

IDENTITY OPTIONS — Roll once and use a single row, or roll three times (once for each column)

NAME	OCCUPATION — Skills	BACKGROUND — Skill
• ◻ Akaleh	Antiquarian — <i>artifacts, myths, obfuscation</i>	Abandoned Squire — <i>aiding</i>
• ◻ Alina	Artificer — <i>alchemy, invention, traps</i>	Banished Dancer — <i>grace</i>
• ◻◻ Aram	Astrologer — <i>darkness, stars, symbols</i>	Cured Beastbitten — <i>transformation</i>
• ◻◻ Baso	Blacksmith — <i>endurance, metal, weapons</i>	Defrocked Priest — <i>omens</i>
• ◻◻◻ Benah	Bodyguard — <i>protection, speed, vigilance</i>	Devoted Widow — <i>patience</i>
• ◻◻◻ Daian	Chain — <i>commands, elements, rituals</i>	Disgraced Courtesan — <i>flattery</i>
• ◻◻◻ Desarim	Champion — <i>commands, ferocity, presence</i>	Disinherited Noble — <i>appraisal</i>
• ◻◻◻ Elisio	Cook — <i>food, improvisation, poisons</i>	Emboldened Ratcatcher — <i>lairs</i>
• ◻◻◻ Esfahen	Demonologist — <i>demons, negotiation, trickery</i>	Enlightened Miner — <i>paths</i>
• ◻◻◻ Fion	Geomancer — <i>construction, paths, patterns</i>	Errant Knight — <i>dueling</i>
• ◻◻◻ Foret	Guide — <i>foraging, hunting, paths</i>	Escaped Cultist — <i>deception</i>
• ◻◻◻◻ Ifori	Hedge — <i>improvisation, rituals, spirits</i>	Expelled Apprentice — <i>lore</i>
• ◻◻◻◻ Inda	Herbalist — <i>perception, plants, remedies</i>	Failed Pilgrim — <i>saints</i>
• ◻◻◻◻ Kasien	Intercessor — <i>charm, persistence, rituals</i>	Flockless Shepherd — <i>soothing</i>
• ◻◻◻◻ Kel	Lamb — <i>innocence, sacrifice, rituals</i>	Grounded Sailor — <i>ropes</i>
• ◻◻◻◻ Kiva	Lancer — <i>balance, coordination, precision</i>	Hapless Peddler — <i>trading</i>
• ◻◻◻◻ Lora	Leech — <i>blood, deduction, surgery</i>	Heretical Inquisitor — <i>secrets</i>
• ◻◻◻◻◻ Mahera	Lockpick — <i>acrobatics, security, silence</i>	Impeached Official — <i>lies</i>
• ◻◻◻◻◻ Masero	Magician — <i>performance, rituals, trickery</i>	Imprecise Barber — <i>injury</i>
• ◻◻◻◻◻ Moradi	Medium — <i>spirits, vigilance, willpower</i>	Injured Whaler — <i>hunting</i>
• ◻◻◻◻◻ Neven	Merchant — <i>bribery, focus, persuasion</i>	Liberated Prisoner — <i>deals</i>
• ◻◻◻◻◻ Nima	Naturalist — <i>beasts, plants, silence</i>	Lost Child — <i>hiding</i>
• ◻◻◻◻◻ Obeha	Nest — <i>coordination, rituals, vermin</i>	Lured Innocent — <i>temptation</i>
• ◻◻◻◻◻◻ Orlen	Oracle — <i>interpretation, rituals, trances</i>	Opportunistic Graverobber — <i>death</i>
• ◻◻◻◻◻◻ Osto	Ox — <i>destruction, persistence, strength</i>	Oppressed Laborer — <i>rebellion</i>
• ◻◻◻◻◻◻ Parda	Poet — <i>passion, persuasion, rituals</i>	Orphaned Manikin — <i>mimicry</i>
• ◻◻◻◻◻◻ Pela	Ranger — <i>beasts, hunting, traps</i>	Plagued Farmer — <i>corruption</i>
• ◻◻◻◻◻◻ Rasei	Sellsword — <i>athletics, defense, surprise</i>	Reckless Moneylender — <i>ambition</i>
• ◻◻◻◻◻◻ Revel	Smuggler — <i>dexterity, spontaneity, stealth</i>	Reformed Thug — <i>intimidation</i>
• ◻◻◻◻◻◻◻ Sareh	Snake — <i>charm, trickery, performance</i>	Retired Soldier — <i>tactics</i>
• ◻◻◻◻◻◻◻ Sibil	Sorcerer — <i>alchemy, rituals, symbols</i>	Runaway Kingsguard — <i>tracking</i>
• ◻◻◻◻◻◻◻ Talia	Spider — <i>surprise, traps, vermin</i>	Traitorous Cupbearer — <i>betrayal</i>
• ◻◻◻◻◻◻◻ Teodan	Vessel — <i>attraction, rituals, surrender</i>	Uninspired Artisan — <i>crafting</i>
• ◻◻◻◻◻◻◻ Toram	Witch — <i>homes, plants, rituals</i>	Unmasked Faeborn — <i>illusions</i>
• ◻◻◻◻◻◻◻ Valen	Woodcutter — <i>beasts, strength, trails</i>	Usurped Royal — <i>commands</i>
• ◻◻◻◻◻◻◻◻ Vero	Zealot — <i>interrogation, rituals, strength</i>	Wandering Refugee — <i>disguise</i>

DRIVE OPTIONS — Roll once

DRIVE
• ◻ Acquire the Gleaming Cache before it is too late
• ◻ Arm the resistance against Lord Haffir's tyranny
• ◻ Attend Countess Shima's Forbidden Festival
• ◻ Become part of the Swirling Court
• ◻ Become the only patron of Ansem the Wistful
• ◻ Break the geas placed by the Witch of Nevask
• ◻ Break the siege on your sibling's fortress
• ◻ Bribe the justiciars so they erase your crimes
• ◻ Bring freedom to Tirollis
• ◻ Buy the orphanage where you were mistreated
• ◻ Buy your brother's freedom from Barsul Prison
• ◻ Commission a glorious statue of your deity
• ◻ Destroy the work of Ajino the Debauched Painter
• ◻ Earn the respect of the Governor of Fort Duhrin
• ◻ Earn the right to your family's name
• ◻ Establish an estate in the Levasti countryside
• ◻ Finance an expedition into the Blossoming Sea
• ◻ Find the artifact that proves the king's true nature
• ◻ Find the resting ground of the Morning Knight
• ◻ Free the kindly followers of the Piper
• ◻ Give your betrothed the present they crave
• ◻ Inscribe your mother's name in the Azure Archives
• ◻ Locate the jewel that haunts Eriol's dreams
• ◻ Pay the toll of the Emerald Bridge
• ◻ Pay your father's debt to Bright-Teeth Assyrio
• ◻ Publish your discoveries from ancient Kalduhr
• ◻ Rebuild Hisham's Fountain
• ◻ Repay your losses to the Southern Pass Company
• ◻ Restore the lost glory of the Caliginous Grove
• ◻ Restore the Temple of Tanahlot
• ◻ Resurrect the Cult of Derawan
• ◻ Retire in comfort in the Rose District of Ambaret
• ◻ Retrieve the lost banner of the Nameless Legion
• ◻ Seize absolute control of Kormoran's Wheel
• ◻ Take Cyrus' place at the Earthen Council
• ◻ Win the heart of the heir apparent of Naganeh

RITUAL OPTIONS — Roll once per column, keep up to 3

RITUAL	RITUAL	RITUAL
• ◻ Army	Float	Provoke
• ◻ Ashes	Flow	Rebirth
• ◻ Aura	Fountain	Repel
• ◻ Beacon	Future	Rewind
• ◻ Beast	Gale	Rubber
• ◻ Bewitch	Gardener	Rustle
• ◻ Blind	Germinate	Scale
• ◻ Blink	Ghoul	Scent
• ◻ Blur	Glamour	Scramble
• ◻ Bolt	Gleam	Scry
• ◻ Bottle	Guide	Sever
• ◻ Brimstone	Hand	Shell
• ◻ Burrow	Haunt	Shroud
• ◻ Carve	Hold	Silence
• ◻ Channel	Hollow	Siphon
• ◻ Circle	Hospitality	Sleep
• ◻ Clay	Immolate	Smite
• ◻ Clock	Inhabit	Spark
• ◻ Compel	Inscribe	Statue
• ◻ Crucible	Kindle	Steed
• ◻ Darkness	Knock	Summon
• ◻ Dazzle	Leviathan	Swarm
• ◻ Doom	Liar	Switch
• ◻ Door	Lift	Tadpole
• ◻ Drain	Martyr	Tripwire
• ◻ Dryad	Mask	Unravel
• ◻ Elegy	Maze	Vapor
• ◻ Emote	Medium	Voice
• ◻ Endure	Messenger	Void
• ◻ Enliven	Mirage	Wail
• ◻ Entangle	Mirror	Wall
• ◻ Ether	Nightwalk	Ward
• ◻ Fantasy	Numb	Web
• ◻ Fault	Obscure	Wither
• ◻ Feather	Orchard	Writhe
• ◻ Feral	Parse	Yoke

CHARACTER RITUAL OPTIONS — I OF III — Roll once on each page, and keep none, 1, 2, or, all 3

RITUAL — Effect

- ◻ Army — create illusory copies of yourself that mimic your actions
- ◻ Ashes — burn something irreplaceable to turn a creature or object to dust
- ◻ Aura — ascertain a creature's emotional state, truthfulness, and true form
- ◻ Beacon — nearby hidden creatures or objects shine with a fiery glow
- ◻ Beast — take a form halfway between human and animal
- ◻ Bewitch — a creature will follow a simple command if given a gift
- ◻ Bind — hold a creature in place for as long as you stay motionless
- ◻ Blink — a creature you touch teleports to a spot you can see
- ◻ Blur — touch a creature to blur their form, making their details and boundaries hard to determine
- ◻ Bolt — throw a crackling arc of heat and energy
- ◻ Bottle — force a spirit into an object
- ◻ Brimstone — grow scorching hot to the touch
- ◻ Burrow — move through the ground
- ◻ Carve — alter a creature or object via sorcerous subtraction
- ◻ Channel — allow a spirit to act through you
- ◻ Circle — a creature within a ring of salt cannot inflict or suffer violence
- ◻ Clay — use your hands to rearrange and reshape inanimate material
- ◻ Clock — time in a small area moves at an unnaturally fast or slow speed
- ◻ Compel — force a creature to perform a non-lethal task, or free a creature from a prior Compel
- ◻ Crucible — heat a metallic object to melting
- ◻ Darkness — a living shadow snuffs out all nearby light
- ◻ Dazzle — distract and confuse nearby creatures with colorful moving lights
- ◻ Doom — make a creature feel a sense of impending doom
- ◻ Door — draw a door on a solid barrier to create a portal through it
- ◻ Drain — remove all water from a creature
- ◻ Dryad — stay still to transform into a tree and communicate with other trees
- ◻ Elegy — appear as deceased
- ◻ Emote — heighten or dampen the current emotions of all in your presence
- ◻ Endure — touch a creature to allow them to withstand temperature extremes
- ◻ Enliven — give flesh and breath to an effigy
- ◻ Entangle — cause plants to twist and grasp, holding or slowing a creature
- ◻ Ether — a touched creature or object becomes spectral and intangible
- ◻ Fantasy — observe and alter the dreams of a known creature
- ◻ Fault — strike the weakest point of an object with phantasmal force
- ◻ Feather — reduce the density of an object
- ◻ Feral — increase the size, temper, and monstrosity of a creature you touch

CHARACTER RITUAL OPTIONS — II OF III — *Roll once on each page, and keep none, 1, 2, or, all 3*

RITUAL — *Effect*

- ◻ Float — *hold your breath to gently levitate*

- ◻ Flow — *shape and command bodies of water*

- ◻ Fountain — *a forceful spring of water bursts forth from a location you touch*

- ◻ Future — *an object disappears, then reappears a short time later in exactly the same spot*

- ◻ Gale — *conjure and guide a mighty wind*

- ◻ Gardener — *consume a plant to absorb some of its memories*

- ◻ Germinate — *compel plants to furious growth*

- ◻ Ghoul — *animate a dead body*

- ◻ Glamour — *appear more charming and attractive*

- ◻ Gleam — *a luminous spirit is bound to an object to project light*

- ◻ Guide — *conjure a thread to follow*

- ◻ Hand — *concentrate to mentally move a small object you can see*

- ◻ Haunt — *summon a spirit to torment a creature*

- ◻ Hold — *a sigil prevents passage through a space for a short time*

- ◻ Hollow — *push a spirit from a body*

- ◻ Hospitality — *maintain peace while you share food and drink*

- ◻ Immolate — *engulf your body in flame*

- ◻ Inhabit — *possess a creature*

- ◻ Inscribe — *create or alter a written or carved message*

- ◻ Kindle — *produce fire from yourself*

- ◻ Knock — *open nearby portal that is shut*

- ◻ Leviathan — *draw forth a creature of the deep*

- ◻ Liar — *contact a spirit who can answer any question, but only falsely*

- ◻ Lift — *temporarily reverse gravity in a small area*

- ◻ Martyr — *touch a creature to transfer their Conditions to you*

- ◻ Mask — *cover your face to remove yourself from others' senses*

- ◻ Maze — *the surrounding environment warps into a labyrinth with you at the center*

- ◻ Medium — *surface thoughts of nearby creatures enter and overwhelm a target*

- ◻ Messenger — *send a message via a creature*

- ◻ Mirage — *create an illusion that is obviously fake only on close inspection*

- ◻ Mirror — *take on the form of a known creature*

- ◻ Nightwalk — *move untraceably through darkness*

- ◻ Numb — *reduce sensation within a creature*

- ◻ Obscure — *hide a creature or object from the view of one other creature*

- ◻ Orchard — *conjure a few dozen apples, some poisonous*

- ◻ Parse — *divine the meaning of any word, writing, sound, sign, or symbol*

CHARACTER RITUAL OPTIONS — III OF III — Roll once on each page, and keep none, 1, 2, or, all 3

RITUAL — Effect

- ◻ Provoke — force an opponent to make a choice: freeze, fight, or flee
- ◻ Rebirth — force a known spirit to be reborn in a new body
- ◻ Repel — push away a creature with spiritual force
- ◻ Rewind — slightly push a creature back in time
- ◻ Rubber — the body of a touched creature becomes elastic and can stretch beyond normal limits
- ◻ Rustle — an illusory sound of your choosing appears to come from somewhere nearby
- ◻ Scale — double or halve the size of an object you touch
- ◻ Scent — navigate a space by smell alone, or follow the scent trail of a known creature
- ◻ Scramble — touch a creature to make them forget their known rituals until the next sunrise
- ◻ Scry — observe a location in spirit form
- ◻ Sever — you can detach and reattach a body part, and still control it while removed
- ◻ Shell — your skin grows a tough outer layer which acts as armor
- ◻ Shroud — as long as they remain motionless, a group of creatures are hidden from others' senses
- ◻ Silence — deafen all nearby for a short amount of time
- ◻ Siphon — detect and extract poison from food, water, or a creature
- ◻ Sleep — send a creature into a deep slumber
- ◻ Smite — strike with a spiritual weapon
- ◻ Spark — touch to revive a newly dead creature, a second touch—even accidental—kills instantly
- ◻ Statue — touch a creature, object, or surface to turn it to stone
- ◻ Steed — summon a spectral mount which can walk on air and water
- ◻ Summon — draw a known creature to you
- ◻ Swarm — trade favors with a colony of vermin
- ◻ Switch — touch to swap bodies with another
- ◻ Tadpole — keep your own mouth closed to allow a creature to breathe, regardless of environment
- ◻ Tripwire — a predefined illusory scene is triggered by an event of your choosing
- ◻ Unravel — pull the threads of a Ritual to uncast it, and recast it somewhere else
- ◻ Vapor — a noxious cloud fills a small area
- ◻ Voice — alter your voice or make it come from somewhere nearby
- ◻ Void — remain silent to prevent the casting of any Ritual in your presence
- ◻ Wail — produce a disorienting sound
- ◻ Wall — create a dense wall of fire, ice, stone, thorns, or water
- ◻ Ward — stay concentrating to protect a small area
- ◻ Web — produce webbing to cover a creature or reach something nearby
- ◻ Wither — reduce plants to ash and rot
- ◻ Writhe — transform sticks and branches into serpents which follow your command
- ◻ Yoke — apply the strength of a spectral bull to a situation