

PATH: BEBOP

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 (+1S, 10 rounds), your Knife (+2S), kevlar suit (-1df), an Indulgence (2 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*.
- [] **Stalker.** *Tracking, following, and finally ambushing your target.*
- [] **Killing.** *Combat (Precision). Killing fast and clean.*
- [] **Smooth.** *You know how to get yourself in and out of bad situations.*

Extra Resources: A *named* pistol (+2S, 10 rounds), a *named* Knife (+3S), an Indulgence (2 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.*
- [] **The Look.** *“Fuck completely off”, without saying a word.*

Extra Resources: Something *blunt* and *heavy* (+3S), *strong* painkillers (2 uses, heals 1 Hit)

- ☐ **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.*
- [] **Trust Me.** *The soft skills of getting someone to volunteer the truth.*

Extra Resources: A small but effective wardrobe (-1df), something *fun* to improve the mood (2 uses +3Ch), jeweled accessories and perfumes.

- ☐ **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.*
- [] **Local Knowledge.** *You know where to go to hide, heal, and recover, and sometimes that means you know where the enemy will go to hide, heal, and recover.*
- [] **Sharp.** *You know the smell, look, and taste of danger, and you know how to spot it before it spots you.*

Extra Resources: Twitchy contacts that owe you, a horde of *maps* (+2Ch), ECCM and ECM equipment (-1df), a very fast streetbike that fits *easily* onboard and seats *one* extra person.

PATH: BALLAD

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.

CORE TRAITS

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

Base Resources: A reliable carbine (+1S/-1df, 30 rounds), A reliable pistol (-1df, 10 rounds), survival knife (-1df), something that calms you (2 uses)

BACKGROUNDS

- ☐ **ISSP 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 is the “protect” part of your oath.*
- [] **Lawman.** *You know the law and its tactics, including its blind spots. In a pinch, you even have some contacts that can help you out.*

- [] **Hunch.** *Years of spotting contraband, traps, and ambushes, have given you a unique sense for finding clues and danger.*

Extra Resources: A keepsake from the *Marlon Case*, body armor (+1Ch), your *roomsweeper* short double-barred shotgun (+2S/+1df, 2 shots)

- ☐ **MARS CDF CORPSMAN.** You were a medic for the Martian Colonial Defense Forces, and while you were proud of your service, you *never* want to go back to Titan.
- [] **Soldier.** *Combat (Tactical). You know how to fight and win wars on a battlefield, where a good plan outweighs brute force.*
- [] **Physical.** *You are trained for sustained physical work in dangerous situations.*
- [] **Emergency Trauma Care.** *Medical. You don’t have the savvy of a surgeon, but you are as qualified as any doctor you’ve met – though your methods are messier.*

Extra Resources: Trauma kit (+1Ch), surplus CDF armor (+1Ch), combat stims (2 uses, Full Rest)

- ☐ **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.*
- [] **Authority.** *You know how to command a room. You don’t have any actual power anymore, but when you speak people still listen.*

Extra Resources: Tigas Weave Underplate (+2Ch), a good wardrobe, sensible drugs (2 uses, Full Rest)

- ☐ **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...
 - [] **Systems.** *You’re good at operating and hacking the various systems that run a ship.*
 - [] **Jury Rig.** *Repairs are not cheap, so you know how to fix, modify, or bypass everything on a ship.*
 - [] **Stubborn.** *Combat (Dirty). If you don’t want to give up, you won’t, and it’ll be the Devil that breaks you.*
- Extra Resources:** Reliable toolkit, generic systems interface, something you carry for *luck* (+2S whenever you face a 5df Check)