

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)

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