

PATH: THE MERCENARY

It's a new world, with new conflicts. The Old Alliances have been fraying for centuries, and the new Kings are antsy to make *their* mark. You are part of a class of warriors growing from this reckless ambition: Kingless, bannerless, and willing to spill blood for any Noble with enough guilders.

TRAITS

- Steady (S♠).** *You strike true, even in the chaos of flame and war.*
- Unflinching (H♥).** *You have the stony presence that comes from seeing true horror.*
- Ready (D♦).** *Constant vigilance and preparation for danger.*
- Hardy (C♣).** *The endurance and toughness needed to survive both the wilderness and war.*

Base Resources: Your Sword, finely forged and enchanted (+1); fine steel dagger (+1H♥/+1D♦); reliable light banded armor (+1S♠/+1C♣); travel supplies; a strong horse; an *indulgent* vice (2 cards; uses:□□).

BACKGROUNDS + ABILITIES

○ **COMMANDER.** You led others into war, convincing so many to bravely walk into certain death, with you squarely leading the charge.

- [] **Leader.** *The authority, confidence, and charisma to lead others into and through Hell.*
- [] **Strategic.** *The ability to make a sound plan for victory or survival, on or off the battlefield.*
- [] **Knight.** *Combat (Strategic). Training in general warfare.*

Extra Resources: A shield with your former Kingdom's heraldry (+1S♠/+2H♥); a donkey with extra supplies and enhanced provisions (2 cards; uses:□□).

○ **MARAUDER.** An endless desire for *battle* drives every corner of your being. You may be kind, you may be vile, but in the end you are *violent*.

- [] **Kill.** *Combat (Fury). Killing at close range, specializing in breaking morale.*
- [] **Prey.** *The terrifying ability to spot and understand another's weaknesses.*
- [] **Monstrous.** *You live in fury, and you know no fear nor pain. Psychic: heal (∞; self only). No time for healers, your wounds must tend to themselves.*

Extra Resources: A weapon of brutality and speed (+3★); something that induces *rage* (+2; uses:□□).

○ **ASSASSIN.** The discipline, precision, and speed to kill a target quickly, and with little notice. Sometimes, Victory can be won in a single blow.

- [] **Assassinate.** *Combat (Precision). Careful and precise strikes designed for maximum effect.*
- [] **Ghost.** *You can disappear quickly after a strike to evade retaliation. Evocation: sometimes you have to use magic to evade the Court Seers.*
- [] **Threading.** *The practiced focus, agility and raw speed to evade the dangers of a battlefield to reach your target.*

Extra Resources: A lethal masterwork bow (+1★); a sharp dagger (+2S♠/+1★); a potent poison (+2★; uses:□□).

○ **SCOUT.** You have saved countless lives by finding *dangers* before they became *disasters*.

- [] **Stalker.** *Hiding, evading, and following without being detected, sometimes for extended periods.*
- [] **Skirmisher.** *Combat (Ambush). Fast close range attacks that distract and divert.*
- [] **Thorn.** *Spot critical weaknesses and exploit them with traps or diversions.*

Extra Resources: A sturdy hunting bow (+1D♦); purpose built arrows (+2; uses:□□□); poisons and thorns (+2; uses:□□□).

PATH: THE ROAD MAGE

The era of *magic* is *waning*. *The Wake of the Fae* is *receding*, and the *old* magics are *harder* and *harder* to cast. The Kingdoms hold fast to the old ways and hoard their magic, as the world turns to *other* forms of power: *chemistry, physics, metallurgy*, and their cousins. However, *waning* does not mean *dead*, and there's still guilders to be made as a road mage who is ready to *adapt*.

TRAITS

- Focus (S♠).** *Your work requires a lot of patience, care, and accuracy.*
- Intuition (H♥).** *Peering into the fabric of reality has given you a unique perspective.*
- Knowledgeable (D♦).** *Your training in the arcane was supported by a significant academic base.*
- Steadfast (C♣).** *A lifetime of staring into infinity and madness has hardened you.*

Base Resources: Short sword (+1C♣); dagger; reliable leather armor (+1C♣); travel supplies; a strong horse; an exotic delight (2 cards; uses:□□).

BACKGROUNDS + ABILITIES

○ **WAR.** You stride into the bloodbath, relying on magic as much as you rely on your steel.

- [] **Fighter.** *Combat (Dirty). Your technique is not very refined, but it is effective.*
- [] **Runes.** *Ritual: place a temporary magical enhancement on an object or living body.*
- [] **Rough and Resilient.** *Enough physical ability and stamina to keep up with the Knights.*

Extra Resources: A weapon you've enchanted (+1); prepared runes (+2; uses:□□□); enchanted etching tool (+1★; uses:□□□).

○ **HEALER.** The coveted and lucrative practice of magical *healing*, though you have a firm understanding of the *actual* physiology.

- [] **Healer.** *Heal (Short). with non-magical means. Evocation: heal (∞) with magic.*
- [] **Gatherer.** *You are skilled at foraging for food, herbs, and rites material, in all environments.*
- [] **Bard.** *A vast well of general knowledge and stories from your travels as a healer.*

Extra Resources: Assortment of herbs (+1; uses:□□□); dried organ meat (+1★; uses:□□).

○ **GREATER RITUALIST.** Most of your peers are at temples or universities, and are rarely wandering these roads.

- [] **Deep Ritual.** *You know the secret workings of the most powerful rites ever created, which always take either a great deal of time or an enormous sacrifice. Ritual: and you are brave enough to cast them.*
- [] **Mad.** *You spot the strange more easily, and normal practices of social manipulation are less effective.*
- [] **Prepare Body.** *You know how to prepare icons and sacrifices to be used later. The difficulty is equal to the potential of the sacrifice, and each Success is added to a **Prepared Body** pool.*

Extra Resources: A donkey laden with books (+2D♦/+1H♥); and a bags of *junk* (+1; uses:□□□□).

○ **INTUITIONIST.** A new kind of magic, for a new age, based on just your *intuition* and triggered by a single, sharp, *thought*.

- [] **Meta.** *Psychic: disrupt or manipulate the effects of a spell.*
- [] **Psychometry.** *Psychic: read the historical impressions of an object. Only the strongest impressions can be read, and sometimes nothing remains.*
- [] **Oracle.** *Psychic. You can reach into the future and prepare. The difficulty is based on the complexity of what you are focusing on, and each success is added to an **Oracle** pool.*

Extra Resources: Magical, enchanted ring, but you have no idea what it actually does (+3; uses:□); small, familiar, bones (+2★; uses:□□).