

## The Rise of the Machine

AU13 will see the rise of technology and an arm race between continents and factions.

8 Technologies will arise plus one new technology:

- Steam Power.
- Clockwork Miniatures.
- Lightening Control.
- Elemental Enslavement.
- Ghost in the Machine.
- Occult Mechanics.
- Crystal Tuning.
- Organic Engineering.
- Machine Grafting.

**Steam Power:** This is all about steam, other gases, pipes, gears, pistons, pressure valves, coal burning and industrial revolution which will lead to the development of some large powerful items. Steam harpoon guns or paddle steam ships for example; or later when the technology develops, aqualungs, submarines, hydrogen filled air ships with steam powered propeller engines.

**Steam Power** is the predominant technology of Archipelago and Union, it's also the path followed by the Dwarves and Formori of Faerie.

Players can learn this tech tree as a skill providing they have the Talent **Machine Empathy** to the same level or above.

**Clockwork Miniatures:** This could also be called the skill of micro mechanics. The look and feel of items is represented by clockwork insects and the building very small devices that are programmed by complex gears to carry out a very simple task. People who learn this skill can build replicas of flying insects to deliver poisons, small beetles that burrow into people, recording devices and timers for bombs; later when the technology develops artificial organs perhaps, with enhanced abilities such artificial eyes or hearing aids. This technology combined with crystal matrices or ghost in the machine could create more intelligent devices like flying spy insects.

**Clockwork Miniatures** is the predominant technology of the Thunders mainly the region known as the Sanctuary but finding the source and teacher will be hard.

Players can learn this tech tree as a skill providing they have talents in **Machine empathy** and **Chronopathy** both at the same level as required skill (or higher) and can find a teacher.

**Lightening Control:** The look and feel of this technology involves cables, capacitors, glass valves, spark plugs and glowing tubes. Lightening is powered by Flangium and with it those with skills can build items such as lights, switches, lightning guns, servos and night vision goggles. Lightening control combined with Crystal matrices could lead to Doom bots; or perhaps combined with steam to create high powered lightweight engines.

This is the predominant technology of the Latveria or really Victor Von Dumas; he is the only person likely to teach anyone.

Players can learn this technology as a skill providing they have Talents in **Machine Empathy** and **Psychomoleate** both at the same level as required skill (or higher) – this skill is hard to learn since teachers are few.

**Elemental Enslavement:** This is the permanent enslavement of Elementals and Djinn to power machines and devices. e.g. air elementals filling balloons with air and blowing them along, flying carpets, fire elementals making cannons fire further, superhot furnaces to melt exotic metals or steam engines burning fiercer, water elementals jetting high pressure water, earth elementals making things tougher than they would normally be, this technology is about power and strength. Elementals are almost striped of their will in process so some who consider all elementals intelligent beings look on this as a evil practice, while others who consider most elementals to be no more intelligent than a fly see no problem.

This is the predominant technology of Dust; finding a teacher is possible, but can be difficult as some will think you a slaver and dislike you.

Players can learn this tech tree as a skill providing they have the Talents **Mage Sense** and **Machine Empathy** both at the same level as the required skill (or higher). **Elemental Enslavement** should not be used lightly since it is looked down upon by some. There is a another path; some manage to achieve similar effects in a much harder way by negotiation and agreement with willing elementals; this path requires expert negotiations to achieve, is slower, more difficult and results are less reliable and consistent.

**Ghost in the Machine :** This is an abhorrent skill which grafts or binds spirits into machines, giving them intelligence beyond anything Von Dumas can create with his lightening and crystal matrices. Such devices can be made to control other devices and control other beings. This technology is about control. The look and feel is glowing coloured light at night; those that are attuned to spirit world will see their presence even in daylight.

This is predominant technology of the Witch King and anyone using the skill is looked upon in same way as necromancers that bind spirits into the undead. Find a Forsaken Machine Mage on Salem and they may teach you this skill.

Players can learn this tech tree as a skill providing they have the Talents **Spirit Speak** and **Machine Empathy** both at the same level as the required skill (or higher). Players who learn this skill should keep it quiet; few would understand and some seek and destroy those who practice this skill.

**Crystal Tuning:** This is all about the tuning and powering crystals, gems and other rare metals and materials put together to form devices that transmit energy. People who learn this technology should be able to make a short range communications devices, glasses, sensing devices to see into the spirit realm, or see other odd energies. Later as technology progresses devices such as crystal matrix brains may develop. The technology could also be combined – e.g. crystal matrix brains put into lightning powered mechanical man to create a Doom-bot or resonating crystal field with Occult tech might allow the building of linked device to device teleporters.

This is technology has come partially from the outside world Castalan, mixed with old Alfar magic, studied and improved by Sivanna, used by Ilona to create a brain, the extremes banned by the Sorcerer Supreme since it is not technology of this world, used also Von Dumas in his Doom-bots and finally passed on by the Little Green Men. This technology can be learned at the Institute of Curiosities on Union via the LGM's or via Sivanna at her Crystal Caves in Dust, providing the teachers are willing.

Players can learn this technology as a skill providing they have Talents in **Portal Sense** and **Machine Empathy** both at the same level as the required skill (or higher).

**Occult Mechanics:** This is the use of magic and machines together; it's not a happy union and devices tend to do the unexpected. The look and feel of Occult devices involves lots of complex symbolism, swirling lines, gold inlay and silver bindings or big blocks of carved granite combined with gears and wheels along with other moving parts. Items are created with rituals and mechanics. What this technology is really good at is linked machines, building two or sometimes more machines which are totally linked so that as you move one, the copy moves in the same way. For example turn a dial to hot on one machine the dial will move to hot on the other even if it's on the other side of the world; move the arm of one, the arm of another will copy, so animated suits copying the exact movements of the wearer could be made, or perhaps a basic communication device that could point to words or letters.

This is predominant technology of Thule brotherhood on Salem.

Players can learn this tech tree as a skill providing they have the Talents **Channel Power** and **Machine Empathy** both at the same level as the required skill (or higher). This is a hard skill to learn as many of the devices require rituals and lots of magic pouring into them and even sometimes sacrifices, since that provides the greatest energy.

**Organic Engineering:** This is genetic manipulation, the ability to graft changes onto living tissue or grow specially designed creatures. This technology ranges from beastkin to enhanced organs or even living devices such artificial gills or living guns that spit acid. This technology may also lead to the path of forensic investigation, finger prints, blood type cross matching, etc.

This is predominant technology of the Saurons on Frontier but it is also known to some members of the Intelligencium who may be able to teach you the basics.

Players can learn this tech tree as a skill providing they have Talents **Aura Reading**, **Learned** and **Touch of Grace** all at the same level as the required skill (or higher). This is very hard skill to learn and getting access to teacher is next to impossible.

**Machine Grafting:** This is the joining of machine to organic components, unlike organic engineering which alters the body this technology uses mechanical machines to enhance the body or the bodies energy to enhance machines. Examples would be blood powered machines using the fresh blood of someone to power a device or grafting mechanical eye into a person to enhance their vision i.e bionics.

This currently the predominant technology of the Vampires who were gifted it from the future.

Players can learn this tech tree as a skill providing they have the talents Aura Reading and Machine Empathy. This is a hard skill to learn and abhorrent in the way it tortures its targets in accepting the changes

## Notes

Players will be restricted and controlled by the refs in what they can build.

As well as the skill, resources, specialist exotic materials and construction time will be important; devices can only be built in downtime and will take months to complete.

What has been built before will be considered, designs will not be allowed to leapfrog from a simple steam engine directly to a Zeppelin.

Any item used in game will need a physical representation, therefore always discuss your project before you build it. Obviously some items will just be represented by off scene effects, be that battle, financial, resource, travel or other effects

Building an item is not cheap, most require exotic materials that refs may require you to quest for in game.

## Combining technologies

It is possible to combine technologies provided you have level 5 in at least one technology tree.

## Skill levels

Level 1: Allows you to understand the technology and use it

Level 2: Adapt designs by others and build copies of devices (providing you have the resources)

Level 3: Make your own design only using known areas of the technology (providing you have the resources)

Level 4: Make breakthrough designs using the technology (providing you have the resources)

Level 5: Mix 2 technologies you know to create designs provided you have minimum level 3 in the other or work with multiple technologies even if you don't have the skill by working with other people that also have level 5. (Providing you have the resources)

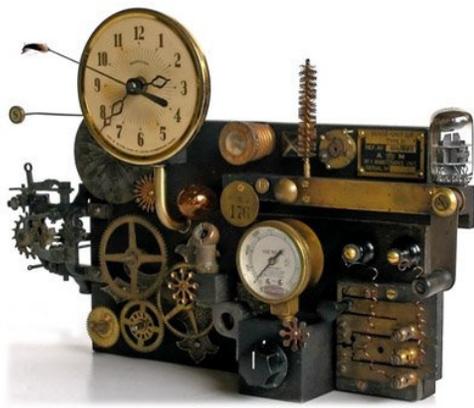
Skill levels cost 20 Karma to learn as per normal skills in the main rules

## Names used in game

The names used in the rules are not necessarily the names used in game please feel free to invent you own in game names if you wish some suggestions below.

- Steam Power: Smog Making, Industrialisation, Gear Grinding.
- Clockwork Miniatures: Micromechanics, Tick Tocks.
- Lightening Control: Flangium Power, Power Sorcery, Electricker.
- Elemental Enslavement: Elemental Binding, Aspect Magic.
- Ghost in the Machine: Soul Binding, Necrotech, Spirit Mechanics.
- Occult Mechanics: Arcane Manufacture, Machine Sacraments.
- Crystal Tuning: Crystal Singing, Prism Magic, Alien Tech.
- Organic Engineering: Flesh Melding, Biomechanics, Blood Blending.
- Machine Grafting: Vampire tech, Bionics, Bio-mech, Blood powered.

## Steam Picture samples



Clockwork miniature samples



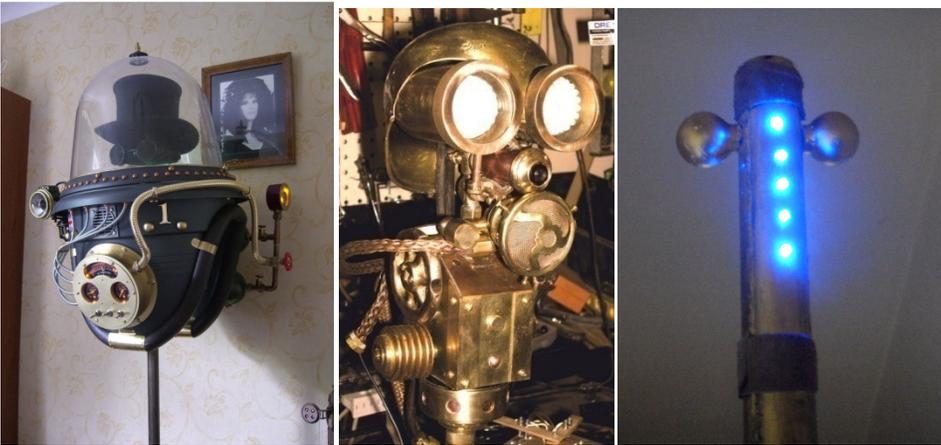
Crystal Tuning Samples



## Organic Engineering Samples



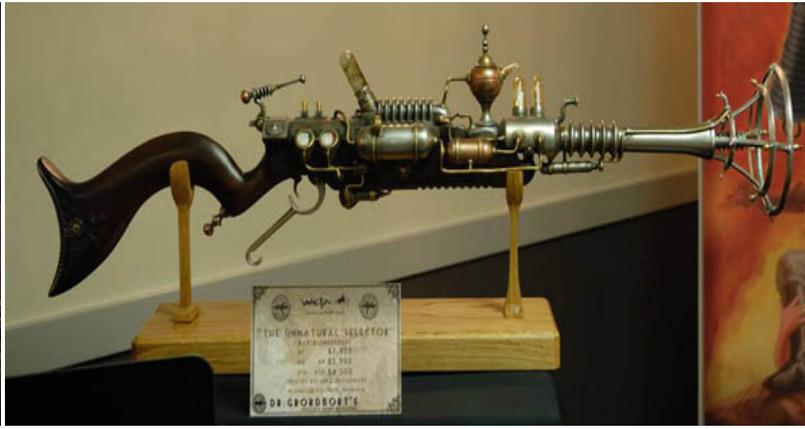
## Ghost in the Machine Samples



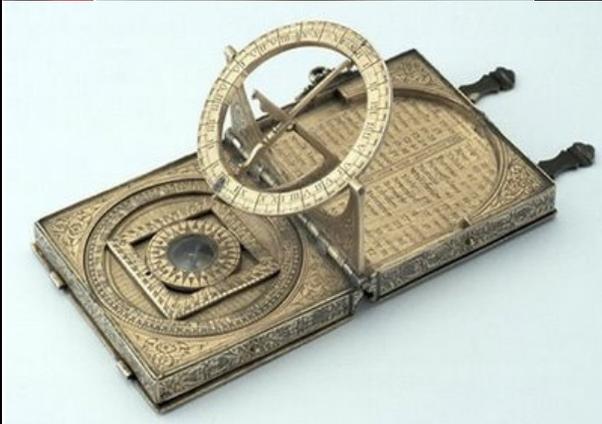
## Elemental Slavery Samples



## Lightening Control Samples



## Occult Mechanics Samples



Machine Grafting Samples

