

SHIVER

NAME

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

RUIN

1	2	3
4	5	6

DRIVES (choose 1)

- **Lovelorn.** Win your true love's hand with a cup of Everspring nectar
- **Bereaved.** Prevent even a single additional death by starvation.
- **Humble.** Prove your value to your village by saving it.
- **Uninspired.** Use the wonders of Everspring as inspiration.
- **Greedy.** Gather coin by cornering the market on food.
- **Prophetic.** Prove your dream of the Everspring to be true.
- _____

RITUALS (increase starting ruin by 1 for each chosen)

- **Bind.** Hold a person or animal in place.
- **Channel.** Allow a spirit to act through you.
- **Frisson.** Create vibrations that awaken feelings of either joy or fear.
- **Inhabit.** Possess a person or animal.
- **Project.** Observe a remote location in spirit form.
- **Summon.** Draw a known spirit or person to you.
- _____

OCCUPATIONS (choose 1)

- **Leech.** Skilled in forensics, herbs, surgery.
- **Oracle.** Skilled in gods, rituals, trances.
- **Ox.** Skilled in destruction, persistence, strength.
- **Ranger.** Skilled in beasts, hunting, traps.
- **Sellsword.** Skilled in athletics, defense, weapons.
- **Sorcerer.** Skilled in alchemy, rituals, symbols.

BACKGROUNDS (choose 1)

- **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.

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