NAME	PLAYER	Drive	BURDEN
OCCUPATION —	– Skills		
		HOARD	
Your Occupation is the role you serve in the party now. Your Background is what you used to do or be before you			
entered this life of treasure-hunting.			
BACKGROUND	– Skill 1		
	<u> </u>	EQUIPMENT	
TRAINING —	- Skills	Backpack	USES
When you make it safely back to town at the end of an incursion, you may			
acquire the services of a mentor who will train you in the use of a new Skill			GOLD
Each Skill you acquire permanently increases your Burdens by 1.			
Household ————	– Household Name & Descripti	on Combat	MARKED
After you survive your first incursion you may take out a loan for smal		ARMOR	
private house. It isn't much, but safely returning to the comforts of home after		ARMOR	
an incursion always heals 1 Ruin			
Getting a Household permanently increases your Burdens by 1.		ARMOR	
RITUALS — Any treasure-hunter can learn and	– Rituals	WEAPON	Ruin
use Rituals, regardless of Background		WEAPON	
or Occupation. You can start with up to 3 Rituals, but you must increase		WEAPON	
your starting Ruin by 1 for each Ritual you know. You can never lower		Found Equipment	
your Ruin below your starting Ruin.	n'1		
LIBRARY — You have acquired a few smal			3
pellbooks you can study in between ncursions to learn new Rituals.			
Each Ritual you learn permanently increases your Burdens by 1.			4
		Conditions	
			5