

*Freebooting Rogues of*  
**The Infinite Void**





# *Freebooting Rogues of* The Infinite Void

by Richard Ruane



Chronicles of the Spacejammer, Vol 1: Voidjamming Freebooters is a production of R. Rook Studio, written by Richard Ruane. It is compatible with *Troika! Numinous Edition* by Daniel Sell and Melsonian Arts Council.

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# Voidjamming Freebooters in Fantasy Space!

Welcome to The Infinite Void. This isn't the outer space of our physics-bound modern world, but a magical space, loosely based on early modern ideas of the aether and crystal spheres, where gravity is always earth-normal (until suddenly it's not there at all) and everyone carries their own atmosphere with them when they take off into the void. While inspired by the 1989 boxed set *Spelljammer: AD&D in Space* from TSR, it's designed to work to play with either Melsonian Arts Council's *Troika! Numinous Edition* or R. Rook Studios *Enoch's Wake*, and requires a copy of one of those games.

While adventurers may have come from anywhere in the known (or unknown) multiverse, these backgrounds assume that our fantasy adventurers are adventuring in the Hundred Spheres, including the Comet City of Enoch.

If using *Troika! Numinous Edition*, create characters as normal, but use these backgrounds instead of (or as optional replacements for) your normal set.

If using *Enoch's Wake*, generate characteristics and choose a people as normal, but use the skills and special abilities listed here instead of working through an education or first career.

## Skills in the Wild Void

If using *Troika!*, **Voidjamming** is your all-purpose skill for managing most tasks on-board the ship: gunning, piloting, or using a Voidjamming helm or technology that's not familiar to you. **Astrology** is for ship navigation and **Strength** is for working the rigging.

# 11 Penitent Space Warrior

While you still wear the traditional weapons (and kinda sexy leather armor) of your quarrelsome, mercenary house and family, you've actually given up your violent ways. When you were all but lost in a battle, you had a vision of your house's ancient goddess who taught you the way of peaceful exploration and gentle wandering. Her intervention healed you, and you left the warrior's life forever behind. If only you didn't feel naked without the weapons on.

## Possessions

- Battered but still sexy leathers (Light Armor)
- Glaive (Heavy Weapon)

## Troika! Skills

- 3 Glaive fighting
- 2 Language: Space Orc
- 2 Voidjamming
- 2 Strength
- 1 Etiquette
- 1 Sneak

## Enoch's Wake Skills

- 2 Athletics
- 2 Melee Combat
- 1 Sneak
- 1 Voidjamming

## 12 Chronomancer's Ex

You were young and easily impressed when **HE** met you, and you were quick to jump into that oddly shaped blue box and travel the wild universes with him. But like many quasi-romantic flings, it got a little too actually romantic... and then fell completely flat. Now you're wandering The Infinite Void, not sure how to get home and not really all that sure you want to go back anyway.

### Possessions

- A stolen device that emits odd beeping noises and that allows you to cast spells (don't lose it!)
- An odd set of clothes from a strange or forgotten corner of The Infinite Void

### Troika! Skills

- 2 Awareness
- 1 Evaluate
- 1 Fist Fighting
- 1 Run
- 1 Voidjamming
- 1 Spell: Amity
- 1 Spell: Affix
- 1 Spell: Befuddle

### Enoch's Wake Skills & Abilities

- 2 Voidjamming
- 1 Athletics
- 1 Arcana
- 1 Diplomacy
- +1d6 Education
- +1d6 Intelligence

## 13 Aberrant Barback

Sure, the Elder Eye Tyrant named Mario is the most famous and beloved bartender on this rock. If only you could get a job at his place. Instead, you're just another tentacled, floating interstellar anomaly with too many eyestalks hoping to become a beloved local fixture (and trying to make ends meet until you do).

### Possessions

- Thick hide (counts as Light Armor)

### Troika! Skills

- 3 Awareness
- 2 Second Sight
- 2 Spell: Fear
- 1 Spell: Shatter
- 1 Spell: Sleep
- 1 Tentacle Fighting (as Small Beast)

### Enoch's Wake Skills

- 3 Arcana
- 2 Carousing
- 2 Etiquette

### Special

You automatically levitate when you move, as you don't have feet or legs.

# 14 Great Pit Survivor

You're not sure who sold you out, but after a business deal went bad, you ended up in chains in the Great Pit. You were able to fight your way out and win your freedom, but though you're now free, you're still a long way from the easy life you once had.

## Possessions

- Tattoos showing your status as a freed pit fighter in
- Newer tattoos showing your status as a freed slave
- A newly carved quarterstaff with which you won your freedom

## Troika! Skills

- 3 Quarterstaff Fighting
- 2 Awareness
- 2 Sneak
- 2 Strength
- 1 Run

## Enoch's Wake Skills & Abilities

- 3 Athletics
- 1 Melee Combat
- 1 Thievery
- +1d6 Strength
- +1d6 Endurance

## 15 Underbaron's Fixer

You once worked for "Murderin" Mort, one of the criminal Underbarons of the Kiv Empire. Among the empire's crime lords, your boss was the king of burglary and pickpocketing and a hero to the commoners (like you). Then something went wrong: Your boss suddenly suspended your pay and doubts your loyalty. It was time for you to move on and maybe disappear for a while.

### Possessions

- Crossbow with 18 bolts
- Lock picks
- Grappling hook
- Rope

### Troika! Skills

- 2 Evaluation
- 2 Locks
- 1 Awareness
- 1 Climb
- 1 Crossbow Fighting
- 1 Etiquette
- 1 Sneak
- 1 Voidjamming

### Enoch's Wake Skills

- 2 Crafting
- 2 Thievery
- 1 Athletics
- 1 Gun Combat
- 1 Voidjamming

# 16 Unlicensed Pyromancer

In a duchy half built from wood on a rock floating in the wilds of space with a limited supply of fresh water and fresh air, fires have to be carefully controlled. Especially when they're magical fires. Anyone learning pyromantic magic in The Moon Duchy of Braull is carefully licensed. Or at least, they're supposed to be. Whether you found your magic by honest or dishonest means, you've taken to it. Let's just hope that you don't inadvertently start anything you can't put out.

## Possessions

- Dingy robes
- A completely unlicensed pyromantic tome

## Troika! Skills

- 2 Run
- 2 Spell: Ember
- 2 Spell: Fire Bolt
- 2 Spell: Flash
- 1 Sneak

## Enoch's Wake Skills

- 2 Athletics
- 2 Pyromancy
- 1 Arcana
- +1d6 Power (Minimum 7)

## 21 Previously Licensed Temple Bounty Hunter

It's a living. Or it was. Now your license from the Radiant Hight Temple has lapsed, and you've got to get other work while the monastic bureaucrats push your paperwork around.

### Possessions

- Rope
- Shackles
- Collapsible Nightstick (as Club)

### Troika! Skills

- 2 Awareness
- 2 Club Fighting
- 2 Trapping
- 2 Run
- 2 Sneak
- 1 Locks

### Enoch's Wake Skills

- 2 Athletics
- 2 Melee Combat
- 1 Craft
- 1 Thievery
- 1 Survival

## 22 Outcast Forge Dwarf

You don't talk about your time living in the great mountainous forges of the dwarfs of The Infinite Void. It was a good time, but now, thanks to *those things we don't bring up*, it's over. Let's not discuss what happened. There was plenty of blame to go around.

### Possessions

- Mason's Hammer (as Mace)
- Artists Tools

### Troika! Skills

- 3 Metalworking
- 3 Strength
- 2 Evaluate
- 2 Stone Carving
- 2 Hammer Fighting
- 2 Wrestling

### Enoch's Wake Skills

- 3 Craft
- 2 Athletics
- 1 Alchemy
- 1 Melee Combat

## 23 Fortune-Telling Con Artist

Sure, you know magic... just not the kind you tell people you know.

### Possessions

- Showy Robes
- Collapsible Tent
- Staff

### Troika! Skills

- 2 Awareness
- 2 Evaluate
- 2 Spell: Befuddle
- 1 Astrology
- 1 Etiquette
- 1 Fist Fighting
- 1 Run
- 1 Second Sight

### Enoch's Wake Skills

- 2 Thievery
- 2 Telepathy
- 1 Arcana
- 1 Athletics
- 1 Etiquette

## 24 Groundling

Everyone's heard of your homeland. It's the little speck of a nation on some planet over that way. No one's much impressed though. Your people don't get out into the void much and don't always make the best impressions when they do. Your clunky armor and heavy weapons aren't fashionable on the deck of a ship, but they do seem the best tools for getting a certain jobs done.

### Possessions

- Modest Armor
- Letters from Your Parents and Creditors Back Home
- Longsword
- Memento of One or More Special Someones from Back Home and a Nebulous Promise/Plan for them to Run Away Join You Out Here

### Troika! Skills

- 3 Looking Innocent
- 3 Sword Fighting
- 2 Voidjamming
- 1 Awareness
- 1 Strength

### Enoch's Wake Skills

- 3 Carousing
- 2 Deception
- 2 Voidjamming
- 1 Melee Combat

## 25 Xenological Seeker

You always wanted to join the Seeker's Great Celestial Library and study strange and multitudinous strange cultures and life forms of the void first hand. You've joined them, but now they've sent you research the worlds of The Infinite Void

### Possessions

- Gaudy Academic Robes
- Reading glasses in a silver case
- Bundle of candles and matches
- Knife
- Writing materials and two new notebooks

### Troika! Skills

- 3 Astrology
- 2 Sleight of Hand
- 2 Voidjamming
- 2 Spell - Random (Table 5)
- 1 Evaluate
- 1 Healing
- 1 Language - Arachnodemon

### Troika! Special

You may use your Luck to recall odd facts about planets, alien species, basic alien vocabulary, or strange ships. You've read a lot of books, after all.

### Enoch's Wake Skills

- 3 Arcana
- 2 Craft
- 2 Voidjamming

## 26 Roustabout

Being a roustabout in ports of the 100 Spheres used to be a good job. There was work in the pumping stations, on the docks, and sometimes even as a bouncer. It was tough, but it kept you in good fighting shape. And then you got some new bosses, so you had to either take a paycut or start a new life.

### Possessions

- At least three vaguely inappropriate (and very visible) tattoos that your mother warned you not to get.
- A sap (as a club).

### Troika! Skills

- 3 Strength
- 2 Climb
- 2 Club Fighting
- 2 Fist Fighting
- 1 Run

### Enoch's Wake Skills

- 3 Athletics
- 3 Melee Combat

## 31 Aspiring Assassin

The traditional path is to study hard, apprentice to a master, work your way up in the guild, and one day put out a shingle as a professional killer for hire. You've never been one to take the traditional path.

### Possessions

- Dramatic, attractive, and form-fitting black clothes (Light Armor)
- Garrotte
- Scimitar
- 3 vials of Poison
- Crossbow and 10 bolts

### Troika! Skills

- 1 Awareness
- 1 Climb
- 1 Crossbow Fighting
- 1 Disguise
- 1 Knife Fighting
- 1 Locks
- 1 Poison
- 1 Sneak
- 1 Strength
- 1 Swim

### Enoch's Wake! Skills

- 1 Athletics
- 1 Craft
- 1 Deception
- 1 Gun Combat
- 1 Melee Combat
- 1 Thievery

## 32 Gold-Hearted Dock Thug

Sure, your primary job was to enforce the will of one of Campus, the Lunar Grand Duke, and keep the criminal elements on the docks in line. But really, you're more than just your job: You're a sensitive soul with a robust understanding of the mortal condition.

### Possessions

- Artists tools
- Hard-Beaten Halberd
- Leathers (Light Armor)
- Grandparent's Fiddle

### Troika! Skills

- 2 Astrology
- 2 Polearm Fighting
- 2 Singing
- 2 Strength
- 2 Climb
- 1 Painting
- 1 Sculpting

### Enoch's Wake! Skills

- 2 Craft
- 2 Melee Combat
- 1 Athletics
- 1 Perform

## 33 Snappily Dressed Condotierre

You sharply dressed mercenaries may win all the hearts while you're young, but your money-spending habits will catch up to you one day.

### Possessions

- Bright Clothing
- Buff Coat (Light Armor)
- Greatsword
- Musket (as Fusil)

### Troika! Skills

- 2 Fist Fighting
- 2 Greatsword Fighting
- 2 Climb
- 2 Run
- 2 Strength

### Enoch's Wake Skills

- 3 Melee Combat
- 2 Athletics
- 1 Perform

## 34 Anarch on the Run

You were once an anarch among the 100 Spheres, supporting freedom, peace, and common prosperity. Then the mysterious Secret Police of Enoch learned a secret about you and thought they could use it to turn you to their own ends. Even though you'd never been to Enoch, you knew that the long reach of the Comet City's Secret Police meant you either had to assist them in their Void-spanning machinations or else flee until you figured out how to break them.

### Possessions

- Sword
- Breastplate and greaves (Modest or Medium Armor)
- A favor from that traveling merchant you helped one time

### Troika! Skills

- 3 Awareness
- 2 Run
- 2 Shield Fighting
- 2 Strength
- 1 Sneak
- 1 Sword Fighting

### Enoch's Wake Skills

- 2 Athletics
- 2 Deception
- 1 Melee Combat
- 1 Thievery

## 35 Curious Cat

You don't know what everyone's problem is. You're lovable, clever, and so very curious. Sure, you want to be careful about turning knobs or forcing levers that are lying around, but you should always be.... Ohh! Is that a button?

### Possessions

- Really, you're a cat

### Troika! Skills

- 4 Getting Everyone into Trouble
- 2 Evaluation
- 1 Astrology
- 1 Climb
- 1 Voidjamming

### Enoch's Wake Skills

- 3 Athletics
- 3 Thievery
- 1 Voidjamming

### Special

You understand and can speak to non-cats as long as you share a language, but most of them don't know you can do that. Whether other cats can or should speak to non-cats is entirely their own business.

## 36 D-List Vampire

Yes, you're one of the undead and you do, periodically, need to feed on humanoidesque blood in order to maintain your undead life. But really you're just a person, perhaps even a little too ordinary of a person.

### Possessions

- Antique longsword
- One action outfit that makes you look dark but alluring

### Troika! Skills

- 2 Etiquette
- 2 Second Sight
- 2 Sword Fighting
- 1 Spell: Darkness
- 1 Spell: Darksee
- 1 Spell: Fear
- 1 Spell: Invisible

### Enoch's Wake Skills

- 3 Arcana
- 2 Deception
- 2 Etiquette
- 1 Melee Combat

### Special

You may take stamina from another creature you are feeding from (or very recently fed from) in order to fuel your spells. You don't do normal provisions, but can consume blood from the living as a provision, doing as much damage as you would recover. As with provisions, you can do this three times a day. You lose 1d6 stamina or endurance for each hour you begin in the sunlight. All successful attacks against you in full sunlight are Mighty Blows (or critical successes).

## 41 Wistful Necromancer

You know, if you'd not been so impulsive when you were just starting out in wizarding school, you'd have studied something less annoyingly edgelord than necromancy. Maybe arcane accounting or something like that.

### Possessions

- Obsidian orb
- An old friend or mentor's skull
- Dark robes

### Troika! Skills

- 3 Spell - Posthumous Vitality
- 3 Spell - Skeletal Counsel
- 2 Spell - Read Entrails
- 2 Second Sight
- 1 Astrology

### Enoch's Wake Skills

- 3 Arcana
- 3 Necromancy

## 42 Werewizard

You were always fascinated by wizards when you were a young cub, . Then, one day, you got too close and an excitable wizard bit you. It didn't work out too badly, though. You and the wizard even ended up together for a while.

### Possessions

- Loose-fitting rip-away clothes

### Troika! Skills

As a human:

- 2 Astrology
- 2 Evaluation
- 2 Second Sight
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)

As a wolf:

- 3 Bestly Fighting (as a Modest Beast)
- 2 Acrobatics
- 2 Awareness
- 2 Strength

### Enoch's Wake Skills

As a human:

- 3 Arcana

As a wolf:

- 3 Athletics

## Special

Any time you have more than a minute you can change between human and wolf form. You can also test your Luck (or make a Power check) to do the following:

- Change between forms as an action
- Manifest claws, fangs, and Bestly Fighting skill in human form, allowing you to fight as a Modest Beast
- Use a skill of spell from one form in the other form
- Shift from your wolf form to your dire wolf form (fighting as a Large Beast)
- Heal 1d6 of damage to yourself

Sadly, all damage from a silver weapon counts as a Mighty Blow and prevent you from testing your luck for a round.

## 43 Baddair Devotee

Growing up, your hero was the gruff pirate vigilante, Captain Morris Baddair. You had a soft spot for that sort of honor. You even got to serve with the captain for a time, but while infamous pirates get to evade the authorities with wild abandon, their less well known subordinates should probably show a good bit more discretion.

### Possessions

- Ceremonial armor (Modest Armor)
- Military saber
- Shield
- Pistolet

### Troika! Skills

- 2 Etiquette
- 2 Pistolet fighting
- 2 Shield fighting
- 2 Sword fighting
- 1 Voidjamming

### Enoch's Wake Skills

- 2 Athletics
- 2 Gun Combat
- 2 Voidjamming

## 44 Red Mage Escapee

Your grounding people established a fearsome mageocracy that shook your home world more than once. You got tired of making the world shake. Isn't there time to just do research anymore?

### Possessions

- Intricate tattoos that indicated your social standing at the time you ran away
- Dingy red robes that marked you as someone trained as a mage
- Nicely carved wand made from rare woods

### Troika! Skills

- 2 Astrology
- 2 Second Sight
- 2 Spell - Random (Table 5)
- 2 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)

### Enoch's Wake Skills

- 2 Arcana
- 2 Arcane Power (Random)
- 2 Arcane Power (Random)

# 45 Hippo with a Blunderbuss

You're a Kiv: a proud people with the distinguished heritage of military service. You had such a distinguished history... at least until the scandal. You're a mercenary now, but it's time someone put the soldiering back in "Soldier of Fortune"!

## Possessions

- Blunderbuss (as Fusil)
- Several Sharply Tailored Jackets
- Military saber
- Beautiful crystal decanter of very fine whiskey

## Troika! Skills

- 3 Fusil Fighting
- 2 Strength
- 2 Sword Fighting
- 1 Etiquette
- 1 Evaluate
- 1 Voidjamming
- 1 Wrestling

## Enoch's Wake Skills

- 3 Gun Combat
- 2 Melee Combat
- 1 Athletics
- 1 Etiquette

## Special

When you score a shot with your blunderbuss, you may also test your luck (or your Dexterity) to see if the scattered shot hit one or more adjacent enemies.

## 46 Illicit Illusionist

Sometimes people want to see things they rarely get to see: the almost forgotten face of an old lover, their employer's approval smile, the secret correspondence between a criminal and an aristocrat. It was your job to show those things to them until that time you showed someone important something they *did not* want to see.

### Possessions

- Dark leather outfit (light armor)
- Lockpicks

### Troika! Skills

- 3 Spell - Illusion
- 2 Locks
- 1 Evaluate
- 1 Sleight of Hand
- 1 Sneak
- 1 Spell - Assume Shape
- 1 Spell - True Seeing

### Enoch's Wake Skills

- 3 Illusion
- 1 Arcana
- 1 Craft
- 1 Deception
- 1 Thievery

# 51 Dance Artist

You've studied the movement arts of a hundred worlds and know ceremonial, ecstatic, recreational, and aesthetic. You don't get enough respect, though, and you're tired of low-paying chorus gigs, so you're traveling the Spheres, looking for whatever work you can find.

## Possessions

- A variety of costumes
- A lute

## Troika! Skills

- 2 Acrobatics
- 2 Climb
- 2 Dance
- 2 Disguise
- 2 Sleight of Hand
- 1 Etiquette
- 1 Lute Playing
- 1 Sneak

## Enoch's Wake Skills

- 3 Perform
- 2 Athletics
- 1 Deception
- 1 Thievery

## 52 Guild Alchemist

While your guild doesn't command the respect, prices, popularity, or workload of the wizards, you're proud of your sister and brother alchemists. Your favorite jokes involve volatility, reactions, and calcifiers.

### Possessions

- 5 inert alchemical grenades
- Leather apron and protective gear (light armor)
- Traveling alchemist's kit

### Troika! Skills

- 3 Alchemy
- 2 Run
- 2 Healing
- 2 Spell - Animate
- 1 Astrology
- 1 Grenade Tossing

### Enoch's Wake Skills

- 3 Alchemy
- 2 Arcana
- 1 Athletics
- 1 Medicine

### Special

You can test your luck (adding your Alchemy advanced skill or Intelligence + Alchemy) to convert your innate grenades into elemental explosions (per the Explode spell or Pyromancy ability) of acid, fire, ice, or stone. Given time and the right tools, you check your skills to duplicate the effects of any potion you find or to create more inert grenades.

## 53 Space Pixie

Your people inhabited the great tree planets of The Fey Sphere, but you developed a terrible wanderlust and a taste for adventure.

### Possessions

- Bag of pixie dust (2d6+10 uses)
- Pixie musket (as Fusil) with Bayonet (as Sword)
- Tiny size and questionable attitude (Modest Armor)
- Adorable wings (fly at walking speed)

### Troika! Skills

- 2 Acrobatics
- 2 Fly
- 2 Sneak
- 2 Spell - Invisibility (requires pixie dust)
- 2 Spell - Levitate (requires pixie dust)
- 1 Fusil Fighting
- 1 Sword Fighting

### Enoch's Wake Skills

- 2 Deception
- 2 Illusions (requires pixie dust)
- 2 Telekinesis (requires pixie dust)
- 1 Gun Combat
- 1 Melee Combat
- 1 Thievery

### Special

You have insect-like wings that allow you to fly as fast as most people walk. You know that non-fey alchemists can help you create more pixie dust, but you're not exactly sure of how.

## 54 Wererat Crew

You grew up (not that long ago) and all you had was each other. 1d6 of you are still here, just on the cusp of adulthood, hanging out together, doing whatever you can to keep each other alive and gainfully employed.

### Possessions

- Lovable mutt who likes you no matter what shape you're in
- Packs of odds and ends used to make traps and other nifty gizmos
- Slings with 10 stones for each of you (as bow but one-handed)

### Troika! Skills

As crew kids:

- 2 Run
- 2 Sneak
- 2 Trapping
- 2 Wrestling
- 1 Knife Fighting
- 1 Sleight of Hand

As rats:

- 3 Awareness
- 3 Run
- 3 Sneak
- 2 Beastly Fighting (as small beast)
- 1 Voidjamming

## Enoch's Wake Skills

In either form:

- 2 Athletics
- 2 Survival
- 2 Thievery
- 1 Melee Fighting
- 1 Voidjamming
- +1d6 Endurance

## Special

Your individual crew members normally switch from human to rat form in a minute or so. You can test your luck to do any of the following:

- Have one of you change between forms as an Action
- Use a skill of the other form
- Combine all of your rat forms into a King Rat (Gigantic Beast)
- Heal 1d6 of damage to yourself

You split your Stamina (and Endurance) between the members of your crew. If one of you dies, you are at -1 damage, luck, and skill rolls until your crew has a moment to mourn and regroup.

Any hit against you with a silver weapon is automatically a Mighty Blow (or Critical Success).

# 55 Shrine Knight

From the time you came to The Infinite Void, you knew what your calling was: to defend the innocent and protect the good in the service of Secret Temple of Justice. It doesn't pay, of course, but the truly devoted do not concern themselves with such base limitations. The great justice-provider provides.

## Possessions

- Plate armor (Heavy Armor)
- Greatsword
- A medical kit
- Holy symbol

## Troika! Skills

- 2 Greatsword fighting
- 2 Healing
- 2 Spell - Darksee
- 2 Spell - True Sight
- 2 Spell - Light

## Enoch's Wake Skills

- 2 Awareness (Arcane Talent)
- 2 Melee Combat
- 1 Arcana
- 1 Arcane Talent (Random)
- 1 Medicine

## 56 Wandering Star Priest

You can't quite say what drew you to the god Celeston the Star Wanderer after so many years in such an irreverent cosmos, but something about the low-key traveling deity spoke to you.

### Possessions

- Gem-studded Holy Astrolabe of Celeston
- Sacred Spear
- Night-Black Cloak

### Troika! Skills

- 2 Astrology
- 2 Healing
- 2 Second Sight
- 2 Voidjamming
- 2 Spell - Find
- 2 Spell - Light
- 2 Spell - Language
- 1 Spear Fighting

### Enoch's Wake Skills

- 2 Arcane Talent (Random)
- 2 Medicine
- 1 Arcana
- 1 Melee Combat
- 1 Voidjamming

### Special

While wearing your jeweled astrolabe of Celeston, treat your Luck as +1 (or get Power +1).

# 61 Sentient Bronze Construct

You were made to work the shipyards and dry docks, hauling freight and lifting cargo. Instead, you achieved sentience.

## Possession

- A body of bronze: Modestly Armored or wearing Medium Armor; your fists do damage as a mace; carry three less items than a normal person of your size and strength (in Troika, only 9 items).

## Troika! Skills

- 3 Strength
- 3 Fist Fighting
- 2 Etiquette
- 2 Wrestling

## Enoch's Wake Skills

- 3 Athletics
- 2 Etiquette

## Special

You have +1d6 Stamina (or Endurance). You don't need to breathe, eat, or drink, but cannot regain hit points from provisions or be revived by normal human healing skills or magic. You'll need to find someone to repair you if you drop to 0 Stamina. Maintenance will repair you for 1d6 Stamina regain.

## 62 Arachnofiend Stalker

Several years ago, the hellish Arachnofiend Collective and their titanic umber servitors came to your home world of Andiar, enslaved the peaceful gnome clans, and turned the planet into their weird laboratory. You've vowed to travel the known spheres, defying and undermining the Arachnofiend Collective whenever you find their evil machinations.

### Possessions

- Modest Armor
- Axe
- Rope
- Manacles
- Dark Clothing

### Troika! Skills

- 3 Axe Fighting
- 2 Awareness
- 2 Climb
- 2 Language - Arachnofiend Collective
- 2 Sneak
- 2 Wrestling

### Enoch's Wake Skills

- 3 Melee Fighting
- 2 Athletics
- 2 Thievery

### Special

You may test your Luck or Intelligence to detect the influence, plots, and machinations of the Arachnofiend Collective.

## 63 Has-Been Cabin Swab

You were young when you signed on with that ship, and you were the pluckiest, cutest, and most likable swab ever to take on every odd job an officer threw your way. You scrubbed decks and lugged grub and even trekked around on the rigging. Then one day you were just a little too old to be that kind of cute and plucky and the next thing you knew, they were enamored of a new cabin swab: one so plucky, cute, and lovable that you couldn't even be mad you'd been replaced. It's time to buck up and move on while you've still got some pluck left.

### Possessions

- Rope
- More rope
- Bale hook
- A memento from a special second mate
- Crossbow and 6 bolts

### Troika! Skills

- 2 Climb
- 2 Fist Fighting
- 2 Sneak
- 1 Acrobatics
- 1 Crossbow Fighting
- 1 Dodge
- 1 Knife Fighting
- 1 Voidjamming

### Enoch's Wake Skills

- 2 Athletics
- 2 Thievery
- 1 Gun Combat
- 1 Melee Combat
- 1 Voidjamming

# 64 Undead Elfin Space Captain

In the elven courts and the Fey Admiralty, you were once respected... even feared. But then you fell in love with someone evil and they convinced you to betray everything you'd stood for. And then you died. In coming back, perhaps you can redeem yourself.

## Possessions

- Sword
- Shield
- Light Armor

## Troika! Skills

- 3 Shield Fighting
- 2 Astrology
- 2 Voidjamming
- 2 Sword Fighting
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)

## Enoch's Wake Skills

- 2 Arcana
- 2 Melee Combat
- 2 Voidjamming
- 1 Arcane Talent (Random)

## Special

You don't eat, breathe, or drink and can't gain benefits from provisions. Only dark, necromantic magic can revive you once you drop to 0 HP.

## 65 Would-Be Privateer

You're pretty sure the only reason Enoch's Senate keep rejecting your application for a letter of marque is because you don't have a crew, you don't have your own ship, and you've never been an officer. Once you get those taken care of, you're pretty sure you've got an in.

### Possessions

- Rope
- Scimitar
- Crossbow with six bolts

### Troika! Skills

- 1 Awareness
- 1 Astrology
- 1 Climb
- 1 Crossbow Fighting
- 1 Dodge
- 1 Fist Fighting
- 1 Knife Fighting
- 1 Sleight of Hand
- 1 Sneak
- 1 Voidjamming
- 1 Strength
- 1 Wrestling

### Enoch's Wake Skills

- 1 Athletics
- 1 Gun Combat
- 1 Melee Combat
- 1 Navigation
- 1 Voidjamming
- 1 Thievery

# 66 Pragmatic Ogre of Thought

People love it when you show up to break up slave rings, rescue their loved ones from inter-dimensional soul flensers, and lead everyone in a rousing drinking song. Sadly, this doesn't pay the bills yet.

## Possessions

- Maul
- Rope
- Shackles
- Grappling Hook
- A rousing voice

## Troika! Skills

- 3 Strength
- 2 Climb
- 2 Maul Fighting
- 2 Secret Signs - Pragmatic Order of Thought
- 1 Etiquette
- 1 Run
- 1 Rousing Singing

## Enoch's Wake Skills

- 3 Athletics
- 2 Melee Combat
- 1 Etiquette
- 1 Perform



# 36 Ready-to-Use Character Backgrounds for Troika & Enoch's Wake

