

Choose the name, occupation, background, rituals and drive of your treasure-hunter.

NAME

- ◇ Alina
- ◇ Baso
- ◇ Daian
- ◇ Elisio
- ◇ Fion
- ◇ Kasien
- ◇ Mahera
- ◇ Nima
- ◇ Orlen
- ◇ Sibil
- ◇ Teodan
- ◇ Vero
- ◇ _____



- TROPHY

OCCUPATION

- ◇ Leech (*skilled in forensics, herbs, surgery*)
- ◇ Ranger (*skilled in beasts, hunting, traps*)
- ◇ Sellsword (*skilled in athletics, defense, weapons*)
- ◇ Sorcerer (*skilled in alchemy, rituals, symbols*)
- ◇ _____

RITUALS

Choose up to 3 of the following rituals. Increase your starting Ruin by 1 for each ritual you know.

- ◇ Bind (*hold a person or animal in place*)
- ◇ Channel (*allow a spirit to act through you*)
- ◇ Hollow (*push a spirit from its own body*)
- ◇ Inhabit (*possess a person or animal*)
- ◇ Project (*observe a remote location in spirit form*)
- ◇ Summon (*draw a known spirit or person to you*)
- ◇ _____

BACKGROUND

- ◇ Defrocked Priest (*skilled in omens*)
- ◇ Disinherited Noble (*skilled in appraisal*)
- ◇ Escaped Cultist (*skilled in deception*)
- ◇ Expelled Apprentice (*skilled in lore*)
- ◇ Reformed Thug (*skilled in intimidation*)
- ◇ Retired Soldier (*skilled in tactics*)
- ◇ _____

DRIVE

- ◇ Buy your brother's freedom from Barsul Prison
- ◇ Earn the respect of the Governor of Fort Duhrin
- ◇ Establish an estate in the Levasti countryside
- ◇ Publish your discoveries from ancient Kalduhr
- ◇ Retire in comfort in the Rose District of Ambaret
- ◇ Win the heart of the heir apparent of Naganeh
- ◇ _____

RUIN

1

2

3

4

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6

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