

# 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 (+1H♥); something that brings you *joy* (2 cards; uses:□□).

## BACKGROUNDS + ABILITIES

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○ **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 (+1S♠/+2H♥/+2★; uses:□□□).

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○ **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 (+1S♠/+2C♣/+2★; uses:□□□).

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○ **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:□□□).

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○ **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:□□□□).

# 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 (2 cards; uses:□□).

## BACKGROUNDS + ABILITIES

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○ **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* (+3H♥/+3C♣; 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:□).