THE HUNTSMAN'S FEAST

MAME OCCUPATIONS (choose 1) Bodyguard. Skilled in protection, speed, vigilance. Lockpick. Skilled in acrobatics, security, surprise. Mahera Aram Ox. Skilled in destruction, persistence, strength. Benah Moradi Smuggler. Skilled in dexterity, spontaneity, stealth. Daian Orlen **Antiquarian.** Skilled in artifacts, myths, obfuscation. Desarim • Pela Magician. Skilled in performance, rituals, trickery. Esfahen • Revel Kel Teodan RUIN BACKGROUNDS (choose 1) Disinherited Noble. Skilled in appraisal. 3 Emboldened Ratcatcher. Skilled in lairs.

Expelled Apprentice. Skilled in lore.

Liberated Prisoner. Skilled in deals.

Uninspired Artisan. Skilled in craft.

Reformed Thug. Skilled in intimidation.

PRIVES (choose 1)

· Attend Countess Shima's Forbidden Festival.

6

- · 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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