

Name

Description

Ancestry
Clockwork

Novice

Expert

Master

Level
0

Professions
Laborer (gravedigger) and Farmer

Talents
Languages - Common
Tongue

Power
0

Magic

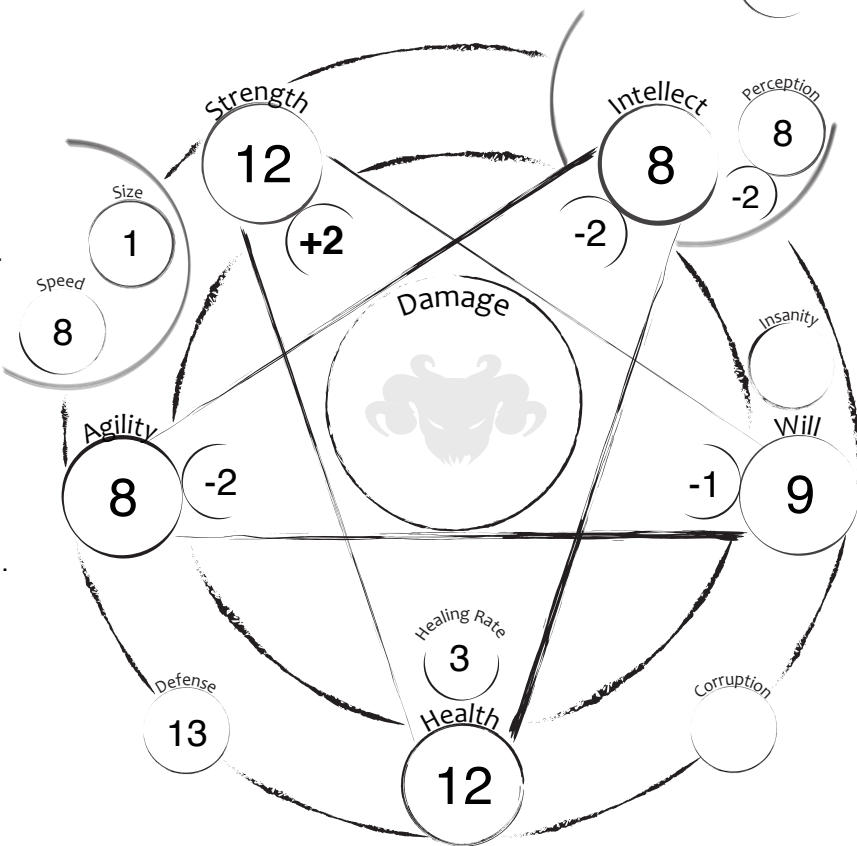
Immune - Damage from disease and poison, asleep, diseased, fatigued, poisoned

Key - When you become incapacitated or roll a 0 or lower on attack/challenge you become an object and must be wound up by another.

Mechanical Body - You do not need to eat, drink, or breathe. You don't age and can't become undead. You cannot swim.

Repair Damage - When you are an object you can be healed with a toolkit.

Clockwork Purpose - You were built to work.



Weapons

Staff - 1d6+1

Dagger - 1d3

Equipment

basic clothing, backpack, 1 week of rations, waterskin, tinderbox, 2 torches, pouch with 3 cp, a bag of beans