

PATH: THE GOOD

Your life exists on a razor’s edge. 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

- [] **Fast (S♠).** *You never slow down.*
- [] **Daring (H♥).** *Go big, or die trying.*
- [] **Instinct (D♦).** *You don’t know, you just do.*
- [] **Wild (C♣).** *You will never go down without a fight.*

Base Resources: Your Revolver (+1S, 6 rounds), your Knife (+2S), fashionable armored clothing (-1df), an Indulgence (2 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.
 - [] **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 rifle (+2S/+1Ch, 5 rounds), a named *melee* weapon (+3S), a *vice* (2 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.*
 - [] **The Look.** *“Fuck completely off”, without saying a word.*
- Extra Resources:** Something *blunt* and *heavy* (+3S), *strong* painkillers (3 uses, heals 1 Hit)

- ☐ **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.*
 - [] **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.*
 - [] **Trust Me.** *The soft skills of getting someone to volunteer the truth.*
- Extra Resources:** A small but effective wardrobe (-2df), something *fun* to improve the mood (2 uses +3Ch), jeweled accessories and perfumes.

- ☐ **THE SAINT.** You can’t be killed, but it doesn't mean anything for anyone else around you. You try to do your best by the people that take you in, but things always seem to go wrong...
 - [] **Reputation.** *People know you, and know you are bad news. They would chase you away, but they are way too afraid of you.*
 - [] **Hard to Kill.** *Bullets tend to miss you, and if they do hit, you always manage to pull through.*
 - [] **Omen.** *You always seem to know that danger is coming, even when you can’t see it.*
- Extra Resources:** A named revolver (-2df, 6 shots), 1 Blessed bullet (+5S), 1 Cursed bullet (+5S, -3Ch)

PATH: THE UGLY

Unappreciated, but necessary, you do the jobs on Gunsmoke 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.

CORE TRAITS

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

Base Resources: A reliable carbine (+1S/-1df, 15 rounds), A reliable revolver (+1S, 6 rounds), survival knife (-1df), something that calms you (2 uses)

BACKGROUNDS

- ☐ **MARSHALL.** You are a travelling lawman and judge for the Seven Cities Coalition. You do your best to bring order, but mostly you act as a stopgap, and a helping hand.
 - [] **Gunman.** *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.*
 - [] **Hardy.** *Your real job is sustained physical labor, helping with disaster relief, farmwork, and construction.*
- Extra Resources:** Genuine SCC Badge and papers, body armor (+1Ch), your Carlson and Thompson Long Rifle (+2S/-1df, 5 shots)

- ☐ **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.** *Medical.* You don’t have the *savvy* of a doctor from the city, but you’ve saved many more lives – though your methods are messier.
 - [] **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 (+1S), combat stims (4 uses, Full Rest)

- ☐ **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.*
 - [] **Evasion.** *Escaping, hiding, and keeping your clients out of danger.*
- Extra Resources:** Body armor (+1Ch), ultra-light survival pack, combat stims (2 uses, Full Rest)

- ☐ **FIXER.** The most wanted person on Gunsmoke, and the worst paid. Your skills have been exploited by companies, made you a target for kidnapping, and very rarely, given you a nice place to rest.
 - [] **Advanced Systems.** *You know how to fix and maintain the extremely complex systems that are derived from SEED ships, mainly Plant support systems.*
 - [] **Jury Rig.** *Spare parts are rare, so you’ve gotten good at modifying, or bypassing anything broken.*
 - [] **Flash of Genius.** *To work on SEED systems, you are always finding solutions that no one else sees, which has trickled out into other avenues of your life.*
- Extra Resources:** Reliable toolkit, generic systems interface, something you carry for *luck* (+2S whenever you face a 5df Check)