

# MAKING A TROIKA CHARACTER IN ENOCH

## Choose which District your character grew up in:

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

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

**Roll your ability scores:** Roll 1d3+3 to determine Skill, 2d6+12 for Stamina, and 1d6+6 for Luck.

## Choose two background abilities:

- **Background Advanced Skills:** Choose two Skills from: Strength, club fighting, unarmed fighting, knife fighting, pistol (pistolette) fighting, acrobatics, awareness, etiquette, sneak, or sleight of hand. *Gain +1 to both of these Skills.*
- **Tough:** Roll 1d6 and add that to Stamina (maximum 24) or Luck (maximum 12).
- **Natural Weapons:** You have claws, horns, hammer fists, etc. that do as a medium beast and have 1 in unarmed fighting. Take this twice to have your natural weapons do damage as a large beast or gain 2 unarmed fighting 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.

- **Wild Arcane Talent:** A naturally-occurring instance of some arcane talent: roll one random spell and take 1 in it.

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

- Starting adventuring at 18 (using **Adventuring at 18**).
- Pursuing an education through study or travel and then either starting adventuring or then pursuing your first career (using **High Academy**, **Secret Collegium**, or **Travel**).
- Begin your first career. If you get rejected to your first application, you can take a random assignment or use **Odd Jobs**.
- Your lifepath rewards can never increase Skill above 6 or Luck above 12.

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

**Equipment:** In addition to any equipment you get from your lifepath, everyone has 2d6 × 10 Enochian Mark (silver marks), a weapon of your choice, and a place to live in Enoch. If you venture out of the city, you've got a lantern & flask of oil, a rucksack, and seven days of provisions.

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

## RECRUITMENT OFFERS

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

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

the authoritarian Aft district.

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

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



# Adventuring at 18

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

## Starting at 18?

Take one of Acrobatics, Awareness, Sneak, or Strength. Then improve 1 of your existing Advanced 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 Acrobatics
- 2 Pistol (Pistolette) Fighting
- 3 Sneak
- 4 Club Fighting
- 5 Performance
- 6 +1 Luck

### Hard Knocks?

Roll twice below to see what Skills you learned.

- 1 Run
- 2 Climb
- 3 Sneak
- 4 Unarmed Fighting
- 5 Deception
- 6 +1 Stamina

## Troubles

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

- 1 – 2 Owe  $2d6 \times 100$  silver Enoch Marks, say to whom.
- 3 – 4 Someone's counting on you (say whom) and owes a creditor  $2d6 \times 100$  Enoch Marks.
- 5 – 6 Someone you want to avoid is looking for you. Say whom and why.

# 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.

## Pass or Fail?

Roll 2d6. If you get 8+, you pass your full four-year term. If you have Luck 10+, +2 to the roll.

### Did You Pass?

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

- 1 Alchemy
- 2 Arcane Lore
- 3 Etiquette
- 4 Medicine
- 5 +1 Luck
- 6 +1 Skill

### Did You Fail?

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

- 1 Unarmed Fighting
- 2 Acrobatics
- 3 Perform
- 4 Strength
- 5 Sneak
- 6 Disguise

## Did you receive honors?

If you passed, roll 2d6 again. If you get a 10+, you receive a degree with Honors. If you graduate with honors, increase any one of the Advanced Skill by 1.

## 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 Advanced 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 – 2 500 Enoch Marks debt. Say to whom.
- 3 – 4 200 Enoch Marks debt. Say to whom.
- 5 – 6 +1 Skill.



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+, you know 1 random spell at 1. Otherwise, start your first career.

### Foundations

Once admitted to the Collegium, increase the random spell you learned during or before admission by 1. Also, increase your Stamina by 1.

### Mastery?

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

### Did you achieve mastery?

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

- 7 +1 to a current spell
- 2 Arcane Lore
- 3 New random spell
- 4 New random spell
- 5 +1 Stamina
- 6 +1 Luck

### Did you fail?

Age 4 years, and roll once below to see what you learned instead. Start your 1<sup>st</sup> career or begin adventuring.

- 7 Unarmed Fighting
- 2 Perform
- 3 Sneak
- 4 Gambling
- 5 Disguise
- 6 +1 Skill

### Advanced Studies?

If you achieved mastery, you may choose to stay at the Collegium. Age three more years, gain the Arcane Lore Advanced Skill, and +1 Stamina. You may begin your first career or start adventuring.

### Debts & Rewards

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

- 1 – 2 Someone from the Secret Police is looking for you. Say whom.
- 3 – 4 +1 Luck, 50 Mark Debt..
- 5 – 6 +1 Luck, 1 new random spell



# 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 Stamina 19+, +2 to the roll. On a 6+, you successfully travel abroad. If you fail the roll, start your first career.

## Adventure or Misadventure?

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

### Did you avoid misfortunes?

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

- 1 Etiquette
- 2 Acrobatics
- 3 Pistol (Pistolette) Fighting
- 4 Perform
- 5 Voidjamming
- 6 +1 Luck

### Did you encounter misfortunes?

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

- 1 Etiquette
- 2 Sneak
- 3 Gambling
- 4 Disguise
- 5 Unarmed Fighting
- 6 +1 Stamina

## Debts & Rewards

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

- 1 – 2 600 Enoch Marks debt. Say to whom.
- 3 Someone you want to avoid is looking for you. Say whom.
- 4 1d6 × 100 Enoch Marks.
- 5 – 6 2d6 × 100 Enoch Marks.



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 are not accepted, take a recruitment offer or try Odd Jobs.

**Acceptance:** On acceptance, name the district leader with whom you served or choose one of the ones listed. Choose one Advanced Skill from the following: Etiquette, Acrobatics, Sneak.

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

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

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

### District Streets

- 1 Etiquette
- 2 Awareness
- 3 Sneak
- 4 Acrobatics
- 5 Disguise
- 6 Unarmed Fighting

### Training Yard

- 1 Acrobatics
- 2 Unarmed Fighting
- 3 Pistol (Pistolette) Fighting
- 4 Medicine
- 5 Sneak
- 6 +1 Stamina

### Dark Taverns

*Requires Stamina 19+.*

- 1 Etiquette
- 2 Unarmed Fighting
- 3 Disguise
- 4 +1 Luck
- 5 +1 Stamina
- 6 +1 Skill

**Misfortune:** Roll 2d6 on the table below. If you don't have Streetwise, -2 from the roll. If you have Sneak, 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. Say who you owe.

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 Stamina. 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. 100 Enoch Mark debt (say to whom). 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." Say who is looking for you that you want to avoid.

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

### Rewards

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

- 1 +1 Stamina.
- 2 +1 Luck.
- 3 +1 Stamina. +1 Luck.
- 4 Sneak. Etiquette. 1d6 × 100 Enoch Marks.
- 5 Acrobatics. Strength. +1 Stamina.
- 6 +1 Stamina. 2d6 × 100 Enoch Marks.



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. On a 7+, you are accepted. If you are not accepted, take a recruitment offer or do Odd Jobs.

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

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

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

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

### Life Aboard

- 1 Astrology
- 2 1 Crafting Skill
- 3 Climb
- 4 Voidjamming
- 5 Sneak
- 6 +1 Stamina

### Action in Port

- 1 Knife Fighting
- 2 Pistol (Pistolette) Combat
- 3 Gambling
- 4 Disguise
- 5 Sleight of Hand
- 6 Bribery

### Touring the Spheres

Requires Voidjamming 2+

- 1 Disguise
- 2 Etiquette
- 3 Bribery
- 4 Arcane Lore
- 5 Knife Fighting
- 6 +1 Luck

**Misfortune:** Age 4 years, and roll 2d6. If you have Sleight of Hand or Gambling, -2 to the roll. If you have Etiquette, +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.  $2d6 \times 100$  Enoch Marks debt. Say to whom.

**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.  $1d6 \times 100$  Enoch Marks debt. Say to whom.

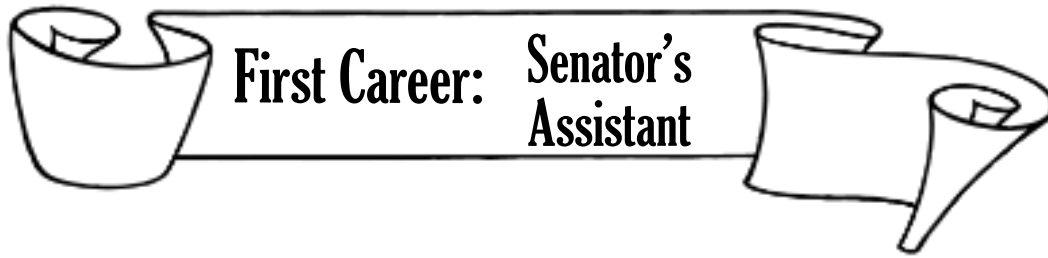
**9-11 Cut Short:** After 1d3 years of this contract, your tour was cut short, with either the ship or the skipper (or both) not returning to Enoch. Normal Rewards for previous tours but not this one. Begin your adventuring career. Roll on "Action in Port."

**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  $1d6 \times 100$  Enoch Marks.
- 2 Gambling.  $1d6 \times 100$  Enoch Marks.
- 3 +1 Stamina.  $1d6 \times 100$  Enoch Marks.
- 4  $2d6 \times 100$  Enoch Marks.
- 5 +1 Stamina.  $2d6 \times 100$  Enoch Marks.
- 6  $3d6 \times 100$  Enoch Marks.



# First Career: Senator's Assistant

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

**Application:** Automatic for honors graduates from The High Academy or those who completed graduate studies. Otherwise, roll 2d6. On an 8+, you are accepted. If not, accept a recruitment offer or 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's staff trained you in when you were accepted: Bribery, Etiquette, or Awareness.

**Success or Misfortune:** Roll 2d6. On a 5+, you see success as a Senator's assistant. Otherwise, misfortune.

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

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

## Discreet Agent

- 1 Acrobatics
- 2 Sleight of Hand
- 3 Sneak
- 4 Pistol (Pistolette) Fighting
- 5 Awareness
- 6 Unarmed Fighting

## Senator's Clerk

- 1 Etiquette
- 2 Awareness
- 3 Etiquette
- 4 Sneak
- 5 Bribery
- 6 +1 Stamina

## High Rock Society

*Requires Etiquette 2*

- 1 Etiquette
- 2 Sword Fighting
- 3 Disguise
- 4 Gambling
- 5 Pistol (Pistolette) Fightin
- 6 +1 Luck

**Misfortune:** Roll 2d6. If you have Luck 9-, -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. 2d6 × 100 Enoch Marks debt. Say to whom.

3-5

**Dismissed:** There were only hints as to the true reason, but after 1d3 years of this contract, you were quietly dismissed. You may roll only once on the Rewards table, no matter how long you served. 1d6 × 100 Enoch Marks debt. Say to whom. 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 Stamina. 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. Sneak skill. A Secret Police agent or commander who you want to avoid is looking for you. Say whom.

12+

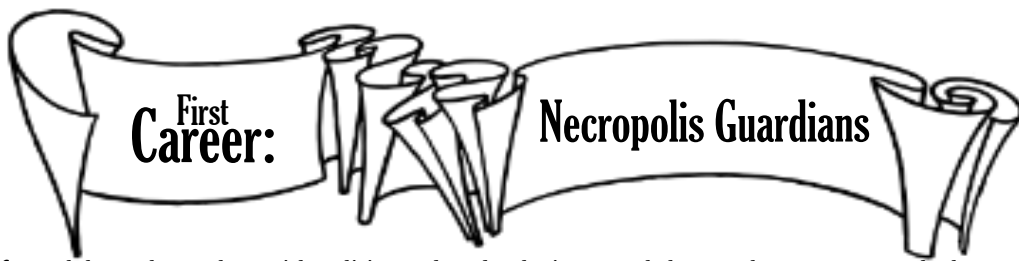
**Indiscretion:** Some minor indiscretion meant that the Senator needed to keep you out of the office for most of this term. Age 4 years and complete this term as normal. Roll on "Discreet Agent."

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

## Rewards:

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

- 1 1d6 × 100 Enoch Marks.
- 2 Etiquette. 1d6 × 100 Enoch Marks debt.
- 3 Diplomacy. Etiquette. 1d6 × 100 Enoch Marks debt.
- 4 Diplomacy. Streetwise. +1 Luck.
- 5 Increase one skill you have by 1.
- 6 +1 Skill. +1 Luck.



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 Arcane Lore skill. Otherwise, roll 2d6. On an 8+, you are accepted. If not, take a recruitment offer or try Odd Jobs.

**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 Arcane Lore or in an a spell you already possess.

**Success or Misfortune:** Roll 2d6. On a 5+, you see success as a Necropolis guardian. Otherwise, misfortune.

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

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

### Immortal's Lackey

- 1 Arcane Lore
- 2 Alchemy
- 3 1 Random Spell
- 4 Sword Fighting
- 5 Etiquette
- 6 +1 Stamina

### Necropolis' Face

- 1 Perform
- 2 Medicine
- 3 Etiquette
- 4 Sleight of Hand
- 5 Disguise
- 6 Bribery

### Underrock's Taverns

*Requires Skill 6.*

- 1 Unarmed Fighting
- 2 Unarmed Fighting
- 3 Sneak
- 4 Knife Fighting
- 5 Gambling
- 6 +1 Luck

**Misfortune:** Roll 2d6. If you have Luck 9-, -2 to the roll. If you have Sneak, +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 Stamina. -1 Luck. One random spell.

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. 200 Enoch Marks debt.

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 Stamina. 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 Stamina. Sneak skill. Name a lost ally's dependent now relying on your support.

**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 1d6 × 100 Enoch Marks.
- 2 Alchemy. Sneak.
- 3 Arcane Lore. 1 Random Spell.
- 4 1d6 × 100 Enoch Marks. 1 Random Spell.
- 5 Arcane Lore. +1 Stamina.
- 6 2d6 × 100 Enoch Marks. 1 Random Spell.



# 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: Sneak, Etiquette, or Unarmed Fighting.

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

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

## Day's Work

- 1 1 Crafting Skill
- 2 Perform
- 3 Unarmed Fighting
- 4 Alchemy
- 5 Strength
- 6 +1 Stamina

## Running the Wake

- 1 Unarmed Fighting
- 2 Knife Fighting
- 3 Voidjamming
- 4 Sneak
- 5 Strength
- 6 +1 Luck

## Eyes on the Streets

*Requires Sneak.*

- 1 Knife Fighting
- 2 Sneak
- 3 Sleight of Hand
- 4 Etiquette
- 5 +1 Stamina
- 6 +1 Skill

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

## Rewards

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

- 1 No rewards. Name someone you want to avoid who's looking for you.
- 2 +1 Stamina.
- 3 +1 Luck.
- 4 Perform. Sneak.
- 5 Etiquette. 1d6 × 100 Enoch Marks debt.
- 6 +1 Stamina. 1d6 × 100 Enoch Marks debt.

**Misfortune:** Roll 2d6. If you have Stamina 17-, -2 to the roll. If you have Etiquette, +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. 2d6 × 100 Enoch Marks debt. Say to whom.

**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 Stamina. 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.