

MAKING AN ENOCH'S WAKE CHARACTER

Choose which District your character grew up in:

Habortown (dockside, boisterous); Promenade (haughty, mercantile); Underrock (quiet, reverent); Old Town (bourgeois, staid); Orchard (urban agriculture, industrious); High Rock (ruling class, moneyed); Aft (conservative, reclusive).

Choose which of Enoch's peoples you are from: Humans, Automata, Orgres, Kiv (hippo folk), Starspawn (cephalopod-like folk), Minotaurs, Other _____.

Roll your characteristics: 2d6 four times, assigning each roll to your Characteristics in order: *Endurance, Luck, Resource, Willpower*. Then, you may reroll your lowest Characteristic (ignore the new result if it's lower), and swap any two of them.

Choose two background abilities:

- **Background Skills:** Choose two Skills from: Athletics, Melee Combat, Gun Combat, Medicine, Deception, Streetwise, Voidjamming, Thievery, and Etiquette. *Gain +1 to both of these Skills.*
- **Innate Capability:** Roll 1d6 and add the result to one Characteristic.
- **Hedge Witch:** Gain the Arcana Skill at rank 1.
- **Jack of All Trades:** You may always attempt an action, even if it would usually require a Skill to do so. While most characters have -3 to any roll for which they don't have a relevant Skill, you do not. You can take this ability only once.
- **Natural Weapons:** You have claws, horns, hammer fists, etc. that do 2d6 damage, and you gain +1 Melee Combat. Take this twice to have your natural weapons do 3d6 of damage or gain +2 Melee Combat instead.
- **Shapeshifting:** Whether you (or your family lineage) started as a beast, a human, or anyone else, you can

move between two forms: one beastly and one typical sentient form (such as human). When you change, you have the natural abilities and weapons of the new form—a bear has claws, an owl has wings, etc. While transformed, your Endurance and Willpower each temporarily increase by 1d6, but you cannot use Resources.

- **Wild Arcane Talent:** A naturally-occurring instance of some Arcane Talent. Choose one of the following Talents (though it is untrained and you have no Skill with it): *Telepathy, Clairvoyance, Illusions, Necromancy, Telekinesis, Teleportation, and Pyromancy.*

Lifepath Skills: Turn 18 and decide what education and career options to attempt before you begin adventuring (pg. 18). You'll choose between:

- Starting adventuring at 18 (using **Adventuring at 18**).
- Pursuing an education through study or travel and then either starting adventuring or then pursuing your first career (using **High Academy, Secret Collegium, or Travel**).
- Begin your first career. If you get rejected to your first application, you can take a random assignment or use **Odd Jobs**.

Once you complete your lifepath, record your Skills, abilities, and Rewards, as well as the names of any connections you have made.

Troubles: Complete your lists of troubles (page 36).

Name, Pronouns, Description: Choose a name and pronouns and describe your character.

That Last Job: Determine how your crew's last job went (page 40).

RECRUITMENT OFFERS

If you'd like to see what recruitment offer you can get, roll on the list below. If you don't like the offer, you can choose to do Odd Jobs instead—but you may make an enemy of the employer who offered you a job in the first place.

1. Far Trader Crew aboard the privateering ship The Fool's Errand.
2. Far Trader Crew aboard the smuggling ship The Foresight.
3. Anarch Community Defense working undercover in

the authoritarian Aft district.

4. Senator's Assistant working for Seven Senator Noka.
5. Necropolis Guardian working for Immortal Lord Asher Urdal.
6. Odd Jobs

If you don't take a recruitment offer, you must do Odd Jobs (pg. 34) instead.



Adventuring at 18

For whatever reason, you plan to forgo education and a career and immediately begin adventuring instead. *Use this table only if you're going to begin adventuring at age 18 without any further education or career.*

Starting at 18?

Take one of Athletics, Carousing, Perform, and Thievery. Then improve 1 of your existing Skills by 1.

Lucky Break or Hard Knocks? Roll 2d6. On an 8+, you got some lucky breaks and gained some Skills. Otherwise, you learned from hard knocks.

Lucky Break?

Roll twice below to see what Skills you learned.

- 1 Athletics
- 2 Gun Combat
- 3 Thievery
- 4 Melee Combat
- 5 Perform
- 6 +1 Willpower

Hard Knocks?

Roll twice below to see what Skills you learned.

- 1 Streetwise
- 2 Streetwise
- 3 Thievery
- 4 Carousing
- 5 Deception
- 6 +1 Endurance

Troubles

Roll once if you got a Lucky Break, or twice if you got Hard Knocks.

- 1 – 2 Add a name to the list of People You Owe (pg. 36).
- 3 – 4 Add a name to the list of People Counting on You (pg. 39).
- 5 – 6 Add a name to the list of People Looking for You (pg. 37).

Education: The High Academy of Enoch

At the age of 18, you can choose to apply to The High Academy to further your education and study advanced, specialized topics.

Gaining Admission

Roll 2d6. On an 8+, you are admitted. If not, start your first career (pg. 24).

Pass or Fail?

Roll 2d6. If you get 8+, you pass your full four-year term. If you have Willpower 8+, +2 to the roll.

Did You Pass?

Age 4 years, and roll 1 to see what you learned at the academy.

- 1 Alchemy
- 2 Arcana
- 3 Etiquette
- 4 Medicine
- 5 +1 Willpower
- 6 +1 Resources

Did You Fail?

Age 1d3 years, roll 1 for what you learned instead, start a 1st career or begin adventuring.

- 1 Carousing
- 2 Athletics
- 3 Perform
- 4 Streetwise
- 5 Thievery
- 6 Deception

Did you receive honors?

If you passed, roll 2d6 again. If you get a 10+, you receive a degree with Honors. If you have Willpower 9+, +2 to the roll. If you graduate with honors, increase your Resources by 1 or choose any one of the Skills listed above.

Graduate studies?

If you passed, you may apply to stay 4 more years to complete graduate studies. With Honors, you are automatically accepted. Otherwise, roll 2d6. On 8+, age 4 years and improve 2 existing Skills by 1 each.

Debts & Rewards

Roll once on the following table when you attend The High Academy (pass or fail). Roll again if you receive Honors and again if you complete graduate studies.

- 1 – 2 -1 Resources. Add a name to the list of People You Owe (pg. 36).
- 3 – 4 Add a name to the list of People You Owe (pg. 36).
- 5 – 6 +1 Willpower.



Founded at the command of the immortals of Enoch, the Secret Collegium is where Enochians with Arcane Talents (or at least arcane potential) may seek training. While the existence of the Collegium is broadly known, the identities of its tutors, examiners, and current students are a carefully guarded secret.

Gaining Admission

If you have the Wild Arcane Talent background ability, you gain admission automatically. If not, roll 2d6. On a 9+, an Arcane Talent manifests when you apply for admission (your GM chooses one from the Wild Arcane Talents background ability). Otherwise, start your first career.

Foundations

Once admitted to the Collegium, you gain your Arcane Talent as a Skill (e.g., if your Wild Arcane Talent is Telepathy, you gain Telepathy 1). If your Willpower is less than 7, increase it to 7. Otherwise, increase it by 1.

Mastery?

Beyond your own talents, there are always deeper mysteries to probe. Roll 2d6. On an 8+, you achieve mastery of your tutors' deeper secrets.

Did you achieve Mastery?

Age 4 years, and roll once below. Start your first career (pg. 24), begin adventuring, or remain for Advanced Studies.

- 7 Your Arcane Talent
- 2 Arcana
- 3 Clairvoyance Talent
- 4 Awareness Talent
- 5 +1 Endurance
- 6 +1 Willpower

Did you Fail?

Age 4 years, and roll once below to see what you learned instead. Start your 1st career (pg. 24) or begin adventuring.

- 7 Carousing
- 2 Perform
- 3 Streetwise
- 4 Gambling
- 5 Deception
- 6 +1 Resources

Advanced Studies?

If you achieved mastery, you may choose to stay at the Collegium. Age three more years, gain the Arcana Skill, and +1 Willpower. You may begin your first career (pg. 24) or start adventuring.

Debts & Rewards

Roll once if you completed 4 years of study at The Secret Collegium, again if you achieved mastery, and again if you complete advanced studies.

- 1 – 2 Add a name to the list of People Looking for You (pg. 37).
- 3 – 4 +2 Willpower. -1 Resources.
- 5 – 6 Gain the Awareness Talent (with Skill 1). +1 Willpower.



Education: Travel

Whether it's a grand tour, studying abroad, a torrid affair, or a wild adventure (or some combination of the three), you spend four years anywhere but Enoch itself. There are many worlds in the Hundred Spheres, and you mean to see as many as you can.

Gaining Admission

Roll 2d6. If you have Endurance 8+ or Resources 9+, +2 to the roll. On a 6+, you successfully travel abroad. If you fail the roll, start your first career (pg. 24).

Adventure or Misadventure?

Roll 2d6. On a 6+, you avoid misfortune in your adventures.

Did you avoid misfortunes?

Age 4 years, and roll **twice** below. Begin your first career or start adventuring.

- 1 Carousing
- 2 Athletics
- 3 Gun Combat
- 4 Perform
- 5 Voidjamming
- 6 +1 Endurance

Did you encounter misfortunes?

Age 1d6 years, and roll **twice** below. Begin your first career or start adventuring.

- 1 Bribery
- 2 Thievery
- 3 Gambling
- 4 Deception
- 5 Streetwise
- 6 +2 Endurance, -1 Resources

Debts & Rewards

Roll once below if you complete 4 years of travel without misadventures.

- 1 – 2 -1 Resources. Add a name to the list of People You Owe (pg. 36).
- 3 Add a name to the list of People Looking for You (pg. 37).
- 4 +1 Resources. Add a name to the list of People You Owe (pg. 36).
- 5 – 6 +1 Resources.



No one trusts The Patrol, and they trust Enoch's Secret Police even less. So the anarchists of Enoch organized a civilian community defense in several districts to protect citizens, arbitrate disputes, and ensure the safety of common goods. Even without formal uniforms or steady pay, the anarchs keep the criminals, the Patrol, and Secret Police in check.

Application: Roll 2d6. On a 6+, your application is accepted. If you have Streetwise or Endurance 8+, +2 to the roll. If you are not accepted, take a recruitment offer (pg. 24) or try Odd Jobs (pg. 34).

Acceptance: On acceptance, name the district leader with whom you served or choose one of the ones listed. Choose one Skill from the following: Carousing, Athletics, Streetwise.

Success or Misfortune? Roll 2d6. If you have Streetwise, +2 to the roll. On a 6+, you see success as a member of the anarch defense contingent. Otherwise, misfortune.

Success: Age 4 years, and roll once on one of the three tables below. If this is your first contract, roll twice on one (or once on each of two) instead.

Choose a district leader, such as **Andreays Donn** (they/them), the reclusive ogre leader in Orchard; **Nessa Chorris** (she/her), the kiv professor who left the High Academy to lead the anarchists of Harbortown; or **Ivar Vaunt** (he/him), the shapeshifting burglar who secretly leads the Free Aid Society in authoritarian-controlled Aft.

District Streets

- 1 Etiquette
- 2 Diplomacy
- 3 Thievery
- 4 Athletics
- 5 Streetwise
- 6 Carousing

Training Yard

- 1 Athletics
- 2 Melee Combat
- 3 Gun Combat
- 4 Medicine
- 5 Athletics
- 6 +1 Willpower

Dark Taverns

Requires Endurance 8+.

- 1 Diplomacy
- 2 Carousing
- 3 Deception
- 4 +1 Endurance
- 5 +2 Endurance
- 6 +1 Resources

Misfortune:

Roll 2d6 on the table below. If you don't have Streetwise, -2 from the roll. If you have Thievery or Carousing, add 2 to the roll.

<2

Scandal: Whether or not you were at fault, when the scandal came to light, you were one of the ones punished. You've been dismissed from service. Lose any Rewards you would have gained. Age 5 years and start adventuring. Add a name to People You Owe (pg. 36).

2-8

Injury: You are injured while working in the district. Age 1d3 years while recovering, then start adventuring with Rewards as normal, +1 additional Reward. -1 Endurance. Roll once on "District Streets."

9-11

Budget Shortfall: There were too many volunteers and too few funds. Start adventuring, rolling on the Rewards table as normal. -1 Resources. Roll once on "Training Yard."

12+

Aristocrat's Ire: You got in the way of one of High Rock's aristocrats. Your commanders had you lay low. Age 4 years and complete this term as normal. Roll once on "Training Yard." Add a name to the list of People Looking for You (pg. 37).

Returning to the Anarchs: If you're 33 or younger at the end of your contract (and have not been directed otherwise) you may either begin adventuring or remain with the anarchists. If you decide to remain, roll Success or Misfortune again as normal.

Rewards

Before you start adventuring (unless you were directed otherwise), roll once below for each 4-year term you served.

- 1 +1 Endurance.
- 2 +1 Willpower.
- 3 +1 Endurance. +1 Willpower.
- 4 Thievery. Streetwise. +1 Resources.
- 5 Athletics. Carousing. +1 Endurance.
- 6 +1 Endurance. +1 Resources. +1 Willpower.



Everyone knows where Enoch makes its money: trade. Whether it's smugglers moving stolen wares, merchants specializing in the goods of the Hundred Spheres, or privateers with a Senator's letter of marque, as long as no open conflicts occur in the Harbor or Wake, and as long as all vessels come to the city's defense in times of crisis, Enoch's docks are open to everyone.

Application: Automatic for those who have spent 4 years Traveling. Otherwise, roll 2d6. If you have Endurance 8+, +2 to the roll. On a 7+, you are accepted. If you are not accepted, take a recruitment offer (pg. 24) or do Odd Jobs (pg. 34).

Acceptance: On acceptance, name the ship where you served or choose one of the ones listed. Take the Voidjamming Skill.

Success or Misfortune: Roll 2d6. If you have Voidjamming 2+, +2 to the roll. On a 6+, you see success. Otherwise, misfortune.

Success: Age 4 years, and roll once on one of the three tables below. If this is your first tour, roll twice on one (or once on each of two) instead.

Choose a ship, such as The Fool's Errand under the command of the ogre privateer **Santo Chalke** (they/them), The Divine Liberty with the catlike **Ysella Warn** (she/her), or The Foresight, a smuggling ship under the automaton **Draedo** (he/him).

Life Aboard

- 1 Navigation
- 2 Craft
- 3 Athletics
- 4 Voidjamming
- 5 Thievery
- 6 +1 Endurance

Action in Port

- 1 Melee Combat
- 2 Gun Combat
- 3 Gambling
- 4 Streetwise
- 5 Carousing
- 6 Bribery

Touring the Spheres

Requires Resources 8+

- 1 Diplomacy
- 2 Etiquette
- 3 Bribery
- 4 Arcana
- 5 Carousing
- 6 +1 Resources

Misfortune: Age 4 years, and roll 2d6. If you have Carousing or Gambling, -2 to the roll. If you have Diplomacy, +2 to the roll.

<2 Abandoned: When trouble came, they could not wait for you to return to the ship. It took 5 years to make your way back with no Rewards for any tours. Begin your adventuring career. Add a name to the list of People You Owe (pg. 36). -2 Resources.

2-8 Abandoned: When trouble came and you were away from the ship, they could only wait so long. You've taken five years to make your way back and got no Rewards for this or previous terms. Begin your adventuring career. Add q name to the list of People You Owe (pg. 36). -2 Resources.

9-11 Cut Short: After 1d3 years of this contract, your tour was cut short, with either the ship or the skipper (or both) not returning to Enoch. Normal Rewards for previous tours but not this one. Begin your adventuring career. Roll on "Action in Port."

12+ Annoyed Skipper: The Skipper, fairly or not, suspended your shore leave on this tour. Age 4 years and complete this tour. You may return if you choose, or begin your adventuring career. Roll on "Life Aboard."

Returning to the Ship: If you're 33 or younger at the end of your tour (and have not been directed otherwise) you may begin your adventuring career, or remain with the crew. If you decide to remain, roll Success or Misfortune again and proceed as normal.

Rewards Before you start adventuring (unless you were directed otherwise), roll once below for each 4-year term you served.

- 1 +1 Resources.
- 2 Gambling. +1 Resources.
- 3 +1 Resources. +1 Willpower.
- 4 +2 Resources.
- 5 +2 Endurance. +1 Endurance.
- 6 +3 Resources.

First Career: Senator's Assistant

The Senate of Enoch isn't elected or representative: they're a body of the Rock's hereditary aristocracy who decided that they should govern Enoch. Each aristocratic house controls a number of Senate seats based on their wealth, prestige, and antiquity, and they distribute those seats to members according to their own internal rules.

Application: Automatic for honors graduates from The High Academy or those who completed graduate studies. Otherwise, roll 2d6. If Resources 8+, +2 to the roll. On an 8+, you are accepted. If not, accept a recruitment offer (pg. 24) or Odd Jobs (pg. 34).

Acceptance: On acceptance, name the Senator you're working for (or choose one of the ones to the right). Choose one skill the Senator's staff trained you in when you were accepted: Diplomacy, Etiquette, or Streetwise.

Success or Misfortune: Roll 2d6. If you have Willpower 8+, +1 to the roll. On a 5+, you see success as a Senator's assistant. Otherwise, misfortune.

Success: Age 4 years. Roll once on one of the three tables below. If this is your first term, roll twice on one of the tables instead. Age 4 years.

Choose a senator, such as: **Seven Senator Noka** (he/him), the most ancient starspawn senator, holding all seven of the senate seats of House Samrys; **Senator Elekto** (she/her), who represents the human and automaton aristocrats of House Hunrus; or **Senator Grivik** (they/them), a minotaur with connections throughout the city.

Discreet Agent

- 1 Athletics
- 2 Streetwise
- 3 Thievery
- 4 Gun Combat
- 5 Deception
- 6 Carousing

Senator's Clerk

- 1 Deception
- 2 Diplomacy
- 3 Etiquette
- 4 Thievery
- 5 Bribery
- 6 +1 Willpower

High Rock Society

Requires Resources 8+.

- 1 Diplomacy
- 2 Melee Combat
- 3 Deception
- 4 Gambling
- 5 Gun Combat
- 6 +1 Resources

Misfortune: Roll 2d6. If you have Resources 6-, -2 to the roll. If you have Etiquette, +2 to the roll.

<3

Scandal: The Senator's office or family faced some significant scandal and blamed you. You have been dismissed from service. You lose all Rewards you would have gained, and age 5 years over the course of the scandal, investigations, and house arrest. -2 Resources.

3-5

Dismissed: There were only hints as to the true reason, but after 1d3 years of this term, you were quietly dismissed. You may roll only once on the Rewards table, no matter how long you served. -1 Resources. Roll on your choice of one of the three tables above.

6-8

Injury: You were injured while working in the field to further the Senator's interests. It has taken 1d3 years to recover. Begin adventuring with Rewards as normal, and roll 1 additional Reward. -1 Endurance. Roll on "Discreet Agent."

9-11

Suborned: Whether you are guilty or not, a Commander of the Secret Police accused you of a crime. Complete this term with the Senator as normal, but you must renew your contract for another term. Thievery skill. Add one name to the list of People Looking for You (pg. 37).

12+

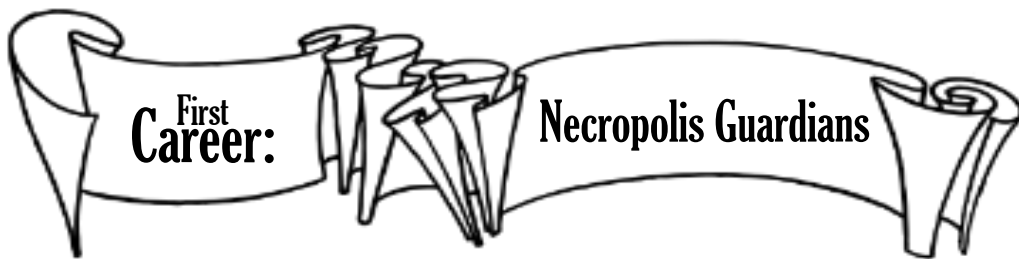
Indiscretion: Some minor indiscretion meant that the Senator needed to keep you out of the office for most of this term. Age 4 years and complete this term as normal. Roll on "Discreet Agent."

Renewing Your Contract: If you're 33 or younger at the end of your contract (and have not been directed otherwise), you may begin adventuring or renew your contract for another term. If you decide to renew, roll Success or Misfortune again and proceed as normal.

Rewards:

Before you start adventuring (unless you were directed otherwise), roll once on the following table for each 4-year term you served.

- 1 +1 Resources.
- 2 Etiquette. +1 Resources.
- 3 Diplomacy. Etiquette. +1 Resources.
- 4 Diplomacy. Streetwise. +1 Willpower.
- 5 Increase one skill you have by 1.
- 6 +2 Resources. +1 Willpower.



While the mortals of Enoch busy themselves with politics and trade, the immortals have only one reason to be here: to guard the ancient Necropolis, whose oldest parts are older than even they can remember. The work of greeting visitors at the gates, guiding researchers, and ensuring the goodwill of the public falls to their mortal guardians, who the immortals allow to study the arcane sciences in return for their service.

Application: Automatic for those who have graduated from The Secret Collegium or know the Arcana skill. Otherwise, roll 2d6. If Resources 8+, +2 to the roll. On an 8+, you are accepted. If not, take a recruitment offer (pg. 24) or try Odd Jobs (pg. 34).

Acceptance: On acceptance, name the immortal you are working for (or choose one of the ones listed to the right). Gain a level of skill in either Arcana or an Arcane Talent you possess.

Success or Misfortune: Roll 2d6. If you have Willpower 8+, +1 to the roll. On a 5+, you see success as a Necropolis guardian. Otherwise, misfortune.

Success: Roll once on one of the three tables below. If it is your first term, roll twice on one of the tables instead. Age 4 years.

Many of the original immortals who ran Enoch when humans and starspawn first appeared (including their queen Magna Dis), have long since lost touch with the mortal world. However, many others remain, such as the handsome and charming aristocrat **Asher Urdal** (he/him), the cold but generous warrior **Nardina Ur** (she/her), and the enigmatic oracle **Arbel Ador** (they/them), said to be the most ancient immortal still active.

Immortal's Lackey

- 1 Arcana
- 2 Alchemy
- 3 Etiquette
- 4 Melee Combat
- 5 Deception
- 6 +1 Willpower

Necropolis' Face

- 1 Perform
- 2 Medicine
- 3 Etiquette
- 4 Diplomacy
- 5 Deception
- 6 Bribery

Underrock's Taverns

Requires Resources 7-.

- 1 Carousing
- 2 Melee Combat
- 3 Thievery
- 4 Streetwise
- 5 Gambling
- 6 +1 Resources

Misfortune: Roll 2d6. If you have Willpower 7-, -2 to the roll. If you have Thievery, +2 to the roll.

<3

Lost & Alone: You disappeared alone into the Necropolis's depths during your first week of service this term. When you returned 1d6 years later (you do not recall being gone that long. How did you survive?), you were discreetly dismissed from the Necropolis's service without Rewards. -1 Endurance. -1 Resources. Arcana skill.

4-6

Immortal Disapproval: They blamed you for some vandalism or other defilement in the Necropolis. Whether you were guilty or not doesn't really matter. You age 1d3 years, lose all Rewards, and begin adventuring. -2 Resources.

7-10

Injury: You are injured while working in the Necropolis. It takes you 1d3 years to recover. You leave the immortals' service with Rewards as normal, and roll 1 additional Reward. -1 Endurance. Roll on "Immortal's Lackey."

11+

Lost Party: You have only vague images—ecstatic or nightmarish—of what happened in the Necropolis's depths. Age 2d6 years, begin adventuring with Rewards as normal and 2 additional Rewards. -1 Willpower. Thievery skill. Add the name of a lost ally's dependent to the list of People Counting on You (pg. 39).

Renewing Your Contract: If you're 33 or younger at the end of your contract (and have not been directed otherwise), you may choose to begin adventuring or renew your contract for another term. If you decide to renew, roll Success or Misfortune again and proceed as normal.

Rewards: Before you start adventuring (unless you were directed otherwise), roll once on the following table for each 4-year term you served.

- 1 +1 Resources.
- 2 Alchemy. Thievery.
- 3 Arcana. +1 Willpower.
- 4 +1 Resources. +1 Willpower.
- 5 Arcana. +2 Willpower
- 6 +2 Resources. +2 Willpower.



First Career: Odd Jobs

If you do not—or cannot—work for anyone else for long, you can always be an odd-jobber, taking short-term assignments and jobs from the various denizens of Enoch.

Application: Automatic—all applicants are accepted.

Acceptance: On acceptance, name the first job you took, and the district where you took it, or choose one listed. Take 1 of the following Skills: Thievery, Streetwise, or Carousing.

Success or Misfortune: Roll 2d6. On a 6+, you see success as an odd-jobber. Otherwise, misfortune.

Success: Roll twice on one of the three tables below, or once each on two different tables. Age 1d3+1 years.

Day's Work	Running the Wake	Eyes on the Streets <i>Requires Thievery or Streetwise.</i>
1 Craft	1 Carousing	1 Streetwise
2 Perform	2 Melee Combat	2 Thievery
3 Carousing	3 Voidjamming	3 Athletics
4 Alchemy	4 Thievery	4 Carousing
5 Athletics	5 Athletics	5 +1 Endurance
6 +1 Willpower	6 +1 Endurance	6 +1 Resources

Misfortune: Roll 2d6. If you have Endurance 7-, -2 to the roll. If you have Streetwise or Carousing, +2 to the roll.

- <5** **Apprehended:** Maybe a District Guard caught you, but more likely it was the Watch or the Secret Police. It took 4 years to work your way out of the dungeon they put you in. You gain no Rewards for this job, and start adventuring. Add a name to the list of People Looking for You (pg. 37). **-2 Resources.**
- 6–9** **Injury:** No matter whose fault it was, you got hurt. It took you 1d3 years to recover. You gain no Rewards for this job, and it is time to start adventuring. **-1 Endurance.** Roll on “Eyes on the Streets.”
- 10–11** **Slim Pickings:** You spent 1d3 years looking, but you’ve not gotten a lot of jobs. Roll for Rewards and start adventuring. Roll on “Day’s Work.”
- 12+** **Free Wake Troubles:** When you needed to get away from some troublemakers, the Wake looked like your safest bet. You spent five years out there, and you learned a lot. Roll for Rewards and start adventuring. Roll on “Running the Wake.”

Renewing Your Term: If you’re 33 or younger at the end of your job (and have not been directed otherwise) you may begin adventuring or keep doing odd jobs. If you decide to remain, collect your Reward and roll Success or Misfortune again and proceed as normal.

A **Day’s Work** might be singing in an inn or bouncing rough customers from taverns. **Wake Jumping** includes carrying messages and supplies to the denizens of the Free Wake to smuggling in restricted goods from ships who won’t dock at the Harbor. **Eyes on the Streets** is couriering messages, surreptitiously watching suspicious locations, or shadowing persons of interest to your employers.

Rewards

Roll below for Rewards each time you complete a job or when directed.

- 1** No rewards. Add a name each to People You Owe and People Looking for You
- 2** +1 Endurance. Add a name to People You Owe
- 3** +1 Endurance.
- 4** Perform. Thievery.
- 5** Streetwise. +1 Resources.
- 6** +2 Endurance. +1 Willpower.