

Climb – The construct is able to climb.

Jump – The construct is able to jump vertically. Multiple mechanisms of this type may be installed; each adds the max amount again.

Leap – The construct is able to leap horizontally. Multiple mechanisms of this type may be installed; each adds this amount again.

Swim – The construct is equipped for underwater functioning and can withstand 100 pounds of pressure per size category.

Run – Construct may run twice the constructs walk.

Armor – Construct has an armor absorption of 2 points per ran and can absorb up to 100 points of damage.

Melee Attack – The construct may attack with a weapon of the same size or smaller, or may have a claw or bite type attack.

Partial Intelligence – The construct as limited intelligence and can understand basic one or two-word commands: Sit, Stay, Attack, Fetch, Come, etc.

Curiosity: You've a strong, natural inquisitiveness about the world. You gain +10 bonus to any fear checks. Should you begin the turn affected by fear, you are able to reduce the severity of the fear effect from frightened to scared, and scared to trouble. You also have a tendency to end up with other peoples things; you gain a +10 to the Sleight of Hand skill. Additionally, while in an urban setting, once per day you may roll on the Minor Art Items treasure table to determine what small item you may have picked up.

Fleet of Foot: You are very quick in getting from one place to another. You gain +5 to your normal movement rate.

Ghamur Engineering. The Ghamur's technical skill is such that they gain +50 to all attempts to build, repair, or engineer machines of any kind.

Ghamur Equipment: You were given a bag of tools when you reached the appropriate age for such things. This equipment bag contains the following:

2 - Dolakh Crystals, Mechanic Lenses, Mechanic Tools, Oil, 3 Spools of Copper, Brass and Bronze wire, Filter Mask, Iron Casing Lighter

Gibber. A Ghamur can confuse everyone within 15 feet by uttering nonstop gibberish usually about the scientific principles behind their inventions. Victims must make an opposed Intelligence check vs. the ghamur's Charisma check. Those that fail are Confused for 1 turn per success. Gibbering is considered a Simple Action.

Size Alteration (Spriggan Only). Spriggan Ghamur are able to change their size by 1 category, either up or down from their original size. This does not include their weapons, armor, clothing, and other equipment. When altering their size, only their Physical Attributes change to match the new size. This difference is done in positive or negative modifiers (if they are small and increase to a medium creature, they would add 10 to their current Strength and Stamina, but subtract 10 to the Agility and Perception. When reverting back to their original size, these modifiers are lost.). The change takes up a Full Action. During this alteration time they can do nothing else. The alteration will last for 1 hour per Stamina Modifier three times per day.

CLOCKWORK COMPANION TEMPLATE

Clockwork Type: Type of Clockwork (Cat, Dog, etc.)

Rank: 1

Health Points: Size Based + Construction Material

Size: Small (10 HP); Tiny (5 HP); Diminutive (2 HP)

Construction: Wood (+50 sp cost; HP Bonus 5); Iron (+100 sp cost; HP Bonus +10); Steel (+200 sp cost; HP Bonus +15)

Fatigue Points: None

Attack Skill: 15 (Increase by +5 per 100 Silver)

Attack Type: Claws, Beak, Talons or Bite (Base 1 plus 1 per Size above Diminutive)

Bonus Damage: None

Armor: Wood, Iron or Steel Body

Armor Absorb/Bonus: 2 (Base), +2 Wood, +3 Iron, +4 Steel

Physical Defense: 25

Magical Defense: 25

Divine Defense: 25

Jinhu Defense: 25

(increasing Defenses costs 50 SP per 5 points increased)

Move: Varies

Luck Points: 1

Vision: Normal

Power Source: Thaumic Battery (+150 sp), Tiny Clockwork Perpetual Engine (+75 sp), or Dolakh Crystals (+100 sp)

Attributes:

	<i>Diminutive</i>	<i>Tiny</i>	<i>Small</i>
Str	20	30	40
Sta	20	30	40
Agi	100	90	60
Per	100	90	60

All Mental Attributes are at a base of 40 (Physical Attributes increase at +5 per 200 sp, while Mental increase at +5 per 100 sp.)

Skills: Alertness, Brawling, Search or Stealth and Tracking (New Skills Cost 50 SP, Increasing a Skill Score Costs 50 SP per 5 Points; All Skills begin at 50)

Increasing Capability: Once per rank a Ghamur may attempt to improve on his clockwork through the use of an Engineering Skill check, as well as spending the appropriate Silver in order to do so.

Sample Rank 1 Cat Clockwork

(13,750 s.p. cost):

HP: 20 (Iron Construction) **FP:** None

Attacks: 65 **Attack Type:** Claws (3) +1 Agi

Armor: Iron Body (5)

PD: 75 **MD:** 65 **DD:** 65

JD: 65

Move: 10'

Luck Points: 1

Vision: Nightvision

Power Source: Thaumic Battery

Attributes: Str (60); Sta (60); Agi (80); Per (80);

Int (60); Wits (60); Will (60); Cha (50)

Skills: Alertness 75, Search 75, Stealth 100, Tracking 65