**THE FACE.** You were the *distraction*, and while you were *unforgettable*, *no one* seemed to be able to recognize you in a line-up.

- Allure.** *Influence and control through charm and seduction.*
- Improvised Intelligence.** *Enough actual knowledge and confidence to fake expertise.*
- Read the Room.** *The soft skills of understanding a target's motives.* *Psychic.* *Sometimes with magic.*

**Extra Resources:** A small but effective wardrobe (+1H♥); something *fun* to improve the mood (+1D♦/+2H♥/+2★; uses:□□); jeweled accessories and perfumes (+1; uses:□□).

**THE DRIVER.** When everything else falls apart, you are the one left bailing everyone out. Though, *occasionally*, things actually go as planned.

- Evasion.** *Escaping, hiding, and keeping the crew out of danger.*
  - Sharp.** *You know the smell, look, and taste of danger, and you know how to spot it before it spots you.*
- Psychic:* sometimes it's a certain and uncanny knowing.
- One Step Ahead.** *It's either a good plan or pure luck, but you always seem to have exactly what you need when you get trapped in a corner.*

**Extra Resources:** Twitchy contacts that *owe* you (+3; uses:□□); a horde of *maps* (+1); ECCM and ECM kits (+1); a very fast vehicle that fits *easily* onboard and (tightly) seats *four extra humans*.

# PATH: BURNOUT

You did your best on the straight and narrow, but honesty does not get you very far in this world. Still, you are *damn* proud of the life you once lived, and while you have your *regrets*, at least they don't haunt you in the void of these stars. It's quiet up here, and maybe you'll finally find some *real* peace.

## TRAITS

- Steady (S♠).** *Not the fastest, but you don't flinch either.*
- Presence (H♥).** *You don't say a lot, but your calm does a lot of work.*
- Insight (D♦).** *Grounded knowledge from hard-fought experience.*
- Grit (C♣).** *You will never go down without a fight.*

**Base Resources:** A worn pistol of impossible reliability (+1S♠/+2C♣; uses:□□□□; reload); survival knife (+1C♣); something that calms you (2 cards; uses:□□).

## BACKGROUNDS + ABILITIES

**ORBITAL LANE CONTROL.** You used to work the blackmarket trade lanes for *years*, and when you realized you were the last *living* honest cop in the game, you decided to retire *early*.

- Civil Defense.** *Combat (Defensive).* *This was the "protect" part of your oath.*
- Hunch.** *Years of patrolwork have given you a unique intuition for finding clues and sensing danger.*
- People.** *You know how to talk to people, and earn their trust or respect, and you know what they'll do when they are trapped in a corner.*

**Extra Resources:** A keepsake from the Marlon Case (+3; uses:□□); body armor (+1C♣); your *roomsweeper* short double-barred shotgun (+2★; uses:□; reload).

**PROCYON UCP CORPSMAN.** You were a medic for the *United Colonial Protectorate*, and while you were proud of your service, you *never* want to fight for corporate interests again.

- Soldier.** *Combat (Tactical).* *You know how to fight in war, where a good plan outweighs brute force.*
- Emergency Trauma Care.** *Heal (Short).* *You are as qualified as any surgeon you've met – though your methods are messier.* *Evocation: heal (∞).* *Magic when things are really bad.*
- Helping Hands.** *Psychic: summon an entity to help you with simple tasks, like carrying patients.*

**Extra Resources:** Trauma kit (+1★), surplus UCP armor (+1), combat stims (+1; uses:□□□)

**THE FIXER.** In the corporate sphere, you were the "plausible deniability" part of the paper trail. Most of the time you were *legitimate*, but *too* many times, you were *not*.

- Secrets.** *These secrets should have gotten you killed, but you knew who to blackmail before you quit.*
- Connected.** *You have made friends everywhere, but also enemies who need to repay you.*
- Big.** *You don't have any real power anymore, but when you speak people still stop and listen.*

**Extra Resources:** Tigas woven slimline armor (+1); a good wardrobe(+1H♥); sensible drugs (+2; uses:□□).

**OPERATOR.** Your job is simple: pilot the ship from one shithole, to the next one. You used to work for a company, but now it's just you and the stars...

- Stubborn.** *Combat (Dirty).* *If you don't want to give up, you won't, and it'll be the Devil that breaks you.*
- Systems.** *You're good at operating and hacking the various systems that run a ship.* *Psychic: you can talk to systems directly, which is extremely helpful, but it can be dangerous.*
- Jury Rig.** *Repairs are not cheap, so you know how to fix, modify, or bypass everything on a ship.* *Ritual: sometimes you need magic for these older ships.*

**Extra Resources:** Reliable toolkit (+1★), generic systems interface (+1), something you carry for *luck* (+1★; uses:□□□).