

The Questionnaire

What is Your Hometown? (Page 20)

Each town has their own unique blend of language and culture, and that upbringing marks you. Write your first trait from what it was like growing up there.

What is Your Craft? (Page 23)

This is what you did before you were a drifter. Maybe you were a carpenter, an innkeeper, or even a thief. Your second trait reflects your experiences as a craftsfolk.

Why Are You A Drifter? (Page 25)

Sundown is dangerous, and you pursue its most dangerous profession. What made you become a drifter? That's where your third trait comes from. Was it your first change? Or the covenant you serve?

Who Influenced You? (Page 30)

Choose another drifter to be your influence. With their player, you discuss what you've learned from them. Then, *they write this trait for you*. You don't have to accept a trait you dislike, but you don't write this one.