

Appearance

The Obern are a race of humanoid automatons, which are built from metal and wood. Every Obern is unique—some are rusting, while others are polished and appear new. While many have intricate decorative work, some are so simplistic that they lack an actual face. Others still are either damaged or unfinished, and have their clockwork components exposed.

Behavior

Many Obern are magically imbued with artificial intelligence, and can exhibit varying personalities like any other person. Others function primarily on mechanical methods, and utilize logic and calculation instead. Regardless, due to their construction, the Obern generally have a difficult time communicating their emotions through facial expressions.

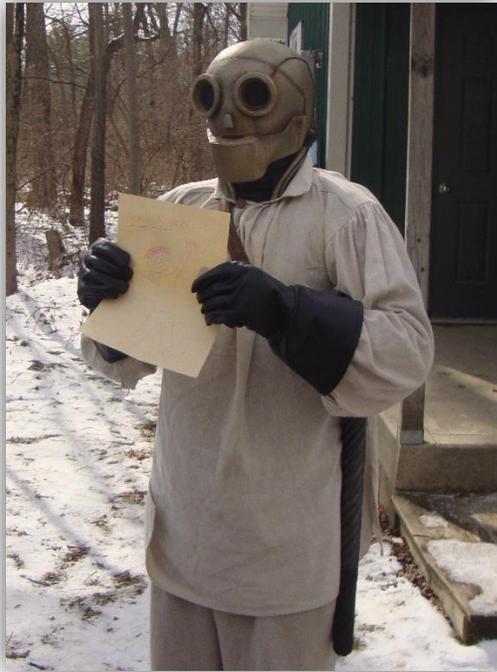
History

Isiphous, a Halfling tinker, had spent a great deal of time producing gadgets and devices to make life simpler, before focusing his craft on building magically-enhanced prosthetic limbs for people with physical disabilities and missing appendages. When the Gaesin army invaded his homeland during the Great War, he and his wife went into hiding, and she soon fell ill. In an attempt to save her life, the tinker built a full prosthetic body to house her life force. While he managed to transfer his wife's consciousness into the contraption, it was only temporary.

Driven by grief and a lust for vengeance, Isiphous perfected his methods and began to produce mechanical men to aid the rebellion. Once the Gaesin were driven out of the area, he recruited several others to help him establish a sizable workshop in which to produce a large quantity of Obern to bolster the fighting forces of the rebellion.

Following the Great War, those responsible for their construction shifted the Obern's intended use to means that were more practical. Now, those who were built for war—and those who function with some form of sentience—work to find their niche in common society.





Society

There are no known societies purely—or mostly—comprised of Obern. Instead, Obern assimilate into the communities they find themselves in, and adopt their customs.

Coming of Age

Being artificial constructs and effectively adults at the time of their activation, Obern do not age as other races may, and therefore have no point in their lifespan which would function as a maturing or transitional period. As such, Obern have no need for rites or rituals associated with transitioning to adulthood as other races may.

Religion

Those Obern who were produced by means of melding a soul with a construct as a body are inclined to maintain the beliefs and cultural standards of their past life, though it may be possible for the Obern's creator to suppress unwanted qualities in this regard. Those Obern of a more mechanical nature find little to no need for religious practices, though some have been noted to revere Isiphous as "The Creator" as other races may revere a god.

Superstitions

Superstitions are rare among the Obern as they may at times hinder their intended operational features and thus be suppressed by their makers and deemed illogical by those Obern of a mechanical nature. Those who retain elements of their former selves however, are inclined to cling to the superstitions they previously held.

Courtship and Marriage

While all Obern—mechanical or otherwise—may find value in alliances and friendship, it is virtually unheard of to find them engaged in courtship practices or pursuing marriages. Even those who retain elements of their organic selves are inclined to lead a single lifestyle.

Funerals

Death and mourning do not often hold much significance to the Obern. While those of a mechanical nature view death as akin to deactivation which simply requires reactivation to counteract, those who once experienced an organic life find themselves questioning the true permanency of death. In either case though, Obern are capable of

recognizing the emotional impact of loss and may at the very least attempt to console mourners in their own way.

Festivals

Festivals and celebrations are not common among the Obern, though they may participate in those held in their area of residency, if only for the sake of the social elements of doing so.

Games

No games are known to originate among the Obern. Rather, Obern may be inclined or encouraged to participate in games related to feats of strength and endurance practiced by other races.

Gender and Family Roles

As the Obern come into being as adults and without normal social practices, family dynamics are effectively alien to them—though they comprehend their functions and virtues among organic races. It may be noted however that when added into an existing organic family, it is not uncommon for Obern—with or without organic past lives—to assume the role of a caretaker; functioning in a capacity resembling a combination of servant, bodyguard, and adult member of the group.

Though Obern may be built and designed to resemble the traditional male or female form—or with a more neutral appearance—most do not find any significance in the concept of gender, and even those who had a particular identity in their past life are often inclined to identify as gender-neutral, considering their lack of physical traits associated there with.

Traditional Occupations

Given their strong and sturdy bodies, Obern often find work as soldiers, guards, and laborers. Those built after the Great War have been designed with other purposes in mind, allowing these Obern to fill a wider variety of roles.

Economics

Given that the Obern meld with other communities, they tend to adopt the economic practices of the region in which they live. However, independently, they find their wealth by making use of their strength and sturdy forms to perform various services.

Aging and Life Expectancy

Too little is known about the Obern to describe their average period of functionality. However, it appears as though they never truly age, and with the help of a capable mechanic, deteriorated parts may be repaired or replaced with little to no ill effect.