

DE AUTOMATUM LEGIS

Introduction

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 has recruited specialists in their domains, and sizing the talent of a person is something he is really good at.

During one of the early missions, they will get involved with major schemes at the scale of the Empire, with the **Benefactus**, the **Assyrian** and **Madoc Preserve**.

Prerolled

To be sure the guys are provided the good people to be hired, 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.

Players

- **Marcus Zemeckis**, nephew of Master Zemeckis
- **Shamij Al Jabra**, specialities provider
- **Marx Whenger**, security et recovery ops
- **Lozem Zenski**, manifest light envoy

Guest NPC

- **Neve Sledad**

PC Storage

Even if there are no guest NPC joining the campaign, every month a new character will be recruited to become a guest NPC.

- **Arsen Floxman**
- **Ashur Templa**
- **Augustus Zeneter**
- **Caius Branna**
- **Dina Ashamid**
- **Ernst Szinkevicz**
- **Farad Dragonscale**
- **Horace Lamibi**
- **Jeb Solustran**
- **Luther Van Crow**
- **Meihan Li Halan**
- **Quaid oj Sallak**
- **Quintus Hoffman**
- **Siliestro Venga**
- **Zatromos Radul Al-Malik**

I - THE SERPENT OF SYRACUSE

Master Balthazar Theodore Zemeckis

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 4982 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.

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

Relatives

- **Ionias Zemeckis**, daughter
- **Ellen Zemeckis**, wife

Servants

- **Massic Antillies***, butler
- **Zolondra Kreshia**, personal physician

1.1 MASTER CLOCKMAKER

The man

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.

100 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

- Cardinal **Aldron Moxlaw**
- Master **Edwig Peyrigmann**

1.1.1 Shadows from the past

Ratugas Legacy

There are some things that are better left unsaid, and only a few people know them. One of the most important is the origin of the Clockworking. Only the inner Council is aware about that.

1.1.2 The Desert

The Afid desert close to Syracuse is a place of mystery. Among the Sihid tribes of this hostile area, there is a legend that says the Afid talks to some of the wisest men. One of those is named **Abru Al-Shadiraz*** and has a very famous suq in the Bazaar.

With one sparkle or through barter (the sihid do not accept outworld currency has he says it corrupts the reading).

ABRU AL-SHADIRAZ (†)

1.2 SAMARKAND AND THE BAZAAR

Samarkand, as a planetary capital, is a huge city.

Garwin Lyondras*

1.2.1 Syracuse & around

1.2.2 Daily Duties

1.2.2 Supports

Benefices

Those are the roles connected to the benefices of the players characters.

Marcus

Zemeckis nephew was once in the merchant navy when he was a student. It is at that time that he served under command of captain **Wilson Nolland**. (Ally 2)

Shamij

- **Kleria Van Dyke** (Ally 1)
- Other Van dyke scavengers, like **Telia Asharid** (Contact 1)

Lorem

Vedel Klugzman and his daughter **Laura Klugzman**

KLERIA VAN DYKE

Female Teutonic of Scavengers from Istakhr Freefolk.

Born in 4997 (25 years old) Height: 179cm / Weight: 64kg

STR:7 CON:4 BOD:6 MOV:4

INT:6 WIL:5 TEM:4 PRE:4

TEC:5 REF:5 AGI:5 AWA:8

REC:11 STA:2 END:50 STU:10 RES:9 DMG:2

TOL:9 HUM:45 PAS:12 WYR:11 SPD:3 RUN:8

Skills: Academia[2], Alchemy[1], Athletics[4], Cybernetics[1], Dodge[2], Driving[2], Fight[7], Focus[2], Gambling[2], Impress[4], Inquiry[3], Interrogation[1], Knavery[3], Leadership[3], Linguistics[3], Lore[1], Melee[2], Observe[3], Persuasion[2], Redemption[1], Remedy[1], Seduction[4], Shadowing[4], Shoot[4], Sneak[3], Streetwise[5], Survival[2], Teaching[2], Driving (Landcraft)[4], Driving (Skycraft Piloting)[2], Linguistics (Saudi)[1], Linguistics (Scavengers' Cant)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[1], Redemption (Mech)[2].

Shortcuts: Fight/Martial Arts (REF + Fight = 12), Notice something (AWA + Observe = 11), Swimming (BOD + Athletics = 10), Fire a ranged weapon (REF + Shoot = 9), Deduce from data (INT + Inquiry = 9), Charm others (PRE + Seduction = 8), Stabilize wounds (INT + Remedy = 7), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 7), Give orders to subsidiaries (PRE + Leadership = 7), Fly an aircraft (REF + Driving (Skycraft Piloting) = 7), Convince someone with bullshit (PRE + Knavery = 7), Avoid being hit (AGI + Dodge = 7), Convince someone with arguments (PRE + Persuasion = 6)

[000476 / kleria_van_dyke]

LAURA KLUGZMAN

Female Teutonic Knight of Royale House Hawkwood from Delphi Nobility.

Born in 4997 (25 years old) Height: 170cm / Weight: 58kg

STR:4 CON:3 BOD:3 MOV:3

INT:8 WIL:6 TEM:4 PRE:8

TEC:4 REF:5 AGI:5 AWA:7

REC:7 STA:1 END:30 STU:6 RES:14 DMG:0

TOL:10 HUM:50 PAS:11 WYR:13 SPD:3 RUN:6

Skills: Academia[5], Athletics[3], Cryptography[2], Dogma[1], Empathy[2], Etiquette[7], Fight[2], Focus[2], Impress[1], Inquiry[2], Knavery[4], Leadership[1], Linguistics[2], Lore[1], Magna Carta[1], Melee[2], Observe[5], Oratory[5], Persuasion[3], Riding[2], Seduction[6], Spycraft[3], Stealth[2], Teaching[2], Think Machine[1], Dogma (Church of the Celestial Sun)[1], Linguistics (Saudi)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[2].

Shortcuts: Charm others (PRE + Seduction = 14), Notice something (AWA + Observe = 12), Convince someone with bullshit (PRE + Knavery = 12), Convince someone with arguments (PRE + Persuasion = 11), Deduce from data (INT + Inquiry = 10), Prepare a legal case (INT + Magna Carta = 9), Give orders to subsidiaries (PRE + Leadership = 9), Keep focused on a task (WIL + Focus = 8), Melee (REF + Melee = 7), Fight/Martial Arts (REF + Fight = 7), Swimming (BOD + Athletics = 6), Discern emotions (AWA + Empathy = 6)

[000475 / laura_klugzman]

TELIA ASHARID

Female Enquist of Scavengers from Istakhr Freefolk.

Born in 4997 (25 years old) Height: 181cm / Weight: 65kg

STR:5 CON:6 BOD:5 MOV:6

INT:3 WIL:5 TEM:5 PRE:3

TEC:3 REF:5 AGI:5 AWA:7

REC:11 STA:2 END:55 STU:11 RES:8 DMG:1

TOL:10 HUM:50 PAS:12 WYR:8 SPD:3 RUN:12

Skills: Academia[2], Acrobatics[1], Athletics[4], Beastcraft[1], Bureaucracy[2], Dodge[3], Fight[2], Focus[2], Forgery[2], Gambling[3], Impress[1], Inquiry[1], Knavery[3], Linguistics[2], Observe[3], Persuasion[2], Redemption[1], Security[2], Shoot[4], Sneak[1], Stealth[5], Streetwise[5], Teaching[2], Linguistics (Scavengers' Cant)[2], Linguistics (Urthish)[2], Redemption (Tinkering)[1].

Shortcuts: Notice something (AWA + Observe = 10), Swimming (BOD + Athletics = 9), Fire a ranged weapon (REF + Shoot = 9), Avoid being hit (AGI + Dodge = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with bullshit (PRE + Knavery = 6), Fill shipment border transit documents (INT + Bureaucracy = 5), Convince someone with arguments (PRE + Persuasion = 5), Deduce from data (INT + Inquiry = 4)

[000479 / telia_asharid]

VEDEL KLUGZMAN

Male Teutonic Knight of Royale House Hawkwood from Delphi Nobility.

Born in 4974 (48 years old) Height: 181cm / Weight: 76kg

STR:6 CON:5 BOD:6 MOV:4

INT:5 WIL:5 TEM:5 PRE:5

TEC:4 REF:7 AGI:6 AWA:5

REC:11 STA:2 END:55 STU:11 RES:10 DMG:1

TOL:10 HUM:50 PAS:10 WYR:12 SPD:4 RUN:8

Skills: Academia[5], Athletics[7], Bureaucracy[2], Dodge[2], Dogma[1], Driving[1], Fight[5], Focus[2], Heavy Weapons[3], Impress[3], Leadership[6], Linguistics[2], Lore[3], Melee[4], Observe[3], Persuasion[2], Remedy[3], Riding[1], Shoot[5], Stealth[1], Stoic Body[2], Stoic Mind[4], Survival[2], Teaching[2], Warfare[6], Dogma (Church of the Celestial Sun)[1], Driving (Hovertank)[1], Linguistics (Imperial Battle Slang)[2], Linguistics (Urthish)[2], Lore (Automats)[1], Lore (Stigmata System)[2], Lore (Symbiots)[2].

Shortcuts: Swimming (BOD + Athletics = 13), Fire a ranged weapon (REF + Shoot = 12), Fight/Martial Arts (REF + Fight = 12), Melee (REF + Melee = 11), Give orders to subsidiaries (PRE + Leadership = 11), Heavy weapon fire (REF + Heavy Weapons = 10), Iron will (WIL + Stoic Mind = 9), Stabilize wounds (INT + Remedy = 8), Notice something (AWA + Observe = 8), Avoid being hit (AGI + Dodge = 8), Keep focused on a task (WIL + Focus = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Convince someone with arguments (PRE + Persuasion = 7)

[000471 / vedel_klugzman]

WILSON NOLLAND

Male Teutonic Captain of Charioteers from Delphi Nobility.

Born in 4975 (47 years old) Height: 177cm / Weight: 73kg

STR:4 CON:5 BOD:5 MOV:4

INT:8 WIL:3 TEM:6 PRE:7

TEC:5 REF:7 AGI:3 AWA:5

REC:9 STA:2 END:50 STU:10 RES:10 DMG:0

TOL:9 HUM:45 PAS:11 WYR:15 SPD:4 RUN:8

Skills: Academia[4], Athletics[4], Bureaucracy[2], Dodge[2], Driving[1], Empathy[1], Etiquette[3], Fight[3], Focus[3], Forgery[1], Gunnery[3], Impress[2], Inquiry[1], Leadership[7], Linguistics[1], Lore[4], Melee[4], Navigation[1], Observe[2], Oratory[2], Persuasion[2], Politics[1], Redemption[1], Remedy[2], Science[2], Search[1], Shoot[5], Survival[2], Teaching[2], Think Machine[2], Warfare[3], Driving (Celestial Sailing)[4], Linguistics (Urthish)[3], Lore (Aylon System)[2], Lore (Jumpweb)[2], Lore (Spacesuit)[2], Lore (Space Warfare)[2], Redemption (Tinkering)[1], Science (Astronomy)[2], Science (Engineering)[1].

Shortcuts: Give orders to subsidiaries (PRE + Leadership = 14), Fire a ranged weapon (REF + Shoot = 12), Melee (REF + Melee = 11), Stabilize wounds (INT + Remedy = 10), Fill shipment border transit documents (INT + Bureaucracy = 10), Fight/Martial Arts (REF + Fight = 10), Swimming (BOD + Athletics = 9), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 9), Deduce from data (INT + Inquiry = 9), Convince someone with arguments (PRE + Persuasion = 9), Notice something (AWA + Observe = 7), Discern emotions (AWA + Empathy = 7), Search a place (AWA + Search = 6), Maintain celestial ship propellers thrust

(TEC + Science (Engineering) = 6), Keep focused on a task (WIL + Focus = 6),
Avoid being hit (AGI + Dodge = 5)

[000486 / wilson_nolland]

1.2.3 Guilders Afterworks

Night Activities

Here is the place to keep in touch with keys representative of the guild in Istakhr, especially younger ones.

The Holo Dance Up Contest

One of the activities en vogue in the guild circles of Samarkand is this mirroring dance contests. You go on a sensor platform that is taking a live holosequence, back to back with another contestant on another platform. Superprinted indications show the move you have to do, and both contestants must synchronize.

The roll to handle this is a contested ~AWA+Performance (Dancing)~ between the participants. Current champion of the discipline is Crafter **Alicia Bregen**, who will enjoy wearing her **cloaking suit**(*) when contesting against a man (+4 to her).

(*) **This special suit is invisible to the sensors. It is setup to remove just the suit, not the wearer of the suit (one can easily guess this might be the first purpose of such a vestment).**

Stone to Flesh shots

A specialty of the house, this special cocktail, also called §Medusa's Gaze **is based on lemon and a special desert snake venom, the White Arshic§**. Not lethal once distilled like this, it has the property to freeze the muscular and nervous system of the drinker for one second ~CON+Athletics/DV 15~, with a fresh burst sensation.

The **White Arshic Extract**, when not used with lemon has the same effects for a duration from one to ten minutes, then putting the subject to sleep for as many hours. It can be lethal on a botched resistance roll (negative score). This extract can be acquired at **Apothecary Ramladan Suq** in the Bazaar for 3 dinars for 1 liter bottle (10 doses poison or 100 cocktails)

Regulars

- **Demetra Darof**, the best volt engineer of the city
- **Jeirak Crastel***, leader of the south quadrant mutasih
- **Ellion Makka***, sihid performer

Security Manager

Ex-Lieutenant **Charlie Groff** (musters) is in charge for the security here. A kind man, he will not hesitate to handle problems with a strong arm. He is strongly backed up by the Mutasih that often come to Darof for maintenance of their appliances. Their commander Crastel can be found here on Saturday nights having drink and diner as well.

ALICIA BREGEN

Medusa Regular

Female Kaanic of Engineers from Criticorum Freefolk.

Born in 4990 (32 years old) Height: 170cm / Weight: 53kg

STR:3 CON:3 BOD:4 MOV:4

INT:8 WIL:4 TEM:4 PRE:8

TEC:8 REF:4 AGI:3 AWA:7

REC:6 STA:1 END:35 STU:7 RES:12 DMG:0

TOL:8 HUM:40 PAS:11 WYR:12 SPD:2 RUN:8

Skills: Academia[3], Acrobatics[1], Arts[2], Athletics[2], Cryptography[1], Disguise[1], Fight[2], Focus[3], Inquiry[3], Linguistics[2], Observe[3], Performance[1], Persuasion[2], Redemption[3], Science[4], Seduction[1], Streetwise[1], Teaching[3], Think Machine[2], Arts (Couture)[3], Arts (Holovid)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Performance (Dancing)[5], Redemption (Forbidden Lore)[3], Redemption (Mech)[3], Redemption (Volt)[3], Science (Engineering)[4], Science (Physics)[2], Science (Quantum Physics)[5], Science (Sensors)[7].

Shortcuts: Maintain celestial ship propellers thrust (TEC + Science (Engineering) = 12), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 11), Deduce from data (INT + Inquiry = 11), Notice something (AWA + Observe = 10), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6), Roll to cover (MOV + Acrobatics = 5)

[000473 / alicia_bregen]

CHARLIE GROFF

Enforcer of the Medusa

Male Mangalore of Musters from De Moley Freefolk.

Born in 4982 (40 years old) Height: 183cm / Weight: 85kg

STR:6 CON:6 BOD:6 MOV:4

INT:3 WIL:5 TEM:4 PRE:4

TEC:6 REF:6 AGI:5 AWA:3

REC:12 STA:2 END:60 STU:12 RES:9 DMG:1

TOL:9 HUM:45 PAS:7 WYR:9 SPD:3 RUN:8

Skills: Academia[2], Athletics[4], Beastcraft[1], Dodge[4], Empathy[2], Etiquette[2], Fight[5], Focus[2], Heavy Weapons[2], Impress[3], Linguistics[1], Melee[4], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Search[4], Seduction[1], Shadowing[1], Shoot[4], Streetwise[2], Survival[1], Teaching[2], Linguistics (Urthish)[2], Redemption (Mech)[2].

Shortcuts: Fight/Martial Arts (REF + Fight = 11), Swimming (BOD + Athletics = 10), Melee (REF + Melee = 10), Fire a ranged weapon (REF + Shoot = 10), Avoid being hit (AGI + Dodge = 9), Heavy weapon fire (REF + Heavy Weapons = 8), Search a place (AWA + Search = 7), Keep focused on a task (WIL + Focus = 7), Discern emotions (AWA + Empathy = 6), Convince someone with arguments (PRE + Persuasion = 6), Stabilize wounds (INT + Remedy = 5), Notice something (AWA + Observe = 5), Charm others (PRE + Seduction = 5)

[000490 / charlie_groff]

DEMETRA DAROF

Master of Volt

Female Teutonic of Engineers from Lemminkainen Freefolk.

Born in 4993 (29 years old) Height: 172cm / Weight: 65kg

STR:4 CON:4 BOD:3 MOV:3

INT:10 WIL:4 TEM:4 PRE:7

TEC:9 REF:4 AGI:3 AWA:7

REC:8 STA:1 END:35 STU:7 RES:11 DMG:0

TOL:8 HUM:40 PAS:11 WYR:14 SPD:2 RUN:6

Skills: Academia[3], Athletics[2], Bureaucracy[4], Fight[2], Focus[3], Inquiry[3], Knavery[1], Leadership[1], Linguistics[2], Lore[1], Magna Carta[2], Observe[5], Persuasion[4], Politics[2], Redemption[4], Science[4], Seduction[2], Shoot[3], Streetwise[2], Teaching[3], Think Machine[4], Trading[2], Linguistics (Urthish)[1], Linguistics (Urthtech)[3], Lore (Robotics)[1], Redemption (Forbidden Lore)[3], Redemption (Mech)[2], Redemption (Tinkering)[2], Redemption (Volt)[5], Science (Cybernetics)[2], Science (Engineering)[6], Science (Quantum Physics)[7], Science (Robotics)[2].

Shortcuts: Maintain celestial ship propellers thrust (TEC + Science (Engineering) = 15), Fill shipment border transit documents (INT + Bureaucracy = 14), Deduce from data (INT + Inquiry = 13), Prepare a legal case (INT + Magna Carta = 12), Notice something (AWA + Observe = 12), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 12), Surgically implant cyber (TEC +

Cybernetics = 11), Convince someone with arguments (PRE + Persuasion = 11), Charm others (PRE + Seduction = 9), Give orders to subsidiaries (PRE + Leadership = 8), Convince someone with bullshit (PRE + Knavery = 8), Keep focused on a task (WIL + Focus = 7), Fire a ranged weapon (REF + Shoot = 7), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)

[000472 / demetra_darof]

ELLION MAKKA (†)

JEIRAK CRASTEL (†)

1.3 FUTURE MISSIONS

Ideas for adventures

This act is a summary of potential adventures that could be made in the context.

Never mess with Stigmata vets

A special client, a Brother Battle veteran looking for cyber improvements comes to pay a visit to the right person, his old friend Zemeckis. He helps when desert Sihid marauders come around Syracuse and try to raid the town and start to siege the Hacienda.

The Missing Cog

Clockworker **Dijhab Carcero*** has sent a message to Master Zemeckis: There's might be a rogue automat on the system Malignatus. He has witnessed the machine violent behaviors and was hurt in his attempt to fix it. He managed to isolate the automat in a draining room of the city sewers and is looking for a solution with all other guildmembers he was able to gather around, but as the rain season is approaching, he asked for expertise to handle the problem before the Decados find out who, or more exactly what has caused ten murders in the city.

Russel Legacy

As Harvenor Russel is getting older, he has seriously considered leaving his position. In 5021 AD he already left the chair of Intendant of the Lodge to Zemeckis, but he feels that he might better fit in the background. Leaving his position of one of the Grand Masters could be done to one of his two apprentices, or he might ask the Inner Council to handle that themselves. Such a position is a really interesting one to many...

Clockmaker Apprentice

Zemeckis wants to formalize things by choosing an official apprentice. He decides to create an event for that, a small tournament for which he will call the inner council and a few key customers that will decide the best creation.

Thieves

New player in town

Inquisitors visit

Happy Birthday Ionia

Delivery on hostile environment

A simple first mission: deliver three automats in Stigmata.

Ellen and the Golden Apple

Secret Sands

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

II - THE TIGER OF ISTAKHR

Synopsis

The men of Zemeckis are on a mission, where they are supposed to deliver an automat to an Al-Malik Noble, **Abdul Mofat al-Malik**. The automat is to be used by Mofat granddaughter, **Sheisinselli Mofat al-Malik***, a thirteen years old girl, and only granddaughter of the Mofat branch. She had, a few months ago an accident that caused her to lose sight. As performing surgery to implant cyberoptic was thought upon, the specialist consulted, Master Zemeckis, discouraged the cyberimplantation at such a young age, before the end of body full growth.

Mission

Deliver an automat to a client. The rendez-vous is in Samarkand Agora (the Istakhr Market). The buyer is Abdul Mofat al-Malik. The end user is the daughter of **Raifa Mofat Al-Malik**.

Bomb

After the transaction, a bomb explodes in the suq, killing a dozen Al-Malik men, injuring around one hundred people. The granddaughter of Abdul Mofat Al-Malik critically injured, in a coma, saved in extremis by the newly acquired automat.

2.1 INTERSTELLAR SCHEMES

The Political Situation

The Emperor does not seem to be ready to make a step to solve the issue with House Gesar. The current status quo might endanger the Empire if the Kurgan manage to recover and act with no further support of the Kaiser.

In the Landstradt, factions spawning...

The Benefactii

This group wants to act against Alexius to bring a new leadership to the Empire.

Valterez Vauxhall Tallahud Members*

2.1.1 Benefactus

The **Benefactus** is a party of the **Terradom**, that report a few but really important figures. It was created recently during an important imperial consultation involving the status of House Gesar.

Goal: Destabilize the Tiger of Istakhr, Abdul Mofat, who's the only one that can handle the negotiation with the Gesar.

How: Hit where it hurts, by provoking his anger with a mortal terrorist attack on his beloved granddaughter.

Who: **Valterez Vauxhall** will organize the way the attacks will be conducted, and organize the Tallahud to do it.

VALTEREZ VAUXHALL

Imperial Corsair

Male Sebacean of Emperor Alexius Primus from Ravenna Freefolk.

Born in 4974 (48 years old) Height: 178cm / Weight: 74kg

STR:5 CON:5 BOD:5 MOV:4

INT:9 WIL:4 TEM:8 PRE:7

TEC:3 REF:5 AGI:3 AWA:9

REC:10 STA:2 END:50 STU:10 RES:11 DMG:1

TOL:12 HUM:60 PAS:17 WYR:14 SPD:3 RUN:8

Skills: Academia[4], Acting[1], Athletics[5], Bribery[2], Bureaucracy[4], Cryptography[2], Demolition[1], Dodge[2], Dogma[1], Driving[1], Empathy[1], Fight[4], Focus[2], Forgery[4], Gambling[1], Gunnery[1], Impress[3], Inquiry[3], Interrogation[1], Knavery[2], Leadership[6], Linguistics[4], Lore[3], Melee[2], Navigation[2], Observe[3], Oratory[1], Persuasion[2], Politics[3], Remedy[1], Search[1], Security[2], Seduction[3], Sensors[2], Shadowing[1], Shoot[3], Sneak[1], Spycraft[2], Streetwise[3], Survival[1], Teaching[2], Think Machine[2], Warfare[4], Dogma (Vuldrok Erdgheist)[1], Driving (Celestial Sailing)[4], Linguistics (Imperial Battle Slang)[2], Linguistics (Scavengers' Cant)[2], Linguistics (Urthish)[2], Linguistics (Vuldrok)[1], Lore (Hargard System)[2], Lore (Jumpweb)[1], Lore (Sathraists)[1].

Shortcuts: Give orders to subsidiaries (PRE + Leadership = 13), Fill shipment border transit documents (INT + Bureaucracy = 13), Notice something (AWA + Observe = 12), Deduce from data (INT + Inquiry = 12), Swimming (BOD + Athletics = 10), Stabilize wounds (INT + Remedy = 10), Search a place (AWA + Search = 10), Charm others (PRE + Seduction = 10), Fight/Martial Arts (REF + Fight = 9), Discern emotions (AWA + Empathy = 9), Convince someone with bullshit (PRE + Knavery = 9), Convince someone with arguments (PRE + Persuasion = 9), Fire a ranged weapon (REF + Shoot = 8), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 7), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 6), Avoid being hit (AGI + Dodge = 5)

[000492 / valterez_vauxhall]

2.1.2 The Assyðian Circle

The Circle

They are opponents of the **Benefactus**. They are led by **Kasmir Razzula***. Their goal is leve the Empire and join House Gesar. Most of the members are technophiles.

As they have no real representation at the **Terradom**, they tend to be only a circle. No one on the Terradom would openly support them. They are based on the Bannockburn system.

Population

The group is currently an undercover movement, with many partisans on the Bannockburn system and on the Systems of the league.

Operations

Their current main objective is to acquire jumpkeys to House Gesar systems. Some of those new keys already exist, ten of them being under Charioteers jurisdiction with surveillance by both Church and Imperial operatives. They might be very hard to acquire. However, three other keys have been release undercover:

- One to the Tallahud fleet in case of special missions, currently held by Vauxhall second in command, commander **Lin Bartowski**.
- One to the Imperial Amber Legion of Bannockburn
- One to the diplomatic corp led by Abdul Mofat al-Malik and **Christian Longsdale Hawkwood** (the last one has the key).

CHRISTIAN LONGSDALE HAWKWOOD

A High Ranked Hawkwood officer

Male Teutonic Duke of Royale House Hawkwood from Ravenna Nobility.

Born in 4966 (56 years old) Height: 173cm / Weight:70kg

STR:4 CON:4 BOD:4 MOV:3

INT:9 WIL:4 TEM:5 PRE:8

TEC:3 REF:7 AGI:3 AWA:6

REC:8 STA:1 END:40 STU:8 RES:12 DMG:0

TOL:9 HUM:45 PAS:11 WYR:16 SPD:4 RUN:6

Skills: Academia[3], Acting[1], Athletics[2], Driving[1], Empathy[2], Etiquette[5], Fight[2], Focus[3], Gambling[1], Gunnery[2], Impress[2], Knavery[1], Leadership[5], Linguistics[1], Melee[3], Observe[4], Oratory[1], Persuasion[2], Remedy[2], Seduction[2], Shoot[4], Teaching[2], Think Machine[3], Trading[1], Warfare[1], Driving (Celestial Sailing)[2], Linguistics (Urthish)[3].

Shortcuts: Give orders to subsidiaries (PRE + Leadership = 13), Stabilize wounds (INT + Remedy = 11), Fire a ranged weapon (REF + Shoot = 11), Notice something (AWA + Observe = 10), Melee (REF + Melee = 10), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 10), Fight/Martial Arts (REF + Fight = 9), Convince someone with bullshit (PRE + Knavery = 9), Keep focused on a task (WIL + Focus = 7), Discern emotions (AWA + Empathy = 7), Swimming (BOD + Athletics = 6), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 5)

[000509 / christian_longsdale_hawkwood]

KASMIR RAZZULA (†)

LIN BARTOWSKI

Tallahud officer

Female Kaanic Commander of Emperor Alexius Primus from Kish Freefolk.

Born in 4985 (37 years old) Height: 176cm / Weight:56kg

STR:5 CON:4 BOD:5 MOV:5

INT:3 WIL:5 TEM:6 PRE:4

TEC:6 REF:7 AGI:3 AWA:4

REC:9 STA:2 END:45 STU:9 RES:9 DMG:1

TOL:11 HUM:55 PAS:11 WYR:10 SPD:4 RUN:10

Skills: Academia[2], Acrobatics[2], Athletics[6], Beastcraft[1], Bureaucracy[2], Dodge[2], Fight[4], Focus[2], Gunnery[3], Impress[1], Leadership[2], Linguistics[2], Lore[1], Melee[2], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Security[1], Sensors[1], Shoot[5], Streetwise[1], Teaching[2], Think Machine[1], Warfare[2], Linguistics (Latin)[1], Linguistics (Urthish)[2], Lore (Jumpweb)[1], Redemption (Mech)[1].

Shortcuts: Fire a ranged weapon (REF + Shoot = 12), Swimming (BOD + Athletics = 11), Fight/Martial Arts (REF + Fight = 11), Melee (REF + Melee = 9), Roll to cover (MOV + Acrobatics = 7), Notice something (AWA + Observe = 7), Keep focused on a task (WIL + Focus = 7), Give orders to subsidiaries (PRE + Leadership = 6), Convince someone with arguments (PRE + Persuasion = 6), Stabilize wounds (INT + Remedy = 5), Fill shipment border transit documents (INT + Bureaucracy = 5), Avoid being hit (AGI + Dodge = 5)

[000510 / lin_bartowski]

2.1.3 Madoc Preserve

The Urth Elite

The Invisible Path plan to make his new High Quarters on the planet Madoc. The project is handled by one of the most trusted agent of the Coven, **Gareth Süskin**.

The objectives are quite simple: reach the depth of Madoc where there still are ur gargoyles, install a settlement here, which is possible according to the technical readings of a base at this depth, and close the place officially as a nature preserve zone, has asked by the Oro'ym.

To do so, inspecting such a depth where even oro'ym can go, the only solution seems to be with automats. And about clockworking, Master

Zemeckis seems to be the best.

GARETH SÜSKIN

Male Urthish of House Juandaastas from Midian Freefolk.

Born in 4988 (34 years old) Height: 169cm / Weight:60kg

STR:3 CON:3 BOD:3 MOV:3

INT:8 WIL:5 TEM:6 PRE:9

TEC:4 REF:3 AGI:3 AWA:8

REC:6 STA:1 END:30 STU:6 RES:14 DMG:0

TOL:11 HUM:55 PAS:14 WYR:11 SPD:2 RUN:6

Skills: Academia[4], Athletics[3], Bureaucracy[1], Cryptography[2], Cybernetics[1], Empathy[2], Etiquette[2], Fight[2], Focus[3], Forgery[3], Impress[1], Inquiry[3], Interrogation[2], Knavery[1], Linguistics[2], Lore[1], Magna Carta[2], Observe[4], Occult Arts[3], Oratory[4], Persuasion[2], Redemption[1], Seduction[3], Shoot[1], Spycraft[4], Stoic Body[1], Stoic Mind[2], Teaching[2], Think Machine[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Madoc System)[2], Redemption (Volt)[6].

Occult powers:

Type: Psi, **Path:** Vis Craft, **Level/Darkside:** 6 / 0

Stigma: Static shock for a few minutes

Rituals: Vis Eye (1) [AWA+Focus=11], Vis Drain (2) [WIL+Redemption (Volt)=11], Vis Flow (3) [WIL+Redemption (Volt)=11], Vis Shock (4) [REF+Fight=5], Vis Shield (5) [BOD+Stoic Body=4], Vis Bolt (6) [REF+Shoot=4].

Shortcuts: Notice something (AWA + Observe = 12), Charm others (PRE + Seduction = 12), Deduce from data (INT + Inquiry = 11), Convince someone with arguments (PRE + Persuasion = 11), Prepare a legal case (INT + Magna Carta = 10), Convince someone with bullshit (PRE + Knavery = 10), Fill shipment border transit documents (INT + Bureaucracy = 9), Keep focused on a task (WIL + Focus = 8), Discern emotions (AWA + Empathy = 8), Iron will (WIL + Stoic Mind = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5), Fire a ranged weapon (REF + Shoot = 4)

[000489 / gareth_suskin]

2.2 NOVA STRESSOS SOIRÉE DU SEIZE

The 16th special

Every 16th of the month, the Decados noble Nova Stresso hold a special soirée in her mansion where the Elite in invited to exchange about political matters, object or people of note.

The Hostess

- **Karlinova Streßhäüs** is the host, having a solid reputation being a real hedonist. She is gallant and vain, as most might expect. She seems to bear interest to every single guest who's attending to the Soirée, but she really has her targets according to what she has in mind. She seems that vain, she is not.

- **Alfonso Gradinier** is an Haute Couture famous weirdo. Really talented, he is totally unbearable among people. In rare occasion he might seem more pleasant person when he is taken alone on a conversation with someone who really shows interest on him or his work. He might even show some interest to his interlocutor.

- **Katarina Szdreiov** is the mysterious assistant of Nova Stressos, recently in her service. Quite silent, she seems only to be there because of her looks, her stunning teutonic woman. This agent of the Hawkwoods has of course her own agendas against the Assyrian circle.

- **Orlem Gradski** is Nova Stressos aide de camp. Silent. Efficient.

Cleaning Party

If some problems might appear during the party, Nova Stressos had agreed with a special contract with the Arik Al Tassoar scriver cartel:

they will clean up everything to avoid issues with the Mutasih. About 12 **Arik-al-tassoar Thugs** of the Cartel are roaming in the neighborhood, waiting for any need for intervention.

2.2.1 Bizarre Bazaar Nights

Avant-Garde

The soirée, that is supposed to be a recurring event held every 16th of the month is a meeting for the elite to discuss luxury goods, special items and about all the wonders of the Empire that can be found in the Bazaar. Of course, none of most of the people here never set foot in a suq, but they are reach enough to have servants to do their shopping for them.

Here, when transactions are done, it's usually on a £10K basis, whether it is about rare whyskies, Haute Couture Fashion, Automats, Starships or Cyber implants.

Major Attendants

- Lord **Clinton Austruy**: Hawkwood aging playboy, and his entourage of bodyguards and models (3+5 escorts).
- **Erian Li Halan**: A Li Halan lady a bit lost in the soirée. She came here to satisfy a family needs to dive into the elite and get some support on a system on which they are not that much present, no escort except for a friend, the ukar **Sanjuk oj Kaval**.
- Don **Antonio Ragos**: An outcast from House Hazat, heavily cybernetized + 3 escorts
- Bishop **Tamun Naralian**: A church representative that apparently came has a watch to how the things are held. After a few drinks, it becomes obvious his watching is more on the almost naked ladies. Might be caught with one or two girls late at night. He's here with two escorts, Sergeant **Emma Vanderen** and private **Clio Longsdale** (hardened muster women under Church contract that have no other choice than let him do his things). They tend to keep some distance.
- Sir **Edwig Torenson***: Rare brand whyskies specialist, +2 escorts.
- **Neiad Shafeer al-Malik**: Called the Princess of the desert, this low rank al-Malik maid is a master in the Sihid desert belly dances. + 4 escorts
- **Emmett Van Gelder** & **Portia Justinian**: An odd couple, clearly paramours

Lesser Attendants

- A few charioteers are here, selling or buying deverse things.
- Major **Solomon Cuirias**, a renowned master at arms.

Events of the Night

Assysian transactions

Madoc Preserve issues

Bully bullied

Where Sir Ragos de Hazat meets his match in the person of Emmett Van Gelder.

ANTONIO RAGOS

A heavily cybernetized knight

Male Castilian Knight of Royale House Hazat from Aragon Nobility.

Born in 4989 (33 years old) Height: 150cm / Weight:50kg

STR:5 CON:6 BOD:5 MOV:5

INT:4 WIL:6 TEM:4 PRE:3

TEC:4 REF:7 AGI:5 AWA:6

REC:11 STA:2 END:55 STU:11 RES:9 DMG:1

TOL:10 HUM:50 PAS:10 WYR:11 SPD:4 RUN:10

Skills: Academia[3], Acrobatics[2], Athletics[5], Cybernetics[3], Dodge[3], Empathy[2], Etiquette[2], Fight[3], Focus[2], Impress[3], Leadership[1], Linguistics[1], Melee[5], Observe[4], Persuasion[2], Politics[3], Remedy[3], Shoot[4], Stoic Body[1], Stoic Mind[3], Survival[1], Teaching[2], Warfare[1], Linguistics (Urthish)[2].

Shortcuts: Melee (REF + Melee = 12), Fire a ranged weapon (REF + Shoot = 11), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Fight/Martial Arts (REF + Fight = 10), Iron will (WIL + Stoic Mind = 9), Keep focused on a task (WIL + Focus = 8), Avoid being hit (AGI + Dodge = 8), Stabilize wounds (INT + Remedy = 7), Roll to cover (MOV + Acrobatics = 7), Discern emotions (AWA + Empathy = 6), Convince someone with arguments (PRE + Persuasion = 5), Give orders to subsidiaries (PRE + Leadership = 4)

[000498 / antonio_ragos]

CLINTON AUSTRUY

Aging Playboy

Male Urthish Baron of Royale House Hawkwood from Byzantium

Secundus Nobility.

Born in 4955 (67 years old) Height: 182cm / Weight:77kg

STR:5 CON:6 BOD:6 MOV:5

INT:5 WIL:7 TEM:4 PRE:6

TEC:3 REF:4 AGI:4 AWA:7

REC:11 STA:2 END:60 STU:12 RES:13 DMG:1

TOL:11 HUM:55 PAS:11 WYR:9 SPD:2 RUN:10

Skills: Academia[2], Alchemy[2], Arts[2], Athletics[2], Beastcraft[1], Bribery[5], Bureaucracy[3], Disguise[1], Dodge[1], Driving[1], Empathy[1], Etiquette[5], Fight[2], Focus[3], Forgery[5], Gambling[4], Impress[1], Knavery[5], Leadership[2], Linguistics[1], Lore[5], Magna Carta[2], Melee[1], Observe[2], Oratory[2], Persuasion[3], Politics[2], Redemption[1], Security[1], Seduction[5], Shadowing[1], Sneak[2], Streetwise[3], Teaching[2], Arts (Couture)[1], Arts (Poetry)[1], Driving (Landcraft)[1], Linguistics (Urthish)[2], Lore (Byzantium Secundus System)[2], Lore (Delphi System)[2], Lore (Gwynneth System)[2], Lore (Istakhr System)[2], Lore (Lemminkainen System)[2], Redemption (Mech)[1].

Shortcuts: Convince someone with bullshit (PRE + Knavery = 11), Charm others (PRE + Seduction = 11), Keep focused on a task (WIL + Focus = 10), Notice something (AWA + Observe = 9), Convince someone with arguments (PRE + Persuasion = 9), Swimming (BOD + Athletics = 8), Give orders to subsidiaries (PRE + Leadership = 8), Fill shipment border transit documents (INT + Bureaucracy = 8), Prepare a legal case (INT + Magna Carta = 7), Fight/Martial Arts (REF + Fight = 6), Melee (REF + Melee = 5), Discern emotions (AWA + Empathy = 5), Avoid being hit (AGI + Dodge = 5)

[000495 / clinton_austruy]

CLIO LONGSDALE

Escort for Bishop Naralian

Female Romanovish Private of Musters from Rampart Freefolk.

Born in 4995 (27 years old) Height: 178cm / Weight:70kg

STR:6 CON:4 BOD:6 MOV:3

INT:5 WIL:5 TEM:4 PRE:5

TEC:6 REF:6 AGI:5 AWA:5

REC:10 STA:2 END:50 STU:10 RES:10 DMG:1

TOL:9 HUM:45 PAS:9 WYR:11 SPD:3 RUN:6

Skills: Academia[2], Athletics[3], Dodge[1], Empathy[1], Etiquette[2], Fight[7], Focus[3], Impress[2], Inquiry[2], Linguistics[1], Lore[2], Melee[3], Observe[4], Persuasion[2], Redemption[1], Remedy[3], Search[1], Security[4], Seduction[2], Shadowing[3], Shoot[4], Streetwise[3], Surveillance[3], Survival[1], Teaching[2], Linguistics (Urthish)[1], Lore (Istakhr System)[1], Lore (Rampart System)[2], Redemption (Mech)[2].

Shortcuts: Fight/Martial Arts (REF + Fight = 13), Fire a ranged weapon (REF + Shoot = 10), Swimming (BOD + Athletics = 9), Notice something (AWA + Observe = 9), Melee (REF + Melee = 9), Stabilize wounds (INT + Remedy = 8), Keep focused on a task (WIL + Focus = 8), Deduce from data (INT + Inquiry = 7), Convince someone with arguments (PRE + Persuasion = 7), Charm others

(PRE + Seduction = 7), Search a place (AWA + Search = 6), Avoid being hit (AGI + Dodge = 6), Discern emotions (AWA + Empathy = 5)

[000501 / clio_jongsdale]

EDWIG TORENSON (†)

EMMA VANDEREN

Escort for Bishop Naralian

Female Teutonic Sergeant of Musters from Bannockburn Freefolk.

Born in 4988 (34 years old) Height: 182cm / Weight: 86kg

STR:5 CON:6 BOD:6 MOV:3

INT:5 WIL:6 TEM:3 PRE:4

TEC:6 REF:6 AGI:6 AWA:5

REC:11 STA:2 END:60 STU:12 RES:10 DMG:1

TOL:9 HUM:45 PAS:8 WYR:11 SPD:3 RUN:6

Skills: Academia[3], Acrobatics[1], Alchemy[1], Athletics[3], Bureaucracy[2], Cryptography[1], Cybernetics[2], Dodge[3], Fight[5], Focus[2], Forgery[2], Impress[4], Inquiry[1], Linguistics[1], Lore[2], Melee[2], Observe[5], Persuasion[2], Redemption[1], Remedy[4], Search[1], Security[5], Seduction[3], Shadowing[1], Shoot[4], Streetwise[3], Surveillance[5], Survival[1], Teaching[2], Think Machine[3], Linguistics (Urthish)[2], Lore (Bannockburn System)[1], Lore (Istakhr System)[1], Redemption (Mech)[2].

Shortcuts: Fight/Martial Arts (REF + Fight = 11), Notice something (AWA + Observe = 10), Fire a ranged weapon (REF + Shoot = 10), Swimming (BOD + Athletics = 9), Stabilize wounds (INT + Remedy = 9), Avoid being hit (AGI + Dodge = 9), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 8), Fill shipment border transit documents (INT + Bureaucracy = 7), Charm others (PRE + Seduction = 7), Search a place (AWA + Search = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Roll to cover (MOV + Acrobatics = 4)

[000500 / emma_vanderen]

EMMETT VAN GELDER

A festive guest

Male Teutonic Knight of House Van Gelder from Cadiz Nobility.

Born in 4988 (34 years old) Height: 178cm / Weight: 73kg

STR:6 CON:5 BOD:4 MOV:4

INT:4 WIL:5 TEM:6 PRE:4

TEC:3 REF:8 AGI:7 AWA:5

REC:11 STA:1 END:45 STU:9 RES:9 DMG:1

TOL:11 HUM:55 PAS:11 WYR:12 SPD:4 RUN:8

Skills: Academia[3], Acrobatics[3], Alchemy[2], Athletics[5], Bribery[1], Disguise[4], Dodge[7], Empathy[3], Etiquette[3], Fight[2], Focus[2], Forgery[2], Impress[3], Knavery[4], Linguistics[1], Melee[10], Observe[4], Persuasion[3], Remedy[2], Security[2], Shadowing[2], Sneak[3], Stoic Mind[3], Streetwise[1], Teaching[2], Linguistics (Urthish)[2].

Shortcuts: Melee (REF + Melee = 18), Avoid being hit (AGI + Dodge = 14), Fight/Martial Arts (REF + Fight = 10), Swimming (BOD + Athletics = 9), Notice something (AWA + Observe = 9), Discern emotions (AWA + Empathy = 9), Iron will (WIL + Stoic Mind = 8), Convince someone with bullshit (PRE + Knavery = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Convince someone with arguments (PRE + Persuasion = 7), Stabilize wounds (INT + Remedy = 6)

[000502 / emmett_van_gelder]

ERIAN LI HALAN

A wise lady

Female Kaanic Baronness of Royale House Li Halan from Midian Nobility.

Born in 4974 (0 years old) Height: 172cm / Weight: 66kg

STR:3 CON:4 BOD:4 MOV:3

INT:8 WIL:7 TEM:7 PRE:8

TEC:4 REF:4 AGI:3 AWA:7

REC:7 STA:1 END:40 STU:8 RES:15 DMG:0

TOL:14 HUM:70 PAS:14 WYR:12 SPD:2 RUN:6

Skills: Academia[2], Athletics[4], Bureaucracy[2], Dodge[1], Dogma[3],

Empathy[3], Etiquette[8], Fight[3], Focus[3], Inquiry[1], Knavery[4], Leadership[2], Linguistics[3], Lore[4], Melee[2], Observe[5], Occult Arts[1], Oratory[5], Persuasion[3], Remedy[1], Seduction[6], Shoot[3], Stealth[2], Stoic Mind[1], Teaching[2], Think Machine[1], Warfare[2], Xenology[1], Dogma (Church of the Celestial Sun)[2], Dogma (Omega Gospels)[1], Dogma (Stellar Apocryphon)[1], Linguistics (Latin)[2], Linguistics (Urthish)[2], Linguistics (Xin)[1], Lore (Gargoyles)[3], Lore (Jumpweb)[2], Lore (Midian System)[2], Lore (Rampart System)[2], Xenology (Ur Ukar)[1].

Shortcuts: Charm others (PRE + Seduction = 14), Notice something (AWA + Observe = 12), Convince someone with bullshit (PRE + Knavery = 12), Convince someone with arguments (PRE + Persuasion = 11), Keep focused on a task (WIL + Focus = 10), Give orders to subsidiaries (PRE + Leadership = 10), Fill shipment border transit documents (INT + Bureaucracy = 10), Discern emotions (AWA + Empathy = 10), Stabilize wounds (INT + Remedy = 9), Deduce from data (INT + Inquiry = 9), Swimming (BOD + Athletics = 8), Iron will (WIL + Stoic Mind = 8), Fire a ranged weapon (REF + Shoot = 7), Fight/Martial Arts (REF + Fight = 7), Melee (REF + Melee = 6), Avoid being hit (AGI + Dodge = 4)

[000496 / erian_li_halan]

NEIAD SHAFEEER AL-MALIK

Prima Ballerina

Female Sebacean of Le Masque from Byzantium Secundus Freefolk.

Born in 4989 (33 years old) Height: 168cm / Weight: 50kg

STR:7 CON:7 BOD:7 MOV:6

INT:5 WIL:7 TEM:7 PRE:3

TEC:5 REF:6 AGI:8 AWA:10

REC:14 STA:3 END:70 STU:14 RES:10 DMG:2

TOL:14 HUM:70 PAS:17 WYR:11 SPD:3 RUN:12

Skills: Academia[4], Acrobatics[8], Athletics[5], Bureaucracy[1], Cryptography[2], Disguise[1], Dodge[5], Empathy[3], Fight[2], Focus[2], Forgery[2], Gambling[1], Impress[2], Inquiry[4], Knavery[2], Linguistics[1], Melee[2], Observe[6], Performance[1], Persuasion[3], Redemption[1], Remedy[1], Search[1], Security[1], Seduction[2], Shadowing[1], Shoot[2], Sneak[4], Spycraft[3], Stealth[6], Streetwise[5], Teaching[2], Think Machine[2], Trading[1], Linguistics (Urthish)[2], Performance (Dancing)[3], Redemption (Tinkering)[1].

Shortcuts: Notice something (AWA + Observe = 16), Roll to cover (MOV + Acrobatics = 14), Avoid being hit (AGI + Dodge = 13), Swimming (BOD + Athletics = 12), Search a place (AWA + Search = 11), Discern emotions (AWA + Empathy = 10), Keep focused on a task (WIL + Focus = 9), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 6), Fill shipment border transit documents (INT + Bureaucracy = 6), Convince someone with arguments (PRE + Persuasion = 6), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

[000504 / neiad_shafeer_almalik]

PORTIA JUSTINIAN

Female Teutonic Knight of House Justinian from Paradize Freefolk.

Born in 4989 (33 years old) Height: 171cm / Weight: 47kg

STR:4 CON:4 BOD:4 MOV:6

INT:7 WIL:7 TEM:6 PRE:6

TEC:3 REF:5 AGI:3 AWA:6

REC:8 STA:1 END:40 STU:8 RES:13 DMG:0

TOL:13 HUM:65 PAS:12 WYR:12 SPD:3 RUN:12

Skills: Academia[6], Arts[3], Athletics[8], Dodge[4], Dogma[1], Empathy[2], Etiquette[9], Fight[2], Focus[2], Gambling[1], Knavery[2], Leadership[1], Linguistics[1], Lore[1], Melee[4], Observe[7], Oratory[4], Persuasion[3], Politics[2], Riding[3], Search[4], Seduction[3], Shoot[1], Stealth[1], Teaching[2], Think Machine[1], Arts (Litterature)[2], Arts (Poetry)[4], Arts (Rhetoric)[3], Dogma (Church of the Celestial Sun)[1], Linguistics (Urthish)[3], Lore (Paradize System)[2].

Shortcuts: Notice something (AWA + Observe = 13), Swimming (BOD + Athletics = 12), Search a place (AWA + Search = 10), Melee (REF + Melee = 9), Keep focused on a task (WIL + Focus = 9), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Discern emotions

(AWA + Empathy = 8), Convince someone with bullshit (PRE + Knavery = 8), Give orders to subsidiaries (PRE + Leadership = 7), Fight/Martial Arts (REF + Fight = 7), Avoid being hit (AGI + Dodge = 7), Fire a ranged weapon (REF + Shoot = 6)

[000503 / portia_justinian]

SANJUK OJ KAVAL

Female Ur Ukar of Scravers from Kordeth Freefolk.

Born in 4974 (48 years old) Height: 175cm / Weight: 50kg

STR:6 CON:6 BOD:6 MOV:3

INT:4 WIL:7 TEM:4 PRE:3

TEC:6 REF:7 AGI:6 AWA:6

REC:12 STA:2 END:60 STU:12 RES:10 DMG:1

TOL:11 HUM:55 PAS:10 WYR:11 SPD:4 RUN:6

Skills: Alchemy[2], Athletics[3], Dodge[4], Empathy[2], Fight[9], Focus[2], Impress[4], Interrogation[1], Knavery[2], Linguistics[2], Lore[2], Melee[4], Observe[5], Occult Arts[2], Redemption[1], Remedy[1], Shadowing[2], Shoot[4], Stealth[3], Streetwise[2], Survival[2], Teaching[2], Linguistics (Ba'amon carvings)[1], Linguistics (Ukari)[1], Lore (Kordeth System)[2], Lore (Midian System)[1], Redemption (Mech)[1].

Occult powers:

Type: Psi, **Path:** Sixth Sense, **Level/Darkside:** 5 / 1

Stigma: Dimming light

Rituals: Sensitivity (1) [AWA+Observe=11], Darksense (2) [INT+Observe=9], Subtle Sight (3) [PRE+Observe=8], Premonition (4) [PRE+Observe=8].

Shortcuts: Fight/Martial Arts (REF + Fight = 16), Notice something (AWA + Observe = 11), Melee (REF + Melee = 11), Fire a ranged weapon (REF + Shoot = 11), Avoid being hit (AGI + Dodge = 10), Swimming (BOD + Athletics = 9), Keep focused on a task (WIL + Focus = 9), Discern emotions (AWA + Empathy = 6), Stabilize wounds (INT + Remedy = 5), Convince someone with bullshit (PRE + Knavery = 5)

[000511 / sanjuk_oj_kaval]

SOLOMON CUIRIAS

Man At Arms

Male Castellan Major of Musters from Criticorum Freefolk.

Born in 4970 (52 years old) Height: 181cm / Weight: 76kg

STR:6 CON:5 BOD:6 MOV:4

INT:4 WIL:6 TEM:4 PRE:5

TEC:6 REF:7 AGI:5 AWA:5

REC:11 STA:2 END:55 STU:11 RES:11 DMG:1

TOL:10 HUM:50 PAS:9 WYR:11 SPD:4 RUN:8

Skills: Academia[2], Acrobatics[1], Athletics[4], Bureaucracy[2], Cryptography[1], Cybernetics[1], Dodge[2], Fight[5], Focus[2], Forgery[2], Impress[2], Inquiry[1], Interrogation[1], Knavery[2], Leadership[1], Linguistics[1], Magna Carta[1], Melee[5], Observe[5], Persuasion[2], Redemption[1], Remedy[2], Search[1], Security[3], Seduction[1], Shadowing[1], Shoot[6], Streetwise[3], Survival[1], Teaching[2], Think Machine[3], Linguistics (Urthish)[2], Redemption (Mech)[2].

Shortcuts: Fire a ranged weapon (REF + Shoot = 13), Melee (REF + Melee = 12), Fight/Martial Arts (REF + Fight = 12), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Keep focused on a task (WIL + Focus = 8), Convince someone with bullshit (PRE + Knavery = 7), Convince someone with arguments (PRE + Persuasion = 7), Avoid being hit (AGI + Dodge = 7), Stabilize wounds (INT + Remedy = 6), Search a place (AWA + Search = 6), Give orders to subsidiaries (PRE + Leadership = 6), Fill shipment border transit documents (INT + Bureaucracy = 6), Charm others (PRE + Seduction = 6), Roll to cover (MOV + Acrobatics = 5), Prepare a legal case (INT + Magna Carta = 5), Deduce from data (INT + Inquiry = 5)

[000505 / solomon_cuirias]

TAMUN NARALIAN

Perv in church robes

Male Castellan Deacon of Orthodox Church from Holy Terra Church.

Born in 4964 (58 years old) Height: 169cm / Weight: 60kg

STR:3 CON:5 BOD:3 MOV:3

INT:8 WIL:6 TEM:7 PRE:8

TEC:3 REF:3 AGI:3 AWA:6

REC:8 STA:1 END:40 STU:8 RES:14 DMG:0

TOL:13 HUM:65 PAS:13 WYR:11 SPD:2 RUN:6

Skills: Academia[3], Arts[1], Athletics[2], Dogma[1], Empathy[3], Etiquette[3], Fight[2], Focus[4], Impress[2], Inquiry[2], Linguistics[2], Lore[2], Observe[4], Oratory[5], Persuasion[3], Seduction[4], Streetwise[1], Surgery[2], Teaching[2], Arts (Couture)[1], Dogma (Church of the Celestial Sun)[2], Linguistics (Latin)[4], Linguistics (Urthish)[3], Lore (Holy Terra System)[2], Lore (Istakhr System)[2].

Shortcuts: Charm others (PRE + Seduction = 12), Convince someone with arguments (PRE + Persuasion = 11), Notice something (AWA + Observe = 10), Keep focused on a task (WIL + Focus = 10), Discern emotions (AWA + Empathy = 10), Deduce from data (INT + Inquiry = 10), Apply surgery on wounded (INT + Surgery = 10), Swimming (BOD + Athletics = 5), Fight/Martial Arts (REF + Fight = 5)

[000499 / tamun_naralian]

2.2.2 Assyðian transactions

Special Contact

Among the VIP of the soirée stands the real contact of Karlinova, the Charioteer **Drunn Paarlkretzzer***, jumpkeys smugler extraordinaire.

Big map of Samarkand

DRUNN PAARLKRETZZER (†)

2.2.3 Madoc Customers

Madoc Customers

There are two strangers from House Juandastaas attending to Nova Stressos soirée. They came here knowing there might be Zemeckis agent, so they would be able to talk business with them: They need to know if automats would be able to reach the depths of the seas to help Oro'yms recover valuables.

Fritz Faroë* is a Knight, and **Gareth Süskin** is his advisor.

FRITZ FAROË (†)

GARETH SÜSKIN

Male Urthish of House Juandaastas from Midian Freefolk.

Born in 4988 (34 years old) Height: 169cm / Weight: 60kg

STR:3 CON:3 BOD:3 MOV:3

INT:8 WIL:5 TEM:6 PRE:9

TEC:4 REF:3 AGI:3 AWA:8

REC:6 STA:1 END:30 STU:6 RES:14 DMG:0

TOL:11 HUM:55 PAS:14 WYR:11 SPD:2 RUN:6

Skills: Academia[4], Athletics[3], Bureaucracy[1], Cryptography[2], Cybernetics[1], Empathy[2], Etiquette[2], Fight[2], Focus[3], Forgery[3], Impress[1], Inquiry[3], Interrogation[2], Knavery[1], Linguistics[2], Lore[1], Magna Carta[2], Observe[4], Occult Arts[3], Oratory[4], Persuasion[2], Redemption[1], Seduction[3], Shoot[1], Spycraft[4], Stoic Body[1], Stoic Mind[2], Teaching[2], Think Machine[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Madoc System)[2], Redemption (Volt)[6].

Occult powers:

Type: Psi, **Path:** Vis Craft, **Level/Darkside:** 6 / 0

Stigma: Static shock for a few minutes

Rituals: Vis Eye (1) [AWA+Focus=11], Vis Drain (2) [WIL+Redemption (Volt)=11], Vis Flow (3) [WIL+Redemption (Volt)=11], Vis Shock (4) [REF+Fight=5], Vis Shield (5) [BOD+Stoic Body=4], Vis Bolt (6) [REF+Shoot=4].

Shortcuts: Notice something (AWA + Observe = 12), Charm others (PRE + Seduction = 12), Deduce from data (INT + Inquiry = 11), Convince someone with arguments (PRE + Persuasion = 11), Prepare a legal case (INT + Magna Carta = 10), Convince someone with bullshit (PRE + Knavery = 10), Fill shipment border transit documents (INT + Bureaucracy = 9), Keep focused on a task (WIL + Focus = 8), Discern emotions (AWA + Empathy = 8), Iron will (WIL + Stoic Mind = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5), Fire a ranged weapon (REF + Shoot = 4)

[000489 / gareth_suskin]

2.3 THE RUBY OF ISTAKHR

The Product

It's a Gen II automat that is supposed to be delivered, a special issue innuendo designed for *Sheirinselli* in three months, specially handcrafted by master Zemeckis.

Taming

The taming requires a Science (Clockworking) at DV 15. A roll is done every 5 minutes. The success margins are summed up, and once 20 is reached the taming is done. The tamer and the owner must be there for the whole duration of the session.

Transportation

The transportation will be done by four agents: a clockworker, a security agent, a spiritual agent and a driver. A McGerren 44 has been prepared for this delivery, already loaded with the deliverable.

Discoveries

It's in fact a Gen III machine, a thing that the tamer can realize during the taming, which is much more easy than expected. The taming requires of course the presence of the person for which the automat is supposed to be, and all attending to the taming, the tamer included must wear a special fabric mask.

2.3.1 The Automat

2.3.2 When things go wrong

Security Measures

The arrival of the coffin containing the product is supposed to be done from the back door of the suq. It is handled on the Mofat side by the chief of security, **Zahuras Mofat Al-Malik**. He has about twenty **Saharansafar Troopers** to be sure everything goes well.

The best customer ever

Noble down

The bomb is actually in the Physicians chest

Pale faces outworlders

The track of the Tallahud.

SAHARANSAFAR TROOPERS

Al-Malik Shock Troopers - NAMELESS NPCs

Enquist Legionnaire of Royale House Al-Malik from Istakhr Freefolk.

PHY:4 MEN:4 COM:4

REC:8 STA:1 END:40 STU:8 RES:8 DMG:0

TOL:7 HUM:35 PAS:7 WYR:9 SPD:3 RUN:8

Shortcuts: Swimming (BOD + Athletics = 9), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Notice something (AWA + Observe = 7), Heavy weapon fire (REF + Heavy Weapons = 7), Keep focused on a task (WIL + Focus = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Avoid being hit (AGI + Dodge = 6), Search a place (AWA + Search = 5), Give orders to subsidiaries (PRE + Leadership = 5), Discern emotions (AWA + Empathy = 5)

[000493 / saharansafar_troopers]

ZAHURAS MOFAT AL-MALIK

Abdul Security Officer

Male Enquist Knight of Royale House Al-Malik from Istakhr Nobility.

Born in 4976 (46 years old) Height: 181cm / Weight:77kg

STR:5 CON:5 BOD:7 MOV:4

INT:5 WIL:5 TEM:5 PRE:5

TEC:4 REF:8 AGI:4 AWA:5

REC:10 STA:3 END:60 STU:12 RES:10 DMG:1

TOL:10 HUM:50 PAS:10 WYR:13 SPD:4 RUN:8

Skills: Academia[2], Athletics[6], Bureaucracy[2], Cryptography[2], Demolition[2], Dodge[2], Driving[3], Empathy[1], Etiquette[1], Fight[5], Focus[2], Gunnery[2], Impress[2], Inquiry[3], Leadership[5], Linguistics[2], Melee[3], Observe[5], Persuasion[2], Remedy[2], Security[3], Shoot[5], Spycraft[2], Stoic Body[1], Stoic Mind[1], Surveillance[2], Survival[4], Teaching[2], Trading[1], Warfare[5], Driving (Celestial Sailing)[2], Driving (Hovortank)[2], Driving (Landcraft)[1], Linguistics (Graceful Tongue)[2], Linguistics (Urthish)[2].

Shortcuts: Swimming (BOD + Athletics = 13), Fire a ranged weapon (REF + Shoot = 13), Fight/Martial Arts (REF + Fight = 13), Melee (REF + Melee = 11), Notice something (AWA + Observe = 10), Give orders to subsidiaries (PRE + Leadership = 10), Deduce from data (INT + Inquiry = 8), Stabilize wounds (INT + Remedy = 7), Keep focused on a task (WIL + Focus = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Convince someone with arguments (PRE + Persuasion = 7), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 6), Iron will (WIL + Stoic Mind = 6), Discern emotions (AWA + Empathy = 6), Avoid being hit (AGI + Dodge = 6)

[000446 / zahuras_mofat_almalik]

2.3.3 The Pursuit

Tallahud

As outworlders, the mercenaries serving W are ready to make what it takes to reach their rendez-vous point in Phraao. But they must reach their transport through the city of Samarkand.

Dark Legionaire

DARK LEGIONAIRE

Ur Ukar warriors of the Infamous Dark Legion - NAMELESS NPCs

Ur Ukar of Royale House Al-Malik from Kordeth Freefolk.

PHY:5 MEN:4 COM:6

REC:11 STA:1 END:50 STU:10 RES:8 DMG:1

TOL:9 HUM:45 PAS:9 WYR:8 SPD:3 RUN:12

Occult powers:

Type: Psi, **Path:** Soma, **Level/Darkside:** 1 / 1

Stigma:

Rituals: Toughening (1) [PRE+Athletics=7].

Shortcuts: Fight/Martial Arts (REF + Fight = 11), Avoid being hit (AGI + Dodge = 11), Melee (REF + Melee = 9), Swimming (BOD + Athletics = 8), Notice something (AWA + Observe = 8), Keep focused on a task (WIL + Focus = 8),

Fire a ranged weapon (REF + Shoot = 8), Roll to cover (MOV + Acrobatics = 7),
Discern emotions (AWA + Empathy = 6), Convince someone with bullshit (PRE
+ Knavery = 4)

[000506 / dark_legionaire]

2.3.4 Off World

The Argonix

That's the Tallahud ship, an escort vessel that landed two weeks ago.

