

# SHADOW SCAR

## Steel Court's Automaton



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# Automatons

Steel Court is known for its steam turbine engine and all of the technology that is made possible by its invention. However, this is not the extent of technological development in this world. Another key technology in Steel Court is the art of clockwork automata. Automatons are clockwork machines that are created to perform a specific task. Their internal gears are wound with keys and levers and this potential energy is what powers their motion. Automatons are usually stationary creations that are controlled by their own internal machinery and triggers within the environment. Moving automatons are built on tracks that allow them to move around their environment. Often they are triggered by pressure plates built into the floor which alert the automaton not only to move but where to move specifically.

Automatons are extremely complex creations that require constant maintenance and thus they are very expensive. They are common among the upper class as both servants and defenses. As a status symbol it wouldn't be unusual for you to find a duke or duchess' home covered with pull chains and tracks for numerous automatons to do various tasks around the home. Most of these rich patrons have their automatons customized in flashy ways including adding porcelain face plates, rare polish wood elements, and gold filigree.

## Clockwork Servants

Clockwork servants are complex, humanoid devices which serve various functions in the home. They are controlled by a series of pull chains positioned through the house and run on tracks built into the floor. By pulling specific chains one can get the automaton to do different tasks. There are pull chains to bring tea, open doors, take away used dishes, and more. However, since the clockwork servant has no computing technology and is simply a pre-programmed machine everything must be in place for it to work. The tracks must be clear and the items it must interact with must be in the exact right place. Clockwork servants are also incapable of responding to anything or changing their course. Still, they are popular among the more discrete socialites and are seen as a sign of wealth.

## Clockwork Utilities

Clockwork utilities are common among the upper class and they can do a lot to make life easier for those who are able to get their hands on them. There are 5 clockwork utilities besides the clockwork servant.

### Clockwork Barrier

A clockwork barrier is a security addition to any room which allows the doors and windows of the room to be barred remotely. A person in their home can pull a pull chain which closes a metal shutter over the entrances and exits. Then they can pull a different chain to raise the shutters again.

Alternatively, a clockwork barrier can be set to close after a pressure plate is stepped on.

The barriers have 20 points of Vitality and can only be opened with a Master (5) Strength Check.

### Clockwork Chefs

This collection of automatons must be installed into the kitchen alongside a conveyor belt. When triggered by a pull chain, the automatons function like an assembly line. Each automaton performs one step in the process of making a meal. These automatons are stationary but far more complex than a clockwork servant. They are able to turn out decent meals but they are more popular for their novelty. Like other automatons everything they interact with must be in exactly the right position and they are unable to adapt, making them unable to make complex meals. Parts must be swapped out for them to make different meals. However, if one needs a plate of cucumber sandwiches or a simple soup they are more than capable.

### Clockwork Gate

A clockwork gate is a simple addition to any gate which allows the gate to be unlocked and opened remotely. A person in their home can pull a pull chain which unlocks the gate and opens it for anyone outside. Then they can pull a different chain to close and lock the gate again. The mechanisms of the gate are installed under the earth to keep them out of sight.

### Clockwork Maid

Clockwork maids are similar to clockwork servants. They are complex, humanoid devices which travel along a pre-established track which must be installed in the home. When a person pulls the appropriate pull chain the clockwork maid travels along the track, dusting whatever items are along its path. Clockwork maids can, alternatively, be built to perform other cleaning tasks like washing clothing or polishing silver but like all clockwork automatons they require very specific circumstances to succeed at their tasks.

### Clockwork Performer

A clockwork performer is a complex humanoid device which has built in instruments. When a pull chain is pulled the clockwork performer will start to play a pre-programmed song based on what instrument it was built with and what reel of music is placed into it. Reels can be bought separately to allow a clockwork performer to play different songs, much like a player piano. Clockwork performers are stationary creations and most often, a few will be set up in one space so that they can play a single song together.

## Clockwork Defenses

Clockwork Defenses are less common than utilities but they can be found in the homes of wealthy individuals who want to make absolutely sure their homes are safe from intruders.

### Clockwork Catcher

A clockwork catcher is a complex spider-like device with 10 Vitality which can be placed in any room and appears to be a statue. The rest of the room is covered in pressure plates which can be activated or deactivated with a key.

One Round after a character steps on a pressure plate in the room, the clockwork catcher makes a Marksmanship Check with 4 dice to shoot a weighted net at each character standing on a pressure plate. If they fail a Difficult (4) Athletics Check they suffer the Grappled Condition until they can make a Difficult (4) Athletics Check or deal 10 points of Damage to the net. A clockwork catcher can attack multiple targets on the same Turn. After this point, any time a character ends their Turn standing on a pressure plate, the clockwork catcher attacks them. After 6 shots a person must take 1 minute to reload the clockwork catcher.

Telling what parts of the floor are pressure plates requires a Difficult (4) Awareness Check. A character with Motion Sense automatically knows there are pressure plates in the area.

### Clockwork Cavalier

A clockwork cavalier is a complex, humanoid device with 10 Vitality which is built on a track in the floor of a room and appears to be a statue. The rest of the room is covered in pressure plates which can be activated or deactivated with a key.

One Round after a character steps on one of the pressure plates, the clockwork cavalier moves to a point adjacent to each character standing on a pressure plate one after the other and attacks them. If they fail a Difficult (4) Athletics Check they take 4 points of Damage. After this point, any time a character ends their Turn standing on a pressure plate, the clockwork cavalier attacks them, moving as far as is needed.

Telling what parts of the floor are pressure plates requires a Difficult (4) Awareness Check. A character with Motion Sense automatically knows there are pressure plates in the area.

### Clockwork Chemist

A clockwork chemist is a complex humanoid device with 10 Vitality which is holding a basin and a decanter and can be placed in a room and appears to be a statue. The rest of the room is covered in pressure plates which can be activated or deactivated with a key.

One Round after a character steps on one of the pressure plates, the clockwork chemist pours liquid from the decanter into the basin creating a thick cloud of harmful fumes. Any character in the room suffers the effects of Harmful Fumes and Suffocation until they can escape the room.

Telling what parts of the floor are pressure plates requires a Difficult (4) Awareness Check. A character with Motion Sense automatically knows there are pressure plates in the area.

### Clockwork Dragon

A clockwork dragon is a complex mechanical device with 10 Vitality that resembles a dragon and can be placed in any room and appears to be a statue. The rest of the room is covered in pressure plates which can be activated or deactivated with a key.

One Round after a character steps on one of these pressure plates, the clockwork dragon turns towards each character standing on a pressure plate and sprays them with greek fire. If they fail a Difficult (4) Athletics Check they take 3 points of Damage and suffers the Burning Condition. A clockwork dragon can attack multiple targets on the same Turn. After this point, any time a character ends their Turn standing on a pressure plate, the clockwork dragon attacks them. After 6 shots a person must take 1 minute to reload the clockwork dragon.

Telling what parts of the floor are pressure plates requires a Difficult (4) Awareness Check. A character with Motion Sense automatically knows there are pressure plates in the area.

### Clockwork Gunner

A clockwork gunner is a complex, humanoid device with 10 Vitality which is built into the floor of a room and appears to be a statue. The rest of the room is covered in pressure plates which can be activated or deactivated with a key.

One Round after a character steps on one of these pressure plates, the clockwork gunner turns towards each character standing on a pressure plate and shoots at them. If they fail a Difficult (4) Athletics Check they take 5 points of Damage. A clockwork gunner can attack multiple targets on the same Turn. After 6 shots a person must take 1 minute to reload the clockwork gunner. After this point, any time a character ends their Turn standing on a pressure plate, the clockwork gunner attacks them.

Telling what parts of the floor are pressure plates requires a Difficult (4) Awareness Check. A character with Motion Sense automatically knows there are pressure plates in the area.