Vintage story mod

**Steampunk :**

Character concepts

The Nehemiah experience (The Adventurer/Explorer)

(A character whose raison d’être is to explore the uncharted expanse, trek to the far ends of the earth and perhaps hunt for a little treasure. Dressed for the wilds, they should have sturdy footwear, lots of equipment, and perhaps a pith helmet. Khaki is a good material for them, but leather works as well)

They are not to be trust with an axe and pick they seem to brake easily in their hands but they are extremely skilled at hinting and foraging in the wild and always seem to be able to find more berries, after hunting with their bows, there they seem be able to get more bushmeat and pelts than the rest of their crew. Not only do they seem to have endless energy but at meal time they seem to be more satisfied than most with simple meals.

They like to pack light and moan endless if they carry heavy loads. Which makes you wonder how they get all the loot they have found home.

Durin their military service during the great war they we know for their ability to go ahead of the troops and find their way to any destination, they are commonly known in the military as Homing pigeon in recognition of the number of times they have lead their troops home.

Profiecenties

Survialist – gets more berries from bushes, more hunger fill from cooked bushmeat

Hunter - more bushmeat and hide from small animals, reduce noise when moving

Loot goblin – Increased loot chance find

Energetic – Increased hunger

Pack light – reduced carry weight

Decreased mining speed on axe and pick

Can not make pick

2 The Ragamuffin (Miner/stone mason)

Ragamuffins have dirty jobs, and are in many ways characterized by the dirt or soot that's all over them and colours their clothes. Their clothes are often either patchwork or scavenged, as are their gadgets.

The ragamuffins love to get their hands dirty and are well suited to the manual labour work they can be often be found in the mines or quarries despite their short stature they seem to be able to recover ores and minerals you regularly see them working on their tools around the campfire with a beer or too perhaps this is why they seem to never brake.

However, don’t ask them to operate machinery unless you are certain it cannot be broken, perhaps this while they seem to carry everything on their body’s. In the military these people were affectionately refer to as the Moles rats, dure to them digging a tunnel to the stores on camp where the were only interested in getting some food but to their surprise they tunnelled straight into the quartermaster office much to his surprise. To say they are not known for intelligence would be an understatement

Miner – increased mining speed and ore drop rate

Pick masters - Increase pick axe durability. Decreased durability on axa and hammer (unique pick axe)

Small – decreased walk speed

Pack mule – increased carry capacity (unique back pack)

Dumber than dumb – decreased loot chance

Scared of the dark – increased hunger rate

3, Prairie Fairy (Forester)

This character is a one with the forest and would be kitting out with ever gismo imaginable to help in both the harvesting and growing of all things wood, for some reason this seem to always be on their mind, they known to lose their sense if you separate them for their trusted axe and shears.

They seem to be able to get the most wood and sticks from a tree which comes from their love of the forest, there are known to be proficient with the bow as well as the axe people have often wondered if life is simpler in the forest.

By spending all the time in the forest, they are often distracted by the forest when out exploring and this can lead to other in their party becoming increasingly frustrated with them, however they are incredibly nimble and find it no trouble to catch up with them afterwords.

During their military service the foresters were often found on the frontline welding great axes in an intense rage caused by the damage the drifters were doing to the forest.

2, Aristocrat:

(Often the patron or patroness of adventure, they would dress in a more sophisticated manner, with rich colours and materials. They would be well accessorized with gloves, parasols, or a cane, and a wonderful hat. These characters are harder to make definitively steampunk, but you can add subtle touches in the jewellery or small personal gadgets. Little anachronistic touches will help as well, such as corsets worn on the outside, and short skirts for the ladies.)

3,Aviator:

(A pilot would definitely wear goggles, a flight helmet, and sturdy boots, and have either a military air, or a roguish one depending on their proclivities. They would most likely be armed against airship pirates…unless of course they are the pirates, in which case they would be armed to the teeth.)

4, Hunter:

( This character will be well kitted out with weaponry that depends on its prey. Monster hunters would be festooned with stakes, silver bullets, or strange arcane looking weaponry. An air marshal might have less overt weaponry, but equally dangerous gear. They would wear leather or canvas. The western look would be quite apt here.)

The are specialist hunter know to be able to sneak up on their prey and kill them with a marksman shot,

5,Military

( There are many historical uniforms in this era to borrow from, but you also can go completely fantastical. Faux medals, epaulets, piping, gloves, helmets, and boots all look so regal. Are you an airship commander? A submersible captain? So many directions to explore. All of these options lend themselves to some very imaginative gear and weaponry)

6Mechanic/Scientist: (Goggles are a must here; for safety alone if not for the fun factor. These characters would be well outfitted with tools of the trade, not to mention wondrous inventions. It’s no wonder that this is arguably the most popular of all the archetypes: you can pick it out of a crowd instantly. You can be quite inventive here with gadgets and gizmos.)

## 7, **The Ragamuffin**

Ragamuffins have dirty jobs, and are in many ways characterized by the dirt or soot that's all over them and colors their clothes. They may not even have a job at all, and might be street urchins, beggars, and the like. Their clothes are often either patchwork or scavenged, as are their gadgets.

[Occupations](https://img.wonderhowto.com/img/original/37/81/63482298645469/0/634822986454693781.jpg) 1 builder

2 miner

3 forester

4 Blacksmith

5 stonecutter

6 animal handler

7 fisherman

8 General

9 Criminal

10 potion maker

11

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