

CLAN BUILDER

The Stonach are a strong, proud people. Here is the process for building a clan of your very own.

Steps to Generate a Clan Randomly

1. Roll 1d5 on “**Age and Pedigree.**” Note your + or – number.
2. Roll 1d10 on “**Sacred Purpose.**”
3. Roll 1d10 on “**Why is your Founder Famous?**”
4. Roll 1d5 -1 to see how many “**Pride**” or “**Shame**” entries you will have.
 - a. Then roll for each entry—high, it is pride. Low, it is shame.
 - b. Roll 1d5 for each entry as appropriate on “Pride” or “Shame.”
 - i. Note your + or – numbers.
5. Roll 1d10. If you roll high, your clan has an “**Empowered Calling.**” Generate it on 1d5.
 - a. Note your + or – numbers.
6. Roll 1d10. If you roll high, your clan has an “**Empowered Domain.**” Generate it on 1d5.
 - a. Note your + or – numbers.
7. Roll 1d5 -1 to see how many “**Traditional Allies**” or “**Traditional Enemies**” you will have.
 - a. Then roll for each entry—high, it is an ally. Low, it is an enemy.
 - b. Roll 1d10 for each entry as appropriate on “Ally” or “Enemy.”
 - i. Roll 1d10 to determine the source of disagreement with each enemy.
 - ii. Note your + or – numbers.
8. Roll 1d5. 5: +2. 4: +1. 3: no modifier. 2: -1. 1: -2. Then roll 1d5 for “**Wealth.**”
 - a. Note your + or – numbers.
9. Roll 1d5. 5: +2. 4: +1. 3: no modifier. 2: -1. 1: -2. Then roll 1d5 for “**Safety.**”
 - a. Note your + or – numbers.
10. Add up all your + and – numbers to see what your final background score is.
 - a. Choose one of the biggest applicable bonus/penalty starting modifiers. Repeat as needed.
11. Write it up! What’s your story?

If you want to generate a clan intentionally, your DM will give you a number of points to spend. Purchase advantages and disadvantages so your total comes out at or below what the DM set as a number.

- -4: Everything depends on you, heroes. You are their only hope.
- -2: This clan is down on its luck and needs all the heroism it can get.
- 0: A relatively minor, low-power clan.
- +2: A well-to-do clan with some troubles but a fair level of security or fame.
- +4: Time to show that you are not spoiled or pampered; strike out on your own for the clan’s glory!

Age and Pedigree.

1. Founded as one of the Sixteen, in 9.712. (+3)
2. Founded as one of the Forty Two, in 9,910. (+2)
3. Founded as a Millennium Clan in 10,000. (+1)
4. Founded as a Charter Clan 1d10 x 100 years after 10,000.
5. First Generation, hopeful Founders, clanless community struggling with its shame. (-2)

Sacred Purpose.

1. There is a pulsing gap that could ruin the world, and your clan is destined to seal it no matter the cost.
2. Your Founder must be elevated to join the Sixteen in prestige, totally underrated.
3. Your home will be a jewel in the heights and depths, a wonder for the whole world to murmur about.

4. All the dragons in the mountain range over your home must be slain or driven off.
5. Your brewmasters will create the Transcendence, a beer-like potion to reach enlightenment.
6. Your clan will atone for the failure of its Founder, and reclaim a site taken from your people.
7. For the sake of all, you will suppress worship of the meddling gods and teach self-reliance.
8. Your studies will illuminate your lives, and lay the foundation for following generations.
9. Where once all below the earth bowed to the Deep Goblins, they will revere your clan instead.
10. Your clan is destined to learn the secret of forging a weapon that can slay a god.

Why is your Founder famous? (Or, Objective of the Clanless)

1. Came to an area infested with a threat, and beat it down, establishing a guard against its return.
2. Closed a gap with a Bloodseal, and pledged the clan to keep that seal strong forever.
3. Pioneered the use of runes in weaponry, 1d5 specialty runes and a rich armory tradition.
4. Slew a dragon and founded a home in its lair, using its wealth to make the world safer.
5. Raided a stronger force and slew their otherworldly leader in single combat, scattering the army.
6. Used lore and inspiration to persuade metal or stone to do something never done before.
7. Engineer who built a breathtaking impossible feat of engineering in an undermountain hold.
8. Hunted and killed a cabal of wizards that were summoning and gating, weakening the dimension.
9. Hemmed in and broke the thrust of an inexorable expanding empire, holding the line against them.
10. Refined the brewing process to add mightily to the store of secret techniques for making intoxicants.

Pride (+3 each)	Shame (-3 each)
<ol style="list-style-type: none"> 1. Magnificent home. 2. Spectacular armorers. 3. Created a Bloodseal. 4. Victorious warrior tradition. 5. Custodians of learning and lore. 	<ol style="list-style-type: none"> 1. Evicted from their home. 2. Family schism. 3. Mercenary culture. 4. Lost a war. 5. Lost their detailed founding records.

Empowered Calling (+1)	Empowered Domain (+1)
<ol style="list-style-type: none"> 1. Crafters. Artisans, makers, builders. 2. Foragers. Scouts, diplomats, harvesters. 3. Wardens. Warriors, guardians, hunters. 4. Runics. Runesmiths, mystics, scholars. 5. No specific focus. 	<ol style="list-style-type: none"> 1. Portals. Where worlds meet. 2. Halls. Where Stonatch dwell. 3. Beyond. The darkness and the light. 4. People. Those within and those without. 5. No specific focus.

Traditional Allies (+1 Each)	Traditional Foes (-1 Each)	Source of Disagreement with Foes
<ol style="list-style-type: none"> 1. Wizards. 2. Goblins. 3. Humans. 4. Elves. 5. Gods. (1 especially.) 6. Spirits. 7. Kiskov. 8. Shokoro. 9. Web Walkers. 10. Stonatch clan. 	<ol style="list-style-type: none"> 1. Demons. 2. Undead. 3. Wizards. 4. Dragons. 5. Goblins. 6. Humans. 7. Elves. 8. Gods. (1 especially.) 9. Rival Stonatch clan. 10. Kiskov. 	<ol style="list-style-type: none"> 1. They tell lies about your Founder's deeds. 2. A gap that remains open. 3. A gap that was closed. 4. Claim to sacred grounds. 5. Former allies separated by betrayal. 6. Territorial dispute. 7. They are religious fanatics. 8. They stole from your clan. No forgiveness. 9. They savaged (maybe destroyed) your allies. 10. They serve a power that would unravel this dimension.

Wealth		Safety	
1.	Hard times. Starve, sell services, or beg. (-3)	1.	Last of the Line. Only a few left, scattered. (-3)
2.	Subsistence. Hard-scrabble survival. (-2)	2.	Threatened Survival. Enemies close in. (-2)
3.	Modest. There is enough, barring disaster. (-1)	3.	Grim Endurance. Hanging in there. (-1)
4.	Comfortable. Needs and resources balance.	4.	Established. Able to hold territory, respected.
5.	Respectable. Reputation, status. (+1)	5.	Secure. Multiple contingencies in place. (+1)
6.	Wealthy. Impressive projects, rich people. (+2)	6.	Sheltered. Specialists deal with dangers. (+2)
7.	Spectacular. Conspicuous consumption. (+3)	7.	Safe. No credible threats stand against you. (+3)

Add together all the bonuses and penalties for the clan's strength. Spend them at character generation.

Cost	Advantage	Description
1	Gilded Armory	Everyone gets a mastercraft weapon or armor. (Only +1 Awesome Point to either inflict an extra Wound, or ignore an incoming Wound.)
1	War Chest	The crew gets to share a war chest with 500 gold per background spent on it.
1	Legend and Song	Songs and stories of your clan's exploits dominate local folk culture.
2	Enchantments	Everyone gets a minor enchanted item. Choose or randomize.
2	Favor Bank	Ask any local settlement for assistance, they are honor bound to help you.
2	Reputation	Gain +2 on social interactions (friendly or not) with those near your home.
3	Monster Allies	A breeding population of monsters has allied to your clan. They'll help you. 1: griffons. 2: rock trolls. 3: fungaloids. 4: stone giants. 5: giant eagles.
3	Master Forge	Your clan has one or more legendary forgemasters and apprentices. Your crew has been entrusted with an artifact of the clan, to help do its work.
3	Reinforcements	You have an army of Stonach you can call upon with short notice.

If you have a negative in backgrounds, buy it off with these sad misfortunes.

Cost	Disadvantage	Description
1	Shoddy Gear	If you roll a 1 while using any of your gear, it crumbles to worthlessness.
1	Impoverished	Your whole crew starts with 3d10 copper.
1	Suffering	You have had too little to eat and too little shelter. You can only carry half loads and move at half speed until you get a good meal and a good 12 hours of sleep in a safe, comfortable place.
2	Disease	Your clan has been struck with a disease. No one will let you in to their buildings, and everyone thinks you are a carrier.
2	Discrimination	The locals have marginalized your people, changing the laws so they can charge more money for less services. Everyone seems to be in on it.
2	Funny Times	Your people are the butt of all the local jokes. There are bawdy and insulting songs about you. People assume you are all deviants of the worst stripe, and stupid as well. Crowds are likely to be cruel in mocking your stature.
3	Hungry Beast	A big predator has settled nearby, and any time your clan steps out you are hunted by the beast and those that wish to please it. It loves the taste of you.
3	Anonymous	The powerful local government has outlawed your clan, you must hide your identity when you go out in public beyond your lands. The shame! If you are found out, you will be imprisoned, then publically executed in a painful way.
3	Cursed	Your clan has been cursed, so that none may have children until the curse is lifted. That was 200 years ago...

RAISING THE CLAN RATING

You can help your clan grow in pride, wealth, and strength. The clan gains a +1 bonus when it gets 12 Expansion points. How do you give the clan an Expansion Point?

Grant +1 Expansion Point to the clan for: <ul style="list-style-type: none">• Donating 500 gold.• Weakening a nearby threat.• Discovering lore increasing clan pride in ancestors.• Significant home improvement.• Gaining a powerful ally.• Taking a significant step towards achieving the clan's calling.	Grant +3 Expansion Points to the clan for: <ul style="list-style-type: none">• Placing a Bloodseal.• A major step towards your clan's calling.• Decisively winning a war.
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In between adventures, other members of the clan often take action. If 1-6 months go by with no in-game adventuring, roll to see how the rest of the clan is doing.

Roll 1d5-2, and add the total to current Expansion Points.

- If the number is positive, other Stonach are gathering resources and honor for the clan.
- If the number is negative, other Stonach have made mistakes, or enemies are attacking, and the situation is worsening.
 - If the negative Expansion Points drop the total below 0, then one of the clan's total points goes away, and it loses something worth +1. The Expansion Points drop to 0, too, so it is a bitter loss.

If the number is a negative, choose or randomize the cause. Then, make that the basis for an adventure—if the characters move quickly, they may be able to not only reduce the negative, but put a positive on it for additional morale. These can be high-stakes missions!

1. Foes raided an outpost, taking prisoners and looting everything. The clan lacks strength to hold it against further attacks, and if it is lost (with the prisoners and loot) the clan's territory shrinks.
2. Locals cheated one of your clan heroes at a gambling game and took all the hero's equipment, as well as a clan heirloom. If you don't get it back, part of your clan's pride and heritage will be lost forever.
3. Your stupid cousin got drunk and set a local ally's village on fire. If you don't take care of one of their problems right away, they will have no further use for the friendship that has grown strained.
4. A local foe is looking to expand, and judging by their fierce incursion it looks like they have chosen your clan as the weakest neighbor. Rebuff them with a show of strength, but don't antagonize them...
5. Construction on a new area of the hold breached a cave with unhappy local wildlife. Drive the wildlife out, clear the construction, and possibly annex the cave so you have a bigger area.
6. There is an argument between powerful clan elders, who both refuse to take responsibility for dealing with a problem that could belong to either. Take care of it for them, and help them protect their honor.
7. Your enemy sent thieves to steal the Genealogy Plates, a record of all your people. If you don't get it back, your people will not be able to trace their bloodline in every direction since the beginning!
8. A monster has moved in nearby and chased your people out. Kill it, reclaim the space.
9. An ally (or potential ally) is having a financial crisis. Give a gift that will ease the pinch and reinforce your friendship. Don't drain the clan coffers; find something in the wider world.
10. Your clan's beer came in fifth at a local competition! Find something to improve its quality, and do it fast. Otherwise, other Stonach will sneer at your beer, and that's rock bottom for a Stonach.

CLAN RECORD

NAME: _____

Expansion (of 12) Points: _____ Total Points: _____

Age and Pedigree	Sacred Purpose	Why is your Founder famous?
<input type="checkbox"/> One of the Sixteen, in 9,712. (+3) <input type="checkbox"/> One of the Forty Two, in 9,910 (+2) <input type="checkbox"/> A Millennium Clan, in 10,000 (+1) <input type="checkbox"/> Charter Clan. <input type="checkbox"/> First Generation, Clanless (-2)		

Pride (+3 each)	Shame (-3 each)

Empowered Calling (+1)	Empowered Domain (+1)

Traditional Allies (+1)	Traditional Foes (-1)	Source of Disagreement

Wealth

Safety

Advantage/Disadvantage(s):

The Ongoing Tale of the Clan's Fate (Every 12 points gives the Clan +1)

Hero or Crew	Point Shift	Story or Details

(NOTES ON THE OTHER SIDE)