

## Background:

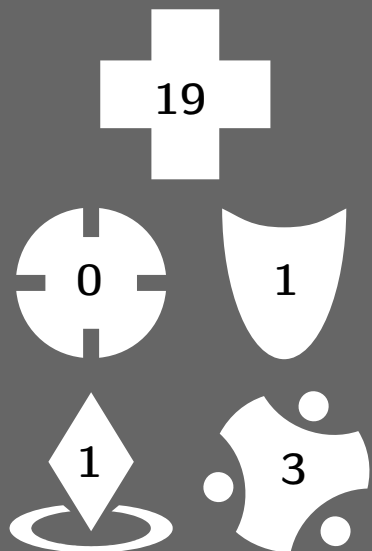
No one knows where the homunculi came from. They showed up, and were insistent enough that no one knows how to get rid of them. People suspect they are the creation of a mad scientist. Or the Avatars. Or aliens. Maybe. The only ones who seem sure are the homunculi themselves – but they give such wildly contradicting stories no one will believe them.

## Description:

Homunculi are short, cute and toy like, humanoid enough to appear relatable, without being so similar as to fall into the uncanny valley. Generally speaking the Homunculi are more plasticity than either the Archon or Tsuku, and come in a variety of patterns and pastel colors.

## Starting Bonuses:

- ☐ Homunculi are immune to poison and drowning, but susceptible to electricity and magnetism (x2 damage, -5 on saving throws).
- ☐ Homunculi possess the bonus skill "Intuition". three times per day they can roll intuition in the place of any other skill check.
- ☐ Homunculi gain +3 to Squirm, Deceive, Manipulate, Entertain, Computing and Intuition.
- ☐ **Equipment:** Roll d8 twice, gain two of the following: (1) fancy clothes, (2) Book (+1 research), (3) fireproof mittens, (4) a bag of marbles, (5) 2d4 dagger, (6) mysterious key, (7) an unlamp, (8) treasure map.



## Ethos:

Homunculi are excited and curious and believe the universe is a wonderful place. They want to be your friend. Each and every Homunculi follows a strict moral code which has naught to do with human ethics, or for that matter with the morals of any homunculi near by.

Homunculi love wild parties, and meticulous research. They enjoy history, and violence, and following "the large people" around learning about their lives, with or without the subjects consent.

Sometimes a group of homunculi will assemble in one place and throw a vast party (known as a Cavalcade). Everyone is invited. Forcibly.

## Naming:

Homunculi names are short, either single or double syllable, often the second syllable a variation on the first: Gomp, Kaj, VeeVuu, MilMal, Jynik, Quib

## Character details:

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

- ☐ Where do the Homunculi come from (according to you)?
- ☐ What mischief have you caused in the past? What is the aftermath?
- ☐ How are you attached to the other player characters? Have they tried to get rid of you? If so, how? If not, why not?
- ☐ What skills have you picked up? What skills have you forgotten?

## Notespace:

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