

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 intrique.

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

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

- Ionia 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 **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).

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



1.4.1 Learning

1.4.2 Daily Duties

1.5 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 freidn Zemeckis. He helps when desert Sihid marauders comes around Syracuse and try to raid the town and start to siege the Haçienda.

The Missing Cog

Clockworker Djihab Carsero 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 drainning room of the city sewers and is looking for solution with all other guildmembers he was able to gather around, but as the rain season is approaching, he asked for expertize 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 holder, 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 environement

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 ingredient in automat construction.

header 5

bla bla bla. bla bla. bla bla.

header 6

bla bla bla. bla bla. bla bla. bla bla. bla bla.

bla bla bla. bla bla bla. bla bla.

ABRU AL-SHADIRAZ (†)

ALDRON MOXLAW

Male Urthish Sebacean of from none Freefolk.
Born in 4961 (61 years old) Height: 150cm / Weight: 50kg

STR:5 CON:5 BOD:3 MOV:4 INT:4 WIL:5 TEM:8 PRE:6 TEC:3 REF:4 AGI:3 AWA:9

REC:10 STA:1 END:40 STU:8 RES:11 DMG:1 TOL:13 HUM:65 PAS:17 WYR:8 SPD:2 RUN:8

Skills: Academia[3], Athletics[4], Dogma[3], Empathy[4], Etiquette[1], Fight[2], Focus[3], Impress[4], Inquiry[4], Interrogation[2], Linguistics[2], Lore[5], Observe[5], Occult Arts[1], Oratory[2], Persuasion[4], Politics[1], Remedy[1], Search[2], Seduction[2], Shadowing[1], Shoot[4], Stealth[1], Stoic Body[1], Streetwise[1], Teaching[2], Dogma (Church of the Celestial Sun)[3], Dogma (Omega Gospels)[1], Dogma (Sathraism)[1], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Engineers Guild)[1], Lore (Heresy)[2], Lore (House al-Malik)[2], Lore (Penitents)[2], Lore (Synecullum)[1].

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) [000467 / aldron_moxlaw]

BALTHAZAR ZEMECKIS (†)

ELLEN ZEMECKIS (†)

HARVENOR RUSSEL (†)

IONIA ZEMECKIS (†)

IVAN IPSEVICZ (†)

KIERA ZENETER (†)

MAE LIN BREGUET (†)

MASSIC ANTILLIES (†)

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, **Sheirinselli**, a thriteen 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.

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 (Scravers' 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	0	Intellect	0	Tech	0
Constitution	0	Willpower	0	Reflexes	0
Body	0	Temper	0	Agility	0
Movement	0	Presence	0	Awareness	0

Secondary Attributes

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

Talents

Shortcuts

Narrative

Generated with **Dramatis Personae**

Nov. 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

Secondary	ALLI	utes						
Recovery	7	Stami	ina 1	Endur	ance	35	Stun	7
Resistance	7	Dama	ige o	Tolera	nce	7	Humanity	35
Passion	7	Wyrd	6	Speed		2	Run	8
Skills								
Academia		2	Linguisti	cs	1	Shad	owing	1
Athletics		2	Urthish		1	Survi	val	1
Beastcraft		1	Navigatio	on	1	Teacl	ning	2
Fight		2	Observe		3	Focus	S	2

Persuasion **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

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	Refle	Reflexes					
Body	3	Τe	emper	8	Agilit	y	3				
Movement	4	Presence		6	Awareness		9				
Secondary A	Secondary Attributes										
Recovery	10	Stamina	1	Endurance	40	Stun					
Resistance	11	Damage	1	Tolerance	13	Huma	nity				
Passion	17	Wyrd	8	Speed	2	Run					

Recovery	10	Stami	na	1	Endur	ance	40	Stun	8
Resistance	11	Dama	.ge	1	Tolera	nce	13	Humanity	65
Passion	17	Wyrd		8	Speed		2	Run	8
Skills									
Academia		3	Interr	ogatic	n	2	Orato	ry	2
Athletics		4	Lingu	istics		2	Persuasion		4
Dogma		3	■ Lati	n		2	Politi	cs	1
■ Church of th	he	3	Urtl	iish		2	Reme	dy	1
Celestial Sun									
■ Omega Gos	pels	1	Lore			5	Searc	h	2
\blacksquare Sathraism		1	■ Eng	ineers (Guild	1	Sedu	ction	2
Empathy		4	■ Here	esy		2	Shado	owing	1
Etiquette		1	 Hou 	se al-N	Ialik	2	Shoot		4
Fight		2	■ Peni	itents		2	Stealt	:h	1
Focus		3	■ Syn	ecullun	2	1	Stoic	Body	1
Impress		4	Obser	ve		5	Street	twise	1
Inquiry		4	Occul	t Arts		1	Teach	ing	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	Stami	ina	1	Endura	nce	45	Stun	9
Resistance	6	Dama	ige	1	Toleran	ce	7	Humanity	35
Passion	12	Wyrd		10	Speed		2	Run	10
Skills									
Academia		2	Impre	SS		2	Melee		2
Alchemy		2	Inquir	y		2	Observ	ve	4
Athletics		2	Knave	ry		3	Persua	asion	2
Bribery		2	Lingui	istics		2	Shoot		3
Bureaucracy		1	■ Scra	vers' Ca	nt	2	Stealth	ı	1
Dodge		2	Urth	ish		2	Street	wise	8
Fight		4	Lore			2	Teachi	ing	2
Focus		2	■ Istak	hr Syste	em	2	Tradin	ıg	2

Blessings/Curses

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

Talents Weapons

Gambling

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

■ Poisons & Drugs

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 Scravers (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

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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

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

Secondary	Secondary Attributes										
Recovery	6	Stam	Stamina		Endurance	30	Stun	6			
Resistance	6	Dama	Damage		Tolerance	6	Humanity	30			
Passion	6	Wyrd	l	6	Speed	2	Run	6			
Skills											
Academia		2	Focus		2	Obse	rve	2			
Athletics		2	Linguistics		1	Persuasion		2			
Fight		2	Urth	ish	1	Teacl	ning	2			

Talents

Shortcuts

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

Lifepaths

Race Urthish (140).

Narrative

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Nov. 20, 2021, 12:59 a.m.

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	Stami	ina	1	Endurance	30	Stun	6
Resistance	6	Dama	ıge	0	Tolerance	6	Humanity	30
Passion	6	Wyrd		6	Speed	2	Run	6
Skills								
Academia		2	Focus		2	Obse	rve	2
Athletics		2	Lingu	istics	1	Persu	ıasion	2
Fight		2	Urth	ish	1	Teacl	ning	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

Generated with **Dramatis Personae**

Nov. 21, 2021, 3:48 a.m.

Ivan Ipsevicz

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

Primary Attributes

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

Secondary Attributes

6	Stam	ina	1	Endurance	30	Stun	6
6	Dam	age	0	Tolerance	6	Humanity	30
6	Wyrc	l	6	Speed	2	Run	6
	2	Focus	3	2	Obse	rve	2
	2	Lingu	iistics	1	Persu	asion	2
	2	■ Urt	hish	1	Teacl	ning	2
	6	6 Dam 6 Wyro	6 Damage 6 Wyrd 2 Focus 2 Lingu	6 Damage 0 6 Wyrd 6 2 Focus 2 Linguistics	6 Damage o Tolerance 6 Wyrd 6 Speed 2 Focus 2 2 Linguistics 1	6 Damage O Tolerance 6 6 Wyrd 6 Speed 2 2 Focus 2 Obser 2 Linguistics 1 Persu	6 Damage o Tolerance 6 Humanity 6 Wyrd 6 Speed 2 Run 2 Focus 2 Observe 2 Linguistics 1 Persuasion

Talents

Shortcuts

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

Lifepaths

Race Urthish (140).

Narrative

Generated with **Dramatis Personae**

Nov. 20, 2021, 12:59 a.m.

Kiera Zeneter

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

Primary Attributes

Strength	3		Intellect		7	Tech		8	
Constitution	3		Willpe	ower	4	Reflexes		4	
Body	3		Temper		4	Agility		3	
Movement	3		Presence		8	Awar	eness	6	
Secondary A	\ttribu	ites							
Recovery	6	Stam	ina	1	Endurance	30	Stun		6
Resistance	12	Dama	age	0	Tolerance	8	Huma	nity	40
Passion	10	Wyrd		11	Speed	2	Run		6
Skills									
Academia		3	■ Latin	n	1	■ Forl	bidden Lo	re	1
Athletics		3	Urth	ish	2	■ Med	:h		3
Fight		2	Urth	tech	3	■ Volt	:		3
Focus		3	Obser	ve	2	Sedu	ction		1

Blessings/Curses

Innovative (2), Unnerving (-2).

3

3

Persuasion

Redemption

Benefices/Afflictions

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

2 Teaching

3 Think Machine

2

Talents

Inquiry

Linguistics

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

Movement	3		Presence		8		Awareness 7		
Secondary I	Attribu	utes							
Recovery	7	Stam	Stamina		Endura	ance	35	Stun	7
Resistance	13	Damage		0	Tolera	nce	13	Humanity	65
Passion	15	Wyrd	Wyrd 11		Speed		2	Run	6
Skills									
Academia		4	4 Focus			9	Reme	edy	1
Alchemy		2	2 Inquiry			2	Sedu	ction	3
Athletics		2	2 Linguistics			3	Stoic	Body	1
Dogma		2	■ La	■ Latin 4			Stoic Mind		3
 Church of th 	ie	3	 Signs Language 			2	Streetwise		1
Celestial Sun									
 Omega Gosj 	pels	2	■ Ur	thish		2	Surge	ery	1
Empathy		2	Obs	erve		4	Teacl	ning	2
Etiquette		2	Occi	ılt 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 + Remedy = 9), Apply surger+ 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).

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

3
3
3

Secondary Attributes

Secondary Attributes										
Recovery	6	Stami	ina	1	Endurance	30	Stun	6		
Resistance	6	Dama	age	0	Tolerance	6	Humanity	30		
Passion	6	Wyrd		6	Speed	2	Run	6		
Skills										
Academia		2	Focus		2	Observe		2		
Athletics		2	Linguistics		1	Persuasion		2		
Fight		2	Urti	nish	1	Teach	ing	2		

Talents

Shortcuts

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

Lifepaths

Race Urthish (140).

Narrative

Generated with **Dramatis Personae**

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

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 I	Attrib	utes					
Recovery	7	Stamii	na 1	Endurance	40	Stun	8
Resistance	11	Damaş	ge o	Tolerance	10	Humanity	50
Passion	11	Wyrd	12	Speed	2	Run	8
Skills							
Academia		3	Ukari	1	Mech		3
Alchemy		1	Urthish	2	■ Vol	t	3
Arts		1	 Urthtech 	2	Scien	ice	3
Carleture			T		Cla	-11	

 Sculpture Lore Clockworking 4 4 Athletics Aylon System 2 Cybernetics 2 2 Clockworking Cybernetics 3 2 • Engineering 5 **Driving** 1 Leagueheim 1 Sensors System

Melee

■ Celestial Sailing 1 Streetwise 2 1 Fight Observe Teaching 7 2 2 Think Machine Focus 4 Persuasion 2 3 Inquiry 2 Redemption 4 Xenology 1 Linguistics Clockworking Ur Ukar 4 3 3

■ Forbidden Lore Latin 2 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:O . J . E . DC:2D6+1 . STR:2 . RNG:O . ST . £4

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

Energy Shield

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

Shortcuts

Notice something (AWA + Observe = 15), Maintain celestial ship propelers 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).

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

Generated with **Dramatis Personae**

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

Marx Whenger (zaharielle)

1

Lore

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	Attrib	utes						
Recovery	14	Stam	Stamina		Endurance	65	Stun	13
Resistance	10	Dam	Damage		Tolerance	10	Humanity	50
Passion	8	Wyrc	Wyrd		Speed	4	Run	8
Skills								
Academia		2	Impress		3	Mech		1
Acrobatics		2	Knavery		1	Remedy		2
Athletics		4	Lingu	istics	2	Searc	h	1
Beastcraft		1	Urth	ish	2	Secui	ity	2
Bureaucracy		1	 Vula 	lrok	1	Sedu	ction	1

2

Sensors

1

Cybernetics 1 Gwynneth System 2 Shadowing 2 Dodge Hargard System Shoot 5 Dogma Melee Streetwise 2 1 3 Vuldrok Erdgheist Survival 1 Navigation 1 5 Fight 4 Observe 5 Teaching 2 Focus Persuasion Think Machine 3 Forgery Redemption Warfare 2

Blessings/Curses

Cryptography

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

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

Energy Shield

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

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 A	ttributes				
	_			_	

Movement	5	Presence 6					Awareness 10			
Secondary Attributes										
Recovery	10	Stamina		1	End	Endurance		Stun		8
Resistance	11	Damage		1	Tole	rance	10	Humani	ty	50
Passion	15	Wyrd	Wyrd 9		Spec	ed	2	Run		10
Skills										
Academia		2 Impress			3	Persuasion			2	
Alchemy	Alchemy 1 Inquiry				4	Science			1	
Athletics	Athletics 2 Interrogation			1	 Archaeology 			4		
Dodge		2 Knavery			4	Seduction			2	
Driving		2	Linguistics			2	Shadowing			1
 Heavy Transport 		1	 Scravers' Cant 			2	Shoot			1
Vehicle										
 Landcraft 		1	■ Urt	hish		2	Sneal	k		2
Empathy		1	Lore			2	Stree	twise		7
Fight		5	 Ayl 	on Syst	tem	2	Teacl	ning		2
Focus		2	 Poisons & Drugs 			3	Trading			2
Gambling		2	Obse	rve		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.