OTHER RACES

Don't want to be a Knight? Here are some alternatives.
They get discounts for the perk tree on their stated background, but not background gear.

GREMLIN TECHNICIAN

-SQUIRE DISCOUNTS-



This race of small, mischievous humanoids was brought to the Clockworks by an unknown means and now serve as its builders and repairmen. And now, you are one. However, most gremlins belong to the colony serving their king, King Tinkinzar. You are an outcast, a rebel taking refuge in the town of Haven, where you've proven your worth to its inhabitants through your skill with technology. Throughout the time you've spent here, your skills have grown from merely working with and being familiar with the constructive aspects of gremlin technology. While you were capable of building simple constructs, and perhaps even a battlepod given enough time, working alongside the smiths Punch and Vise has taught you how to improve even masterwork pieces of equipment, empowering them with little gifts. With your skills, refuge will never be denied to you as long as you serve as a builder.

GREMLIN DEMO

-SQUIRE DISCOUNTS-



Like any other typical gremlin fascinated with machinery, you endlessly tinker away at any you can find. However, you seem to be more in tune with how their efforts are often marred with their tendency to blow their work up. Though you're perfectly capable of fixing things, you're far more fascinated with the destructive applications of the technology you've worked with. Gremlin flamethrowers, mortars, and reactive wrench wands are within your area of expertise, and you're certain you can come up with more ways to break things. Your forte, however, as proven by your previous experience as a gremlin demo, is bombs. Whether thrown, dropped, or planted, you're great at making the most of your supply of explosives to create a bigger boom. Though your skills are indeed in demand, you're currently at a crossroads now. Leave the Gremlins for pastures anew, or struggle under your mad leadership?

DEVILITE OVERTIMER

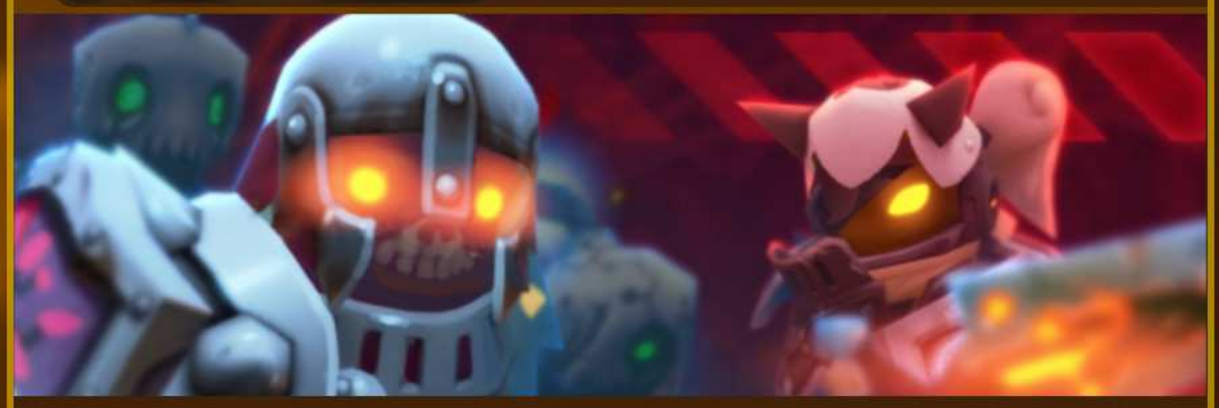
-STRIKER DISCOUNTS-



The poor devilites are the lazy yet overworked diminuitive members of the underworld, who hate their jobs with a passion. Some are said to have broken from the ranks to establish small businesses in the Clockworks. You are one such devilite. Your desire to enter into entrepreneurship and hate for your former employers has led you to leave your previous company and establish one of your own. Unfortunately though, the corporate world is not very nice, and a devilite's diminuitive frame means you'd make for a poor warrior. Lucky for you, devilites change when angry. Normally, this results from being forced to do overtime by a Pit Boss, but you might find it different being your own boss and all. Regardless, Devilite Overtimers are glowing, fast and furious devilites supercharged with the power of rage, wielding flaming axes or pitchforks. If your business fails, you could always let the beast inside of you out.

ALMIRIAN CRUSADER

-STRIKER DISCOUNTS-



Once, you were a knight of the kingdom of Almire. That land of lush, beautiful trees and golden fields was stricken by the ravages of war, and was ultimately doomed by its king, whose unholy ritual of fire left it in the forever-burning flames of a forgotten war. Since then, you have lain in slumber, on a bed of glowing ash. Until now. You were awoken by a party of knights, this time from the Spiral Order, that found you in a dark and terrifying necropolis. Unlike your former brothers-in-arms, however, you retain your sanity, and all of your previous skill. With your great strength and speed, alongside your trusty spear and front-facing shield, you strike as fast as lightning, faster even than some of the Order's strikers. Now, you fight, sometimes alongside your saviours, sometimes on your own, but always to free your former comrades from their slumber and the mindless slavery they have been subjected to.

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MEWKAT

-RECON DISCOUNTS-



Once, you may have been a denizen of this mortal coil. Now, you are a ghost, but not one that would be familiar to you. Ghosts in Cradle take on a guise that can be deceiving at first, but terrifying to behold in its true form. Kats in general take the guise of a pink, floating vaguely cat-like creature. Though most succumb to a deep rage upon spotting a living creature due to the resentment they have for the living, you as a Mewkat find it a lot easier to control your anger, and in fact don't hold much hate for those comprised of flesh and blood at all. Although disappearing through walls often gets you out of a fight, when you do need to your anger grants you a few tools for your ghostly hands, such as a quick dash, a painful bite and ghostly energy bolts. As a benign spirit, you have a home in Moorcroft Manor, home to many restless spirits. Just try not to let the living travellers who pass by witness your terrifying true visage.

GHOSTMANE STALKER

-RECON DISCOUNTS-



As shadowy, ninja-like gremlins that stalk knights, the Ghostmane Stalkers are the spies and assassins of the Gremlins. Their equipment of a Recon Cloak, saw blades, and the standard health capsules complements their existing training and skillset, enabling them to move around the battlefield both quickly and intelligently. When considering their speed and their ability to cloak, dodge, and throw blades, it is no wonder that these are some of the most feared gremlins. As one of them, your training makes you a deadly killer, capable of dispatching even the toughest foes swiftly, efficiently, and above all, quietly. Still, you and many other gremlins are in a predicament. With the Gremlins unstable due to the conflict in the Crimson Order, should you leave the Gremlins, joining the refugees and outcasts in the towns of Haven or Emberlight? Or will you continue living a life of wetwork, blood, and steel?

GREMLIN MENDER

-GUARDIAN DISCOUNTS-



The Menders of the Gremlins are the counterparts to the Guardians of the Spiral Order, except focused solely on the art of healing. Wielding their trademarked healing-focused Wrench Wands, this agile breed of gremlin medics possesses absolutely no offensive combat ability at all, but makes up for it with its capabilities in healing. You are one such Mender, tasked with keeping your allies safe with your ability to heal, both manually and through healing runes you may place on floors. You may also create a barrier of limited strength around yourself while slowly healing yourself within, and resurrect recently fallen allies in one piece at a high cost to your stamina. Unfortunately for all menders, this world possesses no Geneva Convention, and given your limitations relying solely on your barrier alone to keep you safe is foolhardy at best. You'll have to keep your allies alive, and they'll reciprocate in turn.

TROJAN

-GUARDIAN DISCOUNTS-



You were once a great warrior. Whether a Guardian of the Spiral Order or a veteran from battles long forgotten, you do not recall. But what you do know is that you have been bestowed with a great but terrible dark power from the crystal on your back due to a curse placed on you. As part of the Legion of Ur, you have fought in many great battles, but your time in it has passed. Now, the curse has been broken by means unknown. Your chains are gone, and you have been set free. You life is yours to do as you see fit with. With your massive front-facing tower shield, gigantic cleaver of a sword, and thick armour, you have the equipment you need. But your real tools are your great strength, durability, and ability to inspire those around you to fight harder for longer. With your skills, physical abilities and your freedom from your curse at last, you have the keys necessary to make a name for yourself on the battlefield.