## Background:
Created as tools for construction and mining, the tsukumogami gained sentence for no apparent reason centuries ago. This lead to a brief but bloody war for independence, followed by a long uncomfortable truce. Tsuku are strange, unmistakably "other" in their dealings with the biological races, yet still both cunning and wise.

Description:
Technically the tsuku are computer programs. Those that journey to interact with humans usually take humanoid bodies, with rough bulbous "heads", and no faces. Joints attached in unexpected locations or orientations are not unusual, giving a spider like sensation of movement.

Starting Bonuses:

- ☐ Tsuku are immune to poison and drowning, but susceptible to electricity and magnetism (x2 damage, -5 on saving throws).
- ☐ Tsuku are precise, and skilled at construction, gaining +3 in Dexterity, Stealth, Piloting, Engineering, Craft and zero G.
- ☐ Tsuku are awkward as hell, and take a -2 penalty to all social skills.
- ☐ Tsuku make their home close to stars. Gain +10 on saving throws vs heat and radiation, halve damage.
- ☐ **Equipment:** "The song"- a piece of software that will grant +10 on a single computing check.
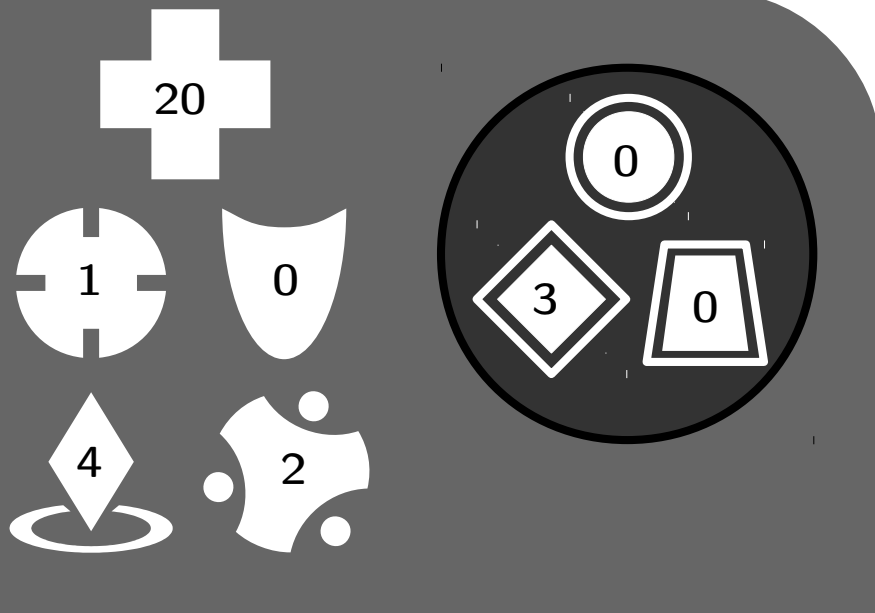
Ethos:
The tsuku collective resides in-silico aboard the orrery – near-solar space stations consisting of factories, server banks, and temples. There they contemplate the universe from safely within the C.S.E.N. (complex symbolic exploratory network), for the most part keeping to themselves. The tsuku collective takes contracts for large building projects or manufacturing runs. Individual collections of memories and protocols are occasionally collected, curated and placed in a "vessel" to be sent out- either on official orrery business, or simply at the behest of a particularly curious or poetic search protocol.

Naming:
True tsuku names are entirely unpronounceable using humanoid vocal organs. Those who travel often take acronyms, titles or abstract concepts as names: M.O.S.S. ,The Dreamer, Ènoument.

Character details:
Consider the following questions, write any character building notes (related or unrelated) below.

- ☐ What do you consider aesthetic? What is meaningful? What experiences do you cherish or seek out?
- ☐ For what purpose have you left the orrery? Were you sent on a specific mission, or do you simply seek to explore? Do you act counter to the orrery's wishes, or with their knowledge and consent?
- ☐ What is your favorite poem, pattern of light, or snippet of code?
- ☐ By what means is enlightenment acquired? What color is infinity? For what purpose is Tuesday?

Notespace:

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