Choose your character's name, occupation, background, drive, and rituals

NAME o Yarek o Val o Cagri o K.C. o Bac o Glennie
o V.N. o Sooz o Brick o Mony o Jeron o Lubo o _____

OCCUPATION

o Driller *(skilled in geology, brawn, and spelunking)*
o Trekker *(skilled in navigation, survival, and perception)*
o Motorhand *(skilled in gear, mechanics, and resilience)*
o Analyst *(skilled in assessment, research, and preparedness)*
o _____

BACKGROUND

o Disgraced Engineer *(skilled in calculations)*
o Fired 'Roid Miner *(skilled in going off script)*
o Busted Smuggler *(skilled in deception)*
o Court-Martialed Grunt *(skilled in weapons)*
o Besmirched Tinkerer *(skilled in repair)*
o Persecuted Soothsayer *(skilled in rituals)*

DRIVE

o Hoard the Sap yourself to challenge the monopoly of the Khefnari distributors
o Be recognized as the Colony's savior
o Destroy the Sap to tank its poisonous economy
o Sell the Sap to the Khefnari's competitors
o Use the Sap to erase your debts
o Gift the Sap to a secretive alien cabal
o _____

RITUALS

Select up to three rituals, crossing out an additional ruin for each one you take.

o Bend *(recontour or reshape)*
o Polarize *(attract or repel two things)*
o Gasp *(breathe, for a while, no mater what)*
o Pressurize *(increase or decrease pressure)*
o Lift *(raise and carry)*
o Refine *(turn some Sap into another material)*
o _____

RUIN	~~1~~	2	3	4	5	6

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