

# THE HUNTSMAN'S FEAST

- NAME OCCUPATIONS (choose 1)
- \_\_\_\_\_
  - Aram • Mahera
  - Benah • Moradi
  - Daian • Orlen
  - Desarim • Pela
  - Esfahen • Revel
  - Kel • Teodan

- RUIN BACKGROUNDS (choose 1)
- |   |   |   |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
- **Disinherited Noble.** Skilled in appraisal.
  - **Emboldened Ratcatcher.** Skilled in lairs.
  - **Expelled Apprentice.** Skilled in lore.
  - **Liberated Prisoner.** Skilled in deals.
  - **Reformed Thug.** Skilled in intimidation.
  - **Uninspired Artisan.** 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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