

Enoch's Wake

A Player's Guide to the Comet City

A complete game using variant rules for an alternate Cepheus Engine universe by Richard Ruane

Compatible with the Cepheus Engine Core Rules

Enoch's Wake: Welcome to Enoch

Ten things to know about Enoch:

1. Enoch, aka “The Rock of Enoch,” is an ancient city built into a large comet circling the 100 Spheres of the Known Worlds.
2. No one knows who built Enoch. Of its current inhabitants, the undead “Immortals,” the humans, and the star spawn all make claims to be the first of its current inhabitants.
3. Below Enoch, around the comet’s heart, is a necropolis that is far older than the city itself. The undead “Immortals” try to guard access to the necropolis jealously, though they have no idea what persons or peoples are buried there.
4. The *Immortals* technically rule the city, though they have no interest in its governance.
5. Governance is left to the wealthiest, oldest, and most aristocratic families of Enoch, each of whom is allocated a specific number of seats in the *Senate of the Rock*.
6. In 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 it as the neighborhood of The Free Wake.
7. The greatest educational institution of Enoch is The High Academy, officially sponsored by the Senate of the Rock but while it teaches Arcane Theory, it does not teach mastery to those who demonstrate spontaneous magical talents. Education in spontaneous (or “wild”) arcane talents is left to the Secret Collegium, which is sponsored by the Immortals. Most know the Secret Collegium exists, but few know where to find it. Almost no one living knows why the Immortals sponsor it.
8. While arcane space travel exists (largely powered by ghosts and other spirits), most other technology is fairly standard for D&D-inspired fantasy, though non-repeating powder weapons are known and fairly widely used.
9. Enoch is a center of trade in the Known Worlds, and is an expensive (if exciting) place to live. A comfortable life can easily be \$5000 Marks a month.
10. The Patrol handles day-to-day “law enforcement.” Only those with poor judgment trust The Patrol. The Secret Police are worse: while everyone knows of their commanders with their strange coded animal names, no one knows who the Secret Police really work for or what their actual mission is.

Districts of Enoch

Harbortown

Walk around the forward curve, past the city's main docks, and you'll find sprawling neighborhoods of Enoch's Harbortown. The district has a number of residential neighborhoods, but is known for its boisterous, busy neighborhoods like Lowdock, filled with inns for travelers and sailors, and Kivham, with its taverns and book shops run by anarchic Kiv expatriates.

Promenade

Home of the High Guild's headquarters, the Promenade district wraps around the cliffs over the city's forward docks. Often the first place that visitors find, it's home to several small wealthy and mercantile neighborhoods. If there's any luxury or find good for sale in the 100 Spheres, it can probably be found in one of the shops of Promenade, probably at the shops of the vast indoor Guild Market, where traders and crafters who are members of the High Guild can sell their wares.

Orchard

While not exactly rural or even suburban, Orchard's neighborhoods each have a variety of market gardens and urban farms that provide most of the city's vegetables, fruit, and even some of its meat. While the district is an easy walk to the rest of the city, and especially close to Old Town, it is busy during the day, when the green markets are filled with buyers, but empties promptly at the first evening bell. While a range of Enoch's peoples make 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

When human smugglers first started to use the comet as a base of operations, they were given all the territory 1000 yards forward from the Necropolis gates to the rock's forward horizon to settle and use as they saw fit, as long as they didn't perturb the minotaur and starspawn settlers or attempt to enter the necropolis without an immortal escort. The heart of this original settlement is now called Old Town. The High Academy is here, along with many residents from a range of backgrounds.

Underrock

Cut off from the light of the ever-passing stars, Underrock is a collection of small, quiet neighborhoods that surround the Necropolis Gates. Home to the Hall of the Templars and Enoch's Secret Collegium, Underrock is the neighborhood where the immortals are most likely to mix with mortal residents. Home to a wide variety of Enoch's citizens, Underrock welcomes almost anyone, as long as they respect the district's shadows and silence.

High Rock

When the starspawn dissidents first petitioned the Immortals for a place to settle in Enoch separate from the human communities in Old Town, they were given High Rock. Centuries later it is the home of the oldest and wealthiest starspawn and human families. High Rock is home to the New Temple (now over 500 year old) and the Senate, and most Senatorial families, whether human or starspawn, have at least one villa in High Rock.

Aft

The smallest and most remote district in Enoch, Aft is only reachable by paths from High Rock and Underrock. Most of the district citizen's serve Enoch's government in some capacity, or else work directly for the senatorial families or the largest merchant houses. Constantin Augur, the remote district's long-time First Citizen, 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 believe he is responsible for keeping the district pious, safe, and seemly.

The Wake

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

While there are numerous peoples in Enoch, including representatives of almost any fantastical people, ancestry, and culture one could imagine, the following peoples have been the most numerous and influential.

Peoples of Enoch

Humans

When Enoch was little more than the necropolis and its immortal explorers, humans came to Rock of Enoch as 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 on the land that's now the districts of Old Town and Orchard. Humans have since settled and built up much of what's now Enoch City, and wealthy human houses have the plurality of representatives in Enoch's Senate.

Automata

Created on worlds far beyond the 100 spheres, the automata came to Enoch 200 years ago. Crafting themselves alchemically from a combination of plant and mineral materials, the automata organize themselves into large houses based on where they were crafted and awakened. The laws of Enoch prohibit anyone other than the automata houses from practicing automata crafting, and the crafters of the houses guard their secrets ferociously. While the automata are still struggling for representation in the senate, each of the houses has a representative on the Free Traders Council.

Kiv

Humanoid hippopotami, the kiv of enoch are refugees and expatriates from the authoritarian Kiv Empire. Most frequently found in the Kivham neighborhood of Harbortown where the kiv taverns, book sellers, and green markets fly banners and decorative ribbons in the orange and black of the empire's anarchs and collectivists. There are also several Kiv market gardens in Orchard, some Kiv-owned mercenary companies and inquiry agencies with offices throughout the city, and the house of the Kiv Empire's official consul in High Rock, the prudish and puritanical Prince Desral.

Minotaurs

Arriving on The Rock of Enoch at the same time as starspawn and human settlers, the minotaur were smallest and least populous of the mortals whom the Immortals allowed to come. They were the first to settle what's now called Harbortown and were the ones who labored to build the comet's forward docks, and until recently, all of Enoch's harbormasters had been minotaurs.

Ogres

Enoch has a thriving population of ogres, many of them descended from ogre sailors, smugglers, and void captains who settled in Enoch after their days in the Wild Void were done. Frequently overlooked by (and poorly represented in) Enoch's government, many young ogres have started to work closely with Kivham's anarchs.

Starspawn

Unlike the reclusive starspawn worlds of the 100 Spheres which worship ancient deities, most of the original starspawn settlers of Enoch were religious dissidents who followed The Mysteries of Trommeck, a disciplined system of "Rational Virtues" they believe will extend the 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. Starspawn politicians, including several of the city's most powerful senators, frequently address crowds in the temple's courtyard.

Shifters and Werewizards

Whether due to birth or bite, 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 in Enoch 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 who fall under the curse of the rare, secretive, and elusive wizards of the 100 Spheres, and gain the curse of transforming into humanoid forms. Though they frequently do gain some arcane talents and/or knowledge of arcana in the transformation, they rarely become true wizards. Many werewizards come to Enoch, in fact, because though it radiates arcane power, few true wizards choose to stay in the

bustling city. Some say wizards transmit the curse by biting the animal, though scholars say that 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 would find a place in Enoch: elves, dwarves, gnomes, tieflings, aasimar, firbolgs, orcs, goblins, damphyr, etc.

Poor Choices

There are a few peoples in Enoch that are off-limits as player characters, for instance, fascists, Proud Boys, Q-Anon cultists, gamergaters, comicgaters, members of other alt-right groups, trans-exclusive "radical" feminists, red pill alphas, misogynists, queerphobes, racists, and Milo Yiannopoulos lackeys. In fact, they're also off-limits as players and GMs for *Enoch's Wake* as well.

Just like in real life, in Enoch, whenever these people show up, they're NPCs.

Making a Character

To make a character, choose a name, a people, and a home district, then determine your characteristics and your talents.

Characteristics

Roll 2d6 seven times and assign them to your Characteristics. When complete, you can reroll your lowest (though you can ignore the reroll if it's lower), and swap any two.

- **Strength:** A character's physical strength, fitness, and forcefulness.
- **Dexterity:** Physical co-ordination and agility, reflexes.
- **Endurance:** A character's ability to sustain damage, stamina, and determination.
- **Intelligence:** A character's intellect and quickness of mind.
- **Education:** A measure of a character's learning and experience.
- **Social Status:** A character's place in society.
- **Power:** A character's ability to channel and control arcane energy.

Background Abilities

Each character gets two (2) background abilities that show that talents, skills, and natural abilities they've picked up from ancestry, culture, and upbringing.

Background skills: Two skills of your choice from Athletics, Melee Combat, Gun Combat, Medicine, Deception, Stealth, Lookout, Streetwise, Spacejamming, or Etiquette.

- Take this twice for 4 skills

Innate Capability: Roll 1d6 and add it to any Characteristic (maximum of 15)

- All points rolled must go to one Characteristic. Any points over 15 are lost.
- You may take this talent twice, and choose either the same characteristic or a different characteristic.

Hedge Witch: You have Arcana 1.

Jack of All Trades: You may always attempt an action, even if it would usually require a skill to do so. While most people take -3 to any roll in which they don't have a relevant skill, you do not.

- You can take this ability only once.

Natural weapons (claws, horns, hammer fists, etc.) that do 2d6 of damage and the skill Melee Combat.

- Take this twice to have your natural weapons do 3d6 of damage **or** have Melee Combat again.

Arcane Talent or naturally occurring instance of some arcane talent. Choose one: telepathy, clairvoyance, necromancy, telekinesis, teleportation, pyromancy.

- You may take this ability twice and choose a second arcane talent.

Shapeshifting: Whether you (or your family) 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. You may also increase up to two Characteristic scores (Strength, Dexterity, Endurance, or Intellect) by 1d6 if you reduce one other by the same amount. You cannot decrease any Characteristic below 1.

Turning 18

When you turn 18, you'll have two choices:

1. Start your education by applying to The Secret Collegium, High Academy, or to travel.
2. Immediately begin your career.

Education

You are not required to seek out educational opportunities, but in case you do, you must choose one of the three available. If you aren't accepted into your first choice, go ahead and begin your career.

Reminder: If you take a Skill you've already got, just add +1 to the skill rank. If you had Diplomacy, for instance, and added Diplomacy again, you'd have Diplomacy 2.

Education: The High Academy of Enoch

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

Gaining Admission: Roll 2d6. If you get an 8+, you are admitted. If not, start your first career. If you have either Intelligence 8+ or Social Status 9+, add 2 to the roll.

Pass or Fail? Roll 2d6. If you get 8+, you pass your full four-year term. If you have Intelligence or Education of 8 or higher, take +2 to the roll. If you have Social Status 9+, add 1.

Did You Pass? If so, age 4 years, and roll below to see what they learned at the academy. *If your Education is below 8, increase it to 8. Otherwise, increase it by 1.*

Did You Fail? If so, age 1d3 years and roll below to see what (if any) non-academic topic you learned instead. Start your first career.

1	Alchemy	1	Carousing
2	Arcana	2	Lookout
3	Etiquette	3	Perform
4	Investigation	4	Streetwise
5	Medicine	5	Stealth
6	Education +1	6	Deception

Did You Receive Honors? If you pass, you may Roll 2d6 again. If you get a 10+, you receive a degree with Honors. If you have Education 9+, you may add 2 to the roll. *If you graduate with honors, increase your Education by 1 or choose one of the 11 skills listed above.*

Graduate Studies? If you successfully pass at The High Academy, you may apply to stay an additional four years to complete advanced studies. If you got honors, you are automatically accepted, but others may roll 2d6. *If you get an 8+, you are accepted for graduate study. Age 4 years, increase education by 1 and choose one skill from the 11 listed above.*

Rewards & Debts

Roll once when you attend The High Academy (whether you pass or not). Roll again if you receive honors. Roll a third time if you complete graduate studies. All graduates of The High Academy gain access to the academy's libraries and faculty consultations.

1	10,000 Mark debt
2	7,000 Mark debt
3	5,000 Mark debt
4	2,000 Mark debt
5	1,000 Mark debt
6	A scholar of the academy owes you a favor

Education: The Secret Collegium

Open at the command of the Immortals of Enoch and is where Enochians with arcane talents (or at least arcane potential) may seek training. While the existence of the Collegium is broadly known, its location and the identities of its tutors, examiners, and students are carefully guarded.

Gaining Admission: If you have the Wild Arcane Talent background ability, you gain admission automatically. If you do not have an Arcane Talent, roll 2d6. On an 9+, an Arcane Talent manifests when they apply for admission (your GM will choose 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 Talent is Telepathy, you have Telepathy 1). If your Power is below 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 master the tutors' deeper secrets.

Did You Achieve Mastery? If so, roll below. You may age four years and then start your first career, or remain at the Collegium for Advanced Study.

Did You Fail? If not, roll below to see what you learned instead. Age four years and begin your first career.

1	Arcane Talent skill	1	Carousing
2	Arcana	2	Perform
3	Clairvoyance Talent	3	Streetwise
4	Awareness Talent	4	Gambling
5	Power +1	5	Deception
6	Endurance +1	6	Intelligence +1

Advanced Studies? If you successfully achieved mastery, you may choose to stay an additional four years at the collegium. At the end of this four years, you gain the Arcana skill and improve your Power by 1.

Rewards & Burdens

Roll once if you complete four years of study at The Secret Collegium. Roll again if you achieved mastery. Roll a third time if you complete advanced studies. All graduates of The Secret Collegium gain access to consultations with the tutors and use of the libraries (though they are small).

1	You have made an enemy of the Secret Police
2	You owe a favor to an Immortal of Enoch
3	Arcana Skill
4	Arcana Skill + Skill in Your Wild Talent
5	An Arcane Power you do not already possess, with Skill 1 in it
6	The Awareness Talent (skill +1 with it) and Arcana Skill

Education: Travel

Whether it's a grand tour, studying abroad, a torrid affair, or a wild adventure (or some combination of the three), you're trying to 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.

Admission: On 2d6, roll 6+. If you have Social Status 8+ or Intelligence 9+, add 2 to the roll. If you fail the roll, start your first career.

Adventure or Misadventure? Roll 2d6. If you get 6+, you avoid misfortune in your adventures and age four years.

Did You Avoid Misfortunes? If so, roll *twice*. You may age four years and then start your first career.

Did You Encounter Misadventures? Roll *twice* for what your travels brought you. Age 1d3 years and begin your first career.

1	Carousing	1	20,000 Mark Debt
2	Etiquette	2	10,000 Mark Debt
3	Gun Combat	3	5,000 Mark Debt
4	Streetwise	4	Stealth
5	Perform	5	Melee Combat
6	Spacejamming	6	Deception

Rewards & Debts

Roll once if you complete four years of Travel.

1	5,000 Mark Debt
2	2,500 Mark Debt
3	You owe a favor to a captain of a foreign ship
4	1,000 Mark bonus earned
5	+1 Education
6	+1 Social Status

First Career

After you complete your education (if any), you will probably want to build up your skills at a first job. If you do not get your first choice for your first career, you can either accept a recruitment offer (see below) or do odd jobs.

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 enemies of the employer who made an offer to you in the first place.

- 1 Far Trader Crew (working aboard the privateering ship *The Fool's Errand*)
- 2-3 Far Trader Crew (working aboard the smuggling ship *The Foresight*)
- 4 Anarch Community Defense (working undercover in the authoritarian Aft district)
- 5 Senator's Assistant (working for Seven Senator Noka)
- 6 Necropolis Templar (working for Asher Urdal)

If you don't take a recruitment offer, you must do Odd Jobs.

Reminder: If you take a Skill you've already got, just add +1 to the skill rank. If you had Diplomacy, for instance, and added Diplomacy again, you'd have Diplomacy 2.

First Career: Anarch Community Defense Member

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

Application: Roll 2d6. On a 6+, your application is accepted. Add 2 to the roll if your Endurance **or** Intelligence are 8+. If you aren't accepted, accept a recruitment offer (see below) or try Odd Jobs.

Choose a neighborhood where you are a member of the anarch defense contingent. Any neighborhood other than High Rock will do.

Acceptance: On acceptance, name the district where you served or choose one of the ones above. Choose one skill when first accepted: **Lookout**, **Investigation**, or **Streetwise**.

Success or Misfortune: Roll 2d6. On a 5+, you don't suffer a misfortune on the job and may make two rolls on any table below.

Success: Roll once on one of these three tables. Roll twice if it's your first contract. Age 4 years.

District Streets		Training Yard		Late Nights, Dark Taverns Requires 8+ Endurance	
1	Etiquette	1	Athletics	1	Diplomacy
2	Diplomacy	2	Melee Combat	2	Lookout
3	Stealth	3	Gun Combat	3	Gambling
4	Lookout	4	Lookout	4	Deception
5	Streetwise	5	Medicine	5	Bribery
6	Melee Combat	6	+1 Endurance	6	Carousing

Misfortune: Roll 2d6. If you don't have Streetwise, subtract 2 from the roll. If you have Stealth and/or Carousing, add 2 to the roll.

-1	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 your adventuring life.	2,500 Marks of debt for legal fees.
2-8	Injury: While working in the district, you were injured. Age 1d3 years to recover. Start your adventuring life with rewards as normal, +1 additional reward.	-1 Endurance 1 roll on "The District's Streets"
9	Budget Shortfall: There were too many volunteers and too few funds. You may roll on the Rewards table, as normal, but any monetary rewards are halved.	1 roll on "Training Yard"

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10	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.	2 rolls on "Training Yard"
<p>Returning to the Anarchs: If you're 33 or younger at the end of your contract, and haven't been directed otherwise, you may choose to begin your adventuring life or else remain with the anarchists. If you decide to remain, roll Success or Misfortune again.</p>		
<h2>Rewards</h2> <p>Unless told otherwise, before you start adventuring, roll for each 4-year contract you served. Make the rolls on either Money or General Rewards.</p>		
General Rewards		Money
1	Stealth and 1 skill of your choice	500 Marks
2	The First Citizen of the district owes you a favor	1000 Marks
3	Melee Combat and Gun Combat	2500 Marks
4	2 skills of your choice	5000 Marks
5	Jack of All Trades of 2 skill of your choice	7500 Marks
6	+1 Endurance	10,000 Marks

First Career: Far Trader's Crew

Everyone knows where Enoch makes its money: Trade. Whether it's smugglers laundering stolen goods, merchants specializing in the goods of the 100 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.

Application: Automatic for those who've spent four years Traveling. Otherwise, roll 2d6, getting 7+. If your Education or Endurance are 8+, add 2 to the roll. If you aren't accepted, accept a recruitment offer (see below) or try Odd Jobs.

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

Acceptance: On acceptance, name the ship where you served or choose one of the ones listed. Take the skill **Spacejamming**.

Success or Misfortune: Roll 2d6. On a 5+, you don't suffer a misfortune on the job and may make two rolls on any table below. If you have 8+ Endurance, add 2 to the roll.

Success: Roll once on one of these three tables. Roll twice if it's your first tour. Age 4 years.

Life Aboard		Action in Port		Touring the Spheres Requires 8+ Education	
1	Navigation	1	Melee Combat	1	Diplomacy
2	Craft	2	Gun Combat	2	Etiquette
3	Lookout	3	Gambling	3	Bribery
4	Spacejamming	4	Streetwise	4	Deception
5	Athletics	5	Carousing	5	Arcana
6	+1 Endurance	6	+1 Endurance	6	+1 Education

Misfortune: Roll 2d6. If you have Carousing, subtract 2 from the roll. If you Diplomacy, add 2 to the roll.

-1	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.	10,000 Marks of debt for transportation and rescue
2-8	Injury: When an enemy's vessel overtook your own, you were injured. It's taken 1d3 years to recover enough. You leave the ship with rewards as normal and 1 additional.	-1 Endurance 1 roll on "Life Aboard"
9	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. Roll normal rewards for previous tours.	1 roll on "Action in Port" table
10	Annoyed Skipper: The Skipper, fairly or not, suspended your personal shore leave on this tour. You age 4 years and complete this tour, returning if you choose.	2 rolls on "Life Aboard"

Returning to the Ship: If you're 33 or younger at the end of your tour, and haven't been directed otherwise, you may choose to begin your adventuring life or else remain with the crew. If you decide to remain, roll **Success or Misfortune** again.

Rewards

Unless told otherwise, before you start adventuring, roll for each 4-year contract you served. Make the rolls on either **Money** or **General Rewards**.

General Rewards		Money
1	No reward	No reward
2	1 Skill	2,000 Mark Bonus
3	+1 Education	4,000 Mark Bonus
4	+1 Endurance	8,000 Mark Bonus
5	Jack of All Trades or 2 skills	15,000 Mark Bonus
6	High Guild Membership	30,000 Mark Bonus

First Career: Senator's Assistant

The Senate of Enoch is a body of the rock's oldest aristocratic houses who govern Enoch. The aristocratic houses are each awarded a number of senate seats based on their wealth, prestige, and antiquity, and they distribute those to their members according to their own rules.

Application: Automatic for those who've graduated from The High Academy with honors or completed Advanced Study there. Otherwise, roll 2d6, getting an 8+. If you have 8+ on Social Status or Intelligence, add 2 to the roll. If you aren't accepted, accept a recruitment offer (see below) or try Odd Jobs.

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

Success or Misfortune: Roll roll 2d6, getting a 4+, if you have 8+ in Social Status or Intelligence, add 1 to the roll.

*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 and supporters throughout the city.*

Success: Roll once on one of these three tables. Roll twice if this is your first contract. Age 4 years.

Discreet Agent		Senator's Clerk		High Rock Society Requires 8+ Social Status	
1	Athletics	1	Investigation	1	Carousing
2	Streetwise	2	Lookout	2	Diplomacy
3	Stealth	3	Etiquette	3	Gun Combat
4	Gun Combat	4	Diplomacy	4	Deception
5	Deception	5	+1 Intelligence	5	Gambling
6	Carousing	6	+1 Education	6	+1 Social Status

Misfortune: Roll 2d6. If you have Social Status 6-, subtract 2 from the roll. If you Social Status 8+, add 2 to the roll.

-1	<p>Major Scandal: The Senator's office or house have been embroiled in some significant scandal and you (and perhaps others) were blamed. You've been dismissed from service. You lose any rewards you would have gained and have aged 5 years between the events of the scandal, investigations, and house arrest.</p>	<p>10,000 Marks of debt for legal fees -1 Social Status</p>
2-3	<p>Summary Dismissal: You were blamed for a scandal or indiscretion. Whether you were guilty or not didn't really matter. You have aged 1d3 years and lose all rewards.</p>	<p>5,000 Marks of debt for legal fees -1 Social Status</p>

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4-5	Discreet Dismissal: There were only hints as to the real reason, but after 1d3 years of this contract, you were quietly dismissed. You may roll on the Rewards table, but only one time, no matter how long you served.	1,000 Marks of debt for legal fees 1 roll on your choice of one table
6-8	Injury: While working in the field toward the senator's interests, you were injured. It's taken 1d3 years to recover enough. You leave the Senator's service with rewards as normal and roll 1 additional reward.	-1 Endurance 1 roll on "Discreet Agent"
9-11	Suborned: Whether you are guilty or not, a Commander of the Secret Police has accused you of a crime that would send you to prison for some time. You complete this contract with the Senator as normal, aging 4 years, but must work one additional contract term.	Blackmailed by Secret Police Stealth 1 roll on "Senator's Clerk"
11	Minor Indiscretion: While some minor indiscretion meant that the Senator needed to keep you out of the office for most of this contract's term, you age 4 years and complete this term as normal.	1 roll on "Discreet Agent"

Renewing Your Contract: If you're 33 or younger at the end of your contract, and haven't been directed otherwise, you may choose to begin your adventuring life or else remain with the crew. If you decide to remain, roll *Success or Misfortune* again.

Rewards

Unless told otherwise, before you start adventuring, roll for each 4-year contract you served. Make the rolls on either **Money** or **General Rewards**.

General Rewards		Money
1	The senator owes you a favor	20,000 Mark Bonus but you owe the senator a favor OR no reward
2	+1 Education	2,000 Mark Bonus
3	+1 Social Status	4,000 Mark Bonus
4	Jack of All Trades or 2 skills	6,000 Mark Bonus
5	Personal Flyer	8,000 Mark Bonus
6	Society of Enoch Membership	10,000 Mark Bonus

First Career: Necropolis Templar

While the mortals of Enoch busy themselves with politics and trade, the immortals of Enoch have long had only one reason to be here: to explore the ancient necropolis, whose oldest portions are even older than themselves. Much of the work of guarding the gates, guiding the visitors, ensuring the goodwill of the public, and protecting the secrets falls to their mortal templars, who are able to study arcane sciences in return for their service.

Application: Automatic for those who've graduated from The Secret Collegium or know the Arcana skill. Otherwise, roll 2d6, getting an 8+. If you have 8+ on Intelligence or Education, add 2 to the roll. If you aren't accepted, accept a recruitment offer (see below) or try Odd Jobs.

Acceptance: On acceptance, name the immortal you're working for (or choose one of the ones listed to the right). Choose one: either a level of skill in an arcane talent you possess or **Arcana**.

Success or Misfortune: Roll roll 2d6, getting a 5+, if you have 8+ in Education or Intelligence, add 1 to the roll.

*Many of the original dead immortals who ran Enoch when humans and starspawn first appeared (including the great queen Magna Dis), have long since lost touch with the mortal world. However, many 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), rumored to be the most ancient immortal still active.*

Success: Roll once on one of these three tables. If it's your first term, roll twice. Age 4 years.

Immortal's Lackey		Necropolis' Face		Underrock's Taverns	
				Requires 7- Social Status	
1	Arcana	1	Perform	1	Carousing
2	Alchemy	2	Medicine	2	Athletics
3	Investigation	3	Etiquette	3	Stealth
4	Melee Combat	4	Diplomacy	4	Streetwise
5	Streetwise	5	Deception	5	Gambling
6	+1 Education	6	+1 Social Status	6	+1 Dexterity

Misfortune: Roll 2d6. If you have Intelligence 6-, subtract 2 from the roll. If you Intelligence 8+, add 2 to the roll.

-3	<p>Lost Alone: Whether you went into the depths of the necropolis on a whim or dare, or were separated from those who went with you, you disappeared alone into its depths during your first week of service this term. When you returned 1d6 years later (you don't recall being gone that long? How did you survive?), you were discreetly dismissed from the Necropolis's service without any rewards.</p>	<p>-1 Education Arcana 1 roll on "Immortal's Lackey"</p>
4-6	<p>Immortal Disapproval: You were blamed for some vandalism or defilement in the Necropolis. Whether you were guilty or not didn't really matter. You have aged 1d3 years and lose all rewards.</p>	<p>1,000 Marks of debt for legal fees -1 Social Status</p>

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7-10	Injury: While working in the necropolis, you were injured. It's taken 1d3 years to recover enough. You leave the immortals' service with rewards as normal and roll 1 additional reward.	-1 Endurance 1 roll on "Immortal's Lackey"
11	Lost Party: You are not sure of much of the original mission and have only vague images (some ecstatic, some nightmarish) of what happened to you in the necropolis's depths. The immortals are pleased with your barely remembered service, though. Age 2d6 years and leave the immortals service with rewards as normal and roll 2 additional rewards.	-1 Intelligence 1 roll on "Immortal's Lackey" Stealth A friend who didn't return

Renewing Your Term: If you're 33 or younger at the end of your term, and haven't been directed otherwise, you may choose to begin your adventuring life or else remain with the immortals. If you decide to remain, roll **Success or Misfortune** again.

Rewards

Unless told otherwise, before you start adventuring, roll for each 4-year term you served. Make the rolls on either **Money** or **General Rewards**.

General Rewards		Money
1	An immortal owes you a favor	1,000 Mark Bonus
2	+1 Education	3,000 Mark Bonus
3	+1 Intelligence	6,000 Mark Bonus
4	Stealth and 1 skill	8,000 Mark Bonus
5	Arcana, Alchemy, and 1 skill	10,000 Mark Bonus
6	Society of Enoch Membership	12,000 Mark Bonus

First Career: Odd Jobs

When you don't (or can't) work for anyone else for long, you can become an odd-jobber, taking assignments and jobs from the denizens of Enoch.

Application: Automatic, any applicant will be accepted.

Acceptance: On acceptance, name the first job and district where you took or choose one of the ones listed. Take one of the following skills: **Stealth**, **Streetwise**, or **Carousing**.

Success or Misfortune: Roll roll 2d6, getting a 7+, if you have 8+ in Dexterity or Intelligence, add 2 to the roll.

Harbortown work might be anything from singing in fine inn or bouncing rough customer from rough taverns. **Wake Jumping** includes everything from carrying messages and supplies to the denizens of the so-called Free Wake to smuggling in restricted goods from ships who won't come all the way in to the Harbor. **Legwork** is couriering of messages, surreptitiously watching suspicious locations, or shadowing those whose movements are of interest to your employers.

Success: Roll twice on one of these three tables or once on two different tables. Age 1d3+1 years.

Day's Work		Running the Wake		Eyes on the Streets Requires 8+ Dexterity	
1	Craft	1	Carousing	1	Streetwise
2	Perform	2	Melee Combat	2	Lookout
3	Carousing	3	Spacejamming	3	Investigation
4	Alchemy	4	Gun Combat	4	Stealth
5	+1 Intelligence	5	Lookout	5	Atheltics
6	+1 Education	6	+1 Endurance	6	+1 Social Status

Misfortune: Roll 2d6. If you have Dexterity 7-, subtract 2 from the roll. If you Intelligence 9+, add 2 to the roll.

-5	Apprehended: Maybe it was a District Guard that caught you, but more likely, it was the Watch or the Secret Police. It's taken 4 years to work your way out of the dungeon they "housed" you in. You learned a few things along the way and have some debts to pay off. You gain no rewards for this job, and it's time to start your adventuring life.	10,000 Marks of debt for fines. 1 roll on Eyes on the Streets
6-9	Injury: No matter who's fault it was, you got hurt. It's taken 1d3 years to recover enough. You gain no rewards for this job, and it's time to start your adventuring life.	-1 Endurance 1 roll on "Eyes on the Streets"

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10-1 1	Slim Pickings: It's been 1d3 years, but you've not gotten a lot of jobs. Roll for rewards and start your adventuring life.	1 roll on any of the tables
12	Free Wake Troubles: When you need to get away from some troublemakers, the Wake looked like your safest bet. It's been five years out there, and you've learned a lot. Roll for rewards and start your adventuring life.	2 rolls on Running the Wake

Renewing Your Term: If you're 33 or younger at the end of your job, and haven't been directed otherwise, you may choose to begin your adventuring life or else remain with the immortals. If you decide to remain, roll *Success or Misfortune* again.

Rewards

With Odd Jobs, roll for rewards each time you complete a job or when directed. Make the rolls on either **Money** or **General Rewards**.

General Rewards		Money
1	No reward	-500 Mark Debt
2	+1 Strength	500 Marks
3	+1 Dexterity	750 Marks
4	2 Skills of Your Choice	1,500 Marks
5	Jack of All Trades (or 2 Skills of Your Choice)	3,000 Marks
6	Roll twice for monetary benefits	5,000 Marks

Skills

Skill Checks

Whenever your character attempts any action with a chance of failure, roll 2D6, add any skill levels, the appropriate characteristic score modifier, and your difficulty DM. If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails.

Untrained Skills & Jack of All Trades

When a skill would normally be required for a task, an unskilled character is at -3 to any attempt. A character with Jack of All Trades talent can attempt tasks that would normally require a skill without the -3 penalty for any of these skills.

Training

The first time you take a Skill, write it down as "Skill 1," for instance Melee Combat 1, Stealth 1, Lore 1, etc. Each time you gain that skill again, increase it by 1. E.g., if you have Stealth 1 and gain Stealth again, you have Stealth 2.

Skills

Alchemy: the esoteric art of combining and creating alchemical and chemical substances. Also covers herbalism and poison-making.

Arcana: the art and science of calling arcane power from the environment and controlling arcane rituals. May also be used to identify the presence and type of magical forces.

Athletics: the ability to exert oneself physically. Unlike other throws, you may add the Athletics skill to appropriate physical characteristic throws. This skill is used in unarmed brawling and maneuvers such as grappling or shoving.

Bribery: the skill of bribing petty and not-so petty officials in order to circumvent regulations or ignore cumbersome laws.

Carousing: the interpersonal art of interacting and socializing with others and skill in small talk and making others feel at ease, such as a party, ball, inauguration, bar hopping, etc.

Craft: the ability to maintain, repair, and build mechanical devices of all sorts, from crossbows to cartwheels. Includes picking locks and creating, disabling, and setting traps.

Deception: the ability to convincingly avoid the truth and mislead other people.

Diplomacy: the ability to find common ground and negotiate compromises.

Etiquette: the ability to interact and socialize in high society and political events.

Gambling: the ability to play games of chance, maximize gains, minimize losses, and spot cheaters.

Gun Combat: the ability to use guns, bows, crossbows, and similar ammunition-powered missile weapons.

Investigation: the ability to use keen observation, analyze clues, and question witnesses to find information. Used to find hidden objects, search areas, and detect trapped locations.

Lookout: the ability to spot hidden people, attackers, and concealed weapons when they might be used to ambush you, evade an ambush, or elude surveillance. Also used when keeping watch and to determine where and when watches should be set around a location.

Medicine: training and skill in the medical arts and sciences, from diagnosis and triage to surgery and other corrective treatments.

Melee Combat: the ability to use melee and thrown weapons, as well as to fight in unarmed brawls.

Navigation: the ability to plot courses based on the stars and knowledge of the void.

Perform: the ability to use a combination of charm, skill, and talent to

Spacejamming: the arcane and physical operation of a void ship and its stations.

Stealth: the ability to use shadows, silence, and distraction to hide, move quietly, and pick pockets.

Streetwise: the ability to find information in casual conversations in a city or town, and to follow people through crowds.

Arcane Talent Skills

The skill in using arcane talents and forming arcane gestalts are detailed in the Arcana & Arcane Talents. The Jack of All Trade talent doesn't apply to arcane talents and gestalts.

Lore & Information

While characters may use skills like Lookout or Investigation to learn about their situation or environment, *Enoch's Wake* deliberately lacks skills relating to information or lore about the city, the 100 Spheres., or the universe beyond. Instead, when there's information you might know about the world, the GM will tell you what you could have learned based on your background, education, and first career. If there's a more detailed answer that you might know, the GM will tell you and ask that you spend 1-2 points of Education to learn the details.

Languages

All characters know the Enochian, and can thus speak the common Trade Tongue of the Hundred Spheres, which is based on it. Numerous other languages are spoken in Enoch and the spheres, though, and when characters first encounter a language they may reasonably have learned in their studies, work, or travels prior to the start of their adventuring career, they may succeed on an Intelligence check or spend 2 points of Education to say that they know it. Characters may not learn more languages than the sum of their Intelligence and Education modifiers this way (minimum 1, even if their scores are low).

Equipment

Characters can carry up to half their Strength score (round down) on their person and an equal amount in a pack. A few items take up more than one “slot”; for instance, a heavy melee weapon in Encumbrance 2 and counts as two items while heavy armor in Encumbrance 3 and counts as three.

For encumbrance purposes, packs and small items (such a jewelry that’s easily worn, enough coins that would fit in a purse, etc.) do not count as items.

Readying Carried Items

Items carried on the person can be made ready on the character’s turn without sacrificing an action. Items carried in the pack require either a successful Dexterity check or an action to make ready.

For instance, Fenlo and Evaine are trying to get out of the Necropolis one night when they see a shadowy form start to approach them, insisting on recovering a book that they stole from a tomb. Fenlo isn’t carrying their dagger, but it’s carried at their side and they can ready and throw it in an action on their turn. Evaine wants to distract their adversary by throwing a book that looks like the one they stole into a nearby alley. Unfortunately, the book is in her backpack, so she either has to succeed on a Dexterity check to get it out of her pack quickly or use her action to extract it.

Starting Equipment

Characters who have less than 500 Marks when they begin start with a dagger, a pistol, basic light armor (if they want it), four pieces of standard adventuring gear, 2d6 × 10 Marks, and prepaid room and board through the end of the week.

Living Expenses

Harbortown: 1 Mark a day for room and board, or 25 Marks a month. 2 Marks a night for the luxury of good food, drink, or company (choose one). 5 Marks for all three.

Promenade: 3 Marks a day for room and board, or 80 Marks a month. 4 Marks a night for the luxury of excellent food, drink, or company (choose one). 10 Marks for all three.

Orchard, Old Town, and Underrock: 2 Marks a night for room and board, or 55 Marks a month. 3 Marks a night for above-average food and drink.

High Rock: 150 Marks a month for room and board. 100 Marks a night for discreet opulence and luxury, 500 additional if one lacks the requisite transportation, housing, and clothes. One can sometimes get by on 75 Marks if one’s willing to risk scandal and exposure (or are willing to accept a patron).

Aft: 40 Marks a month for room and board. Luxury and opulence are strongly discouraged (or outright prohibited) in Aft.

The Wake: Room and board, where it can be found, is around 2-4 Marks each night.

Weapons

Light weapons (2d6 damage, 5 Marks): clubs, dagger, shortsword, hand axe, sling

Medium weapons (3d6 damage, 10 Marks): sword, battleaxe, staff, pistol, hand crossbow, shortbow

Heavy weapons (4d6 damage, 15 Marks, 2 Encumbrance): polearm, greatsword, maul, longbow, musket, crossbow

Ammunition (as weapon, 3 Marks for 20 shots): bullets, arrows, cartridges, bolts, etc.

Ranges

Thrown weapons: Same zone, -1 if the weapon isn’t light and isn’t easily thrown.

Light or medium weapons that fire ammunition: Same zone or -1 to fire into an adjacent zone.

Heavy weapons that fire ammunition: Same or adjacent zone. -1 to fire two zones away.

Ammunition

At the end of each battle where the ammunition bundle is used, roll 1d6. If the number is greater than the number of battles the ammunition was used in, the ammunition is expended. Where possible (which is very rarely with bullets and never with cartridges), the characters may spend time regathering spent ammunition, resetting the uses on the bundle back to zero.

Adventuring Equipment

Standard adventuring gear (lanterns, torches, oils, 50' of hemp rope, 10' poles, crowbars, 3 days of hard tack, etc.) are about 5 Marks apiece.

Quality adventuring gear (lockpicks, tool kits, silk rope, unusual materials or better-than-average crafting, fine vials, etc.) are about 25 marks apiece.

Armor

Light Armor (2 protection, -1 Stealth/Social, 50 Marks or 300 for armor that is easily concealable): hide, hardened leathers, padding.

Medium Armor (4 protection, -2 Stealth/Social, 2 Encumbrance, 400 Marks) a mix of leather, padding, and chain or plate pieces.

Heavy Armor (6 protection, -3 Stealth/Social, 4 Encumbrance, 800 Marks) inner leather or padding covered in chain or plate.

Stealth & Social Penalties for Armor: Unconcealed armor, even light armor, imposes stealth penalties as well as penalties to social rolls when its worn outside of situations where duty or obligation might require it. It is rare for someone to openly wear armor in the streets unless they are on duty for the Watch of a recognized company of mercenaries.

Rules of Action

In *Enoch's Wake*, most character actions are a fairly simple conversation with the GM and other players: characters order beer, asks the locals some questions, head to see a contact, use their skills in relatively routine ways, etc. These sorts of everyday actions don't require rolls. In *Enoch's Wake*, roll dice when:

1. Characters try to complete a task or evade a danger that presents a risk.
2. Success is both possible.
3. Failure is could be costly.

For instance, sneaking up behind a friend to surprise them isn't usually risky, trying to jump from a planet's surface to the closest moon isn't usually possible, and missing a target while practicing shooting alone isn't usually potentially costly. In most the situations, unless the GM was aware of some hidden circumstance that the player characters didn't or couldn't know, there wouldn't be a roll. The player would just say what the character was doing and move on.

But whenever a risky attempt is made where success is possible and failure is costly, the GM can call for a roll.

In these cases, the player should roll 2d6 and add:

- The modifier for a relevant Characteristic (the GM will say which).
- The modifier for a relevant Skill (in most cases, if the character does not have the skill the GM asks for and does not have the Jack of All Trades ability, they'll get -3 to the roll).
- A difficulty modifier

If the roll plus modifiers is 8+, the roll is a success. This is called a check. You always want to roll high on a check. Rolling 12 before adding modifiers (where two sixes appear on the dice naturally) is not an automatic success, and rolling 2 before adding modifiers (where both dice show a one naturally) is not an automatic failure.

Untrained Skills

In most cases, untrained characters (who don't have a Jack of All Trades skill) may attempt a skill check at -3. However, the GM may decide that some untrained rolls are impossible. For instance, most complex surgery may be impossible for those without the Medicine and most Arcane rituals may be impossible to those without the Arcana skill.

Difficulty

A check's Difficulty is a number set by the GM that modifies your check result. When no Difficulty is given, the assumed Difficulty is +0. So, for a task with a Difficulty of +2, you add +2 to the check result. You succeed on a total of 8 or better. Most difficulty modifiers range from +5 (for very simple tasks) to plus -4 (very difficult). Most fairly routine tasks are +2 while tasks that would be difficult even for a trained individual are at -2.

Difficulties can be adjusted by circumstances (help or interference, quality of tools, etc.), usually with a +1 or -1 for each circumstance.

In most cases, you can also up the difficulty by choosing to go faster than you normally would and lower it by going slower and taking your time. If something could normally be completed as a combat action, you can get a +1 by taking an extra combat round to focus or aim. If something would normally take a matter of minutes, you could take a -1 to try to do it in a minute or less. Taking too little time may make a task impossible, and take a lot of time may remove the risks of failure, resulting in not needing to roll.

Effect

In some cases, the consequences of a check vary based on how much the check result is above or below the target of 8. If the total roll is 13+, the check is considered an Exceptional Success. When the the total roll is 2-, the check is considered an Exceptional Failure.

Opposed Checks

If two characters are opposing each other directly in a task, they should both roll. The character with highest total roll succeeds.

Trying Again

In general, you can try a check again if you fail, and keep trying indefinitely, though each failure usually takes time. Some tasks, however, have consequences for failure. For example, failing an Athletics check while climbing a cliff might mean you fall, which might make it difficult to try again. Some tasks can't be attempted again once a check has failed.

Characteristic Checks

While most tasks are associated with specific skills a few just require raw ability, usually related to strength, dexterity, or intelligence. These checks are used when the task is one not covered by an obvious skill, or where the character's innate abilities are the most important influence on the result. These checks work much like other tasks, but do not use skill ranks or give a penalty for untrained skill use.

Exhausting Characteristics

When a roll is lower than 8, the GM may allow the character who made the roll to exhaust some Characteristic to make the roll a success, make a success an Extraordinary Success, or turn an Extraordinary Failure into a regular failure. To do so, characters may spend one point of a characteristic for every point they would need to increase the roll. For instance, a character who rolled a 6 when rolling the Athletics skill would spend 2 points of Endurance to make the check a success.

Only points from Endurance (for physical tasks), Education (for tasks that one might have learned about during their background or career), or Social Status (for tasks where social standing could help) can be exhausted to modify rolls.

When the Arcana skill is used for ritual magic, either Endurance or Power may be exhausted.

When things go south, diplomacy fails, and everything's turned risky, the action gets fast-paced, you'll need to go into combat.

Initiative & Surprise

Characters roll 2d6 and add their Dexterity modifier. They'll take their turns from highest to lowest in initiative order. If the GM determines that some or all characters had successfully hidden from their opponents, they can set their initiative as 12+Dexterity modifier rather than rolling.

Initiative Ties

When two or more characters go on the same initiative round, assume all attacks, opposition rolls, and counterattacks happen simultaneously. Have all characters acting that round indicate their intended actions and movements before any rolls are made. No character should fall or go out of action until all actions and movements from this turn have been resolved, and no damage should be applied or characteristic modifiers lowered until the turn is over.

Actions

On their initiative turn, each character can make an attack, attempt to make skill check (other than combat), continue an extended action such as a ritual, or make a special maneuver like Dodging or Sneaking.

Movement

As part of their action, all characters can move within their current zone, or can use their action to move to an adjacent zone.

Attack Rolls

An attack roll determines whether or not you hit an opponent in combat. Attack rolls are opposed skill checks using your skill levels in combat skills as modifiers. GMs may call for a variety of skill and characteristic rolls depending on the circumstances, but typical rolls might be:

Brawling: Attacker rolls Athletics or Melee Combat plus Strength and the defender rolls Athletics plus either Strength or Dexterity.

Melee Weapon Attacks: Attacker rolls Melee Combat plus Strength and the defender rolls Athletics or Melee Combat plus Strength or Dexterity.

Ranged Attacks: Attack rolls Gun Combat plus Dexterity and defender rolls Athletics plus Dexterity.

Players and GMs can use similar opposed rolls to adjudicate combat rolls for grapples, trips, disarms, and other combat tricks.

Counterattack

When a character who's trained in a combat skill chooses to counterattack rather than defend themselves, they make a standard roll with their relevant combat skills rather than an opposed roll. If either or both is 8+, that roll inflicts damage. Most GMs will only allow a character to counterattack once per combat round.

Dodging

When a character forgoes their action to focus solely on dodging incoming attacks, they do not roll to evade their opponents' incoming attacks until their next turn. Instead, their opponents must make a successful combat skill check (8+ to hit them), and must roll 3d6 for their hit rolls, using the lowest two dice.

Sneaking

When a character tries to move stealthily across a field of battle, evading dangers as they go, they should forgo their action and roll with Dexterity and Stealth. If they succeed (8+), they can move without calling undue attention to themselves this turn and use Stealth rather than a combat skill to oppose attacks against them or make counterattacks. Sneaking characters can choose to move out of their current zone while keeping their sneaking bonus.

Reloading

Guns and crossbows must be reloaded before they can be fired again. When characters must reload a ranged weapon to fire, they must forgo their action or their movement to do so before firing the weapon again.

Shooting into Melee

If you're firing a ranged weapon into melee or a crowded area, roll at -3. An Exceptional Miss means that you hit a random nearby target (chosen by the GM) instead of the intended target.

Hiding

When a character has a hiding place close at hand and opponents aren't breathing down their necks (e.g., they aren't in melee or haven't been grappled), they can attempt to hide within the same zone by forgoing their action and taking cover. In order for anyone to target them before they're spotted or try to move from cover, the opponent must make an opposed Intelligence + Lookout check against the hidden character's Dexterity + Stealth or choose a different target.

Zones of Action

If an action takes place over a large area, the GM will probably break it down into zones for easier reference. A zone is an abstract representation of physical space. The best definition of a zone is that it's close enough that you can interact directly with someone. Most *Enoch's Wake* encounters have two to four zones, excepting truly large ship-to-ship encounters in The Wild Void.

Your GM will usually designate something as larger than one zone if:

- The area is bigger than a house.
- The area includes spaces separated by stairs, a ladder, a fence, or a wall.
- The area includes different vertical spaces.

Zones of Relativity

Occasionally, some characters may function as if the whole space is one zone while others must treat it as two zones. For instance, if a group of anarchists are at the top of a spiral stair and some Watch members are trying to storm up and arrest them, the anarchists can use their elevation and better line of sight to treat the whole stairwell as one zone while the Watch may need to treat the whole as two zones. Relative zones should encourage characters and GMs to be creative in how they work with a use the space.

Damage

Unless otherwise specified, characters may take physical damage from Endurance, Strength, or Dexterity. None of these scores may be reduced below zero. If two scores of Endurance, Strength, Dexterity, or Intelligence are reduced to zero, the character is unconscious. If three scores of those are reduced to zero, the character is dead.

Refresh

When you get a moment to converse with your friends in a safe place, you can refresh some of your characteristics. Before heading back into action, talk to an ally or friend (PC or NPC) about what's happened or what's going and roll 2d6. Divide those points over Endurance, Education, Power, and/or Social Status as you choose, up to their maximum. Refreshes may not happen when the characters are actively making checks or using skills.

Catching Your Breath (Optional)

If your group just doesn't like the refresh rule, you can recover 2d6 points whenever you have a moment to pause and catch your breath, distributed over Endurance, Education, Power, and/or Social Status as you choose, up to their maximum. Like refreshes, you cannot catch your breath while actively making checks or using skills.

Rest

Each night of rest while on an adventure, restore 1 point to either Strength, Dexterity, or Intelligence and 1d6 points each to Endurance, Education, Power, and Social Status. If someone with the Medicine skill and access to first aid supplies is helping you and succeeds on an Intelligence + Medicine check (-1 for each person besides you they are working with), heal one point each of Strength, Dexterity, and Intelligence, or 2 points to one.

If the characters have time to rest in a place of safety and security for a full day, restore Endurance, Education, Power, and/or Social Status to their maximum values, and 1 point each to Strength, Dexterity, and Intelligence, or 2 points to one of those.

Rest will never restore a Characteristic to higher than its maximum value.

Arcana & Arcane Talents

No one's sure how the Necropolis holds so much power over, weaving it into the mortals who live above, but no one can deny that Enoch is a place of innate power.

Most Enochians who use Arcane energy do so through ritual magics using the Arcana skill. However, while it is still fairly rare, a number of Enochians are born with wild talents: innate arcane talents seen throughout the 100 Spheres, but never so often as in Enoch. The immortals are not shy about seeking those with such power out and drawing them into their service.

Paying Costs and Exhausting Characteristics

Most arcane talent applications and rituals have a cost. Characters can always pay the cost of arcane talents or Arcana rituals from either Power or Endurance. Likewise, when exhausting a characteristic to adjust a roll, they may choose either Endurance or Power. If both Endurance and Power are at zero, arcane talents and rituals automatically fail.

Arcane talents are the ability to manipulate arcane energies in specific but potentially powerful ways. Six of the known arcane talents appear as wild talents among Enoch's populace, but one, Awareness, is taught only to those who study at the Immortals' Secret Collegium.

Use of powers requires a skill roll, and those without that arcane talent cannot use the power without using rituals like *Arcane Working* or *Gestalt*. Those who do not have skill in their arcane talent **do not** suffer a -3 untrained penalty, though. Those with skill in their arcane talent (usually learned at The Secret Collegium) roll with Power and their relevant skill (e.g., Teleportation to use the Teleportation talent). Those who have a Wild Talent but not the needed skill simply make a raw Power roll to call on and control it.

Each arcane talent has variety of **Applications**, each of which requires checking Power + Skill and spending some points of Power or Endurance if the roll is successful. Each power also has a simple usage, called a **Cantrip**, that requires either a successful skill and Power roll (Difficulty +2) or Cost 1. In combat, both cantrips and applications take one action.

Remember: 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.

Awareness

Enoch's immortals carefully guard knowledge of how to control one's own body and consciousness. Awareness allows characters to enter states of suspended animation, regenerate damage, or enhance their own physical prowess.

Cantrip: Characters with the Awareness talent 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.

Applications: Using applications requires a Power + Skill roll before spending the Cost. Increase Strength beyond the normal max for 1 hour (Cost 1 per point of Strength, +1 Difficulty)

• **Arcane Strength:**

- **Arcane Speed:** Increase Dexterity beyond the normal max for 1 hour (Cost 1 per point of Dexterity, +1 Difficulty)
- **Arcane Regeneration:** Heal 1 point each of Strength and Dexterity and 1d6 of Endurance per 1 point of Power spent, up to their normal max (Cost 1 as noted, -2 Difficulty).

Clairvoyance

Some arcane talents give one the ability to see and hear other spaces. To use the power, the clairvoyant must know where the space they are trying to observe is: you cannot spy on a Secret Police observation station if you don't know where it is in Enoch. Difficulties for all applications include: -1 for not having been in the zone you are observing, -1 for areas more than one zone away, -1 for not knowing the name of anyone in that space.

Cantrip: Characters with the Clairvoyance talent are alert to impending visitors, intruders, and dangers, and cannot be surprised by anyone coming into the zone they are in, and may even attempt to hide from or surprise those entering the zone. The effect lasts for 1 hour but ends if the character leaves the zone.

Applications: Using applications requires a Power + Skill roll before spending the Cost.

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- **Clairvoyance:** See a zone and visualize what's within it (Cost 2 +1 for each zone between the character and the zone observed, Difficulty 0 or -2 if the clairvoyant is trying to see something that would normally be in the dark, such as the words on a folded letter or items in a person's pocket).
- **Clairaudience:** Hear a zone and listen to what's within it (Cost 2 +1 for each zone between the character and the zone observed).
- **Clairsentience:** Both see and hear what's happening in a zone (Cost 2 +1 for each zone between the character and the zone observed, -1 Difficulty).

Necromancy

Rarely found outside of Enoch, the Arcane Talent of necromancy gives one a certain command of and connection with the dead.

Cantrip: Characters with Necromancy can hear the mournful whispers of the recent dead and learn something of a place's or objects history. While the character cannot command answers to specific questions, the GM will tell them 1d3 useful facts they overhear from the lingering dead spirits about the item or space they were in when they invoked the power. If no one has died in the space in the last century, nothing can be gained or learned.

Applications: Using applications requires a Power + Skill roll before spending the Cost.

- **Speak with Dead:** Address one questions to the soul of a dead body that is the same zone with you. Undead and animate dead are not affected. The spirit will respond 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). This is an opposed check against the spirits Power or Endurance + Arcana (Cost 3, Difficulty -2).
- **Animate Dead:** Animate and command dead flesh and bone with some semblance of life for a full day (Cost 2 for body part or 4 for whole body, Difficulty -1 for body part or -3 for whole body).

Pyromancy

The ability to conjure and control flames and fires, many pyromancers choose to 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: Pyromancers can call gentle, flamelike light to appear to hover near them, giving a very small amount of warmth and light as bright as a torch or as dim as a candle.

Applications: Using applications requires a Power + Skill roll before spending the Cost.

- **Consume:** Expand an existing flame over a zone, doing 2d6 damage to any person who enters, stands in, or moves through that zone on their turn (Cost 4, Difficulty -3).
- **Create Flame:** Create a campfire-sized flame, doing 3d6 damage to any person you summon it on (Cost 3, Difficulty -2, the GM may adjust Cost and Difficulty up or down depending on conditions in the environment).
- **Extinguish Flame:** Protect a medium (person-sized) object or a person from an existing fire or extinguish all fire in a zone (Cost 1 per person protected or 3 for a zone, Difficulty -1 per person protected or -2 for a zone).
- **Scorching Blast:** Cause an existing flame to shoot a blast of fire at a detectable target no more than 1 zone away for 4d6 damage (Cost 3, Difficulty -1).

Telekinesis

The ability to manipulate physical items with arcane energy.

Cantrip: The character can manipulate items of up to 5 pounds within 3 feet of your body.

Applications:

- Manipulate up to 10 pounds (Cost 1 +1 per zone distant, Difficulty +1)
- Manipulate up to 50 pounds (Cost 3 +1 per zone distant, Difficulty +1)

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- Manipulate up to 250 pounds (Cost 4 +1 per zone distant)
- Manipulate up to 500 pounds (Cost 6 +1 per zone distant, Difficulty -1)
- Manipulate up to 1000 pounds (Cost 9 +1 per zone distant, Difficulty -3)

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 they would normally wish to resist such a roll. The target can also simply allow a telepath they are aware of to succeed automatically.

Cantrip: For 1 minute, the character can communicate thoughts silently to a single other person in the same zone that they know or who they can see, sense, or detect. The target can send back a response of up to 10 words.

Applications: Using applications requires a Power + Skill roll before spending the Cost.

- **Distant Message:** As with the cantrip above, but the message can be sent to any living person the character knows (Cost 1 +1 for each zone of distance, Difficulty +2).
- **Read Thoughts:** The character can read the active, current thoughts of a target they can see, detect, or sense within the same zone. If the target is trained in Arcana, they can make an opposed roll (Arcana and Intelligence) but will not become aware of the use of this talent (Cost 2).
- **Probe Thoughts:** The character can ask three questions about the private, innermost thoughts of a target they can see, detect, or sense within the same zone. The target must answer all questions fully and honestly (Cost 4, Difficulty -1)
- **Mind Knife:** The character chooses a target they know is in the same zone and makes an attack. On a successful check, the target takes either 1d6 damage each to Endurance, Intelligence, and Power, or 2d6 to one of those (Cost 3 +2 for each additional d6 of damage, Difficulty -1).

Teleportation

The ability to move through disappear in one area and appear in another.

Cantrip: The character can either have one 1 pound item that they can see, sense, or detect elsewhere in the same zone appear in their hand or teleport to another location in the same zone.

Applications: Using applications requires a Power + Skill roll before spending the Cost.

- **Step:** The character can teleport themselves and the objects they are carrying on their person or in their pack (Cost 2 +1 for each zone traversed, Difficulty -1 for each zone traversed) to an area they know and have been before or that they can see, sense, or detect (an area behind a wall, for instance).
- **Portal:** The character can open a 10-second portal between two doorway-sized spaces. Any person or creature who can enter the portal will appear at the opposite end (Cost 5 +1 for each zone traversed, Difficulty -2 for each zone traversed). One end of the portal must be near where the character is and the other must be a place they know and have been before or that they can see, sense, or detect.

Arcane Rituals

Unlike arcane talents, rituals are a slower magic. The rituals listed here are not the only ones available, though these can be attempted by anyone. There are others, of course, and most people know libraries and workshops are good places to learn about such things and discover grimoires containing them. Those not trained in Arcana have a -3 to conduct a ritual, even if they have the Jack of All Trades ability, and some rituals have greater penalties or restriction for untrained casters.

Working a ritual. To work a ritual, pay the Cost (whether the ritual succeeds or not), then roll Arcana and Intelligence, adjusting the difficulty as detailed in the specific rituals below. All rituals take a minimum time of 10 minutes. Ritual participants must be together in the same zone, be close enough to touch, and be focused exclusively on the ritual for the duration. The ritual may have only one leader.

Difficulties for Rituals. Rituals have few fixed difficulty modifiers. Instead, their difficulties are increased by their duration, location, leaders, and other participants.

Costs for Rituals. Normally, ritual costs are divided among the participants (who may choose to pay their share from either Power or Endurance), unless the leader chooses to pay the full cost themselves.

Arcane Working

Arcane Workings are rituals that imitate the applications (though not the cantrips) of Arcane Talents. They are used by those who lack specific arcane talents, but are also used by those with the necessary arcane talent when the ritual approach helps with the Cost or difficulty. Any arcane talent application may be achieved with an arcane working.

Cost: If the leader does not have the arcane talent being called on (Telepathy skill for a telepathy application), the cost is double the standard cost for that application. If the leader does have the arcane talent being called on, the cost is half the standard cost for the application.

Difficulty: Add all skill ranks in the leader's relevant arcane talent skill (Telepathy skill for telepathy applications, etc.), +1 for having three or more participants, +1 for taking a full hour. -1 if the ritual takes less than half of an hour, -1 if the ritual is performed in a busy or public place, -1 if more than one ritual participant lacks either the Arcana skill or the relevant arcane talent. Apply any modifiers that would normally apply to this application of an arcane talent.

Call Power

Rituals to call power conjure ambient power from the worlds and void of the cosmos for use or storage by an arcanist. A successful ritual gives the leader access to 2d6 points of Power (+1d6 for each point the total roll is over 8) that they can use as their own for one hour. In addition, the leader can spend this to fuel a separate ritual before the remainder of the Cost is divided to the participants. At the end of the hour, any unspent Power beyond the leader's normal maximum disperses harmlessly and uselessly.

Ritual leaders may, instead of store the power from one ritual within themselves, store it either in a flammable light source (candle, torch, vial of lantern oil, etc.), or within a gem, piece of jewelry, or small, finely-crafted object worth 1000 Marks or more. The power in a light source is available while 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 power than is called in one ritual at a time.

Cost: Calling Power has a cost of 3.

Difficulty: +2 if every zone adjacent to where the ritual is performed is in the Wild Void, +1 for each ritual participant who has their maximum Endurance and Power before the ritual's cost is paid, +1 for more than 3 participants, +1 if the ritual lasts at least 2 hours. -1 if there is more than one participant not trained in Arcana, -1 if the ritual lasts only 30 minutes or less, -2 if the ritual is performed in a busy or public place.

Gestalt

Rituals that combine the consciousnesses of multiple arcane practitioners into one shared consciousness are called gestalts. Up to five people may participate in a gestalt ritual, which binds them together for two hours and allows participants to share senses, arcane talents, Costs, and sometimes skills and characteristic modifiers. Participants in a gestalt must remain conscious

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and in the same reality together. If they enter another plane or dimension or pass into a Ghost Gate without the other members of their gestalt, they are excluded from the gestalt. Each time a member is excluded from the gestalt before the two hours are up, the leader must make a Power and Arcana check to maintain the gestalt.

As noted, members of gestalt can always share senses, arcane talents, and arcane talent skills, and can give each other Power and Endurance as long as the gestalt lasts. In addition, if the leader passes a Power and Arcana check, any two members of the gestalt can share skill and/or characteristic bonuses for one check. The leader must pass this check each time skills and characteristic bonuses are shared. Characters do not need to use an action to share skills, characteristic modifiers, Power, or Endurance.

Cost: Forming a gestalt cost 2 +1 for each member of the gestalt.

Difficulty: +1 for each character in the gestalt who has both an arcane talent and the Arcana skill. -1 if the ritual takes less than half of an hour, -1 for each participant who has neither Arcana nor an arcane talent.

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