



ENOCH'S WAKE

A PLAYER'S
GUIDE
TO THE INFINITE
VOID

BY RICHARD RUANE



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INFINITE VOID**

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WELCOME TO ENOCH

Introduction

The Free City of the Rock of Enoch, carved into a great comet, is one of the greatest trading centers of the Infinite Void. A young city—humans, minotaurs, and starspawn arrived less than 300 years ago—but when the mortals discovered Enoch, they found a cult of mysterious immortals living there. These immortals spend their undying centuries protecting the ancient Necropolis beneath Enoch’s surface. Even they have forgotten how long their people have lived in Enoch.

City Government

The immortals parceled out the comet’s surface to minotaur prospectors, human smugglers, and starspawn religious refugees. In their undying wisdom, the immortals left governance to the wealthiest, oldest, and most aristocratic families of Enoch, each of which controls a specific number of seats in the Senate of the Rock. A number of forces work alternately alongside or against the Senate: the guilds and their various councils, the First Citizens of each of the city’s districts, anarch communities and their meetings, and informal conclaves of immortals who want to ensure no one interferes in their business.

Dark Arts & Higher Learning

The High Academy is the greatest educational institution of Enoch, officially sponsored by the Senate of the Rock. While it teaches Arcane Theory, it does not train its students to use spontaneous arcane talents. Instead, education in spontaneous (or “wild”) arcane talents is left to the Secret Collegium, which is sponsored by the immortals themselves. Most know the Secret Collegium exists, but few know where to find it. Almost no one living knows why the immortals sponsor it.

The Comet's Wake

In the glowing dust of Enoch's wake drift asteroids (inhabited or otherwise), derelict ships, and even colonies of pirates (though all know not to interfere with Enoch's port). Though it's not officially part of Enoch City, residents refer to the district as The Free Wake.

The Infinite Void

Like most large masses of rock (or large masses of anything) in the Infinite Void, Enoch has its own gravity (just like the gravity on Earth), and its own breathable atmosphere that extends past the comet itself and well into The Wake.

In the Infinite Void, gravity draws smaller objects toward larger objects, but is otherwise a fairly on-or-off affair: a person drifting far from the nearest planet, asteroid, or ship is free of gravity's pull (and likely without any atmosphere)—but once they drift close enough to a planet, asteroid, or ship, gravity “turns on” and they begin to fall.

Atmosphere works much the same way. Most objects large enough to attract human-sized creatures have an atmosphere of their own, including ships (whether they have open or closed decks), planets, asteroids, and comets. Poisonous atmospheres have been discovered, but most places with an atmosphere have one that humans and other humanoids can breathe. Anyone who falls from a ship or is otherwise forced away from the nearest atmosphere source carries enough atmosphere with them to breathe for 2d6 minutes before it dissipates. Some areas of the Infinite Void are fairly cold, and some are moderately warm, but almost all are survivable if one can find a source of food, water, and air.

Of course, planets, asteroids, and ships are not the only things floating free in the Infinite Void. There are rumors of dragons, titans, and even sleeping avatars of ancient gods—each large enough to have their own atmosphere and gravity in the void.

Playing the Game

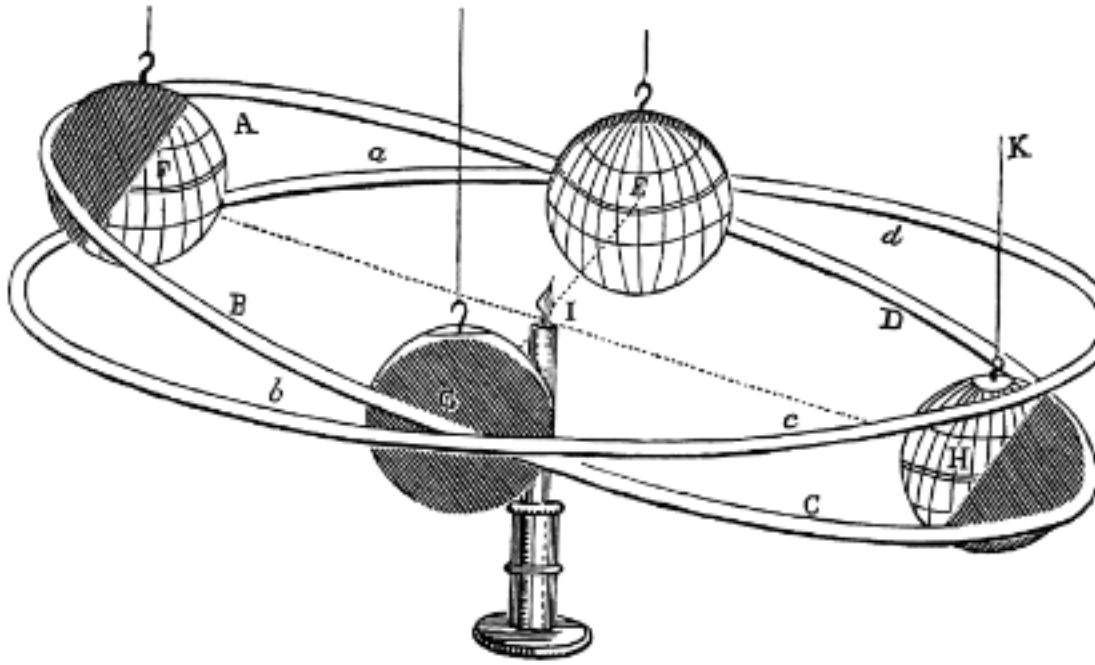
Enoch's Wake: A Game of the Infinite Void is a tabletop roleplaying game in which you, the players, take the roles of crew—residents of Enoch looking for jobs to make their fortunes and protect their loved ones. These residents range from those who have had long careers to those who have just turned 18 and are eager to form a crew. The jobs include heists, vendettas, sabotage, and smuggling.

Who the Game Is For

Enoch is a thriving, exciting center of travel, trade, architecture, and art. It's also a city beset with problems: crime, violence, corruption, authoritarians, and abuses of power. However, Enoch's Wake isn't a game for players or player characters who are fascists, white supremacists, Neo-Confederates, TERFs, MRAs, Proud Boys, misogynists, or phobic of queer identities and sexualities.

Acknowledgments

While this game's obvious inspirations include AD&D's *Spelljammer* setting and Marc Miller's *Traveller*, this game owes a lot to the many more recent tabletop RPGs of cosmos jumping, world hopping, and planetary romance, including Jared Sinclair's *What's So Cool About Outer Space?*, SoulMuppet's *Orbital Blues*, Melsonian Arts Council's *Troika!*, Chris Wolf's *Offworlders*, Old Skull Publishing's *Solar Blades & Cosmic Spells*, and *Planar Compass* by D.M. Wilson and Sarah Brunt. The section on when to roll dice (pg. 43) is blatantly lifted from Michael Lombardi.

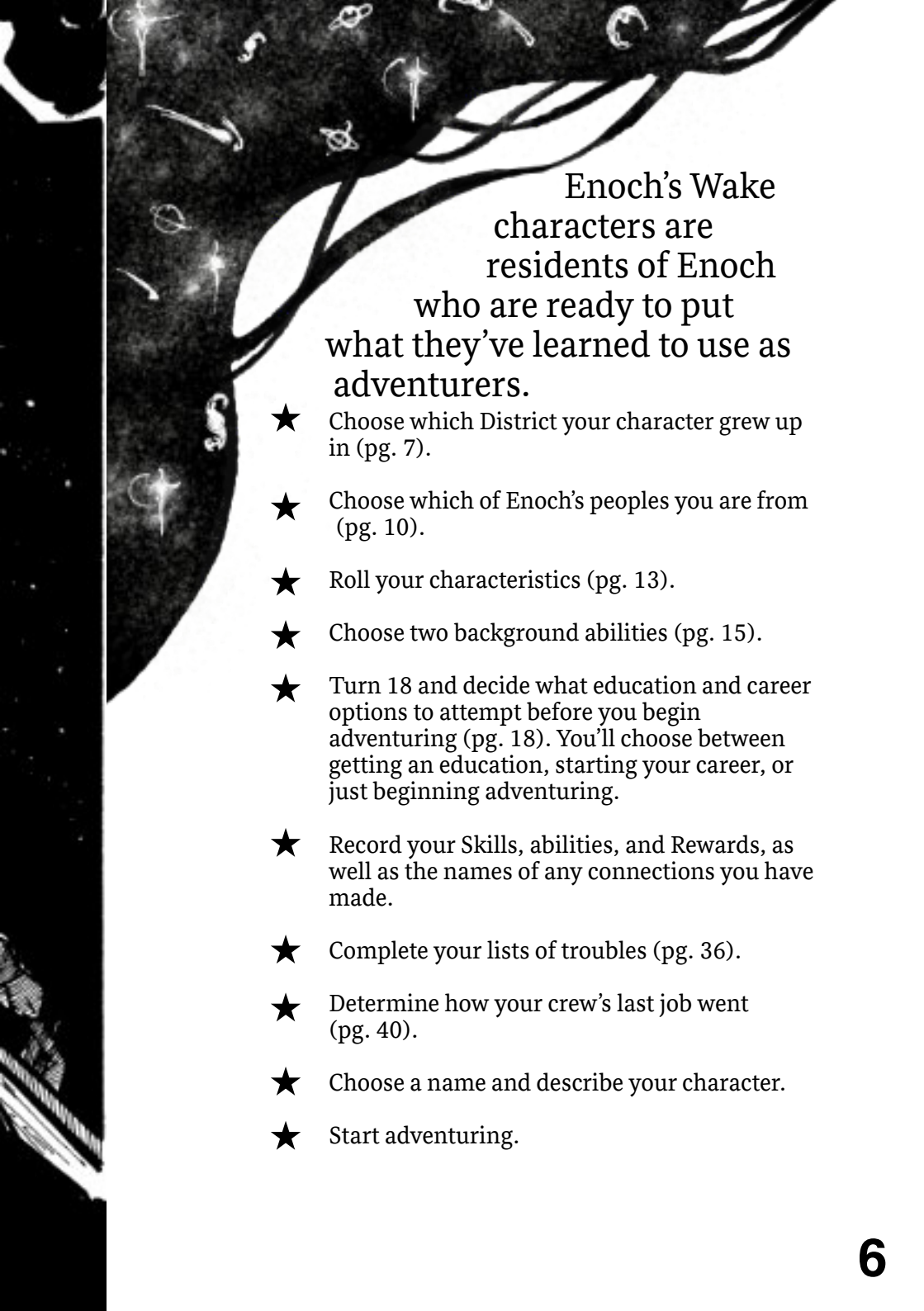


Acknowledgments, cont'd.

Enoch's Wake is the culmination of several space fantasy games I've run since 2015. Players have included Sharang Biswas, Carlo Bosticco, Chris Hampton, J. Brett Hopkins, Justin Kahler, Benjamin Loy, Eric Moore, Lisa Reinke, Chris Bernal, Beth Bersson, Scott Brown, Liza Cortright, Sebastian del Castillo, Jonah Eisenstock, Will Goodman, Trevor Pierce, Silvana Russo, Jesse Abelman, Jennifer Erixson, Lu Quade, Theodore L. Rivera, Dylan Ross, David Collins, Shane Leibling, Neal Tanner, Darren Brockes, Matt Egger, John Erwin Casia, Geoff Cullop, Michael Lombardi, Kurt Potts, and Chris Wolf.

MAKING A CHARACTER





Enoch's Wake
characters are
residents of Enoch
who are ready to put
what they've learned to use as
adventurers.

- ★ Choose which District your character grew up in (pg. 7).
- ★ Choose which of Enoch's peoples you are from (pg. 10).
- ★ Roll your characteristics (pg. 13).
- ★ Choose two background abilities (pg. 15).
- ★ Turn 18 and decide what education and career options to attempt before you begin adventuring (pg. 18). You'll choose between getting an education, starting your career, or just beginning adventuring.
- ★ Record your Skills, abilities, and Rewards, as well as the names of any connections you have made.
- ★ Complete your lists of troubles (pg. 36).
- ★ Determine how your crew's last job went (pg. 40).
- ★ Choose a name and describe your character.
- ★ Start adventuring.

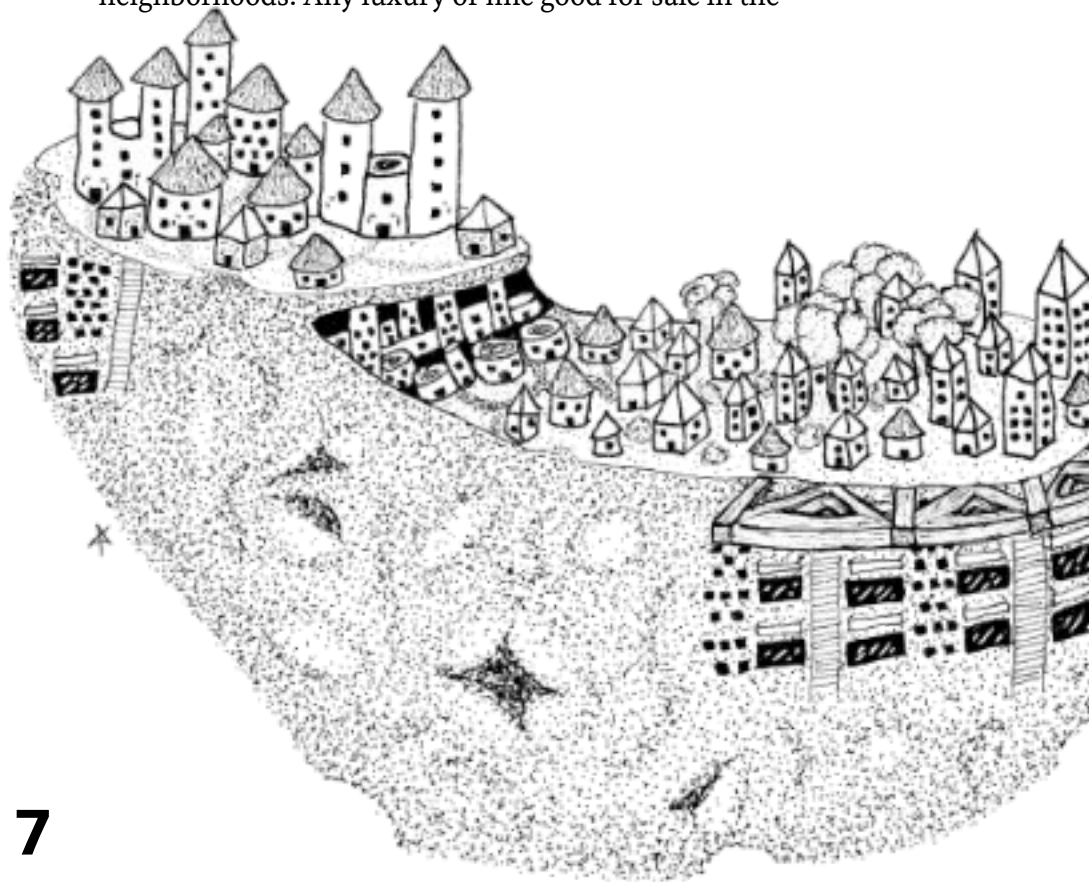
Districts of Enoch

Harbortown

Walk around the forward curve, past the city's main docks, and you'll find the sprawling quarters of Harbortown. Boisterous, busy neighborhoods sit alongside quiet residential ones: Lowdock, its inns filled with travelers and sailors; and anarchic Kivham, with its community halls, free libraries, and pamphleteers.

The Promenade

Home of the High Guild's headquarters, the Promenade wraps around the cliffs above the city's forward docks. Often the first place visitors find, it houses several small and wealthy mercantile neighborhoods. Any luxury or fine good for sale in the



HundredSpheres can be found in the Promenade's shops—most likely in the vast indoor Guild Market, where traders and crafters of the High Guild sell their wares.

Orchard

While not exactly rural or even suburban, Orchard's neighborhoods have a variety of market gardens and urban farms—providing most of the city's vegetables, fruit, and even some of its meat. An easy walk to the rest of the city (and especially close to Old Town), it is crowded during the day, when the green markets are filled with buyers, and empties promptly at the first evening bell. While a wide range of Enoch's peoples make their homes here, they're suspicious of newcomers—especially those with ties to the Senate and High Guild, both of which are trying to seize control of the district's collectivist market centers.

Old Town

The (primarily human) residents of Old Town like to forget that the area was first settled by smugglers. They were initially granted all territory 1000 yards forward of the Necropolis gates—up to what is now the city's main docks—as long as they didn't perturb the minotaur and starspawn towns or attempt to enter the Necropolis without an immortal escort. The walled grounds of The High Academy are here, just at the border of Old Town and Promenade.

Underrock

Cut off from the light of the ever-passing stars, Underrock is a collection of small, quiet neighborhoods surrounding the Necropolis gates. Home to the Barracks of the Guardians and Enoch's Secret Collegium, Underrock is where immortals are most likely to mix with mortal residents. Underrock is also home to a wide variety of Enoch's citizens, and welcomes almost anyone—as long as they respect the district's shadows and silence.



High Rock

When starspawn religious dissidents first petitioned the immortals for a place to settle in Enoch, the immortals granted them High Rock. Centuries later, it is the home of the oldest and wealthiest families of Enoch, both starspawn and human. High Rock houses the New Temple (now over 500 years old) and Senate. Most Senatorial families, whether human or starspawn, have at least one villa here.

Aft

The smallest and most remote district in Enoch, Aft is only reachable by paths from High Rock and Underrock. Most of the district's citizens serve Enoch's government in some capacity, or work directly for the Senatorial families and merchant houses. Constantin Augur (he/him), the long-time First Citizen of Aft, dominates the lives of the residents from his manor house, the Opticon. His authoritarian approach and campaigns against vice and debauchery have riled some residents, but most voting citizens of Aft credit him for keeping the district pious, safe, and civil.

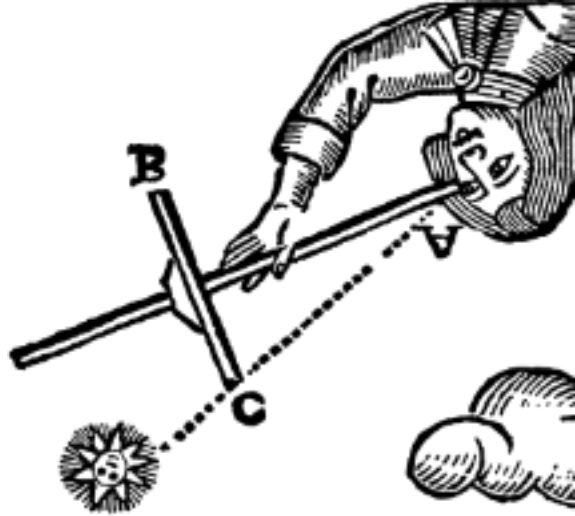
The Free Wake

The unaffiliated communities that drift in Enoch's tail are collectively known as the Free Wake: a collection of mined asteroids, farmed meteors, and flotillas of smuggling ships laying low.



Common Peoples of Enoch

Choose one at character creation.



Humans

When Enoch was little more than the Necropolis and its immortal protectors, humans came to the Rock of Enoch in crews of smugglers and pirates looking for safe places to rest and refresh their atmospheres. Eventually, Enoch's immortals allowed some human settlers to build what are now the districts of Old Town and Orchard. Humans have since settled and built up much of Enoch City, and wealthy human houses have a plurality of representatives in Enoch's Senate.

Automata

Created on worlds far beyond the Hundred spheres, the automata came to Enoch some 200 years ago. Now they craft themselves alchemically from a combination of plant and mineral materials. They organize themselves into large houses based on where they were created and awakened.

Kiv

Humanoid hippopotami, most kiv of Enoch are defectors and refugees from the authoritarian Kiv Empire. They are most frequently found in the Kivham neighborhood of Harbortown—kiv taverns, booksellers, and green markets fly banners and decorative

ribbons in the orange and black of the Empire's anarchists and collectivists in exile. There are also several kiv-run market gardens in Orchard and some Kiv-owned mercenary companies and inquiry agencies throughout the city. The Kiv Empire does enough trade through Enoch to maintain a consulate in High Rock, but the consul—the prudish and puritanical Prince Desral (he/him)—rarely acknowledges Enoch's kiv residents.

Minotaurs

Arriving on the Rock of Enoch at the same time as starspawn and human settlers, the minotaur were the smallest and least populous of the mortals. They were the first to settle what is now called Harbortown, and labored to build the comet's forward docks. Until recently, all of Enoch's harbor masters had been minotaurs.

Ogres

Enoch has a thriving population of ogres, many of them descended from ogre sailors, smugglers, and void captains who retired to Enoch. Frequently overlooked by (and poorly represented in) Enoch's government, many young ogres have started to work closely with Kivham's anarchists.

Starspawn

A humanoid people with heads resembling squid or cuttlefish, most starspawn worship beings they call "Elder Gods." The starspawn settlers of Enoch, however, were religious dissidents who followed The Mysteries of Trommeck, a disciplined system of "Rational Virtues" they believe will ensure the continued existence of mortal life in the cosmos. While few Enochian starspawn devoutly observe the mysteries now, the Temple of Trommeck in Orchard remains an important meeting point for the starspawn community and the city in general.

Shifters & Werewizards

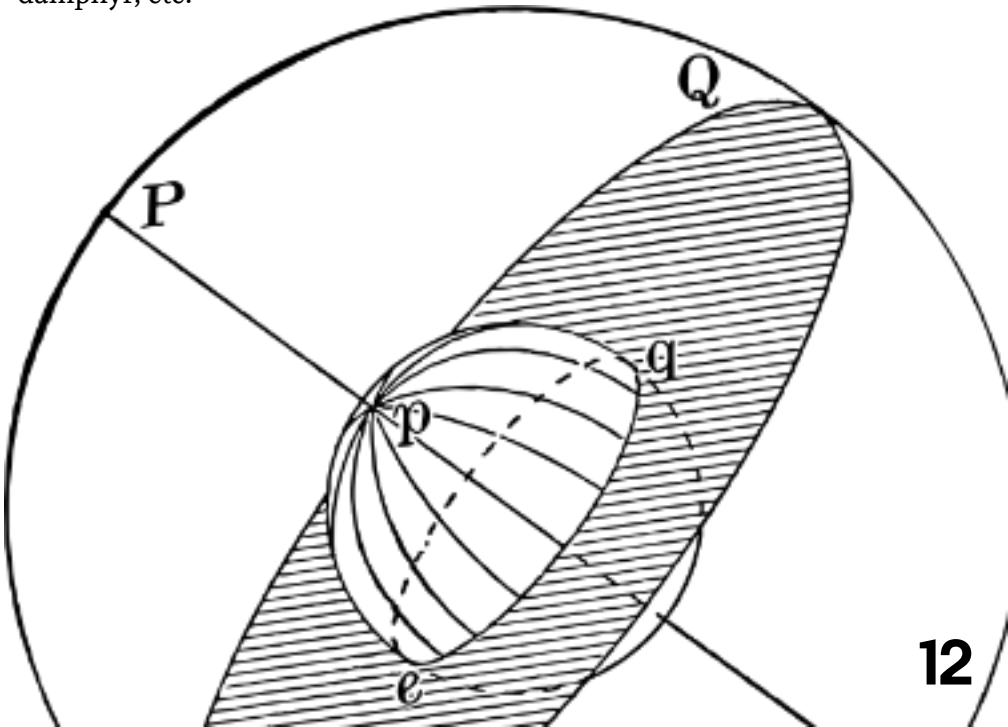
Shifters are common enough in Enoch that most people have met at least one, even though they might not have known it at the time.

Shifters include wolves, bears, ravens, leopards, crows, owls, and other common birds and beasts, as well as some stranger folks: wyverns, dragons, and griffins.

Most shifters in Enoch are born as humans, ogres, kiv, or other humanoids, but a few begin their lives as beasts or non-humanoids. Among these, the most widely known are the so-called werewizards—beasts cursed by one the rare, secretive, and elusive wizards of the Hundred Spheres, gaining the onerous power to change into humanoid form. Though they frequently gain some small arcane talents and knowledge of arcana in the transformation, they rarely become true wizards. Many werewizards come to Enoch, in fact, because so few true wizards choose to stay in the bustling city. Some say wizards transmit the curse by biting the animal, though scholars say such stories are unlikely to be true.

Other Peoples of Enoch

Almost any people from your favorite fantasy, science fantasy, and space fantasy games and novels have a place in Enoch: elves, dwarves, gnomes, tieflings, aasimar, firbolgs, orcs, goblins, damphyr, etc.



Characteristics

Roll 2d6 four times, assigning each roll to your Characteristics in order. Then, you may reroll your lowest Characteristic (ignore the new result if it's lower), and swap any two of them. If two or more of your Characteristics are six or less, you may add 1d6 to each of the two lowest.

Endurance

Your character's physical ability to continue despite injury and exhaustion. Serves as your Hit Points in action scenes.

- ★ **Damage.** Physical and elemental attacks damage your Endurance.
- ★ **Exhaustion.** When you fail an Athletics, Gun Combat, or Melee Combat Skill Check, you can spend Endurance 1:1 to improve your roll up to an 8. You cannot improve an Extraordinary Failure.
- ★ **Psychic Exhaustion.** Once your Willpower drops to 0, you can use Endurance instead of Willpower for Arcane Talents or Arcane Rituals.

Luck

Your intuition and good fortune.

- ★ **Beginner's Luck.** Before a Skill Check, you may spend 2 Luck to make this Check as if you had a Skill of your choice at rank 1. If the Check would normally require you to have the appropriate Skill before attempting the Check (for instance, using Medicine to perform surgery), you cannot spend Luck in this way.
- ★ **Connections.** If your GM and group agree that it's reasonable you might know someone in a given location (based on your background, education, career, or prior adventures), spend 1 Luck and discuss with the GM who your connection is.
- ★ **Rule of 3.** Spend Luck 1:1 to modify any roll you make by up to 3 points (up or down). You may spend Luck to modify any rolls during character creation rolls related to Education, First Career, or That Last Job—reset your Luck to its starting value when the first session starts.

Resources

A combination of your credit and cash-on-hand.

- ★ **Throw Your Weight Around.** When you or a friend face social consequences from a failed Skill Check, you may spend some cash to save face. Spend Resources equal to the difference between your roll and 8. It's hard to be subtle with this, though—the GM may say that someone nearby saw you invoke your reputation and money. You cannot change the results of an Extraordinary Failure.
- ★ **Big Purchases.** If your current Resources cannot cover the Cost of something you need, you may reduce your Resources by an amount equal to the difference to acquire the item. For instance, if you currently have Resources 5 and the Cost of something you need is 8, you may spend 3 points of your Resources to get it.
- ★ **Provisions.** If you could reasonably be carrying a specific item, and its Cost is equal to or less than your current Resources, you can spend 1 Resources to declare you've had it on you this whole time.

Willpower

Your self-possession, self-control, and your ability to control arcane energies.

- ★ **Damage.** Certain psychic attacks or energies damage Willpower.
- ★ **Arcane Control.** After failing a Skill Check with Voidjamming, Arcana, or an Arcane Talent Skill, you may spend Willpower to improve your roll by 1 for each Willpower spent. You cannot change the results of an Extraordinary Failure.
- ★ **Price of Power.** Those with Arcane Talents pay their Cantrip and Power costs from Willpower, as do the leaders of Arcane Rituals.
- ★ **Shrug It Off.** You can ignore the damage from an attack by spending Willpower. Spend 1 point of Willpower for each point of damage you would take. If you do, you must absorb all of the damage with Willpower in this way.

Background Abilities

Choose two at character creation.

Each character has two background abilities that show what talents, skills, and natural abilities they've picked up from their ancestry, culture, and upbringing. Unless otherwise noted, you may choose the same background ability twice.

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.

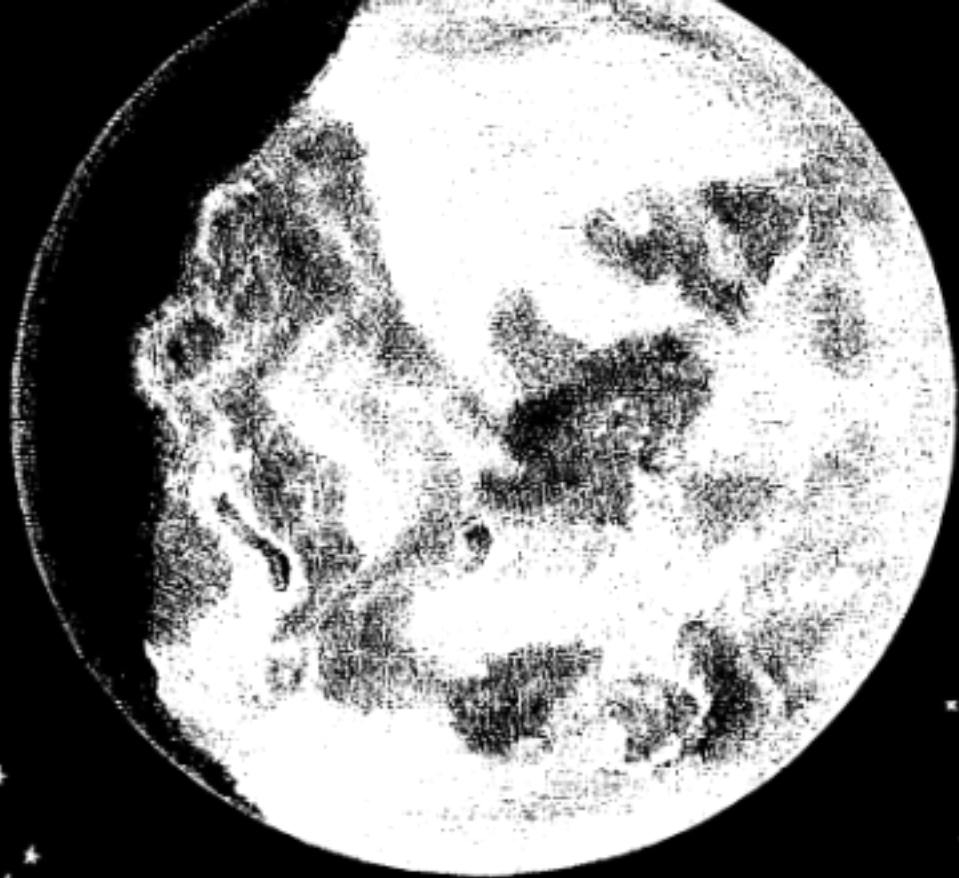
Shapeshifting: Whether you (or your family lineage) started as a beast, a human, or anyone else, you can move between two forms: one beastly and one typical sentient form (such as human). When you change, you have the natural abilities and weapons of the new form—a bear has claws, an owl has wings, etc. 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.

Gaining Skills and Characteristics

As you turn 18 and go through character creation, you'll have chances to improve your characteristics and gain skills. When you gain a Skill for the first time, it becomes rank 1. Each time you gain the Skill after that, add 1 rank.



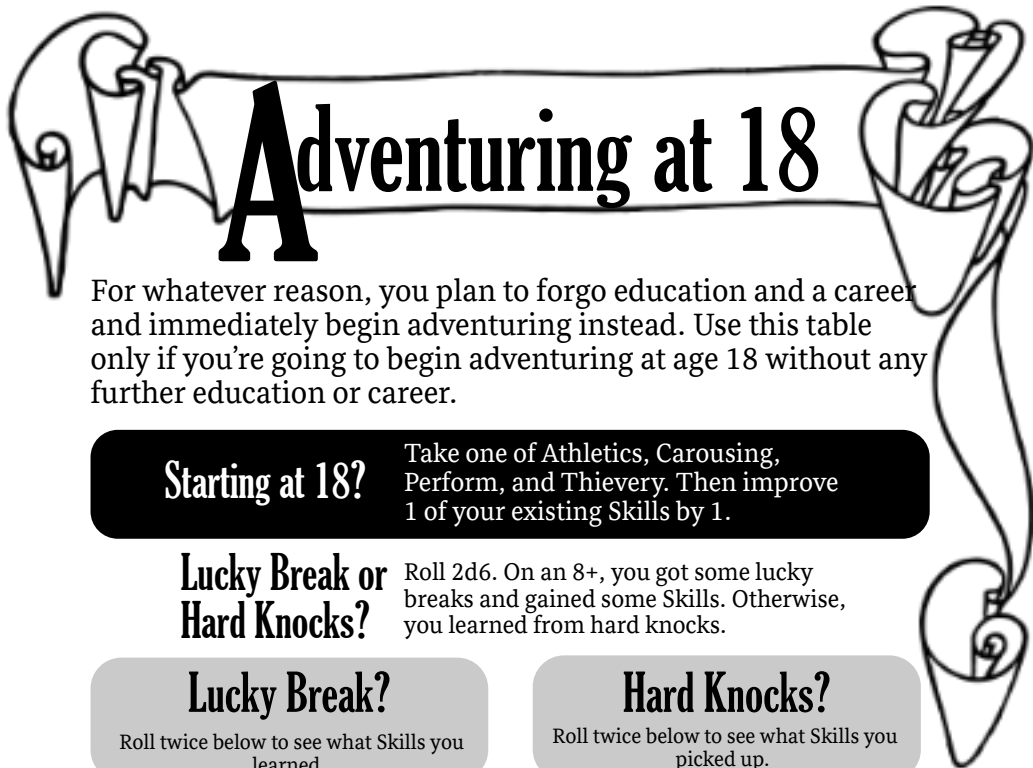


Turning 18

When you turn 18, you have some choices.

- ★ **Start adventuring** despite being poorly prepared (pg. 19).
- ★ **Start your education by applying to The Secret Collegium, High Academy, or to travel** (pg. 20). You can then begin your first career or start adventuring when your studies are complete.
- ★ **Immediately begin your first career** (pg. 24). Once you end your first career, it's time to start adventuring.





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 picked up.

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

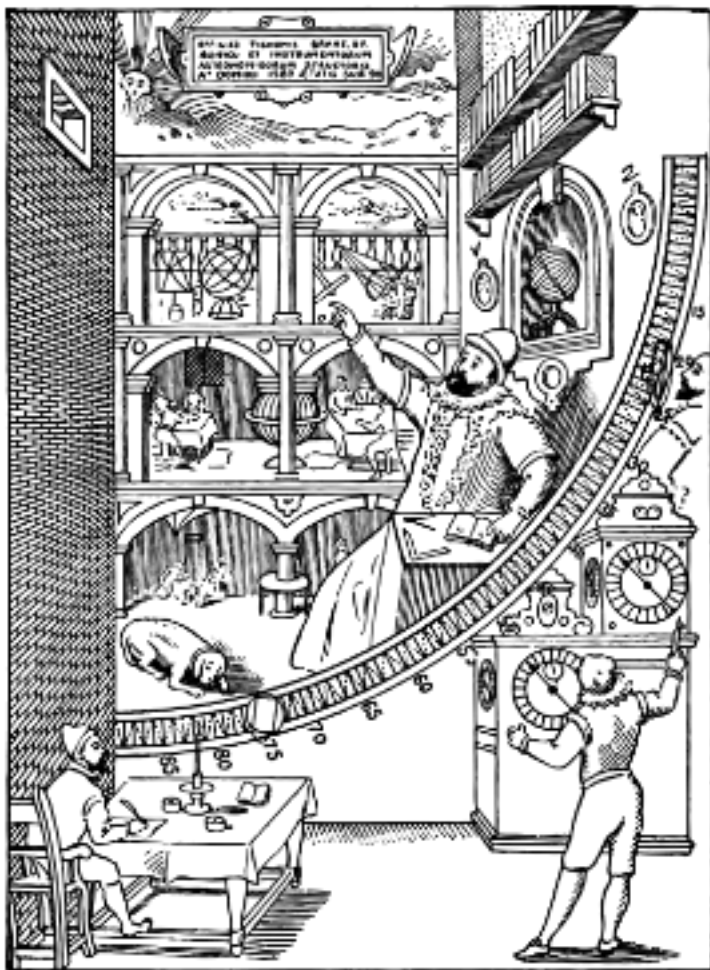
Troubles

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

You are not required to seek out educational opportunities, but if you do, choose one of the three available and follow the instructions under Gaining Admission. If you aren't accepted into your first choice, begin your career instead (pg. 24).



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, and 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.

Education: *The Secret Collegium*

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. You may start your first career (pg. 24), begin adventuring, or remain for Advanced Studies.

- 1 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.

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

Advanced Studies?

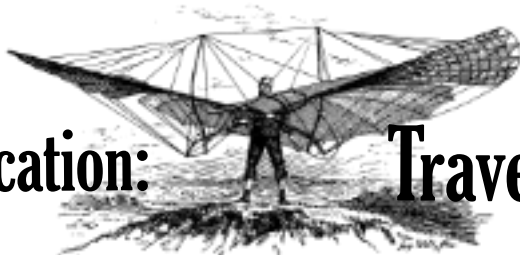
If you successfully achieved mastery, you may choose to stay at the Collegium. Age three years, gain the Arcana Skill, and +1 Willpower. You may begin your first career (pg. 24) or start adventuring.

Debts & Rewards

Roll once below 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 (pg. 24) 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 (pg. 24) 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.

First Career

After you complete your education (if any), you might want to build up your skills at a first job. If you do not get your first choice for your career, you can either accept a recruitment offer or do Odd Jobs (pg. 34).

Recruitment Offers

If you'd like to see what recruitment offer you can get, roll on the table 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.

- ★ Far Trader Crew (pg. 27) aboard the privateering ship *The Fool's Errand*.
- ★ Far Trader Crew (pg. 27) aboard the smuggling ship *The Foresight*.
- ★ Anarch Community Defense (pg. 25) working undercover in the authoritarian Aft district.
- ★ Senator's Assistant (pg. 30) working for Seven Senator Noka.
- ★ Necropolis Guardian (pg. 32) working for Immortal Lord Asher Urdal.

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



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, or 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.

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.

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.

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, 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 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.

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).

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.

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 3+.*

- 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 one 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 their 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.

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.

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.

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 3+.

- 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 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

Etiquette. +1 Resources.

3

Diplomacy. Etiquette. +1 Resources.

4

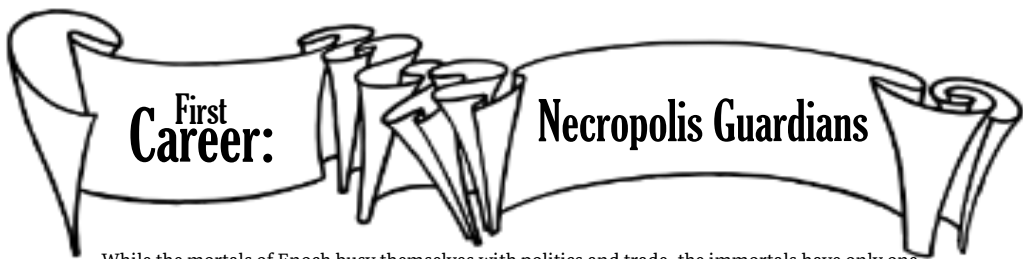
Diplomacy. Streetwise. +1 Willpower.

5

Increase one skill you have by 1.

6

+2 Resources. +1 Willpower.



First Career:

Necropolis Guardians

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.

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.

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.

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.

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.

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

Day's Work

- 1 Craft
- 2 Perform
- 3 Carousing
- 4 Alchemy
- 5 Athletics
- 6 +1 Willpower

Running the Wake

- 1 Carousing
- 2 Melee Combat
- 3 Voidjamming
- 4 Thievery
- 5 Athletics
- 6 +1 Endurance

Eyes on the Streets

Requires Thievery or Streetwise.

- 1 Streetwise
- 2 Thievery
- 3 Athletics
- 4 Carousing
- 5 +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.

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 (pg. 36 and 37).

2

+1 Endurance. Add a name to People You Owe (pg. 36).

3

+1 Endurance.

4

Perform. Thievery.

5

Streetwise. +1 Resources.

6

+2 Endurance. +1 Willpower.

TROUBLES

Before beginning play, add one name to one of your lists of Troubles, beyond any that you picked up from your education or career. Each character has three lists of troubles: People You Owe, People Looking for You, and People Counting on You. Find some suggestions below in each category.

People You Owe

Whether it's money or favors, you owe someone. Create a name and short description of your creditor and what they did for you, or choose one of the ones below.

- ★ **Dr. Albatius (he/him):** Once a prestigious academic—until his career was cut short by numerous scandals—Albatius lives in Promenade near The High Academy. He is a handsome, finely-dressed, dark-haired, and green-eyed human who is also a bitter and sadistic recluse who offers loans at exorbitant interest rates to almost anyone. His loyal but poorly-paid toughs harass anyone who owes him.
- ★ **Bureaucrat Hod (she/her):** Officially appointed by the Senate as treasurer of the city's monuments, Hod “invests” portions of her treasury as loans to promising individuals. The minotaur always sounds reasonable and sympathetic, but she never forgives a debt. As an official appointee of the Senate, she has the Watch to collect on her behalf, if necessary.
- ★ **Bellis Glyn (he/they):** Runs collection for The Old Town & Orchard Bank—famous for its supposedly impenetrable vault, which many wealthy aristocrats, merchants, and foreigners rent space in. Bellis gladly forgives a monthly payment or two in return for work (which is mostly rounding up collection evaders who are even further overdue).

- ★ **Senator Memmia (she/they):** One of three senators from among the wealthy human aristocrats of house of Kaenis, and has the family's signature pale skin and red hair. Memmia loans money freely to people they expect may one day be useful, and accepts incremental payments in the form of small acts of intelligence-gathering and espionage that cannot be traced back to her.
- ★ **Mother Stonemutter (she/her):** Leads the Stonemutter Family. She and her sisters love to provide supernatural or occult favors, and always need assistance “acquiring” arcane and esoteric goods without attracting too much attention.
- ★ **Tabni Iltani (they/them):** An immortal fortune teller whose fortunes are often invaluable, but who refuses to take money. Instead they collect promises from mortals and assign them dubiously legal tasks as compensation.

People Looking For You

Whether they suspect you of a crime, think you witnessed something, or want to frame you for someone else's misdeeds, you'd keep a low profile to avoid these people.

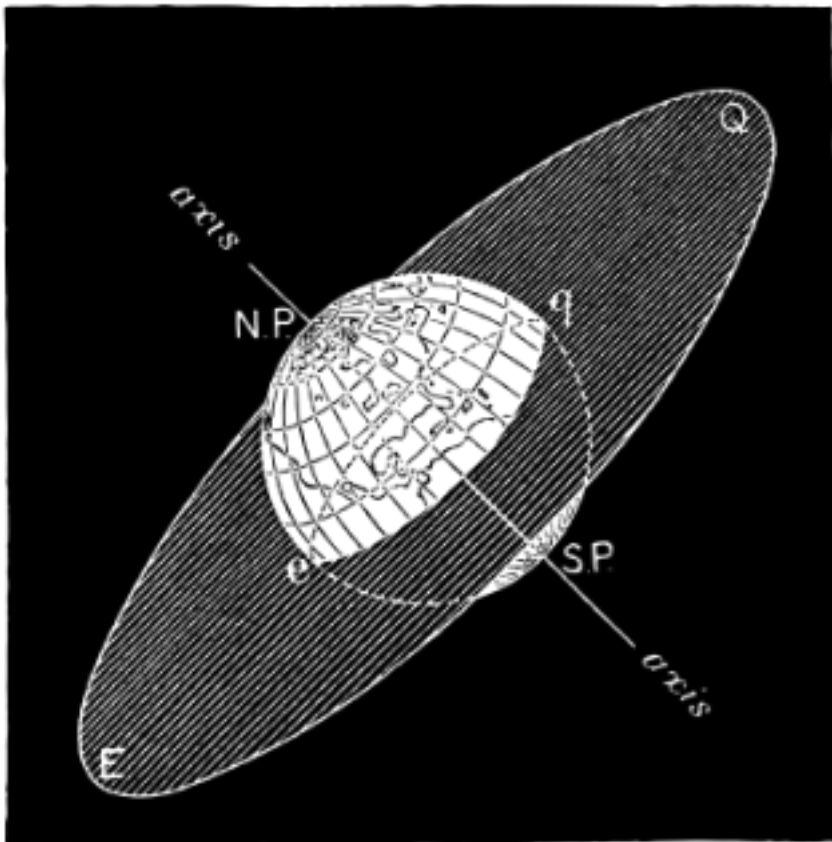
- ★ **Boss Unity (they/them):** The kiv boss of Good Order, a “security service” that's mostly a high-end protection racket. They don't like people who snitch or talk too much, and they go to great lengths to ensure that people who annoy them live to regret it.
- ★ **Oshel Goel (he/they):** Commodore of The Laurasian Fleet, a small armada of merchant ships. They have a significant interest in ending (or at least consolidating) piracy in the vicinity of Enoch, and the dark-eyed, tan-skinned commodore never forgets the name of anyone who's crossed or offended him.

- ★ **Commander Lepus (he/him):** Doesn't work for the Senate—no member of the Secret Police does—but he is the Secret Police commander Senators go to for information and assistance. Of course, even Senators have to go through one of Lepus's conscripted couriers: the true identities of the commander himself and his inner circle of senior lieutenants is a carefully guarded secret.
- ★ **Commander Apid (she/they):** Rumored to conduct execution stings all over Enoch, but no one ever speculates about why or on whose orders. When one of Apid's lieutenants sends you to gather information on someone, that person often ends up dead not long after. Apid hasn't asked you to pull the trigger yourself yet, but you might wonder how far off such a request might be.
- ★ **Inspector Gale (they/them):** A kiv detective with Enoch's Watch who leads investigations of burglaries and homicides. Celebrated by the Senate as incorruptible, the citizens of Enoch—especially in the poorest parts of Underrock—know otherwise. Like the Secret Police commanders they aspire to become, Gale acquires informants through blackmail and wrings those informants for stories until they hear something they can use.
- ★ **Chief Corrin (she/her):** The purple-eyed ogre charged as Harbortown's Watch Chief. Her job, at least as she sees it, is to keep an eye on the dissidents (anarchs, trade unions, etc.). She also writes a series of popular thrillers—thinly disguised cautionary tales about the occult threats Enoch faces at the hands of degenerates, radicals, and alluring foreigners. She has no scruples about using any available means to get “dissidents” to inform on each other.

People Counting On You

This list might include your family or the family of a lost friend, a lover, or just someone you've decided to take care of—anyone relying on you for financial, social, or emotional support. They may or may not know about your work with your crew.

When you name someone who is counting on you, give your GM three bits of information: why you think they need you, how they could help (if you ever let them), and what kind of trouble they are frequently in.



THAT LAST JOB

Finally, once you've decided on your background, education, career, and troubles, introduce yourself to the other players. You are all now part of a crew. Your crew might have a tight focus (e.g., to make money as smugglers), or you might just be friends who take on various jobs together, from heists to political disruptions. In any case, you have been a crew for a while now, before taking on your first session job. Talk a little bit about that last job you took on together.

**What was
the job?**

Choose the general nature of the job: smuggling, heist, protection/guard, etc. The GM may ask you some questions.

**Who was
the client?**

Choose the general nature of the job: smuggling, heist, protection/guard, etc. The GM may ask you some questions.

**How did it
go?**

Each player rolls 1d6. If the majority of players get 4 or higher, then the job was a Success. If not, the job was a Bust.

If successful, everyone gains +1 Resources.

If it was a Bust, everyone adds the client's name to the list of People Looking for You.

Bonds & Benefits.

Each player rolls 2d6 to determine what benefit they give the player on their right.

2-4

New Skill. Work with the friend on your right to say how they proved adept at a Skill you have studied. Name one of your own Skills (other than Arcane Talents) that they demonstrated during the last job.

5-7

Masterful Skill. Work with the friend on your right to say how they demonstrated mastery of a Skill you knew they possessed. Pick one Skill they already have and increase it by 1.

8-10

Strong Will. Work with the friend on your right to say how they demonstrated a strong will during the job. They gain +1 Willpower.

11-12

Tough. Work with the friend on your right to tell how they demonstrated remarkable physical fortitude during the job. They gain +1 Endurance.



Getting Jobs

While Enoch's Wake characters can go on all kinds of adventures, most games revolve around jobs they'll need to complete. Jobs might include heists, sabotage, smuggling, negotiations, cons, or vendettas. The GM might give you several jobs to choose from, and crews might have mixed motives for pursuing one. Players may find or create jobs to address their characters' goals and troubles. Most jobs will take just one session, though complications might ripple out over a whole series of sessions. Bigger jobs might take two or even three sessions to finally complete.

Getting Ready for a Job

When your crew chooses a job, the GM tells you what you already know about your target. Each character has a chance to do research, talk to connections, or scout the location or the mark. You can be as creative as you like with your prep, but the GM may set a time limit or ask each person to do only one thing in order to keep the prep as quick and simple as possible.

When you're ready to head out on a job, name up to six items you definitely have on you (other than clothes, simple jewelry, and a small purse or wallet). If an item you want has a Cost that's greater than your Resources, spend a number of points from your Resources equal to the difference—though if you've bought it before and it was not used up or consumed, you don't need to buy it again). While on a job, you can spend a point of Resources to name an item you reasonably could have been carrying with you the whole time.

If you're carrying a pack for this job, you can add 6 more items—if this job involves acquiring an item, make sure you have room left over to discreetly transport it.

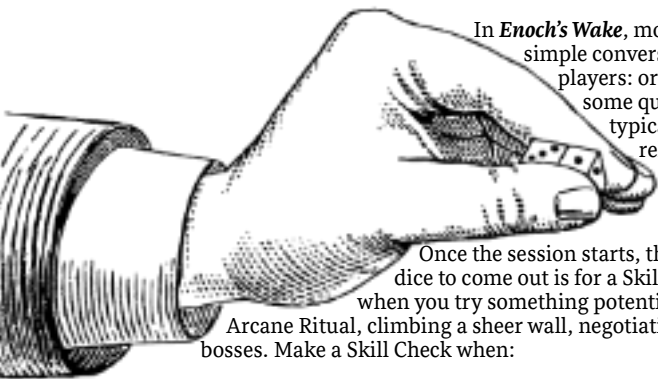
Enough for the Whole Group

If one person in the party would like to pay an item's Cost for more than one person in the party, they must make the purchase before the job starts. Treat the cost as 1 point higher. For instance, if you want to get three members of the party a vial of lantern oil each, treat the lantern oil as if it were Cost 6, 1 higher than the normal Cost 5 for standard adventuring equipment. If you're supplying more than just your own party members, the GM may increase the cost by 2 or 3.

Getting into Action

When a job gets underway, the GM tells you what is going on: what you perceive and observe, and whether there are any consequences you need to deal with right away. Then they ask what you do about it. Feel free to ask your GM for any clarifications about the situation, then you and the other players each take an action.

Skill Checks & Rolling Dice



In *Enoch's Wake*, most character actions are a fairly simple conversation with the GM and other players: ordering beers, asking the locals some questions, getting in touch with a typical contact, using Skills in relatively routine ways, etc. These sorts of everyday actions don't require rolls.

Once the session starts, the most common reason for the dice to come out is for a Skill Check. Skill Checks happen when you try something potentially dangerous: a fight, an Arcane Ritual, climbing a sheer wall, negotiating with the visiting crime bosses. Make a Skill Check when:

- ★ The character who's rolling has something on the line (sneaking up behind a friend to surprise them isn't usually risky).
- ★ Success is possible (jumping over a tall, multistory building isn't usually possible).
- ★ Failure will cause greater risks, or loss of resources, time, or opportunities (missing a target while practice shooting alone probably isn't going to open you up to risks or cost you resources or time).

Whenever you make a risky attempt where success is possible and failure is costly, the GM can call for a roll. Say what your character is doing, what the known risks are, and roll 2D6. You can add your ranks in one appropriate Skill if the GM agrees that the Skill is appropriate to the situation. If you don't have any appropriate Skills, the Skill Check is at -3 (unless you are a Jack of All Trades). If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails and the consequences—both expected and unexpected—happen.

Consequences

When you fail a roll, there are always consequences—damaging yourself or your Allies, disrupting something you were working on, or otherwise putting you in a bad position. Failing an attack may mean the enemies got to you before you damaged them, failing to climb a wall might result in a fall, failing to sneak draws unwanted attention, failed negotiation results in escalating tensions.

Choosing a Skill

Enoch's Wake doesn't have a formal list of Skills or Skill descriptions. Depending on your character's approach to a situation, a variety of Skills could be appropriate: Etiquette or Bribery for de-escalating a tense situation, Diplomacy or Perform to get help from bystanders, Deception or Perform for distractions, Intimidation for scaring antagonists away, Thievery for getting into position, Athletics or Melee Combat for brawling or wrestling, etc.

Untrained Skills & Jack of All Trades

When performing a task that requires a Skill (e.g., you need the Medicine Skill to perform surgery), an unskilled character has -3 to any attempt. Characters with the Jack of All Trades talent do not incur this penalty—they can perform any task as if they had a relevant Skill (effectively at rank 0). The GM may decide that some untrained Checks are impossible, even with the Jack of All Trades talent.

Advantage & Disadvantage

When circumstances and planning give you an edge, you have Advantage on your Skill Check. For each source of Advantage, roll an additional 1d6 along with your Skill Check and choose the two best dice. Sources of Advantage include especially good tools, taking more time than needed, having accurate information, and excellent positioning.

When you are caught off-guard and circumstances hinder your efforts, you have Disadvantage on your Skill Check. For each source of Disadvantage, roll an additional 1d6 along with your Skill Check, and the GM chooses two dice in the roll (often, but not always, the lowest). Typical sources of Disadvantage include poor or makeshift tools, rushing, poor preparation, inadequate information, and fighting opponents from a poor position.

Sources of Disadvantage and Advantage cancel each other out.

Critical Effects

If the result of the roll comes to 12+, the Check is a Critical Success. Beyond the standard results of a success, something else happens that works in your favor.

If the result of the roll comes to 2-, the Check a Critical Failure. Beyond the standard results of a failure, something else happens that you weren't expecting, or the consequences are much worse than you thought.

Opposed Skill Checks

If two player characters oppose each other directly in a Skill Check (e.g., attacking, chasing, or outrunning), they both roll. The character with the highest result succeeds. Player characters trying to use social Skills on other player characters should rely on roleplay and conversation rather than rolls.

Supply Checks

Torches burn low, water supplies go dry, rations run out, and ammo gets used up. To represent depleting resources, each time you use a consumable supply, mark one use and make a Supply Check. Roll 1d6. If the result is less than the number of times you have used the item without refreshing it, it is used up. Your GM might ask you to Check your torch each 10 minutes, your lantern oil each hour, your ammunition each battle, and your water and rations each day. When you refresh your stores through scrounging, shopping, or shenanigans, reset your uses to zero.

Information & Lore

Noticing & Knowing

The GM will always accurately describe what you observe, perceive, and know in the current situation—though sometimes your perception will be limited by obfuscation, illusion, or trickery. If you want to dig deeper, describe what you are searching for in your environment or your memory, and ask the GM one open-ended question based on what you might possibly notice or know based on your position, background, education, career, or prior adventures.

Languages

All characters speak Enochian, and the common Trade Tongue of the Hundred Spheres, which is based on it. Most characters will know at least one other language based on their background. They can select the language regularly spoken in their home district at character creation or when they encounter it during play.

When they encounter a language that they might know from their background, education, or career, they can treat the language like a contact, and spend a point of Luck to know it. Once they know five total languages (including Enochian), they will need to work with the GM to find a way (usually requiring multiple downtime sessions) to study new ones.

Opponents in Enoch's Wake

In games of Enoch's Wake, opponents and antagonists act when a player Skill Check fails. Because opponents do not act on their own, they have a different set of characteristics than player characters do. They have: Stamina (a combination of Endurance and Willpower), Special Abilities (including weapons or attacks), and Skills. For instance, a corrupt Watch officer might have Stamina 16, carry a nightstick and pistol, and be good at spotting trouble and sneaking around.

Getting Help

There are any number of reasons someone from Enoch (other than the other player characters) might come to your aid: love, friendship, neighborly duty, or even because you're paying them to. No matter why they show up, we call these people "Allies."

If your Allies are nearby when things get tense, they can assist you in one of two ways: if they're in a position to assist you (whether with supporting arguments, intense glares, or covering shots), their presence is a source of Advantage. If they can also act on their own, you can make a Skill Check to give them an opening—for instance, in a fight, you might make a Melee Combat Check to feint toward an opponent's flank so your Ally with a glaive can do damage.

You can also send your Allies off on their own to do things you cannot do, or do not have time to do: spy on a suspect or mark, pilfer a hidden letter, etc. If there's a chance something can go wrong (such as getting spotted, injured, or followed), agree on the expected risks with the GM (there may also be unexpected risks) and roll 1d6. If your Ally is well-equipped, highly skilled, or especially suited to the task, roll with Advantage. If they are rushed or the task is something they are bad at, make the roll with Disadvantage. If the result is 4 or higher, everything is fine. If not, you can spend Resources to increase the result by one for each point of Resources spent (to represent your Ally drawing on your good credit or good reputation), or leave your Ally to their own devices.

If you send out an Ally to gather information, they always tell you what they observe or learn, though they may need you to jog their memory through roleplay for specific details.

Of course, not every job you send an Ally on is especially risky. They may run messages, assist in a ritual, chat people up at the local tavern, haul luggage, or hold a lantern without needing to make a roll.

Characteristics & Loyalty

Allies have the same characteristics as opponents: Stamina, Special Abilities (including weapons and attacks), and Skills. When an Ally takes damage that drops their Stamina to 5 or fewer, they roll 1d6. If the result is higher than their current Stamina, they hide, back away, flee, or otherwise retreat from the situation, with or without the player characters. Allies who are especially devoted will usually give player characters a chance to talk them into staying or assist them in an organized retreat or escape. When Allies catch their breath with the player characters, they regain 2d6 Stamina.

After the Job

Once a job is over, you meet with your patron (if you have one) or your fence (if you need one) and figure out what fallout, opportunities, and problems are headed your way next. If things went well, you may come out of the job with some additional Resources or special items. If things went sideways, you might have new names to add to the People Who Are Looking for You or People You Owe, and you might want to check in on People Who Are Counting on You. Then, you take some downtime (pg. 52) before you head out again.



A vertical illustration on the left side of the page shows a character with a cane and a dog. The character is wearing a dark coat and a hat, and the dog is sitting next to them. The illustration is in a simple, line-art style.

INJURY & RECOVERY

Taking Damage

When you take damage, you reduce your Endurance (or, sometimes, your Willpower). You can reduce them to (but never below) 0. When most characteristics drop to 0, they simply cannot be damaged further. However, when your Endurance drops to 0, you might find yourself approaching the Necropolis Gates. If a character is wearing armor, reduce damage they take by the armor's protection value.

Catching Your Breath

Once per session, when you get a moment to converse with your friends in a safe place, you can refresh some of your characteristics. If your Willpower, Luck, or Endurance are higher than their starting values, reduce them to their starting values. Before heading back into action, talk to an Ally or friend (player character or non-player character) about what has happened or what is going on and roll 1d6. Divide those points as you like between your Endurance and Willpower, up to their starting values at most.

If you need a second die of recovery, you can roll it, but if the second die is 4+, one of your troubles shows up at a bad time before the end of the job. If you don't have any remaining troubles or there's no way for them to show up, you cannot roll a second recovery die.

Characters who make a Skill Check while everyone else is catching their breath do not get the benefits. If you break for a significant time, your GM may allow you to catch your breath twice in a row—but that can give your enemies a significant opening.

Allies gain 2d6 Stamina when they catch their breath with player characters.

There's no set time requirement on catching your breath, but doing so always takes long enough for there to be a cost: someone you were pursuing gets away, opponents regroup, the lookout you did not spot has time to run and get help, etc.

Conditions

Injuries outside what a character can comfortably deal with are called Conditions. Conditions take a lot of forms (sprained wrist, strained knee, badly frightened, etc.), and are usually the consequence of things that are too big to just do Endurance damage: large explosions, falls, panics, etc. Conditions limit some of what you can do, including the use of some Skills or equipment. During downtime (or when it just makes sense in-fiction), characters have a chance to mitigate, adapt to, or otherwise remove their Conditions.

Death & Dying

When you are in Enoch—whether you were born here or grew up here—you have a special relationship with your own death. Those Enochians who returned from near death experiences (even ones who fell far from Enoch) speak of visions of the gates of Enoch's Necropolis. They often claim to have met powerful beings there: immortals such as the ever-sleeping Morta, or some other celestial spirit or fiend.

Each time your Endurance drops to 0, roll 1d6 on **Maybe You're Okay?** below.

Maybe You're Okay?

1d6	Result
1-3	Roll on <i>This Is Bad!</i>
4	You are up with 1 Endurance. You have Disadvantage on all Skill Checks until you have a chance to catch your breath.
5	You are up with 1 Endurance.
6	You are up with 1d6 Endurance.

This Is Bad!

1d6	Result
1	You are well and truly dead, having gone past Necropolis Gates before you realized you were out.
2	This is probably the end. You have a vision of Enoch's Necropolis and encounter the immortal known as Morta. Roll on <i>At the Necropolis Gates</i> below.
3	You are up with full Endurance, but before the session ends, you'll succumb to your injuries and roll on <i>At the Necropolis Gates</i> below.
4	If your friends can get you out of here, you wake up after the next time they catch their breath with 1d6 Endurance and a new Condition (agree with the GM on its effects). If not, roll on <i>At the Necropolis Gates</i> below.
5	Gain a new Condition (agree with the GM on its effects). You are up with 1 Endurance, but you have Disadvantage on all Skill Checks until the next time you catch your breath.
6	Gain a new Condition (agree with the GM on its effects). You are up with 1 Endurance.

At the Necropolis Gates

1d6

Result

1

You are well and truly dead, having gone past Necropolis Gates before you realized you were out.

2

The Immortal Morta prepares to sever your thread: she allows you one mortal deed before your body falls and your soul moves on.

3

A celestial spirit from the Necropolis confronts you. Roll on Offer below.

4

A fiendish specter from the Necropolis confronts you. Roll on Offer below.

5

The shade of a biological or spiritual ancestor confronts you with an important but cryptic piece of information. The next time your friends catch their breath, you can appear to one of them in their dreams and tell them.

6

The shade of a loved one confronts you with an essential missing piece of information. You return to the mortal world with 2d6 Endurance. The next time your friends take downtime (or until you take another Condition or drop to 0 Endurance), you pass the Gates and exist forever in Death's domain.

Offer

1d6

Result

1

Restore your Willpower and Endurance to starting values, then appear to your friends as a revenant after they Catch their Breath or complete the job. You can 3 decisive actions to assist them. After that, you vanish into the Necropolis.

2

If you promise to pass on a message from the immortal for your friends to deliver, you may guide them in spectral form for a full day.

3

You may ask the GM any three questions you wish about the situation in which you died. You appear to one of your companions the next time they dream and may tell them what you learned.

4

You can appear to one of your companions whenever they dream, until they next take downtime. Each time you do, you can answer two questions they ask. Roll on Cost below.

5

Restore your characteristics to their starting values. You can accompany your friends as a Revenant until the next time you take a Condition, drop to 0 Endurance, or they take downtime. Roll on Cost below.

6

The spirit restores you as a Revenant to undertake a mission on their behalf (probably related to justice or revenge). If you complete it before you take another Condition, drop to 0 Endurance again, or your friends take downtime, you return to life. Otherwise, you are lost.

Cost!

1d6

Result

1

The spirit requires that you bring it something that belongs to a very tough person.

2

The spirit requires you to kill someone you do not wish to harm.

3

The spirit requires you to protect someone you do not want to protect.

4

The spirit requires you to deliver a message to someone who will not like its contents.

5

The spirit requires you to find and deliver a lost artifact.

6

The spirit requires you to acquire a very expensive gift and leave it at a shrine in the Necropolis of Enoch.

Downtime

Once you've come to a stopping point in your jobs, you can take some downtime—but be aware that the plots, plans, and schemes of your Allies and opponents may move on while you recover.

When you take downtime, if your Endurance or Willpower are higher than their starting values, reduce them to their starting values. Choose two of the activities below to perform before your next job. When downtime is over, return your Luck to its starting value and divide 1d6 points between Endurance and Willpower, up to their starting values.

Improve Your Skills

Make a Skill Check with a Skill you'd like to gain or improve. If you don't have the Skill yet, make the Check at -3. If you succeed, increase the Skill by 1. If you Fail (but not an Extraordinary Failure), you can spend your Resources to improve your roll by the amount of Resources you spent. If it's Extraordinary Failure, you cannot attempt to learn or improve this Skill again until you have learned or improved a different Skill.

Big Questions

You take time to do research and reconnaissance and put pieces together during downtime. Tell the GM what kind of research or investigation you do, and ask three big questions about what you found out. The GM answers based on the activities you describe. If they cannot give you any new information in answer to one of your questions, you can ask a different question instead.

Salvage Your Resources

You do some work, reconnect with old colleagues and allies, and repair your damaged reputation. Reset your Resources to its starting value.

Pay Off a Creditor

Spend 9 Resources to pay off someone on the list of People You Owe.

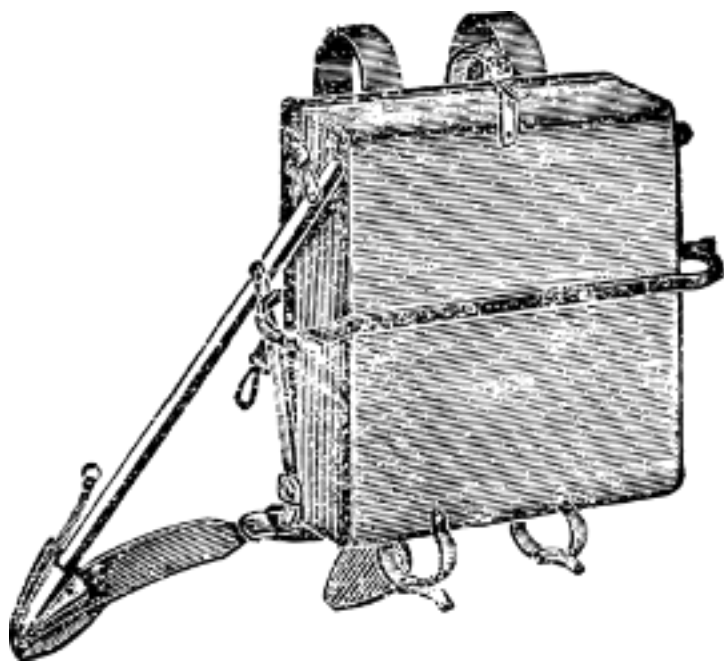
Rest and Recover

Restore your Willpower and Endurance to their starting values, and remove one Condition—describe how you have recovered from it, adapted to it, or mitigated it.

Other Actions

If there is something else you would like to do, talk to your GM about what you want to accomplish. It may require Skill Checks, Resources, or multiple periods of downtime.

EQUIPMENT





Weapons

Light Weapon (2d6 damage, Cost 5). Clubs, dagger, shortsword, hand axe, sling.

Medium Weapons (3d6 damage, Cost 7). Sword, battleaxe, staff, pistol, hand crossbow, shortbow.

Heavy Weapons (4d6 damage, Cost 9, 2 Encumbrance). Polearm, greatsword, maul, longbow, musket, crossbow.

Ammunition (weapon-specific, Cost 4): Bullets, arrows, cartridges, bolts, etc.

Ranges

Thrown Weapons: About 30' if the weapon is light and is easily thrown, or 60' with Disadvantage.

Light or Medium Ranged Weapons: Up to 50', or 100' with Disadvantage.

Heavy Ranged Weapons: Up to 100', or 200' with Disadvantage.

Ammunition

At the end of each battle where you use ammunition, make a Supply Check for your ammo (pg. 44).

Adventuring Equipment



Standard Adventuring Gear (Cost 5). Lantern, torch, oil, 50' of hemp rope, 10' pole, crowbar, 3 days of hardtack, etc.

Quality Adventuring Gear (Cost 8). Lockpicks, tool kit, 50' of silk rope, unusual materials or above-average crafting, fine vials, etc.

Armor

Light Armor (2 protection, Cost 7; Cost 9 for easily concealable armor). Hide, hardened leathers, padding.

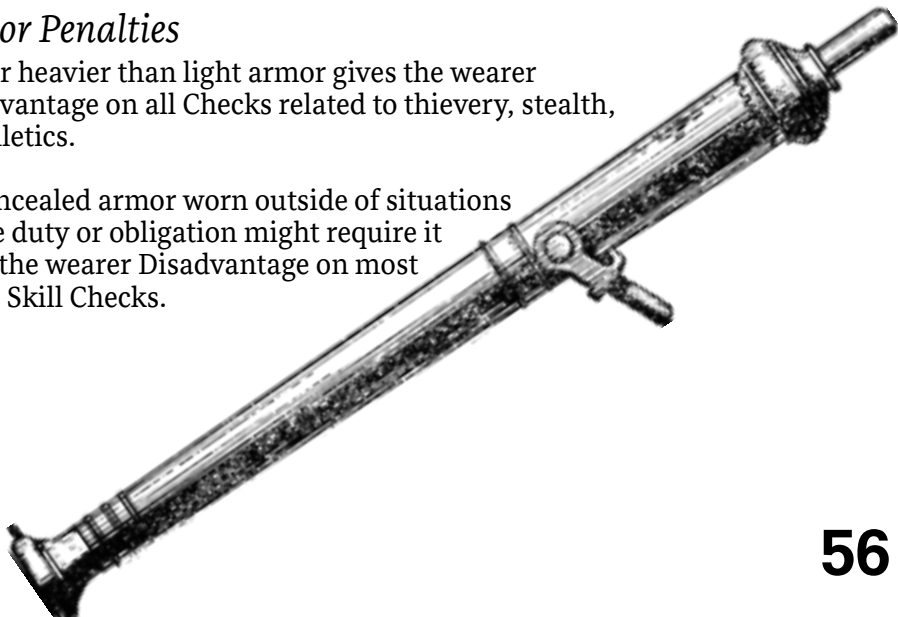
Medium Armor (4 protection, counts as 2 items, Cost 8). A mix of leather, padding, and chain or plate pieces.

Heavy Armor (6 protection, counts as 4 items, Cost 11). Inner leather or padding covered in chain or plate.

Armor Penalties

Armor heavier than light armor gives the wearer Disadvantage on all Checks related to thievery, stealth, or athletics.

Unconcealed armor worn outside of situations where duty or obligation might require it gives the wearer Disadvantage on most social Skill Checks.



Room, Board, and Entertainment

Typical downtime costs may go up if you've got more than a couple of People Counting on You (or otherwise living with you). Entertainment and luxury costs may go up if you bring along more than a couple of friends.

Harbortown: Cost 5 for room and board during downtime. Cost 6 for a night of good food, drink, or company (Cost 8 for all three).

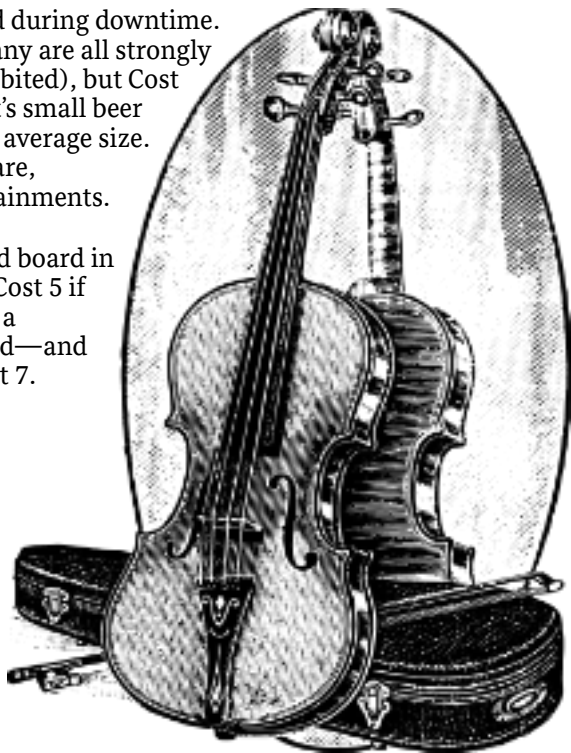
Promenade: Cost 9 for room and board during downtime. Cost 9 for a night of excellent food, drink, or company (Cost 11 for all three).

Orchard, Old Town, and Underrock: Cost 6 for room and board during downtime. Cost 7 for a night above-average food, drink, or company (Cost 9 for all three).

High Rock: Cost 13 for room and board during downtime. Cost 10 for a night of discreet opulence and luxury.

Aft: Cost 6 for room and board during downtime. Luxury, drink, and fine company are all strongly discouraged (or outright prohibited), but Cost 7 should get you enough of Aft's small beer and simple fare for a family of average size. Cost 8 gets you some of Aft's rare, forbidden, and discreet entertainments.

The Wake: Cost 4 for room and board in downtime, if it can be found (Cost 5 if you're staying in The Wake on a mission). Any luxuries you find—and you will have to look—are Cost 7.





ARCANE TALENTS

ARCANE
TALENTS

No one's sure how the Necropolis weaves its arcane energies into the mortals who live above, but no one can deny that Enoch is a place of innate power. Enochians are born with Wild Arcane Talents more often than peoples anywhere else in the Hundred Spheres. The immortals are not shy about seeking out those with such power and drawing them into their service through The Secret Collegium and the Guardians.

Characters with Arcane Talents can use the Cantrip and Powers for those talents. Cantrips have a cost of 1 Willpower and require no Skill Check. Powers have a cost and usually also require a Skill Check. No one may attempt to use an Arcane Talent they do not have unless they perform a ritual such as Arcane Working or are part of a Gestalt (pg. 67).

Protecting Against Arcane Talents. Alchemists and artificers across Enoch look for ways to help wealthy clients ward off certain Arcane Powers. As with any roll, if something is impossible (e.g., the senator is wearing an amulet that allows them to ignore illusions), you do not need to spend the Willpower or risk consequences from the roll.

Player Safety. While some players and GMs will feel comfortable with Talents like Clairvoyance or Telepathy used between player characters, others may want to discuss it beforehand. Not everyone is comfortable having their characters spied on by other players, or being subject to a mental probe. Some groups may wish to adjust, limit, or remove some Arcane Talents.

Awareness

Enoch's immortals carefully guard the knowledge of controlling one's own body and consciousness. Awareness allows characters to enter states of suspended animation, regenerate damage, or enhance their own physical prowess. In Enoch, Awareness is very rarely taught outside The Secret Collegium.

Cantrip: The caster may slow their own consciousness and bodily processes for a period of up to seven days. During this time, they do not need food, water, rest, or air.

Powers: Using an Awareness power requires an Awareness Skill Check (before spending Willpower).

- ★ **Arcane Vitality:** Increase Endurance, possibly over your starting value (1 Willpower per 1d6 of Endurance).
- ★ **Arcane Stability:** Ignore the effects of 1 Condition for 5 minutes (3 Willpower per Condition).
- ★ **Arcane Fortune:** Increase Luck, possibly over your starting value (1 Willpower per 1d6 of Luck).

Clairvoyance

Some Arcane Talents grant the ability to see and hear other spaces. To use a Power, the clairvoyant must know the location of the space they are trying to observe: you cannot spy on a Secret Police observation station if you don't know where it is. Sources of Disadvantage include not having been in the place you are observing, perceiving areas more than a few hundred feet away, or not knowing the name of the person you perceive. If the target is surrounded by a foot-thick iron or lead, most clairvoyance powers will be ineffective.

Cantrip: The caster is alert to impending visitors, intruders, and dangers, and cannot be surprised by anyone coming into their zone—they may even attempt to hide from or surprise those entering the zone. Lasts for 1 hour, or until the character leaves the area.

Powers: Using a Clairvoyance power requires a Clairvoyance Skill Check (before spending Willpower).

- ★ **Clairvoyance:** See an area and visualize what is within it. Cost 2, +1 for each mile between the caster and the area observed. Disadvantage if trying to see something in the dark, such as the words on a folded letter or items in a person's pocket.
- ★ **Clairaudience:** Hear an area and listen to what is within it. Cost 2, +1 for each mile between the caster and the area observed.
- ★ **Clairsentience:** Both see and hear what is happening in a zone. Cost 3, +1 for each mile between the caster and the area observed.

Illusions

One of the most common talents throughout the Hundred Spheres, illusions create sensory impressions in the minds of people and creatures. Anyone standing close to or interacting with an illusion can see through it with a Deception Skill Check. Illusions last only 10 minutes, unless the caster pays the Cost again, and makes another Check to maintain it.

Cantrip: The caster creates the impression that they possess an object small enough for them to carry in their hands or on their person, or can conceal an object of similar size on their person.

Powers: Using an Illusions power requires an Illusions Skill Check (before spending Willpower).

- ★ **Ghost Sounds:** Create auditory impressions as quiet as a whisper or as loud as an echoing cry. May include spoken messages of up to 10 words. Attempts to imitate a specific sound or voice may require a separate Deception Skill Check. Cost 2.
- ★ **Images:** Create visual impressions. The image may perform or even repeat specific actions, but those actions do not change once the illusion is cast. Convincing observers that the illusion represents a specific individual or object may require a separate Deception Skill Check. Cost 4 for up to 10' across. Cost 8 for larger areas.
- ★ **Phantasm:** One or more targets experience an object or creature up to 10' across as if it were really there. It interacts with them as they normally expect, including dealing up to 1d6 damage. Cost 4 per person affected.
- ★ **Invisibility:** Make a creature or object of humanoid size or similar invisible. Cost 6.

Necromancy

A magic rarely performed outside of Enoch, Necromancy gives one command of and connection to the dead.

Cantrip: The caster hears the mournful whispers of the recent dead and learns something of a place's or object's history. While the character cannot command answers to specific questions, the GM tells them 1d3 useful facts they overhear from the spirits about the

item or space they were in when they invoked the power. If no one died there in the last century, nothing can be gained or learned.

Powers: Using a Necromancy power requires a Necromancy Skill Check (before spending Willpower).

- ★ **Speak with Dead:** Address some number of questions to the soul of a dead body in your zone. Undead and animated dead are not affected. The spirit responds to each question as it would in life. Cost 1 per question asked.
- ★ **Compel Spirit:** Command ghosts, wraiths, and other incorporeal undead to do your bidding for one task or ten minutes, whichever comes first. Cost 3.
- ★ **Animate Dead:** Imbue dead flesh and bone with some semblance of life. Animated flesh obeys your commands. Lasts one day. Cost 2 for a body part or 4 for whole body. Disadvantage to animate a whole body.

Pyromancy

Pyromancers conjure and control flames and fires. They must be discreet about their gifts—after all, wooden cities and wooden ships get a bit jumpy when fire summoners get too close. Pyromantic fires burn and spread like normal fires.

Cantrip: The caster calls gentle, flame-like light to appear and hover near them, as bright as a torch or as dim as a candle.

Powers: Using a Pyromancy powers requires a Pyromancy Skill Check (before spending Willpower).

- ★ **Consume:** Expand an existing flame to cover a 10' area, doing 2d6 damage to any person who enters, stands in, or moves through the area. Cost 4.
- ★ **Create Flame:** Create a campfire-sized flame, doing 3d6 damage to any person you summon it on. Cost 3.
- ★ **Extinguish Flame:** Protect a person-sized object (or a person) from an existing fire, or extinguish all fire in a 10' area. Cost 1 per person protected, or Cost 3 to extinguish an area.
- ★ **Scorching Blast:** Cause an existing flame to shoot a blast of fire at a visible target no more than 100' away for 4d6 damage. Cost 3.

Telekinesis

The ability to manipulate physical items with arcane energy. It sounds simple, but arcanists know that this is the same power wizards and ghosts use to propel ships through the Infinite Void.

Cantrip: The caster can manipulate items weighing up to 5 pounds within 3' of their person.

Powers: Using a Telekinesis power requires a successful Telekinesis Skill Check (before spending Willpower). You must be able to see what you are manipulating. All Checks have Disadvantage if the items are more than 15' away.

★ **Manipulate:** Move items without touching them.

- ◆ Items weighing up to 10 pounds, Cost 1.
- ◆ Up to 50 pounds, Cost 3.
- ◆ Up to 250 pounds, Cost 4.
- ◆ Up to 500 pounds, Cost 6.
- ◆ Up to 1000 pounds, Cost 9.

★ **Flight:** The caster can fly at normal speed. Cost 5.

Telepathy

The ability to share thoughts with others. The target cannot oppose the roll, but the combined total of the target's Telepathy and Arcana Skills are subtracted from the telepath's roll if their target wishes to resist the roll. Artificers recommend lead helmets or similar barriers to guard against telepathy.

Cantrip: For 1 minute, the caster can communicate their thoughts silently to one other person within 100' that they know, or who they can see, sense, or detect. The target can send back a response of up to 10 words.

Powers: Using a Telepathy power requires a successful Telepathy Skill Check (before spending Willpower).

- ★ **Distant Message:** As the Telepathy Cantrip above, but the message can be sent to any living person the character knows. Cost 1, +1 for each mile between the caster and the recipient.
- ★ **Read Thoughts:** The caster reads the active, surface thoughts of a target they can see, detect, or sense within 100'. Cost 2.
- ★ **Probe Thoughts:** The caster asks three questions about the private, innermost thoughts of a target they can see, detect, or sense. The target must answer all questions fully and honestly. Cost 4.
- ★ **Mind Knife:** The caster chooses a target within 100' and makes an attack. On a success, the target takes 1d6 damage each to Endurance and Willpower, or 2d6 to one. The caster may pay additional Willpower to do additional damage to the target's Endurance or Willpower. Cost 3, +2 for each additional d6 of damage.

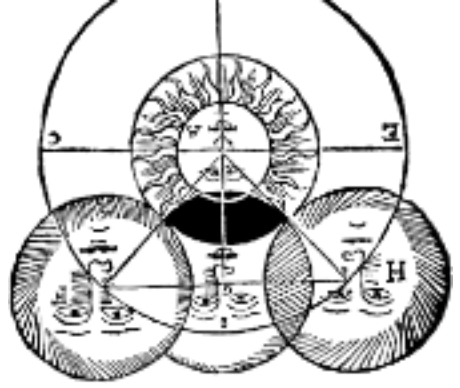
Teleportation

The ability to disappear in one area and appear in another. While Enoch's residents don't fear teleporters as they do pyromancers, many teleporters hide their gifts so that no one knows to ward against them.

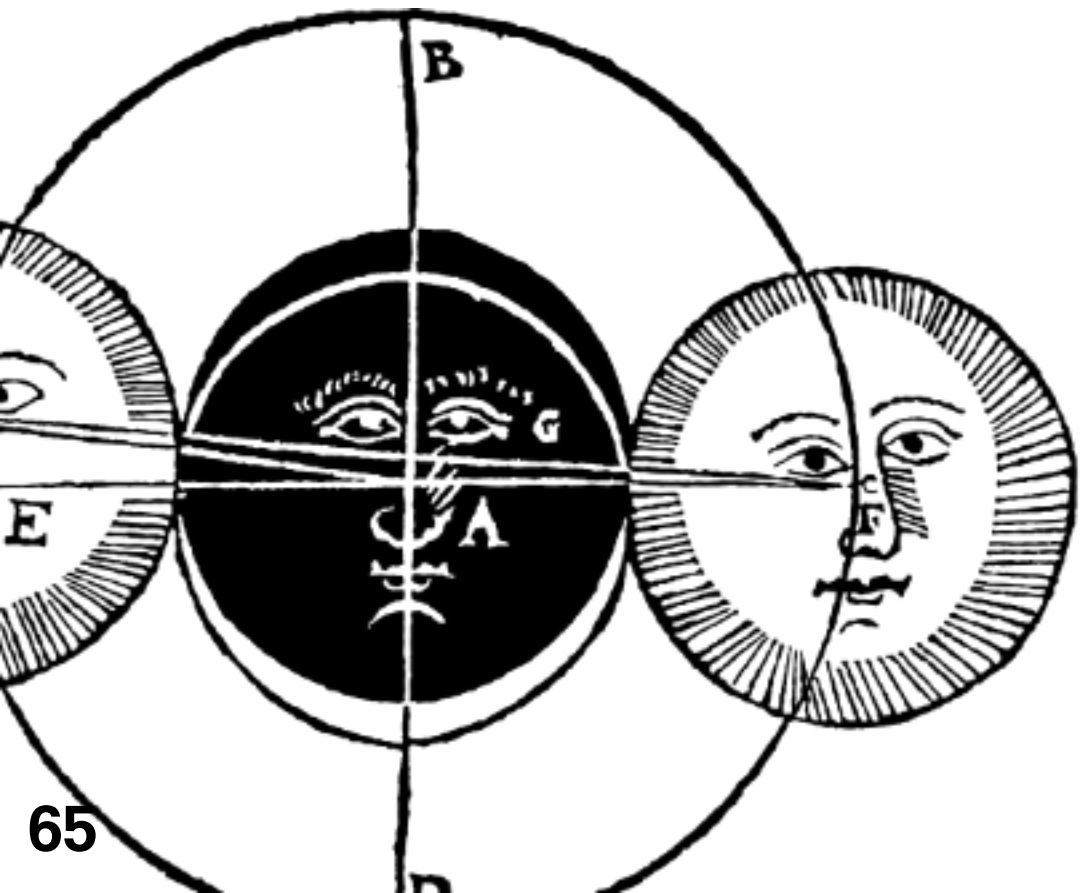
Cantrip: The caster can teleport one item (weighing 1 lb. or less) that they can see, sense, or detect to their hand, or to another location in line of sight.

Applications: Using a Teleportation power requires a Teleportation Skill Check (before spending Willpower).

- ★ **Step:** The caster can teleport themselves and the objects they are carrying on their person or in their pack to an area they know and have been before, or to an area that they can see, sense, or detect. Cost 2, +2 for each mile traversed.
- ★ **Portal:** The caster opens a 10-second portal between two doorway-sized spaces. Any person or creature who enters the portal then appears at the other end. One end of the portal must be near the caster, and the other must be a place they have been before or that they can see, sense, or detect. Cost 5, +2 for each mile traversed.



ARCANE RITUALS



Unlike Arcane Talents, Rituals are a slow magic. The Rituals listed here are not the only ones in existence, though these can be attempted by anyone. There are others, of course, and most people know that libraries and workshops are good places to learn about such things.

Working a Ritual. Pay the cost (whether the Ritual succeeds or not), then roll an Arcana Skill Check. All Rituals take a minimum of 10 minutes to perform. Ritual participants must be close enough to touch one another, and focused exclusively on the Ritual for the duration. The Ritual may have only one leader.

Difficulties for Rituals. Like other Skill Checks, Arcana Checks for Rituals may gain Advantages and Disadvantages for time spent, supplies used, and support from other trained participants. Skill Checks for Rituals are always rolled, however, no matter how many sources of Advantage or Disadvantage are accrued. Rituals gain an additional source of Advantage at 3, 5, 10, and 13 participants, and have Disadvantage if the leader is the only participant.

Costs for Rituals. A Ritual leader may pay the Ritual's cost entirely, or the participants may split the cost evenly among them.

Call Power

A skilled arcanist can perform a Ritual to conjure ambient power from the worlds and void of the cosmos for use or storage. A successful Ritual of this kind gives the leader access to 2d6 points of Willpower (+1d6 for each point the result of the roll exceeds 8) that they can use as their own.

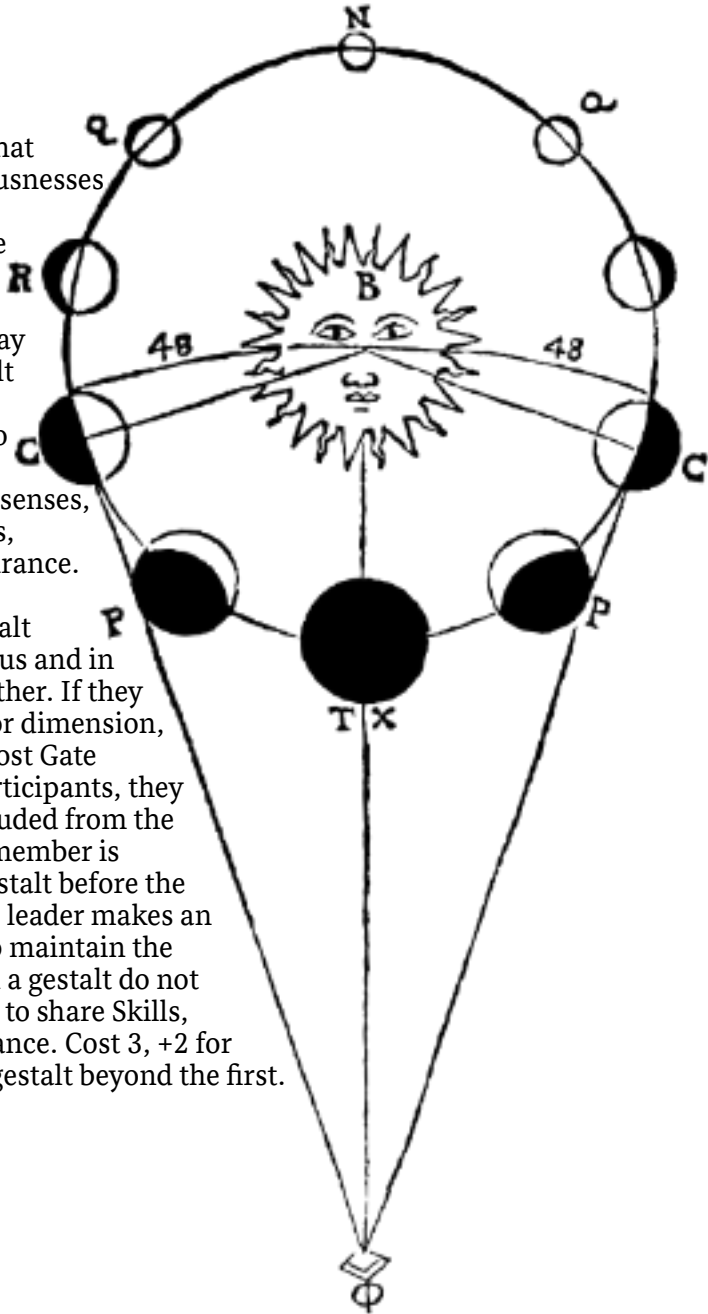
Ritual leaders may store the Willpower in themselves (increasing their Willpower above its starting value if needed), in a flammable light source (candle, torch, vial of lantern oil, etc.), or within a Cost 9 gem, piece of jewelry, or other finely-crafted object. The power in a light source is available when it is lit, with unused power dissipating when the source is spent. Power stored in a gem, jewel, or other fine object is available indefinitely until it is spent. No one object can store more power at a time than is called in one ritual. Advantage if the Ritual is performed on a small ship, skiff, or asteroid in Infinite Void. Disadvantage if the ritual is performed in a busy or public place. Cost 3.

Gestalt

Gestalts are Rituals that combine the consciousnesses of multiple arcane practitioners into one shared

consciousness. Up to five willing people may participate in a gestalt Ritual, which binds them together for two hours and allows participants to share senses, Arcane Talents, Skills, Willpower, and Endurance.

Participants in a gestalt must remain conscious and in the same reality together. If they enter another plane or dimension, or pass through a Ghost Gate without the other participants, they are immediately excluded from the gestalt. Each time a member is excluded from the gestalt before the two hours are up, the leader makes an Arcana Skill Check to maintain the gestalt. Characters in a gestalt do not need to use an action to share Skills, Willpower, or Endurance. Cost 3, +2 for each member of the gestalt beyond the first.





Geneva
2009

JAMMING THE INFINITE VOID

Enoch's Ghost Ships

Where most space-faring communities in the Hundred Spheres use ships powered by Arcane Rituals and the willpower of their living arcanists, Enoch's ships navigate the Infinite Void through the power of ghosts. Only Enoch's ship-building alchemists, arcanists, and artificers know the rites for binding a ghost to the ship.

Enoch's ghost ships are able to navigate the Infinite Void's strange network of ghost gates—eldritch portals that connect distant points in space. While a few arcanists have developed the means to access the gates, few can do it with the ease and mastery of Enoch's necromantic crafts.

When player characters travel the void, they may be able to pay their way with work. Voidjamming is the Skill of working with void ships (whether arcane or ghostly), Athletics is essential for working the ship's rigging when sailing into alien atmospheres or the winds of a ghost gate, and Navigation is required for speedy travels and avoiding getting lost.

Running the Wake

While the ghost ships will get a crew through the void, Enoch's couriers, merchants, and criminals all have smaller, necromantically-powered skiffs capable of running the Wake. Player characters navigate the Wake's ever-shifting field of rocks and derelicts with Navigation, pilot a skiff with Voidjamming, and secure rigging with Athletics.

6 SIX LISTS OF SIX

Places for Friends, Food, and Drink

- ★ **The Two Bears** in Underrock is where bosses mingle with power brokers from other institutions. The Two Bears prohibits violence and insults, and owners **Arth Gower** (he/they) and **Aio Ursinu** (he/him) harshly penalize those who disobey (or even test) either prohibition.
- ★ **The Devil's Match**, Kivham's best-known inn, is part tavern, part hostel, and part anarch printing shop. Kiv owner **Jasmijn Kolner** (she/they), whose family purchased the inn from humans over a century ago, keeps the presses running and the beer flowing—even when Enoch's Watch threatens to shut her business down.
- ★ **The Stone Dove** in Orchard is one of the few places to find an open door after the markets close and the locals retire. Many of the district's farmworkers stop here for music, stew, and beer. Young lovers dine at The Dove when things are starting to look serious. Local gossips say it's where the blue-eyed, maternal human owner **Cretney Wade** (she/her) contacts her Secret Police handlers.
- ★ **The Wild Bull Tavern** is the life-long dream of retired dock-worker **Bastavar Kosta** (he/him). The graying minotaur uses magical wards to dampen loud voices and to command patrons to take all disagreements outside. The wards make eavesdropping on other tables difficult, which makes for a quiet, relaxing place to spend an evening. Many

of the inn's patrons are neighbors from Lowdock in Harborside, but the tavern has become popular with anyone who needs a quiet, private place.

- ★ **The Leopard's Rest** is one of Aft's few truly reputable restaurants. The rich, flavorful vegetarian fare on the Leopard's main floor is the work of ever-smiling human owner **Blay Fayle** (they/them). The fair-skinned Fayle also runs private clubs on the upper and lower floors of the building, where the district's wealthiest residents come and go, even during curfews.
- ★ **The Five Claws** in Harbortown's Old Riggerston neighborhood is where Enoch's queer locals and visitors drink and mingle under the indulgent eye of silver-plated automaton **Mistress Ruhl** (she/her).

People to Avoid

- ★ **Constantin Augur (he/him)** is the blond, fair-skinned human who has the lifetime title of First Citizen of Aft. In other districts, the role of First Citizen is a ceremonial position, but Augur has used Aft's seclusion and his own wealth and charisma to turn the role into a lifetime appointment as the district's resident tyrant. To the citizens of Aft he is a beloved, paternal figure who champions clean living and public virtue. Outside of Aft, he is known for both viciousness and decadence.
- ★ **Commodore Standish (she/her)** is the kiv Speaker of the Free Traders Council, which collects dues from—and claims to represent—all merchant ships flying the colors of Enoch. They are tasked with defending the city in times of crisis. Standish is a ruthless politician, most interested in furthering her own political ambitions.
- ★ **Commander Oryx (they/them)**, of all the commanders of the Secret Police, is always hidden where you least expect them. They are so adept at blending into their

surroundings and trailing their marks that some say they're a master of disguise. Others insist Oryx is a body-hopping specter or demon.

- ★ **Captain Tailor (they/them)** is a minotaur who supervises the privately-funded mercenary patrols that “keep the peace” in Promenade. Popular with the Senate and Promenade’s leading citizens—but considered a brutish authoritarian by almost everyone else—they use those they’ve blackmailed or otherwise suborned as spies and enforcers.
- ★ **Vaso Kent (she/they)** was once Constantine Augur’s deputy, but they have since had some falling out. From the fortress-like workhouse they run in Harbortown, the umber-eyed ogre and her personal entourage negotiate deals between criminal bosses, Watch commanders, and Senators to provide their slowly growing hoard of lackeys with food, quarters, and weapons.
- ★ **The Immortal Omid Jax (he/they)** is the youngest (and perhaps the last) of the immortals, having become immortal just before Enoch’s founding. He’s also the only immortal to keep a house in High Rock and occasionally welcomes mortal agents and lovers. No one is quite sure if the disappearances of Jax’s lovers and agents is due to the risks of his criminal operations or the awakening of Jax’s immortal hunger.

Neighbors Who Might Help

- ★ **Karlin Bhagire (he/him)** isn’t the city’s greatest storyteller, but he is perhaps the most enthusiastic. He is usually the star of the stories he tells, and they are frequently about his cleverness, resolve, and criminal skills. At 19, the gold-skinned, dark-haired youth cannot possibly have as much experience as he claims, but everyone who has hired the lanky kid as a lookout, scout, or spy vouches for him.

- ★ **Jaydoq Jarris (he/they)**, a minotaur dockhand, may not be the sharpest bravo you can hire to do some rough work, but he is certainly the nicest. Be warned: do not try to convince them to go after anyone they think is undeserving. While he may seem gullible, he always finds out when someone is trying to trick him.
- ★ **Provost Maddox (she/they)** is an automaton who leads The High Academy. That esteemed institution of higher learning has only improved its reputation during their tenure as provost and dean. She is intent on staying connected to all Academy alumni, no matter what their current work is.
- ★ **Dar Hasti (they/them)** is the human thief every senator fears and every Lowdock urchin wants to be. Tavern stories claim the brown-skinned, black-haired burglar steals from the rich on behalf of the poor. Hasti is said to be accompanied by a silently loyal band of shadowy disciples.
- ★ **Mother Vengeance (she/her)** is an ogre vigilante involved in everything from sabotage to assassination. Gossips say her next target is a commander of the Secret Police. In almost any tavern, you can find at least one person who swears they can get a message to Mother Vengeance.
- ★ **Mistress Koror (she/her)** is the starspawn overseer of The Guild of Pleasures & Council of Taverns. She is a much-loved figure in Enoch. She is both profoundly generous and dangerous to cross.

Strange Rumors

- ★ Recently, several figurines and relics have been stolen from the **Harbor Temple** in Promenade, where Enoch's Guild of Priests erect shrines to the thousand known gods of travel, commerce, death, and the void.
- ★ **The Great Hall of Concord**, where the Senate meets in High Rock, is hosting an increasing number of secretive,

closed-door sessions about upcoming legislation. Tempers run high and some new political alliances and enmities are emerging.

- ★ **The High Hall of Meeting** between Old Town and Orchard is a run-down festival hall built on the site where the human, starspawn, and minotaur communities met to form Enoch. Several senatorial families have recently invested in “preserving” the hall—which means closing it to the general public, allowing only members of certain clubs and societies to enter.
- ★ Supporters of Aft’s Constantin Augur are hosting rallies at **The Necropolis Gates** in Underrock. The immortals are annoyed that he draws such large and rowdy crowds of the city’s wealthy citizens, but they haven’t acted against him yet.
- ★ When Enoch’s senators came to the **Great Tomb of Morta & Dis** in the Necropolis to make their annual oath to honor the city’s charter, they found the tombs empty. The sleeping **Dis** (she/they) was the immortal queen who granted the charter, and **Morta** (she/they) was her long-resting consort.
- ★ In the abandoned badlands of the comet’s belly, priests of **Cthonus** (they/them) claim to have found their ancient sacred caves. Cthonus was a minotaur deity, revered as a protector of the comet, and their sacred caverns were an important site of pilgrimage where oracles offered divinations.

Lost Legends

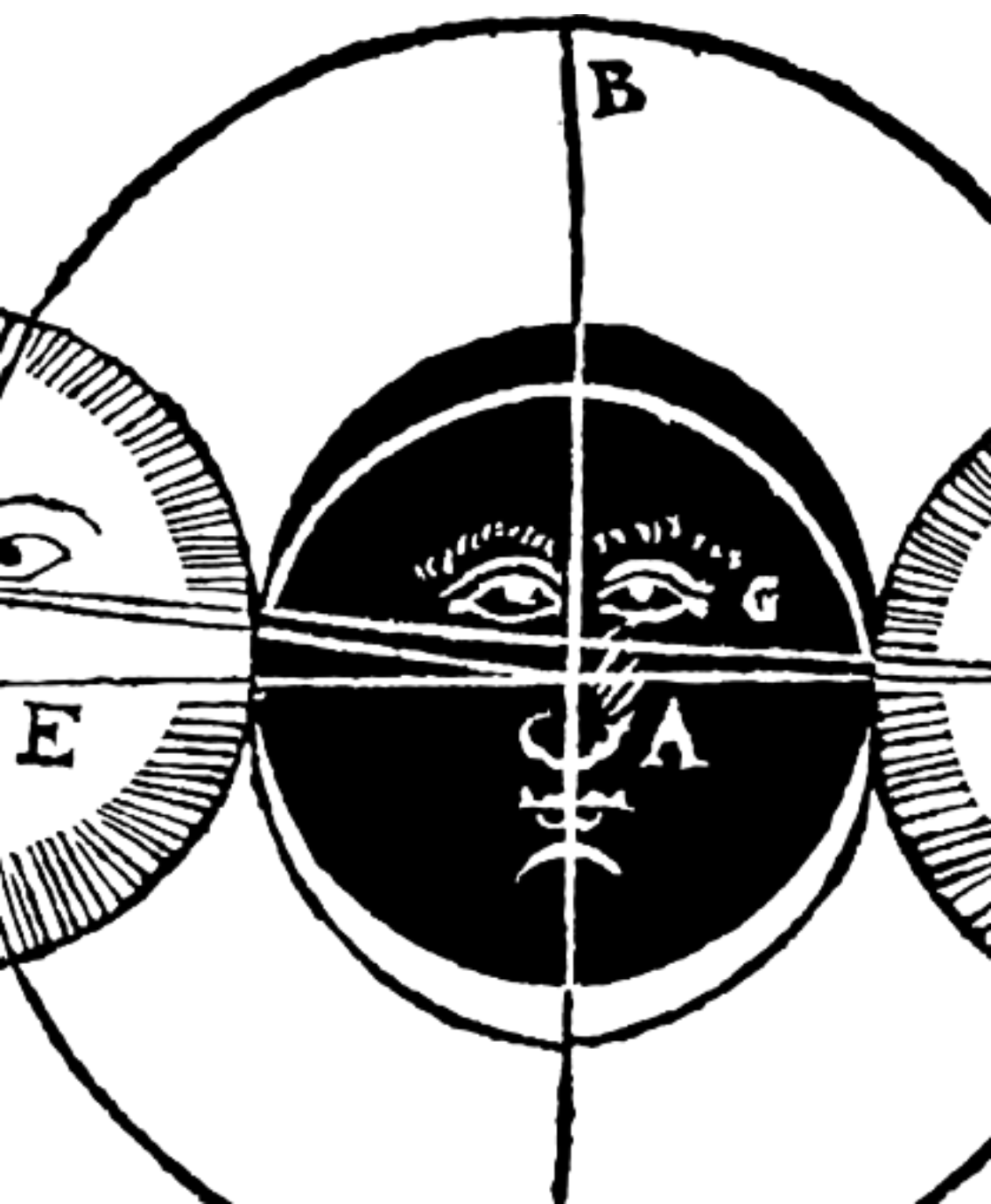
- ★ **Morta’s Shadow** was the black cloak worn by the immortal queen Magna Dis when she met with mortal representatives at Enoch’s founding. Some say it was woven from the essence of darkness and the void, or from her sleeping lover Morta’s undying shade. Many of the queen’s rumored powers—especially her seeming

omniscience—were attributed to the Shadow. When Dis last went into torpor, chroniclers report Morta's Shadow was not entombed with her.

- ★ **The Six Dead Immortals** are said to be the last of the immortals' forebears to truly die, buried together somewhere outside the Necropolis. Stories about their names and final resting places differ, but they are usually said to have been true wizards in life. Each of the six corpses is said to hold significant alchemical potential.
- ★ Fueled by bound spirits of chaos, void, sky, fire, and storm, **The Void Hatred**, ship of the fiendish pirate Asher Bael (he/him), once flew with letters of marque from Magna Dis herself. It has been a decade since it last sailed out from Enoch's harbor.
- ★ At Enoch's High Academy, scholars argue whether the **Stone Heart of General Borosus** (they/them), the last general of Enoch's army, was an actual heart or a stone the immortals gave them to fuel their long life. Kept as a relic in the Harbor Temple, it disappeared from General Borosus's shrine nearly 100 years ago.
- ★ The infamous rogue Isbal (she/they) died trying to assassinate the would-be tyrant Senator Etan. The last bullet she fired was said to contain a fiendish spirit, intent on consuming a tyrant's soul. **Isbal's Last Shot** is alternately rumored to be embedded in the old stones of a manor house in Old Town, buried with the rogue in her house in Underrock, or dragging behind Enoch in the wake of the comet.
- ★ No one's sure who created **Senator Noka's Simulacrum**, the near perfect bit of arcane artifice that, given clear instructions, looks and sounds like the senator. It certainly was not the senator himself. Around the time it was discovered, several of Noka's least favorite relatives decided to leave Enoch for a time. No one is sure what became of the simulacrum, but rumors persist that it is hidden in the senator's villa, or that more than one was created.

Tips for Surviving a Job

- ★ **Do the Legwork.** Neither confidence nor desperation is a good substitute for preparation. When it comes to making sure a job goes well, take the time to get the right information—and make sure everyone remembers it.
- ★ **Scout Ahead.** Keep your sneakiest (or best-disguised) folks out ahead of you, ready to spot any interference or obstacles.
- ★ **Split Up.** Do as much as possible as quickly as you safely can. That frequently means being willing to split up and tackle tasks that would be slow and cumbersome to do alone. Make sure you have rendezvous points!
- ★ **Play to Your Strengths.** Is your crew as subtle as a sledgehammer but tougher than a steel nail? Maybe you would miss the side of a house in a shootout, but you have a very convincing high-society cover identity. Figure out how to use your skills in ways that highlight what your crew is best at.
- ★ **Get Help.** Are there skills you need but do not have? See if you can get some help from a non-player character. You may not be able to afford the absolute best, but there is probably a highly skilled person out there willing to make a deal with you.
- ★ **Know Your Way Out.** Make sure your crew has a plan—and a backup plan—for getting out.

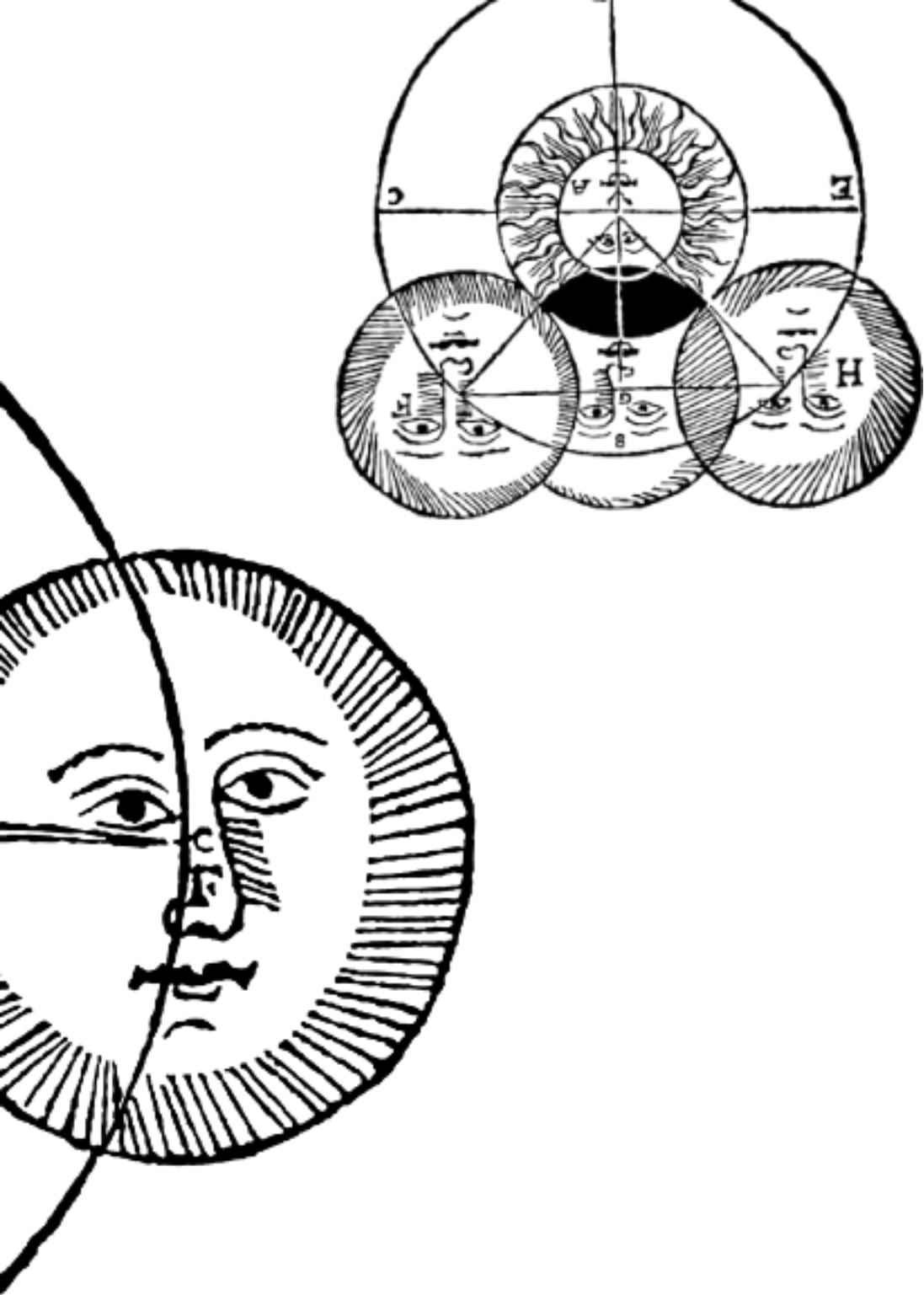


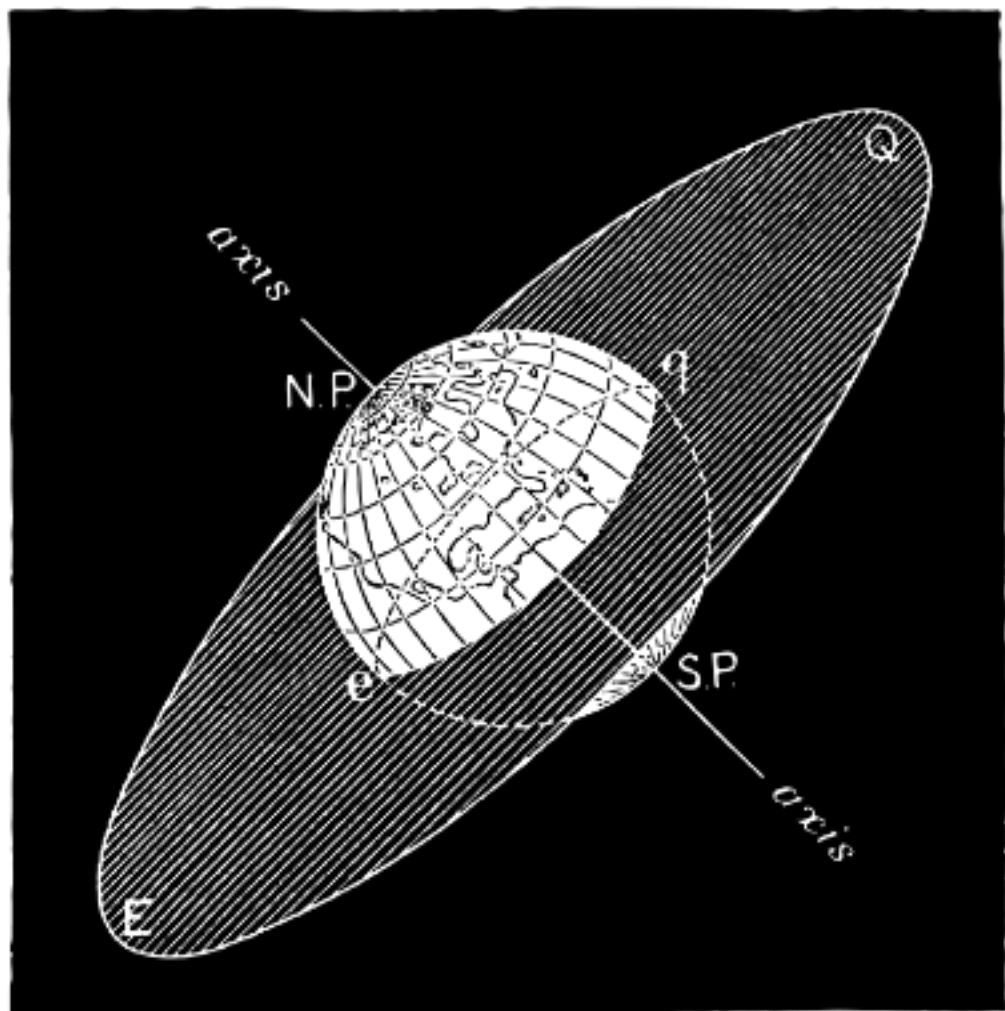
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Enoch's Wake is the place to start your journey into the Infinite Void, with rules for creating characters, playing the game, and getting into (and out of) trouble.

