

# 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.

## 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
- **Lorem Zenski\***, manifest light envoy

# 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
- **Massic Antillies\***, butler

## 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**

### 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 Clockmaker Hiring

## 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 **Abu 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).

Really clear inspiration from Cowboy Bebop sands reading given to Spyke in Asteroid Blues.

### 1.2.1 Enemies at the gates

### 1.2.2 What's really beyond

## 1.3 THE GRAND TOUR

### 1.3.1 Security Guys

### 1.3.2 Technical Staff

### 1.3.3 Syracuse

### 1.3.4 Samarkand

*Big map of Samarkand*

## 1.4 THE LIFE IN SYRACUSE



Deliver an automat to a client. The rendez-vous is in Samarkand Agora (the Istakhr Market). The buyer is Abdul 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 PREPARING THE DELIVERY

### 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.

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.

## 2.2 THE BAZAAR

This act is about the arrival of the PC to Samarkand.

### Arik-al-tassoar Thugs

### 2.2.1 Outworlders

### 2.2.2 Istakhr Autochtons

### 2.2.3 Others

#### ABDUL MOFAT AL-MALIK (†)

#### ARIK-AL-TASSOAR THUGS

##### Leading Scraver Gang in Samarkand

Male Urthish Kaanic Associate of from Istakhr / Samarkand Freefolk.

Born in 5002 (20 years old) Height: 150cm / Weight:50kg

PHY:5 MEN:4 COM:5 REC:11 STA:1 END:45 STU:9 RES:6 DMG:1

TOL:7 HUM:35 PAS:12 WYR:10 SPD:2 RUN:10

**Skills:** Academia[2], Alchemy[2], Athletics[2], Bribery[2], Bureaucracy[1], Dodge[2], Fight[4], Focus[2], Gambling[1], Impress[2], Inquiry[2], Knavery[3], Linguistics[2], Lore[2], Melee[2], Observe[4], Persuasion[2], Shoot[3],

Stealth[1], Streetwise[8], Teaching[2], Trading[2], Linguistics (Scravens' Cant)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[2], Lore (Poisons & Drugs)[2].

**Shortcuts:** Notice something (AWA + Observe = 12), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Fire a ranged weapon (REF + Shoot = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Melee (REF + Melee = 6), Convince someone with bullshit (PRE + Knavery = 6), Keep focused on a task (WIL + Focus = 5), Convince someone with arguments (PRE + Persuasion = 5)

**[000466 / arikaltassoar\_thugs]**

zaffarelli@gmail.com

# Abdul Mofat al-Malik

Male Urthish Enquist of from none Freefolk. Born in 4953 (68 years old)  
Height: 150cm / Weight:50kg

## Primary Attributes

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

## Secondary Attributes

Recovery	o	Stamina	-1	Endurance	o	Stun	o
Resistance	o	Damage	-2	Tolerance	o	Humanity	o
Passion	o	Wyrd	o	Speed	o	Run	o

## Talents

## Shortcuts

## Narrative

Generated with **Dramatis Personae**  
Nov. 11, 2021, 11 p.m.

# Abru Al-Shadiraz

*Sihid tribe elder*

Male Urthish Kaanic of from Istakhr / Afid Desert Freefolk. Born in 4909 (113 years old)  
 Height: 171.55257cm / Weight:62.50093631594287kg

## Primary Attributes

Strength	3	Intellect	3	Tech	3
Constitution	4	Willpower	4	Reflexes	3
Body	3	Temper	3	Agility	3
Movement	4	Presence	3	Awareness	4

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	7	Damage	0	Tolerance	7	Humanity	35
Passion	7	Wyrd	6	Speed	2	Run	8

## Skills

Academia	2	<b>Linguistics</b>	1	Shadowing	1
Athletics	2	■ <i>Urthish</i>	1	Survival	1
Beastcraft	1	Navigation	1	Teaching	2
Fight	2	Observe	3	Focus	2
Persuasion	2				

## Talents

## Shortcuts

Notice something (AWA + Observe = 7), Keep focused on a task (WIL + Focus = 6),  
 Swimming (BOD + Athletics = 5), Fight/Martial Arts (REF + Fight = 5), Convince  
 someone with arguments (PRE + Persuasion = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Sihid Desert Nomad (20).

## Narrative

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Generated with **Dramatis Personae**  
 Dec. 5, 2021, 2:22 a.m.

## Aldron Moxlaw

Male Urthish Sebacean of from none Freefolk. Born in 4961 (61 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

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

### Secondary Attributes

Recovery	10	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	1	Tolerance	13	Humanity	65
Passion	17	Wyrd	8	Speed	2	Run	8

### Skills

Academia	3	Interrogation	2	Oratory	2
Athletics	4	<b>Linguistics</b>	2	Persuasion	4
<b>Dogma</b>	3	▪ <i>Latin</i>	2	Politics	1
▪ <i>Church of the</i>	3	▪ <i>Urthish</i>	2	Remedy	1
<i>Celestial Sun</i>					
▪ <i>Omega Gospels</i>	1	<b>Lore</b>	5	Search	2
▪ <i>Sathraism</i>	1	▪ <i>Engineers Guild</i>	1	Seduction	2
Empathy	4	▪ <i>Heresy</i>	2	Shadowing	1
Etiquette	1	▪ <i>House al-Malik</i>	2	Shoot	4
Fight	2	▪ <i>Penitents</i>	2	Stealth	1
Focus	3	▪ <i>Synecullum</i>	1	Stoic Body	1
Impress	4	Observe	5	Streetwise	1
Inquiry	4	Occult Arts	1	Teaching	2

### Benefices/Afflictions

Cash (Cost: 3 600 ) , Occult Mastery 1 (Cost: 6 Main Path: Power Level 1, 2 & 3 ) ,  
Ordained (Cost: 3 Novitiate / Apprentice / Novitiate ) , Rise Rank By 2 (Cost: 4 ) .

### Talents

### Shortcuts

Notice something (AWA + Observe = 14), Discern emotions (AWA + Empathy = 12),  
Search a place (AWA + Search = 11), Convince someone with arguments (PRE +  
Persuasion = 10), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon  
(REF + Shoot = 8), Deduce from data (INT + Inquiry = 8), Charm others (PRE +  
Seduction = 8), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight =  
6), Stabilize wounds (INT + Remedy = 5)

### Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15),  
**Apprenticeship** Temple Avesti Parish (25), **Early Career** Inquisitor (48), **Tour of  
Duty** Noble Confessor (20), **Tour of Duty** Native Theurge (20), **Worldly Benefits**  
High Promotion (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 4, 2021, 10:32 p.m.

# Arik-al-tassoar Thugs

Leading Scraver Gang in Samarkand

Male Urthish Kaanic Associate of from Istakhr / Samarkand Freefolk. Born in 5002

(20 years old)

Height: 150cm / Weight:50kg

## Primary Attributes

Strength	6	Intellect	6	Tech	3
Constitution	5	Willpower	3	Reflexes	4
Body	4	Temper	4	Agility	5
Movement	5	Presence	3	Awareness	8

## Secondary Attributes

Recovery	11	Stamina	1	Endurance	45	Stun	9
Resistance	6	Damage	1	Tolerance	7	Humanity	35
Passion	12	Wyrd	10	Speed	2	Run	10

## Skills

Academia	2	Impress	2	Melee	2
Alchemy	2	Inquiry	2	Observe	4
Athletics	2	Knavery	3	Persuasion	2
Bribery	2	Linguistics	2	Shoot	3
Bureaucracy	1	▪ Scravens' Cant	2	Stealth	1
Dodge	2	▪ Urthish	2	Streetwise	8
Fight	4	Lore	2	Teaching	2
Focus	2	▪ Istakhr System	2	Trading	2
Gambling	1	▪ Poisons & Drugs	2		

## Blessings/Curses

Lucky at cards (2) , Possessive (-2) .

## Talents

## Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

## Armor

Leather Jerkin                      Soft                      SP:4                      (TO)(LA)(RA)

## Shortcuts

Notice something (AWA + Observe = 12), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Fire a ranged weapon (REF + Shoot = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Melee (REF + Melee = 6), Convince someone with bullshit (PRE + Knavery = 6), Keep focused on a task (WIL + Focus = 5), Convince someone with arguments (PRE + Persuasion = 5)

## Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Scravens (25), Nameless Kit Samarkand Cartel Thug (40).

## Narrative

Generated with **Dramatis Personae**

Dec. 7, 2021, 2:07 a.m.



# Balthazar Zemeckis

Male Urthish Kaanic Master of from none Freefolk. Born in 4954 (67 years old)  
 Height: 191cm / Weight:112kg

## 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	Linguistics	2	▪ Forbidden Lore	5
Arts	3	▪ Urthish	2	▪ Mech	5
▪ Litterature	1	▪ Urthtech	3	▪ Volt	4
▪ Music	1	Lore	4	Science	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	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. 20, 2021, 12:59 a.m.

# Harvenor Russel

Male Urthish Castillan Master of from none Freefolk. Born in 4961 (61 years old)  
Height: 164.15784cm / Weight:59.083587676360494kg

## 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	Linguistics	1	Persuasion	2
Fight	2	■ Urthish	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

# Ionia Zemeckis

Female Urthish Enquist of from none Freefolk. Born in 5022 (0 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

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

## Lifepaths

**Race** Urthish (140).

## Narrative

# 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

Generated with *Dramatis Personae*  
 Nov. 21, 2021, 2:20 a.m.

# Lorem Zenski (skornett)

## Spiritual Guide

Male Urthish Castillan of from none Church. Born in 4995 (27 years old)

Height: 171cm / Weight:62kg

## Primary Attributes

Strength	4	Intellect	8	Tech	3
Constitution	3	Willpower	5	Reflexes	3
Body	4	Temper	8	Agility	3
Movement	3	Presence	8	Awareness	7

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	13	Damage	0	Tolerance	13	Humanity	65
Passion	15	Wyrd	11	Speed	2	Run	6

## Skills

Academia	4	Focus	9	Remedy	1
Alchemy	2	Inquiry	2	Seduction	3
Athletics	2	Linguistics	3	Stoic Body	1
Dogma	2	Latin	4	Stoic Mind	3
Church of the	3	Signs Language	2	Streetwise	1

## Celestial Sun

Omega Gospels	2	Urthish	2	Surgery	1
Empathy	2	Observe	4	Teaching	2
Etiquette	2	Occult Arts	1	Fight	2
Persuasion	3				

## Blessings/Curses

Curious (2) , Subtle (-2) .

## Benefices/Afflictions

Ally (Cost:2 ) , Assets (Cost:3 3000 ) , Gossip Network (Cost:2 Planetwide ) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3 ) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate ) .

## Talents

## Shortcuts

Keep focused on a task (WIL + Focus = 14), Notice something (AWA + Observe = 11), Convince someone with arguments (PRE + Persuasion = 11), Charm others (PRE + Seduction = 11), Discern emotions (AWA + Empathy = 10), Deduce from data (INT + Inquiry = 10), Stabilize wounds (INT + Remedy = 9), Apply surgery on wounded (INT + Surgery = 9), Iron will (WIL + Stoic Mind = 8), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5)

## Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing City (15),

Apprenticeship Eskatonic Order Monastery (25), Early Career Monk (48), Tour of Duty Native Theurge (20), Tour of Duty Standard Tour of Duty (double rounds) (20),

Worldly Benefits Friends & Rewards (7).

## Narrative

Answer to the Zemeckis call for assistance from Manifest Light

Generated with **Dramatis Personae**

Nov. 28, 2021, 7:54 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

## Marcus Zemeckis (huitzy\_kawek)

*Clockworking Apprentice*

Male Urthish Kaanic Apprentice of from none Freefolk. Born in 4998 (24 years old)

Height: 172cm / Weight:63kg

### Primary Attributes

Strength	3	Intellect	8	Tech	10
Constitution	4	Willpower	7	Reflexes	4
Body	4	Temper	3	Agility	3
Movement	4	Presence	4	Awareness	8

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	12	Speed	2	Run	8

### Skills

Academia	3	▪ <i>Ukari</i>	1	▪ <i>Mech</i>	3
Alchemy	1	▪ <i>Urthish</i>	2	▪ <i>Volt</i>	3
<b>Arts</b>	1	▪ <i>Urthtech</i>	2	<b>Science</b>	3
▪ <i>Sculpture</i>	4	<b>Lore</b>	3	▪ <i>Clockworking</i>	4
Athletics	2	▪ <i>Aylon System</i>	2	▪ <i>Cybernetics</i>	2
Cybernetics	3	▪ <i>Clockworking</i>	2	▪ <i>Engineering</i>	5
<b>Driving</b>	1	▪ <i>Leagueheim</i>	1	Sensors	1
		<i>System</i>			
▪ <i>Celestial Sailing</i>	2	Melee	1	Streetwise	1
Fight	2	Observe	7	Teaching	2
Focus	4	Persuasion	2	Think Machine	3
Inquiry	2	<b>Redemption</b>	4	<b>Xenology</b>	1
<b>Linguistics</b>	4	▪ <i>Clockworking</i>	3	▪ <i>Ur Ukari</i>	3
▪ <i>Latin</i>	2	▪ <i>Forbidden Lore</i>	5		

### Blessings/Curses

Innovative (2) , Unnerving (-2) .

### Benefices/Afflictions

Ally (Cost:2 Wilson Nolland) , Ally (Cost:4 Balthazar Zemeckis) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Gossip Network (Cost:2 You have a network of informants planetwide. ) .

### Talents

### Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

### Armor

Samarkand Sawoq Medium SP:5 (TO)(LA)(RA)(LL)(RL)

### Energy Shield

Sawoq Field 8/12 Hits:12 usage:(Soft Medium -)

### Shortcuts

Notice something (AWA + Observe = 15), Maintain celestial ship propellers thrust (TEC + Science (Engineering) = 15), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 15), Surgically implant cyber (TEC + Cybernetics = 12), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 12), Keep focused on a task (WIL + Focus = 11), Deduce from data (INT + Inquiry = 10), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6), Convince someone with arguments (PRE + Persuasion = 6), Melee (REF + Melee = 5)

### Lifepaths

**Race** Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Engineers (25), **Early Career** Starship Engineer (48), **Tour of Duty** Clockmaker (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends & Rewards (7).

### Narrative

Nephew of Balthazar Zemeckis. Sister: Leslie Zemeckis (23) Brother: Tomas Zemeckis (16)

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Dec. 6, 2021, 11:20 p.m.



# Marx Whenger (zaharielle)

Field Operator

Male Urthish Teutonic Sergeant of from none Freefolk. Born in 4996 (26 years old)

Height: 187cm / Weight:95kg

## Primary Attributes

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

## Secondary Attributes

Recovery	14	Stamina	2	Endurance	65	Stun	13
Resistance	10	Damage	2	Tolerance	10	Humanity	50
Passion	8	Wyrd	11	Speed	4	Run	8

## Skills

Academia	2	Impress	3	▪ Mech	1
Acrobatics	2	Knavery	1	Remedy	2
Athletics	4	<b>Linguistics</b>	2	Search	1
Beastcraft	1	▪ Urthish	2	Security	2
Bureaucracy	1	▪ Vuldrok	1	Seduction	1
Cryptography	1	<b>Lore</b>	2	Sensors	1
Cybernetics	1	▪ Gwynmeth System	2	Shadowing	2
Dodge	4	▪ Hargard System	2	Shoot	5
<b>Dogma</b>	1	Melee	3	Streetwise	2
▪ Vuldrok Erdgheist	1	Navigation	1	Survival	5
Fight	4	Observe	5	Teaching	2
Focus	2	Persuasion	2	Think Machine	3
Forgery	2	<b>Redemption</b>	1	Warfare	4

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Assets (Cost:5 5000 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Rise Rank by 1 (Cost:2 ) , Well-Traveled (Cost:3 Major house Fief ) .

## Talents

## Weapons

1 Mitchau Medium Revolver . P . WA:1 . L . P . DC:2D6+3 . Cal: .40 . ROF:3 . Clip:6 .  
 RNG:50 . ST . £210

## Armor

<u>Samarkand Sawoq</u>	Medium	SP:5	(TO)(LA)(RA)(LL)(RL)
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## Energy Shield

<u>Sawoq Field</u>	8/12	Hits:12	usage:(Soft Medium - )
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## Shortcuts

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

## Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Street Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

Recovery & Special Ops.

# Shamij Al Jabra (dogan)

Fixer

Male Urthish Mangalore Associate of from none Freefolk. Born in 4996 (26 years old)

Height: 176cm / Weight:58kg

## Primary Attributes

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

## Secondary Attributes

Recovery	10	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	15	Wyrd	9	Speed	2	Run	10

## Skills

Academia	2	Impress	3	Persuasion	2
Alchemy	1	Inquiry	4	<b>Science</b>	1
Athletics	2	Interrogation	1	■ <i>Archaeology</i>	4
Dodge	2	Knavery	4	Seduction	2
<b>Driving</b>	2	<b>Linguistics</b>	2	Shadowing	1
■ <i>Heavy Transport</i>	1	■ <i>Scravers' Cant</i>	2	Shoot	1

<i>Vehicle</i>					
■ <i>Landcraft</i>	1	■ <i>Urthish</i>	2	Sneak	2
Empathy	1	<b>Lore</b>	2	Streetwise	7
Fight	5	■ <i>Aylon System</i>	2	Teaching	2
Focus	2	■ <i>Poisons &amp; Drugs</i>	3	Trading	2
Gambling	2	Observe	4		

## Blessings/Curses

Lucky at cards (2) , Possessive (-2) .

## Benefices/Afflictions

Ally (Cost:1 ) , Cash (Cost:1 100 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Contact (Cost:1 ) , Gossip Network (Cost:2 Planetwide ) , Passage Contract (Cost:2 Tramp Freighter ) .

## Talents

## Shortcuts

Notice something (AWA + Observe = 14), Convince someone with bullshit (PRE + Knavery = 10), Fight/Martial Arts (REF + Fight = 9), Deduce from data (INT + Inquiry = 9), Convince someone with arguments (PRE + Persuasion = 8), Charm others (PRE + Seduction = 8), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Discern emotions (AWA + Empathy = 6), Fire a ranged weapon (REF + Shoot = 5), Avoid being hit (AGI + Dodge = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Guildhall Scraver (25), **Early Career** Market Merchant (48), **Tour of Duty** Street Cartel Thug (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends (7).

## Narrative

Specialities & Rare Goods Provider

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Nov. 29, 2021, 11:37 a.m.