

De Automatum Legis

First campaign for the discord team.

Chapter I - The Three

Mountains

This epic is supposed to be a short one, built around five large dramas. It's about serving an innovative Master Engineer, helping him in his daily problems, etc...

At first, the players are hired by the engineer, and the only reason they have to do the job is that they are payed five time the standard amount. Of course, the man as recruited specialists in their domains, and sizing the talent of a person is something he is really good at.

To be sure the guys is provided the good people to hire, multiple avatars are pre-rolled to fit different roles. Either players can switch between characters in a fixed set from a session to one other with, or keep the dormant avatars in a big pool where everybody is welcome to tap if he doesn't want to play its main character, this is not an issue. Just a decision to be made with the agreement of the players.

In any case, it might be important that the main cast of characters might be present in the epic at least as NPCs, as they may be linked to the main intrigue.

Dramatis Personae

Would-be clockmakers

- Marcus Zemeckis*, nephew of Master Zemeckis
- Quaid oj Sallak, ur ukar enthousiast
- Luther Van Crow, academia interrata freshman
- Arsen Floxman, think machine specialist

Tough guys

- Caius Branna*, bodyguard
- Shamij Al Jabra*, specialities provider
- Augustus Zeneter*, logistics specialist
- Jeb Solustran*, tax collector
- Marx Whenger*, security et recovery ops

Other Talents

- Dina Ashamid*, de physika sapien (medic)
- Quintus Hoffman*, attorney at law
- Zatromos Radul Al-Malik, mecene
- Siliestro Venga*, church envoy
- Neve Sledad*, sculptor
- Horace Lamibi*, fixer
- Lorem Zenski*, confessor

1.1 Master Clockmaker

The man



The whole epic is built around one character, Master Balthazar Zemeckis* of the POE. He is a highly qualified engineer whose speciality is clockworking, the art of building automats. One could easily assume that such a carrier domain might be totally inapropriate in the empire for many reasons, but, like his master <code>Olem Ratugas</code> before him, he worked his path through power groups and the Church to ensure that none might easily harm his business.

In 4983 AD, Radugas founded the High College of the Clockwork, based at first on Istakhr. At first, it was an undercover activity, the goal of the clockmaker being to reproduce golem having the shape of humans, but bearing no real 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.

To these days, the clockwork is supposed to be closely watched by the Church, but as its usage is highly restricted by financial matters and the specifications clearly written and shared to whoever needs them, the business is flourishing.

Zemeckis is the heir of the High College of the Clockwork. The numbers of Clockmakers is really scarce, around 300 members at best in the empire, and 150 of them are only maintaining existing automats. One hundred more are barely reproducing existing automats from Radugas initial works, replacing the ones that cannot be repaired. 25 of the last 50 members have only achieved, once or twice, to create a generation II automat. the last 25 are the true clockmakers, dispatched in the whole empire. Only five of them, Zemeckis included, are able to compare their work to the work of Radugas, expending even the innovation to create generation III and IV prototypes.

Friends & Foes

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

Entourage

Relatives to Zemeckis

- Ionia Zemeckis*, daughter
- Ellen Zemeckis*, wife
- Massic Antillies*, butler

1.1.1 Shadows from the past

1.1.2 Clockmaker Hiring

1.2 Future missions

Ideas for adventures

Veteran duty

A special client comes to Zemeckis house for assistance. He is the one who helps when desrt marauders comes around.

Delivery on hostile environement

A simple first mission: deliver three automats in Stigmata.

A missing cog

Thieves

New player in town

Inquisitors visit

Happy Birthday Ionia

The inner Council

Ellen and the Golden Apple

Clockmaker Apprentice

Secret Sands

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

header 5

bla bla bla. bla bla bla.

header 6

1.2.1 Samarkand

Big map of Samarkand

Balthazar Zemeckis (†)

Dina Ashamid (†)

Ellen Zemeckis (†)

Horace Lamibi (†)
Ionia Zemeckis (†)
Ivan Ipsevicz (†)
Jeb Solustran (†)
Kiera Zeneter (†)
Lorem Zenski (†)
Mae Lin Breguet (†)
Marcus Zemeckis (†)
Marx Whenger (†)
Massic Antillies (†)
Neve Sledad (†)
Quintus Hoffman (†)
Shamij Al Jabra (†)
Siliestro Venga (†)

Harvenor Russel (†)

Chapter II - Prometeus

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 Arrival

- 2.1.1 Outworlders
- 2.1.2 Istakhr Autochtons
- 2.1.3 Others
- 2.2 The Grand Tour
- 2.2.1 Security Guys
- 2.2.2 Technical Staff
- 2.2.3 Other Positions

2.3 Learning

- 2.3.1 The Life in Syracuse
- 2.3.2 Daily Duties
- 2.4 Desert Integrists
- 2.4.1 Enemies at the gates

2.4.2 What's really beyond

Chapter III - Medusa



Chapter IV - The Scorpion

Chapter V - Dies Irae

zaffarelli@gmail.com

Arsen Floxman (TBD)

Male Urthish Castillan of from none Freefolk. Born in 5021 (0 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. 7, 2021, 4 p.m.

Augustus Zeneter

Female Urthish Castillan of from none Freefolk. Born in 5021 (0 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. 3, 2021, 2:13 a.m.

Balthazar Zemeckis

Male Urthish Kaanic Master of from none Freefolk. Born in 4954 (67 years old) Height: 167cm / Weight:61kg

Primary Attributes

Strength	4	Intellect	6	Tech	10
Constitution	5	Willpower	4	Reflexes	4
Body	5	Temper	6	Agility	3
Movement	4	Presence	6	Awareness	7

Secondary Attributes

Recovery	9	Stamina	2	Endurance	50	Stun	10
Resistance	10	Damage	0	Tolerance	10	Humanity	50
Passion	13	Wyrd	10	Speed	2	Run	8

Passion	13	Wyrd	10	Speed		2	Run	8
Skills								
Academia		3	Leadership		3	■ Clo	ckworking	5
Alchemy		1	Linguistics		2	■ For	bidden Lore	5
Arts		3	Urthish		2	■ Me	ch	5
■ Litterature		1	Urthtech		3	Vol	t	4
Music		1	Lore		4	Scier	ıce	3
 Sculpture 		8	Automats		3	■ Clo	ckworking	6
Athletics		3	 Clockworking 	7	3	■ Cyl	bernetics	4
Beastcraft		2	 Istakhr Syste 	m	2	Sedu	ction	3
Cybernetics		5	 Philosophy 		3	Shoo	t	1
Fight		2	Observe		6	Teacl	hing	4
Focus		3	Persuasion		2	Thin	k 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

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Nov. 2, 2021, 11:05 p.m.

Ivan Ipsevicz

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

Primary Attributes

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

Secondary Attributes

Recovery	6	Stam	ina	1	Endurance	30	Stun	6
Resistance	6	Dama	age	0	Tolerance	6	Humanity	30
Passion	6	Wyrd	l	6	Speed	2	Run	6
Skills								
Academia		2	Focus	S	2	Obse	rve	2
Athletics		2	Ling	uistics	1	Persu	ıasion	2
Fight		2	■ Urt	hish	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

Generated with **Dramatis Personae**

Nov. 2, 2021, 10:30 p.m.

Jeb Solustran

Female Urthish Castillan of from none Freefolk. Born in 5021 (0 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. 7, 2021, 3:57 p.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	Will	Willpower		Reflexes		4
Body	3	Tem	iper	4	Agili	ty	3
Movement	3	Pres	sence	8	Awareness		6
Secondary A	ttribu	tes					
Recovery	6	Stamina	1	Endurance	30	Stun	
_				_			

Recovery	6	Stami	ina	1	Endurance	30	Stun	6
Resistance	12	Dama	ige	0	Tolerance	8	Humanity	40
Passion	10	Wyrd		11	Speed	2	Run	6
Skills								
Academia		3	■ Lati	n	1	■ For	bidden Lore	1
Athletics		3	■ Urth	ish	2	■ Med	ch	3
Fight		2	Urth	itech	3	■ Vol	t	3
Focus		3	Obser	ve	2	Sedu	ction	1
Inquiry		3	Persu	asion	2	Teacl	ning	2
Linguistics		3	Reder	nption	3	Think	x 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. 7, 2021, 4:01 p.m.

Luther Van Crow (TBD)

Male Urthish Teutonic of from none Freefolk. Born in 4995 (26 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. 7, 2021, 4:08 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

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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	Obser	ve	2
Athletics		2	Lingu	istics	1	Persu	asion	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.

Quaid oj Sallak (TBD)

An ukari void of bitterness

Male Ur Ukar Mo'jun Plastician of from none Freefolk. Born in 4998 (23 years old) Height: 183cm / Weight:72kg

Primary Attributes

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

12	Stami	ina	1	Endura	nce	50	Stun	10
10	Dama	ıge	1	Toleran	ice	11	Humanity	55
13	Wyrd		9	Speed		3	Run	8
	3	Fight			4	Persua	asion	1
	1	Focus			4	Politic	S	1
	1	Impre	SS		1	Scienc	e	1
	4	Inquir	y		1	■ Biolo	gy	2
	2	Lingu	istics		3	Seduc	tion	2
	1	■ Ba'a	mon car	vings	2	Shoot		1
	2	Ukan	ri		2	Stealtl	ı	2
	1	Urth	ish		2	Street	wise	1
	2	Melee			3	Teachi	ing	3
	6	Obser	ve		5	Tradir	ıg	2
	5	Occult	Arts		2			
	10	10 Dama 13 Wyrd 3 1 1 4 2 1 2 1 2 6	10 Damage 13 Wyrd 3 Fight 1 Focus 1 Impre 4 Inquir 2 Lingu 1 Ba'a 2 Uka 1 Urth 2 Melee 6 Obser	10 Damage 1 13 Wyrd 9 3 Fight 1 Focus 1 Impress 4 Inquiry 2 Linguistics 1 Ba'amon can 2 Ukari 1 Urthish 2 Melee 6 Observe	10 Damage 1 Tolerar 13 Wyrd 9 Speed 3 Fight 1 Focus 1 Impress 4 Inquiry 2 Linguistics 1 • Ba'amon carvings 2 • Ukari 1 • Urthish 2 Melee 6 Observe	10 Damage 1 Tolerance 13 Wyrd 9 Speed 3 Fight 4 1 Focus 4 1 Impress 1 4 Inquiry 1 2 Linguistics 3 1 ■ Ba'amon carvings 2 2 ■ Ukari 2 1 ■ Urthish 2 2 Melee 3 6 Observe 5	10 Damage 1 Tolerance 11 13 Wyrd 9 Speed 3 3 Fight 4 Persua 1 Focus 4 Politic 1 Impress 1 Science 4 Inquiry 1 • Bioloc 2 Linguistics 3 Seduce 1 • Ba'amon carvings 2 Shoot 2 • Ukari 2 Stealte 1 • Urthish 2 Streete 2 Melee 3 Teachi 6 Observe 5 Tradin	10 Damage 1 Tolerance 11 Humanity 13 Wyrd 9 Speed 3 Run 3 Fight 4 Persuasion 1 Focus 4 Politics 1 Impress 1 Science 4 Inquiry 1 ■ Biology 2 Linguistics 3 Seduction 1 ■ Ba'amon carvings 2 Shoot 2 ■ Ukari 2 Stealth 1 ■ Urthish 2 Streetwise 2 Melee 3 Teaching 6 Observe 5 Trading

Blessings/Curses

Bitter (-2), Sensitive Touch (2).

Benefices/Afflictions

Assets (Cost:5 5000) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Ostracism (Mild) (Cost:-2) , Rise Rank by 1 (Cost:2) .

Talents

Shortcuts

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (12), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (5), Fencing:REF + Melee (8), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (6), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (6)

Lifepaths

Race Ur Ukar (140), **Upbringing** Aylon Spawn (20), **Apprenticeship** Clan Warrior (25), **Early Career** Sculptors Lodge (48), **Tour of Duty** Craftman (20), **Tour of Duty** Native Psychic (20), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with **Dramatis Personae**

Nov. 13, 2021, 2:27 p.m.

Quintus Hoffman

Female Urthish Castillan of from none Freefolk. Born in 5021 (0 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. 7, 2021, 3:54 p.m.

Zatromos Radul Al-Malik (huitzy_kawek)

Male Urthish Kaanic of from none Freefolk. Born in 4995 (26 years old) Height: 167cm / Weight:67kg

Primary Attributes

Strength	4	Intellect	9	Tech	3		
Constitution	4	Willpower	8	Reflexes	6		
Body	3	Temper	5	Agility	3		
Movement	3	Presence	7	Awareness	7		
Secondary Attributes							

Secondary I	Attribu	ites							
Recovery	8	Stam	ina	1	Endura	nce	35	Stun	7
Resistance	15	Dama	age	0	Toleran	ce	13	Humanity	65
Passion	12	Wyrd		15	Speed		3	Run	6
Skills									
Academia		4	Gamb	ling		3	Persua	asion	3
Acting		1	Knavery			3	Riding	5	2
Athletics		2	Linguistics			2	Seduction		5
Driving		2	■ Grad	eful Tor	igue	2	Shoot		1
 Skimmer bil 	re	2	Urth	ish		3	Stealtl	ı	1
■ Skycraft Pilo	oting	2	Lore			2	Teachi	ing	2
Empathy		3	 Auto 	mats		1	Think	Machine	2
Etiquette		8	■ Phil	osophy		2	Tradir	ıg	1
Fight		2	Obser	ve		6	Focus		3

Blessings/Curses

Gracious (2), Impetuous (-2).

Benefices/Afflictions

Assets (Cost:7 10000), Nobility (Cost:3 Knight).

Talents

Oratory

Shortcuts

Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (11), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (10), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (7)

Lifepaths

Race Urthish (140), **Upbringing** High Court al-Malik (20), **Apprenticeship** Leisure Dandy (25), **Early Career** Court Ambassador (48), **Tour of Duty** Dilletante (20), **Tour of Duty** Diplomatic Mission (20), **Worldly Benefits** Rich Rewards (7).

Narrative

Generated with **Dramatis Personae**

Nov. 13, 2021, 4:06 a.m.