



ghosts in machines

Victims of the Demon Lord

Clockworks stand apart from other ancestries presented in *Shadow of the Demon Lord* in that they are a people created, their bodies assembled in workshops and given the semblance of life by souls stolen from the afterlife and bound to their mechanical forms. The soul tethered to the machinery can only control the body and perceive from it while its inner mechanisms move. Once the cogs stop turning, the components stop moving and the clockwork stops, becoming an object, albeit one of many intricate parts and possibly of great beauty.

Ghosts in Machines reveals the secrets of this strange people by pulling them apart to show how they are they made and why, how they fit into the world, and what they can expect as long as their souls remain trapped in their bodies. Finally, this supplement provides you with a variant method for creating clockwork characters, offering new options and expanded details to help realize your character in play.

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TRAGIC ORIGINS

The oldest known clockwork is the garrison commander of Vanguard, a mighty citadel perched on the edge of the Desolation. At over five hundred years old, he is believed to have been one of the first made, though there are whispers of other, stranger clockworks at large over the lands of Rûl. Whether or not he was the first or among the first, the first clockworks were built in the City of Wonders, Lij.

Credit to or curse for creating the clockworks goes to Arnos the Tinker, a member of minor standing in the Engineers' Guild of Lij but never quite fully committed to that institution. A family man, Arnos neglected his work to spend time with his beloved wife and children and so, despite his great intellect and talent, never rose high enough in the guild ranks to earn his worth.

Plagues have ravaged the Empire for centuries, but in the summer of 285, the Shuddering Pox visited horror on the coastal cities, stalking through the streets and gathering up souls as bodies succumbed to excruciating deaths. For all its technological and alchemical wonders, Lij suffered as much as the rest, and by the summer's end, the city had lost a quarter of its population. Among the dead were Arnos's family.

Driven to madness by his grief, Arnos threw himself into finding a way to restore his family to life. He fashioned for them temporary bodies made of brass and copper, with gears and cogs and springs within to give them mobility and the semblance of life, but the one thing he could not do was call forth their souls. So he turned to the dark arts and conjured up a foul devil from Hell that, in exchange for Arnos's soul, whispered to him the terrible spell that would steal souls from Father Death.

Arnos knew himself to be damned and saw no point in delay. He thus began the heinous incantation, spilling blood for the chance to again be with his wife and children. The spells were successful in drawing forth their souls and binding them to the mechanical bodies, but the return from death was too soon, and the horror of being trapped in metal bodies proved too much. Their minds broke, and they all went insane. Arnos could not bear the horror he had created and abandoned his creations, flinging himself into the sea. The clockworks eventually escaped their confinement and wandered the streets, wailing.

It did not take long for these creations to gain the attention of the Engineers' Guild. Guild members found them and brought them back to workshops for study. Aided by powerful wizards, the engineers

teased out the secrets of their creation. The process destroyed the clockworks and released their souls to the Underworld where they belonged.

If the dark power needed to bind souls to machinery caused them any trepidation, it did not stop those tinkers from reproducing Arnos's work and loosing more clockworks into the world.

PURPOSE-BUILT

Clockworks are superior to ordinary constructs in almost every way. Autonomous, able to learn new things and carry out complex tasks, they became invaluable additions to the makers of Lij. With fleeting memories of their old lives at best, clockworks are generally content with their lot, never considering what freedom might bring them or what they might do if they had it.

Engineers and dark magicians create clockworks for a variety of reasons. Some are built to serve as guards and soldiers, others to help further magical research, and others used as laborers, though the costs of their creation makes clockwork workers rare outside the wealthiest houses. However, the act of creating clockworks has been banned in most lands outside the Nine Cities. Even so, the Empire officially recognized clockworks as people centuries ago and afforded them the same rights and privileges as anyone living within its bounds.

The reasons for creation contribute to the great variety of clockworks' forms. Those who work as soldiers might be fashioned as if wearing armor or have weapon appendages. Scholarly clockworks might have frail bodies, being needed only for their minds and memories. Furthermore, clockworks who gain their freedom might trade out malfunctioning body parts for new ones, gradually improving on the forms their makers gave them (something reflected in attribute increases and talent gains from paths).

THE KEY

Most clockworks' makers wisely included a key, although it is possible to build them without one. This mechanism allows control over their creations and ensures that clockworks can never turn against their creators. The gradual unwinding of this key causes clockworks to shut down on occasion, and it is always set in some out-of-reach place to prevent them from winding themselves up. Some clockworks have enlisted the aid of sympathetic engineers to remove their keys, but they still eventually shut down and then cannot be turned back on.

CREATING CLOCKWORKS

Creating a clockwork requires both engineering and magical knowledge. An engineer can build the body, and a user of magic is required to fetch the soul and bind it to the machine. The price of a clockwork's body depends on its Size, as shown on the following table. You can use the rules for creating equipment (*Demon Lord's Companion*, page 25) to craft the body at a discount.

CLOCKWORK BODIES

Body	Price	Availability
Large (Size 2)	500 gc	Exotic
Medium (Size 1)	100 gc	Exotic
Small (Size 1/2)	50 gc	Exotic

Once a body is prepared, the next step involves casting two spells, described below. A casting of the Protection spells *diagram* (from *Exquisite Agony*, page 47) or *entrapping pentagram* (from *Demon Lord's Companion*, page 42) can keep the soul in place long enough to bind it.

FETCH SOUL

NECROMANCY UTILITY 2

Target An ornate bowl worth at least 1 gc filled with fresh blood that you can reach

The blood in the target bowl evaporates as a ghostly presence consumes it. After 1 minute, a **manes** appears standing on the ground in an open space of your choice within 1 yard of the target. If no such space exists, the spell fails and you gain 1 Insanity. The manes can take the next available turn and acts in accordance with its nature.

Special You can choose to gain 1 Corruption when you cast this spell to summon a **lemure** (*Exquisite Agony*, page 29) instead of a manes.

Sacrifice You can expend a casting of this spell to cast the *harvest soul* spell from the Necromancy tradition.

BIND SOUL TO MACHINE

TECHNOMANCY UTILITY 6

Requirements You must have 1 Corruption or more

Target One clockwork body and one manes or lemure, both within short range

Duration Permanent

Upon expending the casting of this spell, you must concentrate for 1 hour, during which time both targets must remain within range. At the end of this time, the target manes or lemure dissolves into a cloud of white or black smoke, respectively, that streams into the target clockwork body, where it remains. At the end of the round, the target becomes a clockwork with no memory of its time as a spirit. The clockwork remains in a dormant state until someone turns its key.

STRANGE AWAKENINGS

Confusion, horror, and despair afflict a newly awakened clockwork as it realizes its mind is trapped in a mechanical body. The experience is even

more unsettling since the soul within that body knows it doesn't belong and that something has been done to anchor it there. The trauma is sometimes too much, causing some clockworks to go insane, but most manage to come to terms with their new existence and deeply bury their misgivings.

Few clockworks awaken with the memories of their former lives intact. Their past is remembered in fragmentary, unconnected events, nothing more than images and sensations. Some, though, remember how to do certain things, with knowledge of professions from a life lived before. As well, clockworks might experience extreme bouts of déjà vu, usually resulting from visiting places or meeting people they knew before they were returned.

ANIMATED OBJECTS

Clockworks are objects animated by magic, not creatures of flesh and blood. They have nothing to fear from poison or sickness and do not usually feel discomfort from cold or heat, though they can be frozen and burned as any other creature can. Clockworks do not breathe, so they can walk across



the bottom of the ocean and freely explore areas with inhospitable atmospheres. Their ability to survive in a wide range of environments ensures they can always find work as miners, bottom trawlers, or healers tending to the sick and dying.

While being an object has many advantages, clockworks suffer plenty of drawbacks. Their sense of touch is quite limited, and they cannot feel subtle differences in materials, though they recognize pain and extreme temperatures. They also have no sense of smell, and thus cannot be tipped off to a foul creature's presence by its stench. These dulled senses might result in the imposition of 1 or more banes on Perception challenge rolls, at the GM's discretion.

CLOCKWORK UPGRADES

A mechanical body has one big advantage: it lets clockworks improve themselves. Aside from improvements reflected in the talents gained from paths, clockworks can also incorporate upgrades into their bodies, replacing limbs, sensory organs, and other components to help them better survive in a dark and violent world.

The following upgrades might be available at the GM's discretion. Prices include installation if purchased. If found or harvested from an incapacitated clockwork, upgrades can be installed for half the listed price. Another creature with a suitable profession (scholar or engineering, for example) can use a tool kit to install upgrades with about 1 hour of work (unless otherwise specified) and a success on an Intellect challenge roll made with 1 bane. On a failure, the creature cannot install the component; a failure with a 0 or less indicates the component is ruined.

Prices are for Size 1/2 and 1 clockworks. Larger clockworks must pay double the listed price.

CLOCKWORK UPGRADE COMPONENTS

Upgrade Component	Price	Availability
Ablative carapace	2 gc	Rare
Accelerator	3 gc	Exotic
Blade appendage	2 gc	Exotic
Darksight lenses	5 gc	Exotic
Fire suppressor	15 ss	Rare
Force amplifier	10 gc	Exotic
Gyroscopic stabilizer	10 gc	Exotic
Hidden compartment	5 ss	Rare
Knowledge shard	5 gc	Exotic
Lightning lamp attachment	1 gc	Rare
Projectile appendage	10 gc	Exotic
Shadowsight lenses	1 gc	Rare
Sound dampener	1 gc	Rare
rior sense module	5 gc	Exotic

Ablative Carapace: Essentially a second skin, the ablative carapace fits over the clockwork's body to provide additional protection. It takes 1d6 + 1 hours to properly install this component, after which the clockwork takes half damage from weapons. Once a clockwork outfitted with this upgrade has become injured, the carapace falls away, ruined.

Accelerator: This component attaches to the clockwork's inner workings, allowing quicker movement in short bursts. Whenever a clockwork with this upgrade moves, it can use a triggered action to double its Speed during that move. The accelerator can be used safely three times between each completed rest. For each use beyond this limit, the clockwork must roll a d6 at the end of the round in which the accelerator was used. On an odd number, the clockwork becomes an object.

Blade Appendage: Installing this length of sharpened steel requires the removal of a limb, usually an arm. Once it is installed, the clockwork can attack with the blade appendage as a weapon with the finesse property that deals 1d6 + 1 damage.

Darksight Lenses: This pair of black lenses fit over a clockwork's visual organs and grant the Darksight trait when installed.

Fire Suppressor: A tank with attached hoses and nozzles that jut from various points on the body when properly installed, the fire suppressor protects the clockwork from flames. Whenever the clockwork takes damage from fire, it can use a triggered action to activate the device, reducing the damage to 0 and covering everything within 1d3 yards of the clockwork with foam that extinguishes all flames in the area. The device has three uses and can be replenished for 5 ss per use.

Force Amplifier: This set of clamps and pistons fits over a clockwork's limbs and amplifies the creature's lifting and carrying capabilities. The difficulty of the installation imposes 1 bane on the required challenge roll. A clockwork with this upgrade makes Strength challenge rolls with 1 boon and gains a +1 bonus to damage rolls made using melee weapons.

Gyroscopic Stabilizer: This device is a flat disk with a spindle on the top and bottom that sits on top of a sensor installed inside the clockwork's head. The difficulty of the installation imposes 1 bane on the required challenge roll. The equipped clockwork makes Agility challenge rolls with 1 boon and gains a +1 bonus to Defense.

Hidden Compartment: A small metal box designed to fit inside the clockwork's body, this upgrade comes with a cover that conceals the door accessing the interior. The compartment has a capacity equivalent to a Size 1/4 creature, allowing the storage of several handheld items, such as potion bottles or up to 50

coins, a single small item such as a scroll, and so on. Opening and closing the compartment door is a minor activity.

Knowledge Shard: This thin, notched length of metal fits into a clockwork's head. There are several kinds of knowledge shards, each one granting access to a specific profession or the ability to read and write a language. A clockwork can have up to three knowledge shards installed at a time.

Lightning Lamp Attachment: This small electric lantern can be attached anywhere on the clockwork's body. When activated, it shines light into a cone, 20 yards long, originating from a point in the clockwork's space. The lantern can be turned on or off as a minor activity and provides light for a total of 4 hours before it runs out of power. The device automatically recharges each time the clockwork completes a rest.

Projectile Appendage: Installing this upgrade requires the removal of a limb, usually an arm. The replacement looks like a mechanical arm but ends in a gun barrel instead of a hand. It functions as a pistol (*Shadow*, page 103) and comes loaded with 5 bullets. The equipped clockwork can use an action to reload the arm with up to 5 bullets.

Shadowsight Lenses: A pair of gray lenses that fit over the clockwork's visual organs, they grant the Shadowsight trait when installed.

Sound Dampener: Insulation that's packed inside the clockwork's body, a sound dampener reduces the noise from the clockwork's inner mechanisms. A clockwork with this upgrade makes challenge rolls to sneak with 1 boon.

Superior Sense Module: This complex tangle of wires connected to a flexible rubber membrane must be installed inside the clockwork's head. The difficulty of the installation imposes 1 bane on the required challenge roll. The module, once installed, grants a +2 bonus to Perception.

CORRUPTION AND MARKS OF DARKNESS

Since clockworks have souls, they are at risk of accumulating Corruption for performing wicked deeds. Some marks of darkness in *Shadow of the Demon Lord* work well for clockworks, but not all do, so whenever a clockwork would gain a mark of darkness, you can use the following table instead.



CLOCKWORK MARKS OF DARKNESS

d20	Mark of Darkness
1	Your mechanical body leaks foul black oil.
2	Your voice lowers, sounding raspy and broken.
3	When you become injured, a screaming visage appears in your faceplate, stretching the material as if forcing itself free, and then retracts.
4	Strange glowing sigils appear all over your body, as if drawn in flames.
5	Whenever you touch a holy symbol, you must get a success on a Will challenge roll or turn into an object at the end of the round.
6	Cracks appear in the metal covering your torso and limbs, and faint red light shines from them.
7	Two metal horns sprout from your forehead.
8	Roaches infest your inner mechanisms, though they never interfere with your body's operation.
9	Any creature that touches you while you are an object must get a success on a Will challenge roll or gain 1 Corruption. A creature can gain Corruption in this way only once.
10	When you take damage, blood wells out of your joints.
11	You reek of burning oil.
12	Whorls appear in the metal covering your torso and limbs, sometimes twisting into screaming faces.
13	You cast a strange, monstrous shadow whose form and movements never match your own.
14	Whenever you laugh, sounds of children crying emanate from within your body.
15	Animals are always hostile to you and attack when you come within 6 yards of them.
16	Your key transforms into a fleshy appendage. It could resemble a hand, a finger, a foot, or something else.
17	The metal plates covering your limbs turn to bone.
18	A silver pentagram appears in the center of your forehead.
19	While you are an object, smoke pours from your body, spreading out into a 5-yard radius and partially obscuring the area.
20	Eternal fire burns inside your chest. Sometimes, in the flickering flames, other people can see visions of Hell.

CLOCKWORK RELATIONS

Despite the imperial decree naming clockworks as people, not everyone sees them as such. Clockworks face a mixture of wonder and fear wherever they go.

Humans: Clockworks treat humans as they are treated, befriending or shunning them as the circumstances warrant. Many clockworks become melancholy after prolonged encounters with humans, as if some part of them remembered what it was like to be a living person of flesh and blood. Others might become effusive, asking constantly for details about feelings and sensations lost to them in their present forms.

Changelings: Clockworks have nothing to fear from changelings. These elusive and furtive people do not adopt clockwork forms and seem put off by

their iron and steel components. For these reasons, clockworks do not often encounter changelings. When they do, they rarely realize the person with whom they communicate is something other than what he or she appears to be. However, since both are created peoples, clockworks who come to know changelings find in them kindred spirits.

Clockworks: Not exactly a common people, clockworks might go their whole lives without encountering another of their kind, though they are bound to hear about them during their travels. Clockworks have no special affinity for each other and treat each other as they do anyone else, though many experience mild feelings of distress when they see their own lives reflected in the body of another.

Dwarfs: Since clockworks can be made from the souls of dwarfs, they see these people in largely the same way as they do humans: strange and a bit unsettling. But with dwarfs' interest in metalwork and engineering, clockworks often get more attention from them than they might want.

Fauns: Clockworks have few occasions to encounter fauns, who tend to stick to the wilderness. When they do, they treat fauns as they do anyone else, hardly noticing the signs of their faerie heritage. Clockworks might even take comfort knowing that there are others who don't quite fit into the world.

Goblins: Generally speaking, clockworks avoid these filthy faeries. Despite their inability to tolerate iron, goblins are mischievous and curious. More than one clockwork has been dismantled by glove-wearing goblins armed with screwdrivers and hammers.

Halflings: Clockworks have no special affinity or dislike for halflings, regarding them as they do humans. However, those keeping the company of halflings find their luck improves, and their keys keep turning.

Orcs: Although orcs are big and brutish, menacing and with a strong tendency toward violence, clockworks have a natural affinity for them as a people born from magic, created to serve. Many clockworks support the recent uprising, and some have even traveled to Caecras to lend support to rebellious orcs.

Elementals: Clockworks have few occasions to meet or interact with salamanders, though they might meet gnomes who have sought refuge in the cities. Since many gnomes have a keen interest in engineering, clockworks might find themselves the subjects of attention that borders on the uncomfortable.

Faeries: The metals used to fashion clockworks' bodies keep most faeries at bay, so clockworks rarely, if ever, encounter them. Thus they have little to no opinion about faeries.

CLOCKWORK CHARACTERS

Everything you need to make a clockwork character can be found in *Shadow of the Demon Lord*. The variant method presented here helps you create an even more detailed character and to create clockworks of even greater variation.

If you create a clockwork using the variant rules, you must roll on each of the **Body Shape** and **Appearance** tables following that section to complete your character.

CREATING A CLOCKWORK (VARIANT)

All the following establishes your character's base statistics. Rolls on the development tables can change these scores. As well, you might gain additional languages and professions.

Random Attribute Scores Strength 7 + 1d3, Agility 6 + 1d3, Intellect 7 + 1d3, Will 7 + 1d3

Fixed Attribute Scores Strength 9, Agility 8, Intellect 9, Will 9
Perception equals your Intellect score

Defense 13

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1, **Speed** 8, **Power** 0

0 **Damage**, 0 **Insanity**, 0 **Corruption**

Languages and Professions You speak the Common Tongue.

Immune damage from disease and poison; asleep, diseased, fatigued, poisoned

Key You have a key somewhere on your body that you cannot reach. The key determines whether you are a creature or an object. If the key is turning, you count as a creature and use your normal statistics. If the key isn't turning, you count as an object and use the statistics in the following description in place of your normal statistics (your Health becomes the object starting number). Your key stops turning when you become incapacitated or at the end of any round in which you got a 0 or less on an attack roll or challenge roll. Any damage taken in excess of your Health applies to your Health in your object form; if you take damage equal to the Health of your object form, you are destroyed.

OBJECT FORM

Size as your creature form

Perception —

Defense 5; **Health** 15

Strength 0 (+0), **Agility** 0 (+0), **Intellect** —, **Will** —

Speed 0

Immune attack rolls against Intellect, Will, or Perception; attacks that allow challenge rolls to resist using Intellect, Will, or Perception

Suppressed Afflictions Any afflictions you had when you become an object are suppressed and have no effect for as long as you remain an object. However, rounds spent in object form count toward the duration of those afflictions.

Object You cannot use actions or triggered actions, and you cannot move. You are completely insensate.

Failing Magic If you became an object from becoming incapacitated, the magic binding your soul to your body begins to fail. At the end of each round, roll a d6.

6: You arrest the failing magic, and you are no longer incapacitated, but you remain an object until another creature uses an action to restore power to you.

2-5: Magical failure. If you get this result three times, your soul escapes your body, and you remain an object permanently.

1: Explosion! You explode in a 1d6-yard radius from a point in your space. You are destroyed, and everything in the area takes 2d6 damage. A creature that gets a success on an Agility challenge roll takes half the damage.

Wind the Clock While you are an object, any creature that can reach you can use an action to twist your key. If you are not incapacitated, your mechanisms start working again, and you become a creature at the end of the round. If you are incapacitated, roll a d6. On a 3 or lower, you remain incapacitated. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.

Repair Damage A creature can use a tool kit and an action to start repairing you. If the creature spends a total of 4 hours working on you, it can make an Intellect challenge roll with 1 bane. On a success, your object form heals 1d6 + 1 damage.

LEVEL 4 EXPERT CLOCKWORK

Characteristics Health +5

You learn one spell or gain Grind the Gears.



BODY SHAPE

The result of your roll on the **Body Shape** table modifies your statistics.

BODY SHAPE

d6	Body Shape
1	You are small and winged, about 3 feet tall and 50 pounds. Increase your Agility by 2. Reduce your starting Health to 5 and your Size to 1/2. You can move by flying, but you must land at the end of your movement or fall.
2	You are small and spider-like with functional hands, about 2 feet tall, 4 feet in diameter, and weighing 50 pounds. Increase your Agility by 2, and reduce your Size to 1/2. You ignore the effects of difficult terrain when climbing.
3	You are small and have a humanoid shape, about 4 feet tall and 75 pounds. Increase your Agility or Intellect by 2, and reduce your Size to 1/2.
4	You have a humanoid shape, about 6 feet tall and 300 pounds. Increase one attribute by 2.
5	You have a quadruped shape, about 4 feet long, 3 feet high at the shoulder, and weigh 200 pounds. Your forelegs end in functional hands. Increase any two different attributes by 1 and your Speed by 4.
6	You are large and humanoid shaped, about 12 feet tall and 1,000 pounds. Increase your Strength by 2 and your Size to 2, and reduce your Speed by 2 and your Intellect and Will by 1 each.

APPEARANCE

All clockworks have mechanical bodies, but their condition and craftsmanship vary. The results of your rolls on the **Life Experience** table (page 10) might further adjust your form.

APPEARANCE

3d6	Appearance
3	Extensive damage to your original body necessitated using replacement parts from whatever you could find. You look like a walking pile of junk.
4-5	You have a crude, ill-formed body that occasionally throws sparks or makes strange clunking noises. Everything is where it's supposed to be, but your inner mechanisms are exposed and show signs of damage.
6-8	You have a basic, mechanical body made from crude metals. Most of your inner workings are exposed, and you have a blank faceplate.
9-12	Your body is made from lightweight metals, and a thin exoskeleton protects your inner mechanisms. Your faceplate has human facial features, though only your mechanical eyes move.
13-15	Your body is made from fine, strong, and lightweight metals. A painted exoskeleton covers your inner workings, and it's intact and in good shape. A rubber-and-plastic plate gives you an almost human face capable of expressing a range of emotions.
16-17	Your body is made from strong and exotic materials to guard your inner workings. Your faceplate has hundreds of moving parts that let you convey a full range of emotions.
18	You have a metal skeleton covered in synthetic skin, which lets you pass for human. The skin self-repairs wounds, healing at the same rate as that of a human.

CLOCKWORK DEVELOPMENT TABLES

You can use the tables presented here to create a character with a detailed background. If you use these tables, do not roll for random starting professions or starting wealth as normal; you will use the results from the tables here instead. You must roll on each table and take that result.

ORIGINS

Your story begins here. The following tables describe the circumstances of your creation.

MAKER

Someone created you. The following table broadly describes your maker's nature.

MAKER'S NATURE

d6	Maker's Nature
1	Cruel and diabolical
2	Inquisitive and scholarly
3	Kind, caring, and well-intentioned
4	Cold and apathetic
5	Crazed and erratic
6	Scheming and self-serving

PURPOSE

Your maker must have had some talent for engineering and magic. The expense and the potent magic required to bind a soul to your body suggest you were created for a purpose. The following table describes why you were created.

PURPOSE

d6	Purpose
1	You were made to fight as a soldier. Add soldier to your list of professions.
2	You were made to house the spirit of a loved one your maker lost. Add a random profession to your list of professions.
3	You were made to conduct research and preserve lore. Add a random area of scholarship to your list of professions.
4	You were made to serve your maker. Add laborer or servant to your list of professions.
5	You were made to kill your maker's enemies. Add murderer to your list of professions.
6	You were made for an unknown reason. Add a random profession to your list. Also, you were liberated immediately after your creation, so skip rolling on the First Experiences table.



SOUL

As part of your creation, your maker had to steal a soul from the Underworld or somewhere else. This table describes the state of the soul bound to your body.

SOUL

3d6	Soul
3	Your soul was ripped from Hell before it could be cleansed. You have complete memory of your previous life. Add one random profession to your list and start the game with 1d6 + 1 Corruption. Add 3 to your Maturity roll.
4-5	Your soul was partly cleansed, but you recall committing terrible acts. Start the game with 1 Insanity and 1 Corruption. Add 1 to your Maturity roll.
6-8	Your soul was mostly cleansed, but you have clear memories of one or two people with no idea how they relate to you.
9-12	Your soul was cleansed, and you have no memories of your previous life. Subtract 3 from your Maturity roll.

- 13-15 Your soul was mostly cleansed, but you sometimes have fleeting memories of your previous life.
- 16-17 Your soul retained memories from your previous life. Add one random profession to your list. Add 1 to your **Maturity** roll.
- 18 You have total memory of your previous life. Add two random professions to your list, but the trauma of your awakening means you start the game with Insanity equal to half your Will. Add 3 to your **Maturity** roll.

MATURITY

Your maturity describes your mental age and how you see the world. With youth comes innocence, usually, while advanced age typically brings experience and wisdom.

MATURITY

3d6	Maturity
3 or less	Child
4-5	Adolescent
6-8	Young adult
9-12	Adult
13-15	Middle-aged
16-17	Old
18 or more	Ancient

AGE

Age represents how long you have lived as a clockwork. The result of this roll determines how many important life experiences you have had, if any, possibly affecting your rolls on the **Life Experience** table later on.

AGE

3d6	Age
3	You are very old and have lived for 5d20 + 50 years. Roll five times on the Life Experience table.
4-5	You show signs of wear and tear, having lived 4d6 + 20 years. Roll three times on the Life Experience table.
6-8	You have lived 2d6 + 3 years. Roll once on the Life Experience table.
9-12	You are relatively new, having lived 1d6 + 2 years. Do not roll on the Life Experience table.
14-15	You have lived 3d6 + 6 years. Roll twice on the Life Experience table.
16-17	You have lived 4d6 + 50 years. Roll four times on the Life Experience table.
18	You are ancient and have forgotten how long you have been "alive." Roll six times on the Life Experience table.

MAKER RELATIONSHIP

The relationship you had with your creator can help you understand how your character sees the world and the people in it. The following table describes how you felt about your maker.

MAKER RELATIONSHIP

d6	Relationship
1	You despised your maker. Your animosity might arise from being doomed to this cursed existence, flaws you perceived in that person, or how you were treated.
2	You disliked your maker, perhaps from poor treatment or blame for what you became. Still, you're alive, and you owe your maker that much.
3	You neither liked nor disliked your maker. You have no attachment to that person.
4	You had no relationship with your maker because you have no idea who made you or for what reason. It's a mystery you might one day unravel.
5	You hold great affection for your maker, seeing that person as a parent.
6	You saw your maker as a benevolent god and feel gratitude for your new life.

BACKGROUND TABLES

The background tables help you construct a story of what has happened to you since being created. Start by rolling on the **First Experiences** table, which tells you both what your early life was like and how you gained your independence. Then roll on the **Life Experience** table as directed by the result of your roll on the **Age** table above. The **Life Experience** table might in turn direct you to roll on another table to discover what happened to you.

FIRST EXPERIENCES

d20	First Experience
1-2	Your maker treated you so poorly that you ran away to survive. You fear your maker will one day find you.
3-4	You survived your maker's death, whether at your hands, or by plague, fire, monsters, or something else. You were forced to make your own way in the world.
5-6	You were stolen from your maker and forced to live as a slave for some number of years. You managed to escape, or someone rescued you, as you decide. Add slave to your list of professions.
7-8	Goblins captured you and plundered your body for scraps. You replaced your missing components with bits of wood, old weapons, and rubbish.
9-10	You served your maker until you were set free.
11-12	When your maker died suddenly, you fled in a panic, believing you were somehow responsible.
13-14	One day your key stopped turning. Someone eventually found you and twisted your key, revealing that many, many years had passed, and your maker was long dead.

15-16	You were one of six identical clockworks. Each of your fellows earned their freedom by accomplishing some great work. You were the last to gain your independence, and you hope to find your "siblings" one day.
17-18	After serving for a time, your maker set you free, believing you had some greater destiny.
19-20	You have no recollection of your time with your maker. You have recently discovered a cryptic message somewhere in your body, though you have yet to decipher its meaning.

LIFE EXPERIENCE*

3d6	Experience
3	Trapped as an Object! Your key stopped turning. If this was your last Life Experience roll, one of the characters in your group found you and twisted your key. Otherwise, roll a d6. On a 1, skip any remaining Life Experience rolls (one of the other characters in your group finds you and twists your key). On a 2-5, you lose your next Life Experience roll if any and, if this was your last, a character finds and twists your key. On a 6, some good soul turned your key, and you can roll for all remaining life experiences.
4-5	Roll on the Major Setback table.
6-8	Roll on the Minor Setback table.
9-12	Toil! You found work related to your profession. You gain nothing from this experience except for the satisfaction of a job well done.
13-15	Roll on the Minor Windfall table.
16-17	Roll on the Major Windfall table.
18	Roll on the Strange Event table.

*Roll on this table only if directed by the **Age** table.



MAJOR SETBACK

d20 Major Setback

- 1 You murdered someone because you could. Gain 1d6 Corruption.
- 2 You were forced to do things for someone you served that you now regret. Gain 1 Corruption.
- 3 You settled in a community only to lose it to war, disease, or some natural disaster. You picked up and moved on. Subtract 1 from your **Starting Lifestyle** roll.
- 4 A demon possessed you! Gain 1 Corruption. If you have *Demon Lord's Companion*, you begin the game with the Possessed story complication. Otherwise, the demon left your body, whether willingly or by force.
- 5 You have no head for money and lost all of your earnings. Subtract 3 from your **Starting Lifestyle** roll.
- 6 You suddenly recalled a painful memory from a past life, giving you a hint of who you once were. Gain 1d6 Insanity. If you go mad as a result, reduce your Insanity total by an amount equal to 1d6 + your Will modifier. If you have *Demon Lord's Companion*, you can begin the game with the Mad story complication.
- 7 You were captured and held as a prisoner for 2d6 years. Add this time to your age. During your captivity, your body suffered some significant damage from neglect. If you have *Demon Lord's Companion*, you can begin the game with the Maimed story complication.
- 8 You lost everything to a natural disaster or war. Subtract 3 from your **Starting Lifestyle** roll.
- 9 The magic binding your soul to your body has begun to fail. Whenever you assume your object form from being incapacitated, you roll an additional d6 at the end of each round to decide your fate. You must use the lowest number. The effect of this setback is cumulative.
- 10 You ran afoul of a powerful faerie who leveled a curse at you. The curse has made life much harder. Subtract 1 from your **Starting Lifestyle** roll. If you have *Demon Lord's Companion*, you can add the Cursed story complication.
- 11 You were nearly destroyed, and much of your mechanism was rendered useless. You cut away the extra component, leaving your Size reduced by one step (to a minimum of 1/2).
- 12 Villains captured you and attached you to a standard or the prow of their ship, displayed to their enemies. When the fiends were slaughtered, you were freed but came away battered. Reduce your **Appearance** result by one step (to a minimum of 3).
- 13 You settled in a community for a time, but the fearful people eventually drove you out. Add exile, hermit, or refugee to your list of professions.
- 14 You once encountered a horrifying creature. Gain 1 Insanity.
- 15 You were captured by slavers and sold to a new owner. Add slave to your list of professions. Roll a d6. On an even number, your owner freed you. On an odd number, you escaped.
- 16 Flashes of your old life as a mortal planted the seeds of madness in your consciousness. Start the game with 1d6 + 1 Insanity; if you have *Demon Lord's Companion*, you can add the Mad story complication. Alternatively, if you are using *Unhinge the Mind*, you can begin with a long-term madness.
- 17 You caused the death of someone close to you, whether by accident or on purpose.

- 18 An overzealous devotee of the New God roused a mob against you, calling you an abomination. You fled from your home and can never return. Subtract 1 from your **Starting Lifestyle** roll.
- 19 You desecrated a holy site by intent or accident. Choose a religion to which the site was holy. You always feel uncomfortable around places and symbols associated with that faith.
- 20 You made a dangerous enemy, one who actively seeks your harm. Work with the GM to create a suitable nemesis.

MINOR SETBACK

d20 Minor Setback

- 1 A monster attacked you and your group. Since you weren't edible, the monster ignored you and devoured everyone else while you watched.
- 2 You found refuge living in the sewers under a large city, where you encountered many vile substances. You find living creatures disgusting.
- 3 You suffered some minor damage to your body, and you're covered in scratches, dents, and dings.
- 4 You suffered financial trouble. Subtract 1 from your **Starting Lifestyle** roll.
- 5 You watched a close friend die of old age.
- 6 People in your community dislike you for your differences and are automatically unfriendly to you.
- 7 You witnessed a murder and did nothing to stop it.
- 8 You were traveling with companions when your key wound down. They left you to fend for yourself. Luckily, someone happened along to wind you up.
- 9 Someone tried to kill you. Though you survived, you fear that person will try again.
- 10 You lost something valuable. Subtract 1 from your **Starting Lifestyle** roll.
- 11 You became addicted to dream grease, a strange substance that, when applied to your inner mechanisms, causes intense feelings of pleasure. The grease costs 1 ss per dose. If you go more than a week without applying the substance, you become impaired until you do.
- 12 You stole something from those who needed it, harmed an innocent, or did some other terrible thing. Gain 1 Corruption.
- 13 You lost an old friend. Roll a d6. It was your fault on an odd number and their fault on an even one.
- 14 You learned a dangerous secret. Work with the GM to come up with what exactly that was.
- 15 You were stuck in your object form for 1d6 years. Add this time to your age.
- 16 Your actions or inaction brought harm to someone close to you.
- 17 You grew weary of all the stares and questions, so you picked up and made your way elsewhere.
- 18 Birds nested inside your body. You tried to care for them, but they all died and you mourn their loss.
- 19 You were robbed! Subtract 1 from your **Starting Lifestyle** roll.
- 20 Unable to find a place in the world, you became bitter and cynical about your existence.



MAJOR WINDFALL

d20	Major Windfall
1	You did a great service for the dwarfs and gain the friendship of a dwarf who will help you and accompany you on your adventures. You control this character, though he or she does not count as a member of your group.
2	You realize you worked magic in a previous life. You discover one tradition of the GM's choice.
3	You made an important connection. Work with the GM to determine the identity of the person and the kind of aid the connection can give you: influence, information, or security (see Connections in <i>Shadow</i> , page 207)
4	You enjoyed great success in your business. Add 3 to your Starting Lifestyle roll.
5	You uncovered an enchanted object of the GM's choice.
6	You have a small house in town or a farm in the wilderness. Work with the GM to determine the location of your property and assets that come with it.
7	Superior upgrade! You gain 2 gc, which you must spend on component upgrades. Any remainder is lost.
8	You gain a deed to lands in a place of the GM's choosing.
9	You found a book of spells containing 1d3 + 1 rank 0 incantations of the GM's choice.
10	You found a case containing 1d3 + 1 potions of the GM's choice.
11	You remember more of your previous life. Add one language to the list of languages you can speak, or add a profession of your choice to your list.
12	You make a friend of a powerful individual, such as a noble, high priest, or wizard. The GM determines the identity of this friend and the benefits such a friendship entails.
13	You found a chest filled with coin! Add 3 to your Starting Lifestyle roll.
14	An engineer you helped made a companion for you (as a small construct). The creature obeys your commands and accompanies you on your adventures, serving you until death. Work out the details of the construct's appearance with the GM.
15	You became quite famous after creating a piece of art or composing a song. Add the artist profession (your choice of medium) to your list. You might also be recognized in places where your art would be appreciated, at the GM's discretion.
16	You gain a weapon of your choice.
17	You befriended an artificer in your community who will repair your object form for free once each month.
18	You saved the life of an innocent child. Reduce your Corruption by 1 (minimum 0). If you have 0 Corruption, you start the game with Fortune.
19	An engineer friend made improvements to your body. One time when you would roll to determine your fate when in object form, you can treat the result of the roll as a 6.
20	You received a warning about the future from a spirit, god, or something else. You can escape death once.

MINOR WINDFALL

d20	Minor Windfall
1	You fell in love. You have hidden your feelings, knowing it could never work, but your love interest is friendly to you. Work with your GM to create this character.
2	You started a business related to your profession. Add 1 to your Starting Lifestyle roll or add a random profession to your list if you do not yet have one.
3	You studied under a learned individual. Either add a language to the list of languages you can read and write or gain a new area of scholarship of your choice.
4	You traveled extensively. Add one language to the list of languages you can speak.
5	You worked for and befriended an experienced magician. Start the game with a rank 0 incantation of the GM's choice.
6	You received an education or furthered your learning. Either add a language to the list of languages you can read and write or gain a random area of scholarship.
7	You came into some money. Add 1 to your Starting Lifestyle roll.
8	Upgrade! You gain 1 gc, which you must spend on component upgrades. Any remainder is lost.
9	You took up a new field of work. Add one random common profession to your list.
10	You gain one additional interesting thing (<i>Shadow</i> , page 26).
11	You made the acquaintance of someone important. Choose influence, information, or security. This character can provide the benefit to you once (see Connections in <i>Shadow</i> , page 207). Work with the GM to define this character.
12	You performed a great service for your community and are considered a hero. You make attack rolls with 1 boon in social situations against members of your community.
13	You found a <i>healing potion</i> .
14	You managed to escape what should have been certain death. Start the game with Fortune.
15	You have a weapon or an implement of the GM's choice.
16	You have a small shield.
17	You made a lifelong friend (as commoner) who will accompany you on your adventures and help you. You control this character, though he or she does not count as a member of your group.
18	A memory from your previous life returns. Add a random profession to your list.
19	You played an important part in the defense of your community. You gain 1 ss as a reward, and add one random martial profession to your list.
20	You saved someone's life, and this person is forever after in your debt. This character is friendly to you and will always help you. Work with your GM to determine the identity of this character and the circumstances of your help.

STRANGE EVENT

d20	Strange Event
1	The soul was ripped from your clockwork body and replaced with another. Remove all Corruption, Insanity, and one profession from your list. Add one random profession and roll a d6. You gain an odd number rolled as Corruption and an even number rolled as Insanity.
2	You spotted a tear form in reality, a breach to the Void. The entire experience left you shaken and with 1d3 Insanity.
3	Your inner mechanisms have started to break down. Whenever the total of any roll made by a member of your group is 0 or less, you assume your object form at the end of the round.
4	You and another clockwork were picked up by scavengers and then later sold to farmers. Add farmer to your list of professions.
5	A priest told you that your soul was released from the Underworld to serve the gods in the world. You became a fanatical believer in a religion of your choice. Add a random religious profession to your list, and the first time you make a fate roll you can roll twice and use the highest result.
6	Strange parasites infest your body and have resisted every effort you have made to remove them. They do not interfere with your capabilities, but you drop tiny beetles, worms, maggots, or spiders whenever you stay in one place for too long.
7	While traveling at sea, the boat sank, and you were the sole survivor. It took you two years to walk across the bottom to reach shore.
8	Your soul attracted the attention of a spirit trapped in the world. It sometimes troubles you. If you have <i>Demon Lord's Companion</i> , you can add the Haunted story complication.
9	You were dismantled and put back together. Somehow your soul lingered in the world, but your body doesn't work right anymore. Reduce your Speed by 2.
10	You built a lasting monument in your community. You make all decisions about the edifice.
11	A malfunction in your design means you cannot rest unless you assume your object form. You can use an action to assume this form, though you still need someone to crank your key.
12	You assumed object form while attempting to save someone's life. When you returned to your creature form, you had been moved and you have no idea what happened to the person you tried to help.
13	A deranged user of dark magic grafted a human face onto your head. Roll a d6. On an odd number, you have no control over its movements. On an even number, you control it as if it were your own face.
14	Your soul was stolen from one of the greater devils of Hell, and this dreadful being wants its property back. You have escaped a few devils sent to destroy you but fear your time might be running out. Gain 1d6 Corruption.
15	A mad engineer found and captured you. After extensive work, the engineer completely rebuilt your body. Reroll on the Appearance and Body Shape tables.

16	A mad engineer got hold of you and installed an apparatus that gave you the ability to smell.
17	An ancient dragon captured you and kept you as treasure. After a few years, you managed to escape.
18	The Cult of the New God recruited you into their service and, believing you would be of great benefit to their cause, covered you in silver plating. Your body is worth 10 gc.
19	Your soul is poorly tethered to your body. Whenever you assume your object form, your soul returns to the Underworld. When you return to creature form, roll a d6. On a 1, you lose a profession of your choice. On a 2-5, there is no effect. On a 6, you gain 1 Insanity.
20	You found work on the locomotive moving across the Northern Reach or elsewhere in the Empire. Engineers improved your body's design with steam technology. When a creature spends 1 minute to fill your reservoir with hot water and burning coals, you gain a +2 bonus to Speed that lasts for 1d3 hours.

PROFESSION TABLES

Use the following tables instead of those in *Shadow of the Demon Lord* to randomly determine your starting professions as directed by the previous tables. Each profession also adds an item to your list of starting equipment.

RANDOM PROFESSIONS

d6	Profession Table
1	Scholar: Areas of Scholarship
2	Common Professions
3	Criminal Professions
4	Martial Professions
5	Religious Professions
6	Wilderness Professions

SCHOLAR: AREAS OF SCHOLARSHIP*

d20	Area of Scholarship
1-2	Architecture and engineering
3-4	Etiquette, heraldry, law, and politics
5-6	Astronomy and navigation
7-8	Imperial history and geography
9-10	Pre-imperial history and geography
11-12	Literature, philosophy, poetry, theology, and the arts
13-14	Medicine and surgery
15-16	Natural sciences
17-18	Military sciences
19-20	Magical theory

*Add 1 book covering topics related to your area of scholarship to your starting equipment.

COMMON PROFESSIONS

d20	Profession
1	Apothecary or healer. You start with a healer's kit.
2	Artisan such as baker, bookbinder, brewer, carpenter, Chandler, cobbler, gemcutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor. You start with a tool kit.
3	Artist such as painter or sculptor. If you're literate, you can choose writer or poet. You start with a tool kit or writing kit.
4	Bartender or shopkeeper. You start with 1d6 cp.
5	Beggar or urchin. You start with a begging bowl or cap.
6	Boatman or ferryman. You start with a rowboat.
7	Conscript. You start with a uniform.
8	Cook, groom, scullion, or servant. You start with an extra set of clothing.
9	Courtesan, prostitute, or camp follower. You start with a cosmetics kit.
10	Drover or herder. You start with a staff.
11	Entertainer such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller. You start with a costume, dress, or fine clothing as appropriate for your profession.
12	Farmer. You start with a hoe, shovel, or rake.
13	Fisher or whaler. You start with a fishing pole and tackle box, or a harpoon.
14	Gambler. You start with a pair of dice or deck of cards.
15	Laborer such as porter, grave digger, or stevedore. You start with a backpack, shovel, coil of rope, or something else chosen by the GM that's appropriate to your profession.
16	Merchant. You start the game with raw goods such as textiles, grains, or something else, worth 1d6 ss.
17	Miner or prospector. You start with a pick.
18	Musician using percussion, stringed, or wind instruments. You start with a musical instrument.
19	Pilot, sailor, or teamster. You start with 1d6 cp.
20	Trade such as dyer, tanner, or butcher. You start with 2d6 bits.

CRIMINAL PROFESSIONS

d20	Profession
1-2	Agitator, rebel, saboteur, or terrorist. You start with 1d6 pamphlets related to the cause for which you fight.
3-4	Bandit, pirate, or raider. You start with a bottle of rotgut and a wanted poster showing your face.
5-6	Burglar or grave robber. You start with a set of lock picks.
7-8	Charlatan, confidence artist, informant, or spy. You start with a disguise kit.
9-10	Fence or smuggler. You start with 1d6 cp.
11-12	Forger. You start with a tool kit.
13-14	Mugger or thug. You start with 1d6 bits.
15-16	Murderer. You start with a garrote.
17-18	Pickpocket. You start with a stolen purse containing 1d6 cp.
0	Poacher or rustler. You start with a coil of rope.

MARTIAL PROFESSIONS

d20	Profession
1-2	Constable or detective. You start with a lantern and flask of oil.
3-4	Conscript or militia. You start with a spear and uniform.
5-6	Guard or henchman. You start with a club and uniform.
7-8	Jailer or torturer. You start with a pair of manacles or torturer's tools.
9-10	Marine. You start with a sword.
11-12	Mercenary. You start with a sword and a contract for your last job.
13-14	Officer. You start with a fancy uniform and a sword.
15-16	Patroller. You start with a lantern and flask of oil.
17-18	Soldier. You start with a uniform, small shield, and sword.
19-20	Squire. You start with a short sword and suit of soft leather armor.

RELIGIOUS PROFESSIONS*

d6	Profession
1	Anchorite, flagellant, or fanatic
2	Evangelist or street preacher
3	Acolyte, devotee, or initiate
4	Militant, such as a crusader. You start with a mace.
5	Minister of a small temple
6	Minister of a large temple

*Your profession is usually associated with your religion. As well, you start with a symbol of your faith.

WILDERNESS PROFESSIONS

d20	Profession
1-2	Animal trainer. You start with a small animal that's friendly to you.
3-4	Apothecary or healer. You start with a healer's kit.
5-6	Drover or herder. You start with a staff.
7-8	Guide or pioneer. You start with a map of the region.
9-10	Hermit. You start with a week of rations and a waterskin.
11-12	Hunter or gatherer. You start with a bow and 12 arrows.
13-14	Nomad. You start with a horse .
15-16	Spelunker. You start with a lantern, pick, and 2 flasks of oil.
17-18	Tracker. You start with a spear.
19-20	Woodcutter. You start with an axe.



STARTING EQUIPMENT

Your character starts the game with equipment from your starting lifestyle and your professions. To determine your starting lifestyle, roll 3d6, adding or subtracting any numbers as directed by your **Life Experience** rolls. Find the total on the **Starting Lifestyle** table (Lifestyles are described in *Shadow*, page 100), which then grants starting equipment as shown on the tables that follow. In addition to the equipment granted by your lifestyle, you start the game with one interesting thing (*Shadow*, page 26).

STARTING LIFESTYLE

3d6	Lifestyle
3 or less	Destitute
4-5	Poor
6-12	Getting By
13-15	Comfortable
16-17	Wealthy
18 or more	Rich

CLOTHING

Lifestyle	Clothing
Destitute	—
Poor	A ratty, worn cloak
Getting By	A cloak
Comfortable	A fine cloak
Wealthy	A set of fine clothing with cloak
Rich	A set of noble's clothing and cloak

WEAPONS

Lifestyle	Weapons
Destitute	A club or a sling with 20 stones
Poor	A staff, club, or sling with 20 stones
Getting By	A dagger and one of the following: a staff, club, or sling with 20 stones
Comfortable	A dagger and two of the following: a staff, club, or sling with 20 stones
Wealthy	A sword or similar weapon
Rich	A sword or similar weapon, plus another weapon of your choice

PERSONAL GEAR

Lifestyle	Gear
Destitute	—
Poor	A sack, tinderbox, and candle
Getting By	A backpack, coil of rope, tinderbox, and 2 torches
Comfortable	A backpack, coil of rope, tinderbox, and 4 torches
Wealthy	A backpack, coil of rope, tinderbox, lantern, and 2 flasks of oil
Rich	—

SPECIAL GEAR

Lifestyle	Special Gear
Destitute	—
Poor	—
Getting By	—
Comfortable	A <i>healing potion</i> plus one of the following: a scroll containing an incantation of one rank 0 spell, a small shield, a healer's kit, a tool kit, or a writing kit
Wealthy	A <i>healing potion</i> plus one of the following: a scroll containing an incantation of one rank 0 spell, a small shield, a healer's kit, a tool kit, or a writing kit. You also have a retainer (as commoner).
Rich	A <i>healing potion</i> , a personal servant (as commoner), a guard (as mercenary), and three horses with bits, bridles, and saddles.

WEALTH

Lifestyle	Wealth
Destitute	—
Poor	1d6 bits
Getting By	2d6 bits
Comfortable	1d6 cp
Wealthy	1d6 ss
Rich	2d6 ss

PERSONALITY

The **Personality** table provides you with roleplaying cues to help realize your character in play and judge how your character might behave in a variety of situations.

PERSONALITY

3d6	Personality
3	You are bland and humorless, as cold as your body.
4-5	You have a hard time focusing on one task, being easily distracted.
6-8	You prefer to be alone in your misery and avoid the company of others.
9-12	The most interesting thing about you is your unusual nature. You are inoffensive to others.
13-15	You work hard to overcome the limitations of your body and tend to be friendly and outgoing.
16-17	You enjoy being at the center of attention and thrive in the company of others.
18	You have a strong presence that attracts others or repulses them. People either love you or hate you.

DESIRE

d6	Desire
1	Service
2	Power
3	Meaning
4	Safety
5	Glory
6	Immortality

FEAR

d6	Fear
1	Dormancy
2	Death
3	Isolation
4	Derision
5	Exploitation
6	Meaninglessness

RELATIONSHIPS

3d6	Relationships
3	You hate living things and take pleasure in pulling them apart to see how they work.
4-5	You have a difficult time maintaining relationships as you find others wanting.
6-8	People find it hard to know the real you, and thus you have few friends.
9-12	You are slow to make friends, but you are loyal to the ones you have.
13-15	Your friends and companions give you purpose and meaning. You would sacrifice much on their behalf.
16-17	You try to find the best in other people, and you take others at their word. Some people regard your optimism as gullibility.
18	You value your connections to others above all else. You would gladly sacrifice yourself for the sake of another.

OBLIGATIONS

3d6	Obligations
3	You have never kept an oath or followed through on a promise. You break the law and your word whenever it suits you.
4-5	You resent the law and the obligations placed on you. You might follow through with what you say or you might do something else if it would produce a better outcome for you.
6-8	You find laws stifling, but you also realize that if you would belong to a community you must at least attempt to adhere to them. Still, you break laws and your word when you can get away with it.
9-12	You try to keep your word and follow the laws of the land you inhabit. If you break your word, you try to make amends.
13-15	Your word is important, and you live up to your obligations. You also consider the law a vital part of any community and avoid breaking the rules. If you break your word, you go to great lengths to make amends.
16-17	Your oath is your bond. You follow through on your promises whenever possible and make right any failure to do so. You also obey the laws of the land and would turn in people who break the rules.
18	Your oath is your life. You follow through on any promise you make, even if doing so would cause you great harm. You also uphold every law, even ones you find despicable.



MORALITY

3d6	Morality
3	Not really alive, you feel you are free to do what you want and morality has nothing to do with you. You are evil, through and through.
4-5	You look after your interests first and never spare a thought for the consequences of your actions.
6-8	You believe the end always justifies the means. You do what you must to attain your desires.
9-12	You are a person with virtues and flaws. You try to do the right thing, but you're not always successful.
13-15	You see it as your obligation to do good in the world and thus strive to be a better person.
16-17	You act with compassion, humility, and charity. You work hard to make the world a better place and improve the lives of people around you.
18	You have never had an evil thought. You are a paragon of virtue.

RELIGIOUS BELIEFS

3d6	Religion
3	You belong to a heretical sect, worship the Devil, or belong to a cult of the Demon Lord.
4-5	You belong to a minor religion dedicated to a small god.
6-8	You have odd religious beliefs, worshipping a being of your own invention.
9-12	You have no religious beliefs.
13-15	You belong to the cult of the New God.
16-17	You follow the teachings of the Old Faith.
18	You hold to the tenets of witchcraft.

PIETY

3d6	Piety
3	Your stated religious beliefs are only a pretense. You instead believe in something else. Roll on the Religious Beliefs table to determine what you really believe and then roll on this table again to see how strongly you believe it. If you get this result again, you gain 1 Insanity and have no real religious beliefs.
4-5	If you have religious beliefs, you sometimes consider them when making decisions.
6-8	If you have religious beliefs, you are a believer in name only. You harbor strong doubts about your faith.
9-12	If you have religious beliefs, you are extremely skeptical about them.
13-15	If you have religious beliefs, they do not affect much of what you do.
16-17	If you have religious beliefs, they always play a part in your decisions.
18	If you have religious beliefs, you are a fanatic about them, to the point people with differing religious views find you boorish. You might even persecute people who do not believe as you do. Gain 1 Insanity.