NAME	PLAYER	DRIVE	
Occupation	- Skills		┘│╹──
Your Occupation is the role you serve			<u>ן</u>
in the party now. Your Background is what you used to do or be before you entered this life of treasure-hunting.			
	– Skill		
	•	EQUIPMENT	_
	- Skills	Backpack	
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. Each Skill you acquire permanently increases your Burdens by 1.			Gold
			רן ן ∟
			Ĩ I
Household —	- Household Name & Description	Сотват	
After you survive your first incursion, you may take out a loan for small		ARMOR	ור
private house. It isn't much, but safely returning to the comforts of home after		ARMOR	<u> </u>
an incursion always heals 1 Ruin. Getting a Household permanently increases your Burdens by 1.		ARMOR	
	- Rituals	WEAPON	
Any treasure-hunter can learn and use Rituals, regardless of Background or Occupation. You can start with up to 3 Rituals, but you must increase your starting Ruin by 1 for each Ritual you know. You can never lower your Ruin below your starting Ruin.		WEAPON	
		WEAPON	
		Found Equipment	
	- Rituals		ןן
You have acquired a few small spellbooks you can study in between incursions to learn new Rituals. Each Ritual you learn permanently increases your Burdens by 1.			3
		ī	
		Conditions	] 5
			6