

# De Automatum Legis

First campaign for the discord team.

# **Mountains**

This epic is supposed to be a short one, built around five large dramas. It's about serving an innovative Master Engineer, helping him in his daily problems, etc...

Chapter I - The Three

At first, the players are hired by the engineer, and the only reason they have to do the job is that they are payed five time the standard amount. Of course, the man as recruited specialists in their domains, and sizing the talent of a person is something he is really good at.

To be sure the guys is provided the good people to hire, multiple avatars are pre-rolled to fit different roles. Either players can switch between characters in a fixed set from a session to one other with, or keep the dormant avatars in a big pool where everybody is welcome to tap if he doesn't want to play its main character, this is not an issue. Just a decision to be made with the agreement of the players.

In any case, it might be important that the main cast of characters might be present in the epic at least as NPCs, as they may be linked to the main intrigue.

#### **Dramatis Personae**

#### Would-be clockmakers

- Marcus Zemeckis\*, nephew of Master Zemeckis
- Quaid oj Sallak\*, ur ukar enthousiast
- Luther Van Crow, academia interrata freshman
- Arsen Floxman, think machine specialist

#### Tough guys

- Caius Branna\*, bodyguard
- Shamij Al Jabra\*, specialities provider
- Augustus Zeneter\*, logistics specialist
- Jeb Solustran\*, tax collector
- Marx Whenger\*, security et recovery ops

#### Other Talents

- Dina Ashamid\*, de physika sapien (medic)
- Quintus Hoffman\*, attorney at law
- Zatromos Radul Al-Malik\*, mecene
- Siliestro Venga\*, church envoy
- Neve Sledad\*, sculptor
- Horace Lamibi\*, fixer
- Lorem Zenski\*, confessor

# 1.1 Master Clockmaker

#### The man



The whole epic is built around one character, Master Balthazar Zemeckis\* of the POE. He is a highly qualified engineer whose speciality is clockworking, the art of building automats. One could easily assume that such a carrier domain might be totally inapropriate in the empire for many reasons, but, like his master <code>Olem Ratugas</code> before him, he worked his path through power groups and the Church to ensure that none might easily harm his business.

In 4983 AD, Radugas founded the High College of the Clockwork, based at first on Istakhr. At first, it was an undercover activity, the goal of the clockmaker being to reproduce golem having the shape of humans, but bearing no real sentiance. What Ratugas achieved at this time with his apprentice was to make dolls having at best the temper of a domesticated dog. This was the first generation. They needed to be tamed, or educated, as they have no natural feral state, to be able to do simple tasks, like carrying water in the desert. The first batch of automats that made the Brotherhood famous in the Empire was a special unit, the white faces, used on Stigmata, deployed with equipment and weapons and going through enemy lines without being detected, passing for dead if they attracted the attention of the symbiots. This was a great success and the emperor saw a great interest in a technology that would allow to resist the symbiots. The Church did not officially sanctioned the brotherhood, but an Act from the Patriarch, Lex Automata was dispatched in the high instances of the Church when the white faces helped the rescue of the first Manifest Light platoon.

To these days, the clockwork is supposed to be closely watched by the Church, but as its usage is highly restricted by financial matters and the specifications clearly written and shared to whoever needs them, the business is flourishing.

Zemeckis is the heir of the High College of the Clockwork. The numbers of Clockmakers is really scarce, around 300 members at best in the empire, and 150 of them are only maintaining existing automats. One hundred more are barely reproducing existing automats from Radugas initial works, replacing the ones that cannot be repaired. 25 of the last 50 members have only achieved, once or twice, to create a generation II automat. the last 25 are the true clockmakers, dispatched in the whole empire. Only five of them, Zemeckis included, are able to compare their work to the work of Radugas, expending even the innovation to create generation III and IV prototypes.

# Friends & Foes

# **Clockworking Inner Council**

- Balthazar Zemeckis\*, Samarkand, Istakhr, Al-Malik fiefs.
- Mae Lin Breguet\*, Avaneir, Rampart, Li Halan fiefs.
- Ivan Ipsevicz\*, Lyonesse, Delphi, Hawkwood fiefs
- Harvenor Russel\*, Corinth, Tethys, Imperial fiefs
- Kiera Zeneter\*, Deleb, Pentateuch, Church fiefs

#### **Entourage**

#### **Relatives to Zemeckis**

- Ionia Zemeckis\*, daughter
- Ellen Zemeckis\*, wife
- Massic Antillies\*, butler

# 1.1.1 Shadows from the past

# 1.1.2 Clockmaker Hiring

# 1.2 Future missions

Ideas for adventures

#### **Veteran duty**

A special client comes to Zemeckis house for assistance. He is the one who helps when desrt marauders comes around.

#### Delivery on hostile environement

A simple first mission: deliver three automats in Stigmata.

#### A missing cog

#### Thieves

#### New player in town

#### **Inquisitors visit**

#### Happy Birthday Ionia

#### The inner Council

#### Ellen and the Golden Apple

#### **Clockmaker Apprentice**

#### **Secret Sands**

Where we discover interesting things about one of the main ingredient in automat construction.

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#### header 6

#### 1.2.1 Samarkand

Big map of Samarkand

#### Balthazar Zemeckis (†)

Dina Ashamid (†)

#### Ellen Zemeckis (†)



narvenor Russei (1)	Chapter II - Prometeus
Horace Lamibi (†)	onapter ir i rometeus
Ionia Zemeckis (†)	Mission
Ivan Ipsevicz (†)	<b>Mission</b> Deliver an automat to a client. The rendez-vous is in Samarkand Agora (the Istakhr Market). T
Jeb Solustran (†)	buyer is Abdul Mofat al-Malik.
Kiera Zeneter (†)	Bomb
Lorem Zenski (†)	After the transaction, a bomb explodes in the suq, killing a dozen Al-Malik men, injuring aroun
Mae Lin Breguet (†)	one hundred people. The granddaughter of Abdul Mofat Al-Malik critically injured, in a coma, saved in extremis by the newly acquired automat.
Marcus Zemeckis (†)	2.1 Arrival
Marx Whenger (†)	Z.I AITIVAI
Massic Antillies (†)	2.1.1 Outworlders
Neve Sledad (†)	Lin Outworkers
Quaid oj Sallak (†)	2.1.2 Istakhr Autochtons
Quintus Hoffman (†)	
Shamij Al Jabra (†)	2.1.3 Others
Siliestro Venga (†)	
Zatromos Radul Al-Malik (†)	2.2 The Grand Tour
	2.2.1 Security Guys
	2.2.2 Technical Staff
	2.2.3 Other Positions
	2.3 Learning
	2.3.1 The Life in Syracuse
	2.3.2 Daily Duties

Harvenor Russel (†)

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2.4 Desert Integrists

2.4.1 Enemies at the gates

2.4.2 What's really beyond

# Chapter III - Medusa



# Chapter IV - The Scorpion

# **Chapter V - Dies Irae**

zaffarelli@gmail.com

# Arsen Floxman (TBD)

Male Urthish Castillan of from none Freefolk. Born in 5021 (0 years old) Height: 150cm / Weight:50kg

#### **Primary Attributes**

Strength	0	Intellect	0	Tech	0
Constitution	0	Willpower	0	Reflexes	0
Body	0	Temper	0	Agility	0
Movement	0	Presence	0	Awareness	0

# **Secondary Attributes**

Recovery	0	Stamina	-1	Endurance	0	Stun	0
Resistance	0	Damage	-2	Tolerance	0	Humanity	0
Passion	0	Wvrd	0	Speed	0	Run	0

**Talents** 

**Shortcuts** 

**Narrative** 

Generated with **Dramatis Personae** 

Nov. 7, 2021, 4 p.m.

# **Augustus Zeneter**

Female Urthish Castillan of from none Freefolk. Born in 5021 (0 years old) Height: 150cm / Weight:50kg

#### **Primary Attributes**

Strength	0	Intellect	0	Tech	0
Constitution	0	Willpower	0	Reflexes	0
Body	0	Temper	0	Agility	0
Movement	0	Presence	0	Awareness	0

# **Secondary Attributes**

Recovery	0	Stamina	-1	Endurance	0	Stun	0
Resistance	0	Damage	-2	Tolerance	0	Humanity	0
Passion	0	Wvrd	0	Speed	0	Run	0

**Talents** 

**Shortcuts** 

**Narrative** 

Generated with **Dramatis Personae** 

Nov. 3, 2021, 2:13 a.m.

#### **Balthazar Zemeckis**

Male Urthish Kaanic Master of from none Freefolk. Born in 4954 (67 years old) Height: 167cm / Weight:61kg

#### **Primary Attributes**

Strength	4	Intellect	6	Tech	10
Constitution	5	Willpower	4	Reflexes	4
Body	5	Temper	6	Agility	3
Movement	4	Presence	6	Awareness	7

#### **Secondary Attributes**

Recovery	9	Stamina	2	Endurance	50	Stun	10
Resistance	10	Damage	0	Tolerance	10	Humanity	50
Passion	13	Wyrd	10	Speed	2	Run	8

Passion	13	Wyrd	10	Speed		2	Run	8
Skills								
Academia		3	Leadership		3	■ Clo	ckworking	5
Alchemy		1	Linguistics		2	■ For	bidden Lore	5
Arts		3	<ul><li>Urthish</li></ul>		2	■ Me	ch	5
■ Litterature		1	<ul><li>Urthtech</li></ul>		3	<ul><li>Vol</li></ul>	t	4
<ul><li>Music</li></ul>		1	Lore		4	Scier	ıce	3
<ul> <li>Sculpture</li> </ul>		8	<ul><li>Automats</li></ul>		3	■ Clo	ckworking	6
Athletics		3	<ul> <li>Clockworking</li> </ul>	7	3	■ Cyl	bernetics	4
Beastcraft		2	<ul> <li>Istakhr Syste</li> </ul>	m	2	Sedu	ction	3
Cybernetics		5	<ul> <li>Philosophy</li> </ul>		3	Shoo	t	1
Fight		2	Observe		6	Teacl	hing	4
Focus		3	Persuasion		2	Thin	k Machine	3
Inquiry		2	Redemption		3			

#### **Blessings/Curses**

Gracious (2), Innovative (2), Subtle (-2), Unnerving (-2).

#### **Benefices/Afflictions**

Ally (Cost:5), Assets (Cost:5 5000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Dark Secret (Cost:-3 Origins of clockworking), Dark Secret (Cost:-2 Inglorious alliance), Enemy (Cost:-3), Obligation (Cost:-1 Enforce Lex Automata), Rise Rank by 1 (Cost:2), Rise Rank By 2 (Cost:4 Inglorious alliance).

#### **Talents**

#### Weapons

1 Al-Malik 958 "Space Ops" . P . WA:2 . J . C . DC:2D6+1 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 . ST . £240

#### Armor

Priest Robes Soft SP:1 (TO)(LA)(RA)(LL)(RL)

#### **Energy Shield**

Dueling 10/20 Hits:15 usage:(Soft Medium - )

#### **Shortcuts**

Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (9), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (8), Charm others:PRE + Seduction (9), Fire a ranged weapon:REF + Shoot (5), Surgically implant cyber:TEC + Cybernetics (14)

#### Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing Country (15),
Apprenticeship Guildhall Engineer (25), Early Career Scientist (48), Tour of Duty
Clockmaker (20), Tour of Duty Clockmaker (20), Tour of Duty Standard Tour of
Duty (double rounds) (20), Worldly Benefits Promotion & Rewards (7).

#### **Narrative**

#### Generated with **Dramatis Personae**

Nov. 2, 2021, 11:05 p.m.

# **Ivan Ipsevicz**

Male Urthish Castillan of from none Freefolk. Born in 4969 (52 years old) Height: 150cm / Weight:50kg

#### **Primary Attributes**

Strength	3	Intellect	3	Tech	3
Constitution	3	Willpower	3	Reflexes	3
Body	3	Temper	3	Agility	3
Movement	3	Presence	3	Awareness	3

#### **Secondary Attributes**

Recovery	6	Stam	ina	1	Endurance	30	Stun	6
Resistance	6	Dama	age	0	Tolerance	6	Humanity	30
Passion	6	Wyrd	l	6	Speed	2	Run	6
Skills								
Academia		2	Focus	S	2	Obse	rve	2
Athletics		2	Ling	uistics	1	Persu	ıasion	2
Fight		2	■ Urt	hish	1	Teacl	ning	2

#### **Talents**

#### **Shortcuts**

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5), Convince someone with arguments:PRE + Persuasion (5)

#### Lifepaths

Race Urthish (140).

**Narrative** 

#### Generated with **Dramatis Personae**

Nov. 2, 2021, 10:30 p.m.

# Jeb Solustran

Female Urthish Castillan of from none Freefolk. Born in 5021 (0 years old) Height: 150cm / Weight:50kg

#### **Primary Attributes**

Strength	0	Intellect	0	Tech	0
Constitution	0	Willpower	0	Reflexes	0
Body	0	Temper	0	Agility	0
Movement	0	Presence	0	Awareness	0

# **Secondary Attributes**

Recovery	0	Stamina	-1	Endurance	0	Stun	0
Resistance	0	Damage	-2	Tolerance	0	Humanity	0
Passion	0	Wvrd	0	Speed	0	Run	0

**Talents** 

**Shortcuts** 

**Narrative** 

Generated with **Dramatis Personae** 

Nov. 7, 2021, 3:57 p.m.

#### Kiera Zeneter

Female Urthish Teutonic of from none Freefolk. Born in 4980 (41 years old) Height: 150cm / Weight:50kg

#### **Primary Attributes**

Strength	3	Intellect		7	Tech		8
Constitution	3	Will	power	4	Refle	exes	4
Body	3	Temper		4	Agility		3
Movement	3	Pres	sence	8	Awareness		6
Secondary A	ttribu	tes					
Recovery	6	Stamina	1	Endurance	30	Stun	
_				_			

Recovery	6	Stami	ina	1	Endurance	30	Stun	6
Resistance	12	Dama	ige	0	Tolerance	8	Humanity	40
Passion	10	Wyrd		11	Speed	2	Run	6
Skills								
Academia		3	■ Lati	n	1	■ For	bidden Lore	1
Athletics		3	■ Urth	ish	2	<ul> <li>Med</li> </ul>	ch	3
Fight		2	<ul><li>Urth</li></ul>	itech	3	■ Vol	t	3
Focus		3	Obser	ve	2	Sedu	ction	1
Inquiry		3	Persu	asion	2	Teacl	ning	2
Linguistics		3	Reder	nption	3	Think	x Machine	2

#### **Blessings/Curses**

Innovative (2), Unnerving (-2).

#### **Benefices/Afflictions**

Cash (Cost:3 600 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Rise Rank By 2 (Cost:4 ) .

#### **Talents**

#### **Shortcuts**

Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (10), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (10), Charm others:PRE + Seduction (9)

#### Lifepaths

Race Urthish (140), Upbringing Town (15), Upbringing Wealthy Class (5), Apprenticeship Academy Engineers (25), Early Career Scientist (48), Worldly Benefits High Promotion (7).

#### **Narrative**

#### Generated with **Dramatis Personae**

Nov. 7, 2021, 4:01 p.m.

# Luther Van Crow (TBD)

Male Urthish Teutonic of from none Freefolk. Born in 4995 (26 years old) Height: 150cm / Weight:50kg

#### **Primary Attributes**

Strength	0	Intellect	0	Tech	0
Constitution	0	Willpower	0	Reflexes	0
Body	0	Temper	0	Agility	0
Movement	0	Presence	0	Awareness	0

# **Secondary Attributes**

Recovery	0	Stamina	-1	Endurance	0	Stun	0
Resistance	0	Damage	-2	Tolerance	0	Humanity	0
Passion	0	Wvrd	0	Speed	0	Run	0

**Talents** 

**Shortcuts** 

**Narrative** 

Generated with **Dramatis Personae** 

Nov. 7, 2021, 4:08 p.m.

# **Mae Lin Breguet**

Female Urthish Sebacean of from none Freefolk. Born in 4966 (55 years old) Height: 164.15784cm / Weight: 56.3825656877898kg

#### **Primary Attributes**

3	Intellect	3	Tech	3
3	Willpower	3	Reflexes	3
3	Temper	3	Agility	3
3	Presence	3	Awareness	3
	3 3 3	<ul><li>3 Willpower</li><li>3 Temper</li></ul>	Willpower 3 Temper 3	3 Willpower 3 Reflexes 3 Temper 3 Agility

#### **Secondary Attributes**

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Recovery	6	Stami	ina	1	Endurance	30	Stun	6
Resistance	6	Dama	age	0	Tolerance	6	Humanity	30
Passion	6	Wyrd		6	Speed	2	Run	6
Skills								
Academia		2	Focus		2	Obser	ve	2
Athletics		2	Lingu	istics	1	Persu	asion	2
Fight		2	<ul><li>Urti</li></ul>	nish	1	Teach	ing	2

#### **Talents**

#### **Shortcuts**

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5), Convince someone with arguments:PRE + Persuasion (5)

#### Lifepaths

Race Urthish (140).

**Narrative** 

#### Generated with **Dramatis Personae**

Nov. 2, 2021, 10:23 p.m.

# **Quintus Hoffman**

Female Urthish Castillan of from none Freefolk. Born in 5021 (0 years old) Height: 150cm / Weight:50kg

#### **Primary Attributes**

Strength	0	Intellect	0	Tech	0
Constitution	0	Willpower	0	Reflexes	0
Body	0	Temper	0	Agility	0
Movement	0	Presence	0	Awareness	0

# **Secondary Attributes**

Recovery	0	Stamina	-1	Endurance	0	Stun	0
Resistance	0	Damage	-2	Tolerance	0	Humanity	0
Passion	0	Wvrd	0	Speed	0	Run	0

**Talents** 

**Shortcuts** 

**Narrative** 

Generated with **Dramatis Personae** 

Nov. 7, 2021, 3:54 p.m.

#### Zatromos Radul Al-Malik

Male Urthish Kaanic of from none Freefolk. Born in 4995 (26 years old) Height: 167cm / Weight:67kg

#### **Primary Attributes**

Strength	4	Intellect	9	Tech	3
Constitution	4	Willpower	8	Reflexes	6
Body	3	Temper	5	Agility	3
Movement	3	Presence	7	Awareness	7
Secondary A	ttributes				

Secondary A	ttribu	ites							
Recovery	8	Stam	ina	1	Endura	nce	35	Stun	7
Resistance	15	Dama	age	0	Toleran	ce	13	Humanity	65
Passion	12	Wyrd		15	Speed		3	Run	6
Skills									
Academia		4	Gamb	ling		3	Persua	asion	3
Acting		1	Knave	ry		3	Riding	7	2
Athletics		2	Lingu	istics		2	Seduc	tion	5
Driving		2	■ Grac	ceful Tor	igue	2	Shoot		1
<ul> <li>Skimmer bike</li> </ul>	е	2	<ul><li>Urth</li></ul>	ish		3	Stealtl	1	1
■ Skycraft Pilo	ting	2	Lore			2	Teach	ing	2
Empathy		3	■ Auto	mats		1	Think	Machine	2
Etiquette		8	■ Phil	osophy		2	Trading		1
Fight		2	Obser	ve		6	Focus		3

#### **Blessings/Curses**

Gracious (2), Impetuous (-2).

#### **Benefices/Afflictions**

Assets (Cost:7 10000), Nobility (Cost:3 Knight).

#### **Talents**

Oratory

#### **Shortcuts**

Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (11), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (10), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (7)

#### Lifepaths

Race Urthish (140), Upbringing High Court al-Malik (20), Apprenticeship Leisure Dandy (25), Early Career Court Ambassador (48), Tour of Duty Dilletante (20), Tour of Duty Diplomatic Mission (20), Worldly Benefits Rich Rewards (7).

#### **Narrative**

#### Generated with **Dramatis Personae**

Nov. 7, 2021, 3:51 p.m.