

# Lex De Automati

First campaign for the discord team.

## Chapter I - Environment

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...

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 was not found], nephew of Master Zemeckis
- [quaid\_oj\_sallak was not found], ur ukar enthusiast
- [luther\_van\_crow was not found], academia interrata freshman
- [arsen\_floxman was not found], think machine specialist

#### Tough guys

- [caius\_branna was not found], bodyguard
- [shamij\_al\_jabra was not found], specialities provider
- [augustus\_zeneter was not found], logistics specialist
- [jeb\_solustran was not found], tax collector
- [marx\_whenger was not found], security et recovery ops

#### Other Talents

- [dina\_ashamid was not found], de physika sapien (medic)
- [quintus\_hoffman was not found], attorney at law
- [zatromos\_radul\_al\_malik was not found], mecen
- [siliestro\_venga was not found], church envoy
- [neve\_sledad was not found], sculptor
- [horace\_lamibi was not found], fixer
- [lorem\_zenski was not found], 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 inappropriate in the empire for many reasons, but, like his master *Olem Ratugas* 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 sentience. 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.

### Inner council of the High College of Clockworking

- 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

### Relatives to Zemeckis

- [ionia\_zemeckis was not found], daughter
- [ellen\_zemeckis was not found], wife
- [massic\_antillies was not found], butler

**Balthazar Zemeckis** (†)

**Harvenor Russel** (†)

**Ivan Ipsevicz** (†)

**Kiera Zeneter** (†)

**Mae Lin Breguet** (†)

zaffarelli@gmail.com

## 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

### Skills

Academia	3	Leadership	3	▪ Clockworking	5
Alchemy	1	<b>Linguistics</b>	2	▪ Forbidden Lore	5
<b>Arts</b>	3	▪ Urthish	2	▪ Mech	5
▪ Litterature	1	▪ Urthtech	3	▪ Volt	4
▪ Music	1	<b>Lore</b>	4	<b>Science</b>	3
▪ Sculpture	8	▪ Automats	3	▪ Clockworking	6
Athletics	3	▪ Clockworking	3	▪ Cybernetics	4
Beastcraft	2	▪ Istakhr System	2	Seduction	3
Cybernetics	5	▪ Philosophy	3	Shoot	1
Fight	2	Observe	6	Teaching	4
Focus	3	Persuasion	2	Think Machine	3
Inquiry	2	<b>Redemption</b>	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	Stamina	1	Endurance	30	Stun	6
Resistance	6	Damage	0	Tolerance	6	Humanity	30
Passion	6	Wyrd	6	Speed	2	Run	6

## Skills

Academia	2	Focus	2	Observe	2
Athletics	2	<b>Linguistics</b>	1	Persuasion	2
Fight	2	■ <i>Urthish</i>	1	Teaching	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

## 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	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	3	Presence	8	Awareness	6

### Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	12	Damage	0	Tolerance	8	Humanity	40
Passion	10	Wyrd	11	Speed	2	Run	6

### Skills

Academia	3	▪ <i>Latin</i>	1	▪ <i>Forbidden Lore</i>	1
Athletics	3	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	3
Fight	2	▪ <i>Urthtech</i>	3	▪ <i>Volt</i>	3
Focus	3	Observe	2	Seduction	1
Inquiry	3	Persuasion	2	Teaching	2
Linguistics	3	Redemption	3	Think 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

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Generated with *Dramatis Personae*

Nov. 2, 2021, 10:36 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

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	Stamina	1	Endurance	30	Stun	6
Resistance	6	Damage	0	Tolerance	6	Humanity	30
Passion	6	Wyrd	6	Speed	2	Run	6

## Skills

Academia	2	Focus	2	Observe	2
Athletics	2	<b>Linguistics</b>	1	Persuasion	2
Fight	2	▪ <i>Urthish</i>	1	Teaching	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