

The Conglomerate

3.0 Design Doc

Public Info

To the north lies Waking, intellectual birthplace for an old collection of ancient Digitalian dynasties, emerging from their technocratic bastions while the military powers that once did battle across these windswept plains subsides. With them they bring incredible inventions of steam, steel, and sweat. They seek the secrets that lie beneath the scorched earth.

Overview:

In the wake of the power vacuum left North of Bravo after the fall of the great Colonel and her Generals has risen a collection of Digitalian Dynasties in a place called “Waking”. Before now this collection of Elitists existed hidden away inside their facilities deep within the walls of Waking. Previously in exchange for providing the Colonel the military knowledge and weaponry she demanded they were given the supplies and protection they needed to further their development of technology and continued research into a potential cure for the plagues that were unleashed upon the world. Not all of these projects were ethical or humane, but all were considered necessary for the greater good.

As the Dynasty continued on after the fall of the Colonel some factions feared that the resources that remained would not sustain the community as a whole. Drastic measures were considered and some were even implemented to reduce excess population. It was Dr. Sam-Manuel Sung who proposed that survival was only possible by leaving and making contact with the outside world around them. Trade and community beyond their walls was the only means by which to truly survive and thrive instead of prolonging the inevitable decline and possible extinctions of their families.

One of the driving forces for the expedition was C. P. Ulysees who, unbeknownst to everyone, but a select group of loyal followers, had stolen documents, components, and information pertaining to an old CRADLE (CRyo Assisted Dynamic Living Environment) that was shut down and abandoned by the Dynasty in the early years of the fall. News of found ruins under what was once known as Bravo had spread across the Lonestar wastelands and Ulysees felt there was too much evidence suggesting this may be the CRADLE. They felt they must investigate further, but they would need help reaching it and Dr. Sung’s humanitarian project looked like just the thing needed to get to what would later become known as Bravado.

For Dr Sung this was a chance to meet others and form a community and for Ulysees this was the chance to reclaim the knowledge that rightfully belonged to the Dynasty and Ulysees by birthright.

What started out as a small group of Digitairans eventually grew to be a Conglomerate of groups all supporting one another in survival, travel and discovery. Rovers, Fulldead, and even a few Irons were among some of the more supportive people the Conglomerate came in contact with after leaving Waking. Having reached Bravado, Ulysees made an effort to confirm that the location of the ruins and future dig site was in fact the CRADLE Facility. Ulysees began to formulate a plan to reclaim the facility. For this they would need to work with the already present Road Commission to turn the ruins into a dig site. Ulysees starts their partnership by sharing the knowledge for building a rail system and a behemoth of vehicles called the Ox to move people and cargo across the wasteland quickly. With the newly acquired plans for the Ox the Road Commission becomes the Railroad Commission and works together with the Conglomerate to build this great beast. The Conglomerate engineers work alongside the Railroad Commissions impressive labor force to construct the Ox and the railway between the cities of New Austen and the untamed badlands around New Bravado. The Conglomerate and the RRC come into an easy partnership in this endeavor, one provides the labor force while the other provides the technology and knowledge. Soon enough the Ox is complete and running.

With their value cemented Dr. Sung and Ulysees began working hand and hand with the RC. They cement a location just slightly North of Bravado to use as their home, labs, and what they hope to one day become a university. Later they hope to have classes to teach trade skills needed for the RC and it's contracted workers while also supplying tools and repairs in exchange for anything the Conglomerate deemed important to their research and development. While they play the cards close to their vest Ulysees has a far more vested interest in the "Facility" than any outsider yet knows.

Description:

The Conglomerate didn't name themselves, but it was the name that stuck so they stopped trying to change it. They are a large group of various Lineages, all working towards the goal of recovering and studying information and tech pulled from the Dig Site.

They welcome students and will often take the best and brightest to join their more distinguished ranks if voted in by the Board of Directors. Under the BoD are various Departments focused on a single task with shared resources. Often times a Department Head can request additional resources but it's expected that they will pay it forward when the time comes.

NPCs:

Doctor O. Sam-Manual Sung - One of the Digitarian BOD, the engineer who created the Ox

C. P. Ulysees - One of the Digitarian BOD

Dr. Novell - Fulldead BOD, often the last to speak as the level headed "voice of reason"

Norton - RPR

3.0 Themes reinforced:

Order and Chaos. Authoritarianism and Rebellion. (Man vs. Authority)
The value of progress and technology to civilization
Property Disputes

Ingredients List:

Player Engagement:

- Learn skills from TCU
- Dropping off tech sent by RRC for them to study.
- Contacted Directly for recovering tech from “the Facility”
- Contracts from Norton to track down a Breacher who stole tech from the dig site or tack down someone who “claim jumped”
[Season 2+ Faction Mission]
- Private Missions to loyal supporters who are asked to retrieve something specific before anyone else finds it. A certain room, area, or location that only TC knows about.
- Sabotaging efforts from other Factions who are trying to retrieve information from the Dig Site.
- Capturing Bloodghast for “reasons”
- Contracts to Field Test Equipment
- Teach a Class for TCU

Player Titles/Jobs:

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Things to Avoid:

- The Conglomerate is NOT a collection of Mad Scientist. While the Dynasty may have had a sorted past, TC is truly devoted to helping people.
- The goal of the Digitalians IN the Conglomerate is to recover their ancestral property in the CRADLE but it is not their surface level focus so this goal should not be made aware to players. The others in TC are still very focused on building society.
- TC is NOT a hoarder of technology but they do want first looks at anything of value that is uncovered. It’s less about keeping it away from people as it is hoping to find the next pieces to one of many puzzles they are working on.

Locations of Note:

Waking

The Conglomerate University (TCU)

[CRADLE \(CRyo Assisted Dynamic Living Environment\)](#)

NPC types to Note:

Board of Directors (BOD) - The leaders of the Digitalian Dynasties (*Board Members: Iron, 2 Digitalians*

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Rover, Full Dead)

Developers - Management

Programmer's - Keepers of the archives

RPR - Research and Patton Recovery

DT - Development team

Recruiters - Those who seek out the best and brightest to work for them

All Teacher have a 300 Build

Combat Skills [These two would have one another's back in a fight for sure.]

G. Ida Joelsen - Merican - 20 Body, 30 Mind.

All Basic Combat Skills.

Master Combat Tactics/Melee Standard/Two-Handed/Projectile/Shield

Awareness/Mental Endurance

Proficient Education

Basic Pyrokinetics/Faithful Patterns

Lores: Animals, Faith, Nature, Post-Fall History, Raiders, Undead

Blake Leigh - Full Dead - 25 Body, 30 Mind

All Basic Combat Skills.

Master Florentine/Exotic Weapon/Melee Small/Thrown Weapon/Unarmed Combat

Proficient Education

Basic Awareness/Mental Endurance/Stealth

Lore: Faith, Lineages, Medical, Nature, Pre&Post-Fall History

Civilized Skills

[Grimes and Walker are Rivals - like two people who think the other does it all wrong]

S. Grimes - Digitarian - 15 Body, 35 Mind

Avoid, Blinding

Master Projectile

Master Agricultural/Culinary/Education/Medical/Financial Influence/Social Influence

Basic Awareness/Foraging/Mental Endurance/Salvaging

Master Biogenetics

Lores: Does NOT know Pre-Fall History or Faith

C. Walker - Yorker - 26 Body, 38 Mind

Avoid, Piercing Strike, Combat Tactics

Proficient Melee Standard

Master Artisan/Larceny/Criminal Influence/Trade Connections/Social Influence

Proficient Education

Basic Awareness/Mental Endurance/Stealth

Wasteland Skills [These two are in a relationship - because together they have survive anything the Wasteland can throw at them!]

Y. Magna - Iron - 20 Body, 35 Mind

Master Projectile/Marksman

Master Artisan

Proficient Education

Basic Culinary

Basic Awareness/Foraging/Mental Endurance

Master Enhanced Movement/Hunting/Malicious/Salvaging/Stealth
Basic Telekinetics

M. Devon - Unstable - Body 25, Mind 30

Proficient Throwing Weapon/Unarmed Combat

Proficient Education

Master Awareness/Malicious/Mental Endurance/Sailing/Stealth/Trailblazing

Basic Enhanced Movement/Hunting

Anomaly Skills [Wells says “Science is Faith for the Faithless.” and Legion says “You’re telling me you don’t hear that girl singing?!?”]

H. Wells - Red Star - Body 20, Mind 35

Master Education

Basic Awareness/Mental Endurance/Sailing/Stealth

Master F... Vessel/Miracles/Patterns/Spirit/Will (Can teach any faith because they have no faith. It’s all theory and helping people self discover.)

Lores: does NOT have Mortis Amaranthine or Raiders (because that list is shorter)

Legion - Tainted - Body 30, Mind 30

Avoid, Choking Blow, Interfere, Piercing Strike

Master Unarmed Combat

Proficient Education

Basic Social Influence

Awareness/Malicious/Stealth

Master Mental Endurance

Master Biogenetics/Necokinetics/Pyrokinetics/Telekinetics/Telepathy