

# THE HUNTSMAN'S FEAST

- | NAME              | OCCUPATIONS (choose 1)                                          |
|-------------------|-----------------------------------------------------------------|
| • _____           | • <b>Bodyguard.</b> Skilled in protection, speed, vigilance.    |
| • Aram • Mahera   | • <b>Lockpick.</b> Skilled in acrobatics, security, surprise.   |
| • Benah • Moradi  | • <b>Ox.</b> Skilled in destruction, persistence, strength.     |
| • Daian • Orlen   | • <b>Smuggler.</b> Skilled in dexterity, spontaneity, stealth.  |
| • Desarim • Pela  | • <b>Antiquarian.</b> Skilled in artifacts, myths, obfuscation. |
| • Esfahen • Revel | • <b>Magician.</b> Skilled in performance, rituals, trickery.   |
| • Kel • Teodan    | • _____                                                         |

- | RUIN                                  | BACKGROUNDS (choose 1)                             |
|---------------------------------------|----------------------------------------------------|
| <input type="checkbox"/> 1            | • <b>Disinherited Noble.</b> Skilled in appraisal. |
| <input type="checkbox"/> 2            | • <b>Emboldened Ratcatcher.</b> Skilled in lairs.  |
| <input type="checkbox"/> 3            | • <b>Expelled Apprentice.</b> Skilled in lore.     |
| <input type="checkbox"/> 4            | • <b>Liberated Prisoner.</b> Skilled in deals.     |
| <input type="checkbox"/> 5            | • <b>Reformed Thug.</b> Skilled in intimidation.   |
| <input checked="" type="checkbox"/> 6 | • <b>Uninspired Artisan.</b> Skilled in craft.     |
|                                       | • _____                                            |

- DRIVES** (choose 1)
- Attend Countess Shima's Forbidden Festival.
  - Bring freedom to Tirollis.
  - Establish an estate in the Levasti countryside.
  - Humiliate the Chancellor of Yogyakarta-Lycaeum.
  - Rebuild Hisham's Fountain.
  - Seize control of the Free Borough of Khamal.
  - \_\_\_\_\_

- RITUALS** (increase starting ruin by 1 for each chosen)
- **Bolt.** Throw a crackling arc of heat and energy.
  - **Darkness.** A living shadow snuffs out all natural and magical light nearby.
  - **Knock.** Open nearby normal and sorcerous locks.
  - **Mirage.** Create an illusion.
  - **Scent.** Use your olfactory sense to navigate in complete darkness.
  - **Voice.** Alter your voice or make it appear to come from somewhere nearby.
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