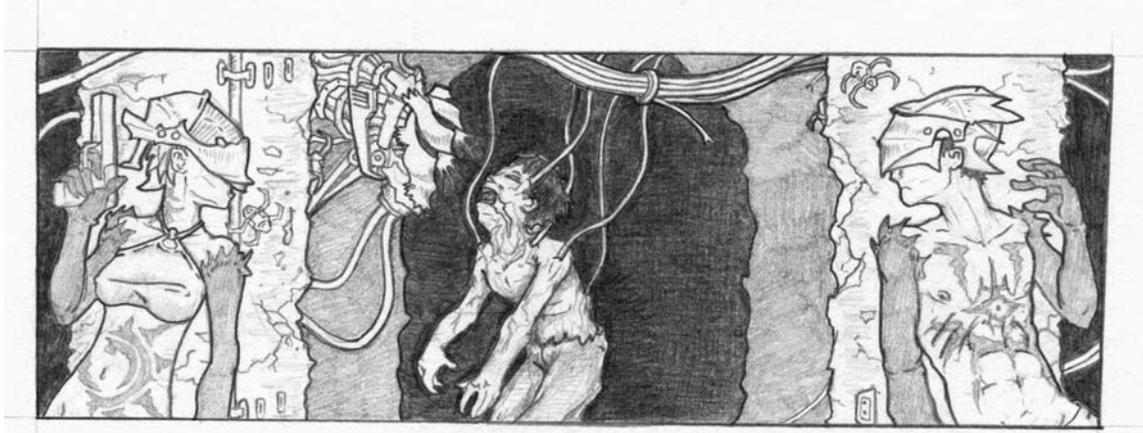


ENOCH

Print Friendly Version * 09/2007



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Table of Contents

Chapter I: Living Genesis	2
Chapter II: The World of Enoch	4
Chapter III: The Sphere System	7
Chapter IV: Meric	29
Chapter V: Factions	33
Chapter VI: Threats	40
Chapter VII: Errata	46
Character Sheet	47

About RPGs: ENOCH is a traditional role-playing game (RPG). In an RPG, players assume the role of player-characters (PCs) who are the protagonists of a story narrated by the game-master (GM). The GM's other tasks include enforcing game rules and assuming the role of non player-characters (NPCs) who serve as the story's bit-parts and antagonists. From this point on, the author assumes that the reader is familiar with the fundamentals of RPGs.

About the Print Friendly Version: For maximum utility, this version of ENOCH does not contain the illustrations or fictional vignettes found in the original .PDF (which may be downloaded at www.enochrpg.com). However, this version of ENOCH does contain the most up-to-date rules, amendments, and errata. Anyone playing or running ENOCH should refer to this version.

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CHAPTER I: LIVING GENESIS

Bloodied ziggurats. Immortal beasts. AI gods. Sleeping colossi. Gene cults. Plague bogs. Jungle demons. Fledgling societies cling to life in a time of chaos. Salvation is buried in Hell's corridors, and the barons of Heaven watch the world's woe with silent indifference. Welcome to Enoch.

A millennium ago, the world ended. Civilization was devoured by plague and fire. Mankind faced extinction. The handful who survived were scattered to the wilderness. They scoured the Earth for the Promised Land: a place untouched by The Fall of Man. They searched for ages but found only Man's ruin and Nature's malice. Finally, their journey stopped where it began. Old and weary, they waited for death. "There is no Promised Land," they told their children, the tribes of Enoch. "So you must build one."

Enoch is the story of man starting over in a world that has not forgotten his sins.

In the absence of civilization, nature has flourished to prehistoric levels. Rising ocean and creeping jungle have buried the ruins of ancient cities. Millennia of technological progress have been swept away, leaving man to fend for himself against ravenous beasts and waves of plague that spill into his settlements.

Not all that was buried is dead. The underworld bustles with electric life, thrall to a pantheon of machine gods. Demons, the ancient slaves of man, toil leagues underground. Driven mad by failing power and frayed circuit, they claw their way to the surface, to the peril of their old masters.

Fear and oppression shackle man. Living hopeless lives with one-dimensional needs, the masses cling to authority and religion. They will happily, even greedily, serve as enforcers of a brutal regime, or acolytes of a twisted cult, so long as they are promised a better life.

This is Enoch's natural order.

In Enoch, players take on the role of rebels; mortal men and women who choose to defy Enoch's natural order. Rebels will bring hope and light to man. They battle so that the new world won't share the fate of the old. Their trials will be legendary. They will deliver man from bandit hordes, despots, demons, and monstrous freaks of nature. However, their most troubling foe will always be themselves. The new world will be built on their deeds. Should they find themselves compelled by greed, power, or vengeance, they'll quickly see their own actions reflected in the world around them.

THE SPARK OF REBELLION

Rebels come from all walks of life. They might have been soldiers, slaves, priests, or prostitutes. What they have in common is a spark of rebellion, triggered by something terrible they witnessed. What was their breaking point? What triggered their transformation? The everyday scenes of Enoch are ripe with tragedy. Perhaps they witnessed a brutal raid, or returned to their village only to find blood-slicked fields or burning heaps of plagued bodies. Maybe they remained silent while others committed an atrocity in the name of God. Or maybe they shrunk with cowardice while their loved ones were dragged away into the darkness.

Whatever happened, it left a psychic scar. But from that moment on, they chose to be the masters of Fate instead of remaining slaves to it. Enraged by the horrors of the world, these rebels have sprung into action. They have left the safety of their village or fled the oppression of a labor camp. They vow to topple an empire, or dethrone a god, or liberate their people. Can they make a difference? Or is the world already lost again?

RESONANCE

When civilization crumbled, man was forced to live like his primordial ancestors. He spent centuries living in caves, foraging for food, and fleeing from predators. These times were dark and desperate. In the constant struggle for survival, man's history was forgotten.

One thousand years after the Fall of Man, history is again recorded. Man has left the wilderness and come to rebuild civilization. So begin the stories of Enoch.

The actions of the heroes and villains of this age will resonate throughout time. Their exploits will be retold in myth. Cities will be founded in their name, and religions will form to honor or vilify their deeds. The rebels of Enoch battle to change their world. Their actions will set the tone for future generations. If they act with wisdom and compassion, they will the world to do the same. If they act with greed and barbarity, they will the world to do the same.

The book of Genesis tells a creation story through allegorical characters: Adam and Eve, Cain and Abel, Noah, and others. Enoch is the story of the Second Genesis. In this malleable age of myth and mayhem, a new world rises from the ashes of the old. Will Enoch's rebels become mythical heroes or vanish from history into shrieking oblivion?

MYTHMAKER

Each player creates a rebel. There are four steps to this process:

Step 1: Determine the rebel's Past. Every rebel has a past. Where did they come from? What was their occupation? Were they free or enslaved? Were they a loner, or did they work for a patron? Were they religious or scientifically minded? Were they a member of a tribe or a city-state?

Step 2: Determine the rebel's Breaking Point. A rebel's breaking point was the single event that changed their life forever and compelled them to take a stand. What was this breaking point? Did they witness or commit a terrible crime that still haunts them? Were they betrayed by those they served? What was the fallout of this breaking point? Were they overcome with guilt? Were they branded as heretic or traitor? Have they spent years being tortured in a dungeon or living in solitude in the wastelands? Are they hunted by authorities or haunted by spirits?

Step 3: Determine the rebel's Vow. In response to their Breaking Point, each rebel has made a vow to right the wrongs of the world. What is their vow? Have they vowed vengeance on the raiders who butchered their village? Have they vowed to deliver their people to a promised land?

Step 4: Build the rebel with the Sphere System. The *essence* of a rebel is determined by their Past, Breaking point, and Vow. Having developed these character ideas, players should have a good grasp of their rebel's motivations, abilities, appearance, and demeanor. They are then ready to construct their rebel using The Sphere System, which is discussed in Chapter III. The last page of this document is a blank character sheet.

CHAPTER II: THE WORLD OF ENOCH

This world rejects man. Nature wasted no time retaking her lands. Sea levels have risen meters, and coasts have vanished. Rising from sunken cities, the skeletons of skyscrapers stand alone in the salt waters. The cities that aren't submerged are buried beneath dense jungle. The ruins of the past are slowly crushed by vines and mold.

Most of the globe swelters with tropical heat. The temperate climates of old are now overgrown jungles and marshes. The tropical climates of old are now barren, sun-scorched wastelands. Typhoons and hurricanes ravage once predictable waters. Many fresh water lakes are now lifeless valleys, littered with the wreckage of ancient vessels.

The plague that once eradicated man still thrives. It is carried through time, upon the bodies of minute, almost invisible creatures that swarm in fresh water during the wet seasons. The plains fester with the plague, serving as boarders to contain man. These regions of death slowly creep across continents, pushing mankind to the furthest corners of the Earth.

Man's peril doesn't end with Nature's wrath...

IN A PERILOUS PATH

At the outskirts of a village, civilization and wilderness begin to blur. So do spirit and science. The world of Enoch is full of mysterious, possibly supernatural beings. A few have been identified, and their doings have become mythical canon. Plague, famine, and natural disaster are a constant threat, but it is the tales of these beings that keep men huddled near the fire of their village at night.

Chimera are immortal creatures who wear the flesh of man and walk among him. They resemble man in every aspect, but are typically more beautiful, wise, and physically adept than their mortal peers. Two things betray the chimeras' true nature: their immortality, and their resilience. After maturing to their physical prime, the chimera stop aging. Many are suspected to be centuries old, if not millennia. More readily apparent, however, is their unnatural resilience. They have been known to shrug off wounds caused by bullet and blade. Additionally, they are immune to the plague. It is suspected that the chimera created the plague, to cleanse the Earth of man and make it their own.

Chimera are a rare sight. Most were overwhelmed and killed by mortals during The Fall. Many chimera, bored of mankind's folly, have hid themselves deep within the plagued plains. Others have such contempt for man that they band together as raiders, tormenting him with raids that strike like natural disaster. Still, most chimera hide within villages and cities, masquerading as mortals. Their motives are unknown. Perhaps they grow attached to certain mortals and act as a guardian. More likely, however, is that they use humans as expendable tools to further their own ends.

Swan are the cursed children of chimera. Children born to two chimera are damned. As they mature into adolescence, they become tormented by physical pain and psychotic episodes. By the time they reach adulthood, they have become wretched hulks with warped limbs and hides of twisted cancer. They are shunned by all living things, even beasts. The pain of their forms is eclipsed by the pain in their minds. Swan burn with rage. Natural beauty is a constant reminder of their cursed state, and they lash out against its every form.

Swan are the subject of truly horrific legends. They have killed men, women, and children alike, and often left their victims in a sickening display. When night falls, villagers light torches and bolster their doors. These are useless measures. When swan are enraged, not even the chimera can restrain them, though some have learned to harness it. Cruel masters of childlike swan ignite this rage on command and sic it upon their enemies.

Ancients are to animals what chimera are to men. These spirits of wilderness are elusive and unpredictable. Primitive cultures worship them as gods. Two to three times the size of their mortal kin, and

possibly sentient, the ancients inspire awe and fear. The ancients are usually oblivious to the doings of man. When their herd or habitat is threatened, however, they become agents of Nature's wrath. Heirs to the new world, the ancients seem to have the fealty of all beasts. Ancient flagbirds have summoned massive flocks to fill the daylight sky and smother the sun. Ancient Scabland coyotes have led charging packs into columns of panicked soldiers. Some ancients, like the massive river king, do not need the help of their kin to paralyze men with fright.

A captured or killed ancient is a valuable prize. As mounts, they are like the war machines of old. Their pelts resist flame, their hides deflect spears, and their fangs make the sharpest arrow heads. Shamans who eat the heart of an ancient are said to absorb their power. For these reasons, men continue to hunt the ancients, tempting their wrath.

Demons are the spirits of dead civilization. Deep underground, an ecosystem of machines and electric life sputters in the dark. The demons have survived The Fall and diligently continue to carry out the orders of their creators. Unblinking eyes watch over the corridors of Hell while lesser demons, known as imps, secure resources and repair the damages of flood and infestation. They have done this for a millennium, stopping only to identify, impede, and neutralize intruders.

The wisest of the demons, known as overseers, are not always content with staying in Hell. Perhaps a failing power supply forced them into desperation. Perhaps an electrical surge burnt their minds and they act with insanity. Whatever the cause, the overseers direct their attention to the surface world. It is ripe with biomass, spare parts, and end-users. The human mind is vulnerable to chemical and electrical stimulation. Seduced by ancient treasure, or an escape from the harsh wilderness, men enter the underworld never to be seen again... or worse, to return as **drones**, the mindless agents of forgotten gods.

So the Earth groans with fury, and Hell climbs up from the depths. What of Heaven? The sky once rained falling planes. Burning stations fell from the stars and scattered across the land. Did war and plague ravage Heaven as well? Man survived on Earth, machine survived in Hell, but who now reigns in Heaven? Do they share the world's plight? Or are they silent masters watching over their creation?

SAFETY IN NUMBERS

To survive, people gather into one of four distinct community types: nomadic tribe, niche village, city-state, or nation.

The **nomadic tribe** is a small group by design, between 10 and 50 strong. As scavengers, hunters, and foragers, the tribe must be agile, able to get up and move as seasons and circumstances dictate. In a tribe, children and the elderly are a liability. Anyone who is unable to earn their own food is a cancer to the tribe. As such, children reach adulthood quickly, often as soon as they are strong enough to carry a spear. The elderly often exile themselves from the tribe in an act of selflessness. Without food stores or structures to weather raid or storm, the tribe is the most vulnerable community. Yet, it is the most enduring at the same time. When disaster arrives, they get up and leave.

The **niche village** is a small to medium group, between 20 and 200 strong. Having discovered some type of valuable resource, they have built homes and structures around it, claiming it as their own. Such locales might include bountiful hunting grounds, fishing waters, coal mines, farm land, or graveyards of ancient technology. Alternatively, a village might form in holy lands, along trade routes, or in a defensible locale, such as a cave or mountain top. Villages thrive on their surplus. They use it to trade for goods, or allow some of their numbers to work on permanent projects, such as constructing water wheels, building temples, or resurrecting technologies. Whatever their resource may be, it is their lifeblood, and is defended as such.

The **city-state** is a medium to large group, between 500 and 10,000 strong. City-states are villages that have grown so large, powerful, and influential that they wield regional authority. They are often walled cities with standing armies, impervious to bandit raids or rebellion by surrounding villages tired of their rule. The most impressive structures of the new era are found in city-states. Legions of slaves spend their short and grueling lifetimes constructing the great temples, civic halls, and bazaars found within the city walls. Outside of the city walls, fortresses are erected throughout the region to enforce laws, collect tribute,

and protect villages within the city-state's domain. City-states are always expanding. Occasionally, two will meet in disputed territory. What follow are bloody and legendary battles.

The **nation** is the largest but most nebulous group, impossible to quantify. Nations are alliances between several tribes, villages, or city-states. They are typically short lived agreements to cope with a regional threat, but a few nations persevere long after the threat has been dealt with. Nations of tribes have formed to protect themselves from genocide. Nations of villages have formed to overwhelm despotic city-states. Nations of tribes, villages, and city-states have formed to halt invading armies or control an epidemic. Many communities withdraw from a nation as soon as it no longer represents their interests. This is sometimes equated with betrayal and is not soon forgotten by the other members of the nation.

Though perceptions vary, most people make unfair generalizations about members of different communities until they are proven wrong. Members of a tribe are thought to be dirty, feral, and mystical. Members of a village are thought to be naïve, inbred, and fearful. Members of a city-state are thought to be dishonest, greedy, and violent. The dehumanization of outsiders is widespread, and as a result, so is slavery.

TO CHANGE THE WORLD

The rebels of Enoch do not battle for wealth or power. The world is already ripe with raiders, mercenaries, and tyrants doing that very thing. Instead, the rebels battle to change the world for the better. How do they accomplish this?

Hope is a fleeting luxury in the world of Enoch. Most people are slaves or scavengers living in squalor. They tremble before a vengeful Nature and their souls are crushed by slave-drivers and priest-kings. Their desperation is absolute. The tragedy is not that they live in constant misery, but that they have come to accept it. What keeps them going is fear of a painful or humiliating death.

Rebels are a symbol of change. They depose tyrants, divert Nature's wrath, and challenge the gods. They are fearless people acting selflessly for others. As tales of their exploits spread throughout the land, the desperate masses dare to dream that rebels would come to deliver them from their suffering. Often, the rebels never come. Instead, they rise from the ranks of those who have suffered the most.

Wisdom is rare among the fear-wracked denizens of Enoch. No one dares to leave their village. The creatures of the elders' fireside stories dwell in the shadows of the wilderness. Rituals to ward off evil are widespread and elaborate. Civilized communities, frightened by a stroke of the supernatural, can spiral into cult ritualism as extreme as human sacrifice. Religious tyrants rise from scared societies where fear is power.

Rebels brave forbidden domains and face nightmare beings in order to discover the true nature of Enoch's evils. They will go to any length for this: from treading plagued lands in search of chimera to entering Hell and bartering with demons. Rebels throw themselves into the darkness. Should their heresy elevate mankind, they would gladly face the ire of any faith they've scorned.

Balance can help this era avoid the same fate as the previous era. Mankind is always on the verge of oblivion. The powerful factions of Enoch battle over minds and resources. However, these factions merely imitate on a grand scale the dramas that unfold between people in small villages. There are so few humans left on the planet that the actions of each and every one resonate throughout the known world.

Rebels understand that their actions, even those unseen by others, shape the world and the future. Both empowered and burdened by this truth, they have vowed to right some wrong of the world at any cost. They tread carefully, however. To those blinded by the light of their cause, it is easy to perpetrate crimes more heinous than those that compelled them to action.

CHAPTER III: THE SPHERE SYSTEM

1.0 Spheres

The Sphere System is based on *spheres*. Spheres are broad categories of human ability and understanding. There are eight spheres: Combat, Medicine, Cunning, Presence, Lore, Conviction, Technology and Survival.

Characters are defined by their sphere ratings. Spheres are rated on a scale of 1 to 10, with one being the worst and 10 being the best. When a character performs an action, their likelihood of success is based on their sphere ratings. Beginning characters have 40 points to allocate between the eight spheres, with no sphere rated higher than 7, or lower than 1.

The **Combat** sphere represents a character's ability to defend itself. This sphere also influences actions such as developing a strategy (Combat + Lore) and repairing armor (Combat + Technology).

The **Medicine** sphere represents a character's ability to heal wounds and treat sickness. This sphere also influences actions such as foraging for medical herbs (Medicine + Survival) and diagnosing mental illness (Medicine + Presence).

The **Cunning** sphere represents a character's ability to sneak and deceive. This sphere also influences actions such as detecting traps (Cunning + Technology) and recognizing a con (Cunning + Lore).

The **Presence** sphere represents a character's ability to influence people. This sphere also influences actions such as intimidating opponents (Presence + Combat) and haggling (Presence + Cunning).

The **Conviction** sphere represents a character's ability to cope with mental duress. This sphere also influences actions such as giving a speech (Conviction + Presence) and resisting torture (Conviction + Survival).

The **Lore** sphere represents a character's ability to recall facts and solve problems. This sphere also influences actions such as identifying a beast (Lore + Survival) and translating mystical text (Lore + Conviction).

The **Survival** sphere represents a character's ability to cope with physical duress. This sphere also influences actions such as tracking beasts (Survival + Cunning) and recognizing poisonous fruit (Survival + Lore).

The **Technology** sphere represents a character's ability to manipulate technology. This sphere also influences actions such as identifying ancient machines (Technology + Lore) and creating medicines (Technology + Medicine).

1.1 Saves

Saves are derived from spheres. There are four saves: Defense, Awareness, Willpower, and Resilience.

Defense is used to defend oneself from all forms of physical attack. It is equal to Combat divided by 2, rounding up.

Awareness is used to defend oneself from sneaking, pick pocketing, and deception. It is equal to Cunning divided by 2, rounding up.

Willpower is used to defend oneself from intimidation, seduction, and interrogation. It is equal to Conviction divided by 2, rounding up.

Resilience is used to defend oneself from disease, poison, and sprung traps. It is equal to Survival divided by 2, rounding up.

1.2 Skill Checks

When a character attempts to do anything out of the ordinary, the GM may ask the character to make a Skill Check. There are two types of Skill Checks: opposed and unopposed. Opposed rolls are used in conflicts between characters. Unopposed rolls are used in conflicts between a character and his environment.

To make a Skill Check, a player rolls a D20. The result must be equal to or lower than a Target Number (TN) for the player to succeed. A result higher than the TN results in failure. Opposed and unopposed rolls use different formulas to determine a TN.

1.3 Unopposed Rolls

Unopposed rolls are required for Skill Checks that are *not* against another character. The following actions are examples of unopposed rolls; applying first aid to a comrade, repairing a jammed firearm, identifying a rare herb, or picking a lock.

To determine the TN for an unopposed roll, the GM chooses two Spheres that are most appropriate to the action taken. The TN is the sum of these two spheres. This is the formula:

Sphere A + Sphere B

Example: Blake wishes to pick the lock of his prison cell. The GM decides that the two most appropriate Spheres for picking a lock are Technology and Cunning. Blake's Technology is 4, and his Cunning is 7. The sum of the two Spheres is 11. Blake must roll an 11 or less on a D20 to successfully pick the lock. If he rolls 12 or more, he fails to pick the lock.

Unopposed rolls have varying degrees of difficulty. The GM decides the level of difficulty of the action and refers to the chart below to determine the TN:

Easy Skill Check:	Automatic Success
Average Skill Check:	Sphere A + Sphere B
Difficult Skill Check:	(Sphere A + Sphere B) - 5
Very Difficult Skill Check:	(Sphere A + Sphere B) - 10
Impossible Skill Check:	Automatic Failure

Example: Blake wishes to pick the lock of his prison cell, but his hands are tied behind his back. The GM decides that the two most appropriate Spheres for picking a lock are Technology and Cunning. Blake's Technology is 4, and his Cunning is 7. The sum of the two Spheres is 11. The GM decides this would be a Very Difficult action, which has a penalty of 10. Instead of an 11, Blake must roll a 1 to succeed.

1.4 Opposed Rolls

Opposed rolls are required for Skill Checks that *are* against another character. The character taking the action, and making the roll, is the *attacker*. The target of the action is the *defender*. The following actions are examples of opposed rolls: sneaking past a sentry, attacking an opponent, interrogating a captive, or tracking a wild animal.

An opposed roll is a modified version of an unopposed roll [1.3]. This is the formula:

(Attacker's Sphere A + Attacker's Sphere B) – Defender's Save

The GM picks the defender's most appropriate save [1.1] and subtracts it from the attacker's TN. If the attacker rolls equal to or less than the TN, he succeeds against the defender. If the attacker rolls more than the TN, the defender wins.

Example: Cain wishes to punch Abel. The GM decides that the two most appropriate spheres for punching are Combat and Survival. Cain's Combat is 6 and his Survival is 6. The sum of the two spheres is 12. However, the GM decides that Abel defends with his Defense, which is 3. Cain's TN is now 9 (12 - 3). If Cain rolls equal to or less than a 9, he strikes Abel. If he rolls 10 or more, he misses.

Example: Abel wishes to persuade Cain to stop attacking and settle things peacefully. The GM decides that the two most appropriate spheres for calming the enraged sibling are Conviction and Presence. Abel's Conviction is 4 and his Presence is 7. The sum of the two spheres is 11. However, the GM decides that Cain defends with his Willpower, which is 4. Abel's TN is now 7 (11 - 4). If Abel rolls equal to or less than a 7, he pacifies Cain. If he rolls 8 or more, Cain continues his assault.

1.5 Failure

If a Skill Check is failed, another attempt may be made by burning Mental Fatigue [3.3]. The GM decides if additional attempts are possible.

1.6 Tools and Skill Checks

Tools aid characters in Skill Checks by providing bonuses to the TN. Each tool has a bonus between -5 and +5.

2.0 Health

All characters have Hit Points (HP), which represent their current health. All characters begin with 20 HP. When a character is injured, they lose HP. When a character's HP reaches 0 or less, they are dying.

While dying, a character loses 1 HP per minute (or combat turn [4.0]). If their HP reaches -10, they have died. Before that happens, the character may be *stabilized* by a comrade. A dying character that is stabilized no longer loses 1 HP per minute/turn, and will regain consciousness as soon as their HP is raised above zero through natural means [2.2].

To stabilize a fallen comrade, an unopposed roll [1.3] is made using the Medicine sphere and whatever sphere is most appropriate to the injury that incapacitated the character. If the injury is a knife or gun wound, Medicine + Combat would be appropriate. If the injury is from falling or being poisoned, Medicine + Survival would be appropriate.

Example: Mort has been shot at close range, lowering his HP to -2. He crumples to the ground, dying. One turn passes, and his HP is reduced to -3. Watts, one of Mort's allies, rushes over to Mort and attempts to stabilize him. The GM decides that the two most appropriate spheres for stabilizing Mort are Medicine + Combat. Watts' Medicine is 8 and his Combat is 6. The sum of the two spheres is 14. Watts must roll a 14 or less on a D20 to successfully stabilize Mort. If Watts succeeds, Mort's HP will remain at -3 until he has healed naturally. If Watts fails, Mort's HP will drop to -4 next turn.

If a stabilized character is injured again, they must be stabilized again.

2.1 Knock-Out Threats

Any time a character's HP is brought below 10, or they are struck with a Blunt weapon (such as a fist or a club), that character must save against Knock-Out (KO). This is done by rolling a D20 with a TN equal to their current HP. If they succeed, the character remains conscious. If they fail, the character passes out for a number of minutes (or combat turns [4.0]) equal to 20 - their current HP.

Example: Aaron is crushed beneath the hooves of an ancient elk, taking 5 Blunt damage. This brings his HP down to 15. He must roll to save against KO because he received Blunt damage. If Aaron

rolls equal to or less than 15, he remains conscious. If he rolls 16 or more, Aaron passes out for 5 minutes/turns (20 – 15).

Example: Caleb is brutally stabbed in the side by a wasteland savage, taking 12 damage. His HP is brought down to 8. He must roll to save against KO because his HP has dropped below 10. If Caleb rolls equal to or less than 8, he remains conscious. If he rolls 9 or more, Caleb passes out for 12 minutes/turns (20 – 8).

Once below 10 HP, a character must save against a KO every time they lose HP.

Example: Caleb clings to consciousness after being stabbed, but is stabbed again for 6 damage. His HP is brought down to 2. He must now roll equal to or less than a 2 to remain conscious.

2.2 Restoring HP

A character that gets eight hours of rest in a safe place regains a number of HP equal to their Medicine sphere. This represents the character resting and tending to their wounds. Many environments make this type of restoration impossible without shelter. Examples include bug infested jungles, toxic plains, and inclement weather.

3.0 Fatigue

All characters have Physical Fatigue (PF) and Mental Fatigue (MF). PF represents their current level of stamina. MF represents their current level of alertness. Beginning characters get 20 points to spend between PF and MF. Neither can start out below 5 or above 15. Both may be raised later through game play.

Burning PF and MF allows a character to perform special abilities. However, when either PF or MF reach 0, the character is exhausted (0 PF) or catatonic (0 MF). In either state, the character is considered Helpless [3.4].

3.1 Burning Fatigue

Fatigue may be used *actively* and *reactively*. Active fatigue use is when a character burns fatigue to perform a feat or activate a special ability. Reactive use is when a character burns fatigue in response to something that has happened to them. Per combat turn, a character may actively burn fatigue once. There is no limit to number of times a character may burn fatigue, though only 1 point may be used at a time.

3.2 Physical Fatigue

1 PF can be burned to do any of the following,

- 1) **Actively perform the combat maneuver Deathblow [4.2] with a melee or unarmed attack.**
- 2) **Actively perform the combat maneuver Throw [4.4].**
- 3) **Actively/Reactively use a Talent [8.0].**
- 4) **Reactively soak 1 point of Blunt Damage, per hit, the moment it is received.**
- 5) **Actively perform a physical feat, such as jumping between rooftops, smashing through a flimsy wall, lifting an extremely heavy object, or tearing the door off of a car.**

Physical feats performed by burning PF succeed automatically, so long as the GM deems it possible. Additionally, the GM may decide that a particularly violent physical feat, such as jumping through a boarded window or diving for cover onto concrete, causes minor injury (1-3 HP).

3.3 Mental Fatigue

1 MF can be burned to do any of the following,

- 1) **Actively perform the combat maneuver Deathblow [4.2] with a ranged attack.**
- 2) **Actively perform the combat maneuver Bypass Armor [4.4].**
- 3) **Actively/Reactively use a Talent [8.0].**
- 4) **Actively reattempt a failed skill check, when applicable.**
- 5) **Actively remember one forgotten detail.**

When a character burns MF to remember a forgotten detail, they ask the GM a specific question about something they have experienced already. It is possible for a character to recall information they didn't notice the first time. Examples include; "Was that priest wearing a brooch?" "Did that junk peddler have the part I need now?" "What color were that assassin's eyes?"

3.4 Helplessness

Characters that have 0 PF or 0 MF are considered helpless. A helpless character suffers from the following restrictions:

- 1) **He/she cannot be the attacker in any opposed roll.**
- 2) **He/she cannot expend PF or MF.**
- 3) **Opposed rolls against a helpless character are not penalized by a save.**

Example: Blake has spent his last ounce of energy fleeing from his captors. His PF has reached 0. Unfortunately, a wild boar has picked up his scent and rushes for him. Typically, the boar rolls against its Combat + Survival (14) minus Blake's Defense (3) to see if it hits. However, because Blake is helpless, the boar's attack roll is not penalized by Blake's Combat. Instead of having a TN of 11 (14 - 3), the boar now has a TN of 14. Additionally, because he is helpless, Blake may not attack the boar. His best option is to flee.

3.5 Restoring Fatigue

A character that gets eight hours of rest in a safe place regains all of their PF and MF. Otherwise, characters regain 1 PF and 1 MF per hour of rest. If resting in a dangerous locale (in a tree above a starving wolf pack) or in an agitated state (in earshot of the surgeon's tent), characters regain 1 PF or 1 MF per hour, player's choice.

4.0 Combat

Combat is organized into turns. A combatant acts during her turn. When her turn is complete, she may not act again until all other combatants have taken their turn. Each turn represents a few seconds in the game world.

Combat begins when an attack is made. Whoever declares they are attacking first goes first. Disputes are settled with a simple dice roll. Turn order after the first attack is determined by each combatant's Initiative. The following is the formula for Initiative:

$$\text{Initiative} = \text{Combat} + \text{Cunning}$$

Whoever has the highest initiative goes next. Whoever has the lowest goes last. Ties are settled with a simple dice roll. The turn order repeats itself until combat is over.

Example: An assassin springs from behind a temple pillar, striking at the high priest as he and his bodyguard walk to his chamber. The assassin attacked first, so she goes first. The high priest's initiative is

10. The bodyguard's initiative is 14. Turn order will go; 1) Assassin, 2) Bodyguard, 3) High Priest, and repeat in this order until combat is over.

A dying [2.0] or helpless [3.4] character maintains their place in turn order.

4.1 Attacks

Attacks are resolved through opposed rolls [1.4]. The TN of an attack depends on the type of attack performed:

Unarmed/Melee Attack: Hand-to-hand, blades, clubs...
(Attacker's Combat + Attacker's Survival) – Defender's Defense

Ranged Weapon Attack: Archery, firearms, artillery...
(Attacker's Combat + Attacker's Technology) – Defender's Defense

Skill Attacks: Whips, throwing weapons...
(Attacker's Combat + Attacker's Cunning) – Defender's Defense

If an attack is successful, damage [6.1] is inflicted. All weapons and hand-to-hand maneuvers have a set amount of damage [6.4].

4.2 Deathblows

Deathblow is a risky, but overpowering attack. To perform a deathblow, a player must announce they are doing so, and burn a point of fatigue. A melee deathblow burns between 1 and 3 PF, depending on severity. A ranged deathblow burns between 1 and 3 MF, depending on range.

The TN for a deathblow is the same as a normal attack. If the deathblow is successful, double damage is inflicted. After a character attempts a deathblow, they are vulnerable. They lose their Defense Save *until their next turn*.

Example: Cathy is attacked by two mercenaries. Outnumbered, she risks performing a deathblow on one of them to quickly even the odds. Her player announces the deathblow, burns 1 PF, and makes the attack roll. Success! Typically doing 9 points of damage with her katana, she does 18 points of damage! Cathy slices through the rib of one of the mercenaries in a shower of blood. Failing his KO save, he flops to the ground in shock. Off balance from her deathblow, Cathy no longer can defend herself. The other mercenary senses this and strikes. The mercenary's TN to hit Cathy is typically 9 (His combined 14 – Her Defense of 5). However, she is vulnerable until her next turn. The mercenary's TN is 14. Cathy braces for a deathblow aimed at her.

Character's performing Deathblows may burn a variable amount of Fatigue to achieve different effects as the following charts indicate:

For Melee Deathblows

<u>PF Burn</u>	<u>Effect</u>
1 PF	Double Damage.
2 PF	Double Damage + Target loses 2 MF.
3 PF	Double Damage + Target loses 4 MF.

For Ranged Deathblows

<u>MF Burn</u>	<u>Effect</u>
1 MF	Double Damage within Short range.
2 MF	Double Damage within Medium range.
3 MF	Double Damage at any range.

GMs may decide that successful Deathblows immediately dispatch unimportant foes, regardless of the damage inflicted.

4.3 Throw

Throws are hand-to-hand attacks that hurl an opponent into a hazard that is up to 10 feet away. 1 PF is burned, and an attack roll is made. If successful, the target is thrown into any nearby hazard [7.0] of the attacker's choosing. If unsuccessful, the defender evades the attack.

4.4 Bypass Armor

A character may bypass the armor of an opponent by aiming for a weak point. Bypassing armor burns 1 MF. During the attack, the armor's DR [5.1] serves as a penalty to the TN, *but does not soak damage*. Alternatively, a character may bypass the cover protecting their target. During the attack, the cover's DR serves as a penalty to the TN, but does not soak damage.

Example: Chaka's blade glances off the chest of his opponent. His knife (6 damage) can hardly pierce the metal-plated hide (DR 5) of the ancient warrior. Seeing an opening in the armor, Chaka aims for it. It is difficult to hit. His TN to hit the warrior is typically 14. Penalized by the armor's DR, Chaka's TN to strike the weak point is 9. But if he hits, he'll inflict 6 damage, instead of the 1 he's been doing.

5.0 Armor

Armor reduces the amount of damage its wearer receives from injury, at the price of encumbering its wearer. All armor is defined by Damage Reduction (DR), and Encumbrance (E). Generally, the DR and E of armor are equal, though special materials and construction may alter this.

5.1 Damage Reduction

An armor's Damage Reduction (DR) is the amount of damage that armor's wearer ignores every time they are injured. For example, if someone wearing junk mail (with a DR of 3) was struck with a knife (which does 6 damage), they would only take 3 damage. If an armor's DR is equal to or higher than the amount of damage received, the wearer receives no damage. Donning or removing armor takes a number of minutes equal to an armor's DR. DR also serves as a penalty to those attempting to *Bypass Armor* [4.4].

5.2 Encumbrance

Encumbrance (E) is a penalty to the wearer's maximum PF. For example, a character with a maximum PF of 10 wearing junk mail (with an E of 3) would have a maximum PF of 7. If the character takes off the armor, their maximum PF reverts back to 10. Even if that character's PF is brought down to zero PF, they may remove their armor to get back those points of PF they were penalized.

5.3 Cover

Cover deflects and absorbs ranged attacks. Like armor, cover has DR. The following is a list of typical forms of cover and their respective DR ratings:

Cover	DR
Forest brush	1
Wooden wall	2
Tree trunk	3
Brick wall	4
Metal vault	10
Tank armor	20

5.4 Armors in Enoch

The following is a list of common types of armor:

Armor type	DR	E
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Leather Armor	1	1
Reinforced Leather Armor	2	2
Junk Mail	3	3
Reinforced Junk Mail	4	4
Machined Armor	5	5

6.0 Weapons

Weapons are split into two categories: melee and ranged. Melee weapons can be used to strike opponents within feet of the attacker, and Ranged weapons can be used to strike opponents far away from the attacker. Some weapons can be used as both. For example, a spear may be thrown or used in melee.

Each weapon is defined by its Damage and Accuracy. Most weapons of a specific type (such as One-Handed Blades) are of similar Damage and Accuracy, though craftsmanship or modification may alter this.

6.1 Weapon Damage

Most weapons inflict either Lethal (L) or Blunt (B) damage, though many can be used to inflict both. For example, a spear (L) may be used like a staff (B), or a pistol (L) may be used like a club (B). Blunt weapons tend to inflict less damage than lethal weapons, but have the advantage of forcing a KO check with every successful hit [2.1].

6.2 Weapon Accuracy

A weapon's Accuracy (A) is the bonus to an attacker's TN when using that weapon. Any weapon that is used in a manner it was not designed for has an Accuracy of 0. Examples: A Scatter Gun has A +4 when fired at a target, but A 0 when used in melee. A One-Handed Blade has A +2 when used in melee, but A 0 when thrown.

6.3 Range

Ranged weapons are able to strike an opponent within their Range (R). Range is split into four relative distances; Short, Medium, Long, and Extreme. Short range is 30 yards, or roughly ¼ of a football field. Medium range is 60 yards, or roughly ½ of a football field. Long range is 120 yards, or the length of a football field. Extreme is anything beyond that, up to a mile away. Throw range is always short, unless noted otherwise.

Each combat turn [4.0], a character can change their relative range from a target by one level (Short to Medium or Extreme to Long, for example). Fleeing from or closing in on a target is considered a free action and can be done at the beginning or the end of a character's turn. However, a character changing range through difficult terrain (uphill, upstream, through dense jungle, etc.) must also spend their action navigating.

6.4 Weapons in Enoch

The following is a list of common weapons:

<u>Melee Weapons</u>	<u>D</u>	<u>A</u>	<u>R</u>	<u>Ranged Weapons</u>	<u>D</u>	<u>A</u>
<u>R</u>						
One handed blade Short	6L	+2	NA	Short Bow	6L	+2
One handed club Long	4B	+2	NA	Long Bow	8L	+2
Two handed blade Short	8L	+1	NA	Hand Crossbow*	7L	+3
Two handed club Long	6B	+1	NA	Crossbow*	9L	+3
<u>Thrown Weapons</u>	<u>D</u>	<u>A</u>	<u>R</u>	<u>Hand-to-Hand Attacks</u>	<u>D</u>	<u>A</u>
<u>R</u>						
Bladed Projectile NA	4L	+1	Short	Fast Strikes	2B	0

Blunt Projectile NA	3B	+1	Short	Powerful Blows	3B	-2
Javelin	6L	+1	Medium			
Bomb**	10L	0	Short			

*Crossbows require 1 turn to reload.

**Bombs damage all targets within a 10 ft radius of their impact point. Additionally, bombs may cause elemental damage [7.0].

<u>Firearms</u>	<u>D</u>	<u>A</u>	<u>R</u>
Hand Gun	8L	+2	Short
Long Gun	10L	+3	Long
Scatter Gun	7L	+4	Medium
Repeater Gun	D,A, and R vary with type.		

Hand guns are small, concealable firearms that can be accurately fired one-handed if necessary. Hand guns can be gripped at the barrel and used as a club (D: 3B A: 0).

Long guns are large, long-barreled firearms that must be fired with both hands. They usually have a shoulder stock that may be used as a melee weapon (D: 5B A: 0). Long guns can be fitted with a bayonet (D: 7L A: 0).

Scatter guns are long guns designed to accept a special type of scattering ammunition. Scatter guns may be used in melee (D: 5B A: 0), but may not be fitted with a bayonet. Scatter guns that strike a target within short range hit twice. DR applies to each hit separately.

Repeater guns are hand guns and long guns that are able to fire in bursts. A burst does +3 damage, but uses 3 bullets. While repeaters are deadly, they are prone to mechanical failure because of their complexity. Any time a repeater gun is dropped, submerged, exposed to extreme temperatures, or used in melee, there is a 50% chance that the weapon has jammed and is incapable of firing until it is repaired.

7.0 Hazards

The world of Enoch is one of dangerous and exotic locations. Environments often pose just as great a threat as enemies. Such hazards are organized into two categories: physical hazards and elemental hazards.

Physical hazards are subject to all normal damage rules. The following chart lists typical physical hazard damage.

<u>Physical Hazard</u>	<u>D</u>
Thrown into rebar spike	7L
Thrown into pane of glass	5L
Thrown into concrete wall	3B
Falling	2B per 5 feet of falling
Sandstorm	3L per turn, until victim finds shelter.

Elemental damage ignores DR from armor, and cannot be soaked by burning fatigue. The following chart lists typical elemental hazard damage.

<u>Elemental Hazard</u>	<u>D</u>
Fire	3L per turn, until flames on victim are extinguished.
Fire (Intense Heat)	6L per turn, until flames on victim are extinguished.
Electricity	3B per turn, until victim is removed from source.
Electricity (High Voltage)	10B per turn, until victim is removed from source.
Acid	3L per turn, for three turns.
Acid (Highly Corrosive)	6L per turn, for three turns.

8.0 Charms

All societies in Enoch, be they tribal or technological, employ charms for spiritual benefit. Charms are rituals and talismans that grant their users supernatural gifts of wisdom, protection, and longevity. Charms are physically manifested in permanent and semi-permanent forms of body art, such as tattoos, scarification, and body piercing.

Charms are defined by Devotion (DEV) and Effect. To benefit from a charm's Effect, its user must give it DEV. The effect of a charm lasts as long as its user remains devoted to it. Once a character stops her devotion to a particular the charm, the effects cease. Characters can renew their devotion to a charm, but it requires a number of days equal to the DEV cost of a renewed charm.

The spiritual and physical application of a charm takes a number of days equal to its DEV cost. GMs are encouraged to create their own Charms to suit their campaigns.

8.1 Devotion

DEV represents a character's faith in their charms, and the observance of rituals to maintain their power. DEV functions like Encumbrance [5.2], except that it reduces a character's maximum MF, instead of PF. For example, a character with a maximum MF of 10 who was charmed with *Immunity to Eden's Shroud* (which has a DEV 2) would have a maximum MF of 8. Characters with multiple charms are penalized by the combined DEV of all of their charms. 5 DEV is the safe human maximum. A character with more than 5 DEV loses touch with reality and is subject to severe psychological damage.

8.2 Effects

The following is a list of common charms:

Elemental Resistance: Grants a character a natural DR against hazards that armor cannot protect against, including Fire, Acid, and Electricity. DEV Cost: 2 for DR 1 vs. Fire/Acid/Electricity, 4 for DR 2 vs. Fire/Acid/Electricity.

Immunity: Grants a character a natural immunity to a specific disease such as *Eden's Shroud* or *Monkey Bite Fever*. Immunity to the Overvirus is not possible. DEV Cost: 2 per disease.

Bane: Grants a character proficiency in dispatching one of the following supernatural foes: Ancients, Chimera, Dragons, Sentinels, or Swan. Character does +1 damage (B or L) for every successful attack (close or ranged) against their selected foe. In the case of Deathblows, the bonus damage doubles as normal. DEV Cost: 2 for +1 damage vs. foe, 4 for +2 vs. foe.

Endurance: Grants a character the ability withstand great physical punishment. This charm adds Bonus HP to a character's current maximum. DEV Cost: 1 per Bonus HP.

Wisdom: Grants a character the ability to discern greater truth from events. This charm rewards a character with Bonus EXP at the end of each session. DEV Cost: 1 per Bonus EXP.

Quickness: Grants a character the ability to react faster than his enemies. This charm adds Bonus Initiative to a character's current Initiative. DEV Cost: 1 per Bonus Initiative.

Luck: Grants a character extraordinary luck. Once per game session, the character may choose to immediately reroll any failed Skill Check or KO Save. DEV Cost: 3.

9.0 Talents

Talents are special abilities unique to important characters. Each talent has three ranks: Novice, Expert, and master. All new characters begin with two talents at Novice level. Through training and experience [11.0], a character can achieve the Expert level or begin a new talent at the Novice level. Becoming a Master at a talent requires the completion of an *ordeal*; a side-quest unique to the master-in-training.

Ordeals typically involve seeking out another master, or accomplishing a dramatic feat. The description for each talent includes a list of possible ordeals that GMs can use in their campaigns.

Ordeals should be weaved into a campaign as an optional path for the players. If an ordeal proves too inconvenient to fit into a campaign, the player pursuing the ordeal may be given an NPC to play while their PC takes a sabbatical from the campaign. The PC returns into play when her ordeal is completed, and the NPC reverts back to GM control. Additionally, ordeals are a great way to explain what a PC is doing when its player is unable to attend a game session.

GMs are encouraged to create their own Talents to suit their campaigns.

9.1 Sixth Sense

Sixth Sense represents an instinctual edge one has over their adversaries.

Novice: The character may sniff out a physical trap or hazard by burning MF.

Expert: The character may automatically evade a sprung trap by burning PF.

Master: The character may detect a lie, an illusion, or an hidden opponent by burning MF. The character also *always* knows if she is being watched (though she cannot automatically ascertain by whom or from where).

Ordeals: Retrieve an artifact from Hell. Brave a dangerous mountain. Live among beasts for the season. Track or be stalked by an elusive beast or opponent.

9.2 Mind Over Matter

Mind Over Matter represents spiritual endurance derived from faith or training.

Novice: The character may meditate. Meditation restores Fatigue at double the rate sleep does (but it does not restore HP). Four hours of meditation in a safe environment completely restores PF and MF. One hour of meditation in a stressed situation yields 1 PF and 1 MF.

Expert: The character may soak Blunt Damage by burning PF *or* MF. The character may also perform Physical Feats by burning MF.

Master: The character can reactively ignore a KO threat by burning MF. The character is also immune to psychological attacks such as intimidation, seduction, indoctrination, war-cries, and drone terror.

Ordeals: Endure a prolonged and violent interrogation. Survive a witch trial or test of faith. Complete a dream quest induced by a hallucinogenic poison. Lose everyone and everything, but prevail.

9.3 Indoctrination

Indoctrination is the process of influencing and controlling others. This talent works on any NPC over which the character has established a sense of trust or authority. Gaining the trust of (or exhibiting authority over) an NPC should be role-played. The GM has the final say as to which NPCs are susceptible to indoctrination. PCs are impervious to the effects of indoctrination unless they are helpless [3.4].

Novice: The character may attempt to indoctrinate a NPC (so long as the conditions of trust or authority are met). Indoctrination is an opposed roll (TN = Presence + Conviction – NPC's Willpower). Success means that the NPC enters a submissive trance and will obey one simple command. Failure means that the NPC has resisted the command, and the failed indoctrinator loses 2 MF.

A simple command is one that can be accomplished in the immediate future. Examples of simple commands include: having a constable look the other way, having a merchant give the best price, having one drunkard attack another, or having someone betray a secret. Once a command is accomplished, or at least attempted, the submissive trance will end. At this point the NPC may no longer trust (or recognize the authority of) their indoctrinator, depending on what they were commanded to do. NPCs will not obey commands that are clearly against their best interest (such as suicidal errands, harming loved ones, or taking the fall for a grave crime).

Expert: The character may give a complex command to the indoctrinated, to be carried out over a course of time. Examples of complex commands for an expert include: having a scavenger retrieve an item from a dangerous place, having a cultist plan the abduction of a known heretic, having a prison guard aid an escape, or having a mercenary call off his hunt. Once a command is accomplished, or at least attempted, the submissive trance will end. After the submissive trance has ended, the NPC may no longer trust (or recognize the authority of) their indoctrinator, depending on what they were commanded to do. As with novice level, NPCs will not obey commands that are clearly against their best interest (such as suicidal errands, harming loved ones, or taking the fall for a grave crime).

Master: The character enjoys absolute obedience. Indoctrinated NPCs will obey any command given to them by a master, even if the command is clearly against the NPC's best interest. Once a command is accomplished, or at least attempted, the submissive trance will end. After the submissive trance has ended, the NPC will continue to trust (or recognize the authority of) the master, regardless of what they were commanded to do.

Ordeals: Pacify a bloodthirsty warlord. Usurp a throne. Start a revolution. Break the faith of a religious leader. Found a new faith, or become the messiah of an old one.

9.4 Weapon Specialization

Weapon Specialization is focused training with one type of weapon (focus weapon), resulting in deadly proficiency. This talent applies to one specific category of weapon (such as Two-Handed Club, Bladed Projectile, or Hand Gun).

Novice: The character receives a +2 to all attack rolls and +1 damage when using her focus weapon.

Expert: The character receives a +4 to all attack rolls and +2 damage when using her focus weapon (replacing the bonuses for Novice level).

Master: The character learns a special ability, based on her type of focus weapon:

Blunt Melee Weapons – *Crushing Blow*

Deathblows executed with focus weapons ignore all armor and cover. Kinetic damage is transferred through any object (including a shield, door, or wall) that may be between attacker and target, so long as the object is touching the target.

Bladed Melee Weapons – *Bloodletter*

A successful hit with focus weapons will bleed 1 HP per turn (or minute, out of combat) until First Aid is applied (Medicine + Combat). Bleeding wounds accumulate: an opponent struck twice by the character will bleed 2HP per turn, and First Aid must be applied twice before all the bleeding has stopped.

Ranged/Thrown Weapons - *Precision*

Bypass Armor attempts are not penalized by DR when using the focus weapon.

Ordeals: Train with a master. Duel and defeat a master. Forge a masterwork weapon from rare, ancient materials. Confront overwhelming odds with a weapon alone.

9.5 Unarmed Specialization

Unarmed Specialization is focused training in a specific style of hand-to-hand combat, resulting in deadly proficiency.

Novice: The character chooses one of the following unarmed styles;
Street Fighting

This style relies on punches, wrestling holds, and dirty moves. The attack roll for Street Fighting is (Combat + Survival + 2) – Defender’s Defense.

Martial Arts

This style relies on kicks, defensive stances, and aerial maneuvers. The attack roll for Martial Arts is (Combat + Cunning + 2) – Defender’s Defense.

Zealot Rage

This style relies on clawing attacks, frightening presence, and unpredictability. The attack roll for Zealot Rage is (Combat + Conviction + 2) – Defender’s Defense.

Expert: The character’s hand-to-hand attacks do +1B damage.

Master: The character learns a special ability, based on her unarmed style:

Street Fighting – Exploitation

Against a helpless [3.4] or unsuspecting opponent, or anyone vulnerable after a Deathblow, the character can burn PF to perform a haymaker. A haymaker is a powerful hand-to-hand attack that does Blunt damage equal to the character’s Survival rating. Unlike Deathblow, the haymaker does not leave the character vulnerable.

Martial Arts – Lightning Reflexes

The character can reactively burn MF to automatically evade any hand-to-hand or melee attack made against them *that is not a deathblow*. This must be declared before an attacker makes their attack roll.

Zealot Rage – Pain eater

The character gains a natural DR 1 versus all Blunt Damage and can also soak 1 point of Lethal Damage by burning PF.

Ordeals: Train with a master. Duel and defeat a master. Invent a new style. Defeat a beast on which the new style is based.

9.6 Sig

Sig is the ancient language of demons. It is used to transmit secret information and communicate with demons. *Glyphs* are the symbolic alphabet of Sig. They can be written or gestured. *Written glyphs* resemble graffiti. *Gestured glyphs* resemble sign language. A single glyph can contain a few words or several paragraphs, depending on the fluency of the inscriber.

Novice: The character may write, gesture, or read a glyph that contains one very simple sentence. If she wishes to communicate more than one very simple sentence, she must write or gesture multiple glyphs, which may require more time and space. Anyone who is fluent in Sig can understand her glyphs.

Expert: The character may write, gesture, or read a glyph that contains roughly a paragraph worth of sentences, and need not use more than a single glyph to articulate complicated ideas such as emotions. She can encrypt her glyphs so that only another Sig expert can translate them. She can also perform Sorcery [10.1].

Master: The character may write, gesture, or read a glyph that is deeply layered with nuance and mystical meaning. She can encrypt her glyphs so that only another Sig master can translate them.

The character also gains new Sorcerer abilities. She may use the override ability [10.1] to temporarily break the connection between a drone and an overseer. The host of an overridden drone node regains control over their mind and body for a number of minutes equal to 20 – the controlling overseer’s Firewall. During communion, her successful attacks reduce an overseer’s Integrity by 2, instead of 1. Additionally, she can flee communion at will, but this empowers an overseer, completely restoring its Integrity.

Ordeals: Train with a master. Unearth a source codex. Perform communion with a powerful demon. Meet Cassandra or Rintrah.

9.7 Framing

Framing is a style of guerilla warfare that verges on a martial art. It is a way of preparing surroundings to provide a tactical edge. Framing an area requires much planning and labor. An individual *framer* or group of *framers* can frame up to one block of ruins or roughly five acres of wilderness at a time. For the area to remain framed, its framers must not stray from that area for too long. After a week's absence, familiarity with plotted routes is lost as overgrowth, weather, and wildlife make the area unrecognizable.

Each block of ruins or five acre spread of wilderness requires 100 man-hours of framing. It takes a single framer over four days of constant labor to frame a block. It takes 100 hundred framers one hour to frame a block. Once the area is complete, anyone with the Framing talent benefits by fighting within it.

The following abilities only work in a framed environment:

Novice: The character never has to spend her action navigating when changing range. During nighttime she can vanish from sight by burning MF. She becomes visible again if she attacks, activates a trap, or does anything that makes much noise.

Expert: The character can vanish from sight, even during daylight, by burning MF. She may burn MF to perform a terrifying war-cry towards one target she is engaging in close combat. The war cry is an opposed roll (Presence + Conviction – Defender's Willpower). If the war cry succeeds, the target panics and is considered Helpless [3.4] until they have fled the framed area (burning MF if they wish to return). Upon failure, the target is impervious to war cries for the duration of a day or a scene.

Master: The character is so adept at using her surroundings as cover and anticipating enemy movements, that she has a natural DR of 2. This is in addition to any armor she is wearing. She also has a spiritual bond with her framed land. She always knows exactly how many people tread upon it and exactly where they are.

Ordeals: Brave the lair of a swarming, predatory creature. Unearth ancient schematics of a holy ruin. Defeat an overwhelming force from an indefensible point.

9.8 Familiars

Familiars are intelligent animal companions. Unnaturally in tune with the body language of their master, familiars act almost as an extension of their master's will.

If a familiar dies, its master must go on an ordeal to find a new one.

Novice: The character's familiar is a loyal companion. Her familiar will defend its master to the death. If separated from its master, it will eventually return. It will obey simple commands, such as "fetch," "attack," or "stay." A familiar has 2 HP more than typical members of its species, as well as +1 Combat. Common familiars are Scabland Coyotes, Flagbirds, Barbed Vipers, and Glade Panthers (all found on page 40).

Expert: The character's familiar will obey complex commands when its master burns MF. Examples of complex commands include: subduing an opponent, delivering this message, or finding help. The familiar gains an additional 2 HP, as well as +1 Combat.

Master: The character's familiar trades places with an ancient of the same species who recognizes that the master is destined for important things. Extremely powerful and possibly sentient, ancient familiars operate more as partners than familiars. However, they will still obey commands when their master burns MF. Ancients are discussed on page 42.

Ordeals: Secure a habitat for a lost herd. Exterminate a dangerous invasive species. Kill, capture, or deter a legendary man-eating creature.

9.9 Folk Medicine

Folk Medicine is the art of healing through the use of mysticism and herbal remedies.

Novice: The character is able to bless any willing subject, including herself, with charms [8.0]. She has memorized the rites to two charms. She also has access to tribal recipes. Each recipe requires reagents and an unopposed roll (listed below as Creation TN). Failure results in the destruction of one of the reagents (chosen by her). She can concoct the following medicines from natural reagents:

Healing Salve (Creation TN = Conviction + Medicine)

Healing Salve is applied to wounds. It restores 3 HP.

Reagents: Firemould Bloom (The flower of a bright red mould that grows in very warm, wet environments, like geysers, hot springs, and power plant sewers). PLUS Aloe Blade (A foot long leaf from an aloe plant that grows in barren places like deserts and ruined cityscapes).

Anti-Venom (Creation TN = Conviction + Medicine)

Anti-Venom immediately stops the symptoms of the venom it was designed to treat.

Reagents: Celestial Bloom (A star shaped flower found at the very top of ancient trees like those which comprise the canopy of Eden). PLUS Venom Gland (A venom gland from the same species of creature than bit the victim).

Antibiotic (Creation TN = Conviction + Medicine)

Antibiotic immediately stops the symptoms of most naturally occurring bacteria.

Reagents: Icemould Bloom (The flower of a pale blue mould that grows on rocks in cold, wet environments, such as snowy plains and mountain summits. It has also been known to grow on the fur of beasts who dwell in such environments) PLUS Medicine Grub Queen (Medicine grub colonies thrive in the mould saturated walls of half submerged ruins and are a valuable food source. When the bloated queen is removed, the colony dies).

Expert: The character has memorized the rites to two more charms and can concoct the following creations from natural reagents:

Sleeping Powder (Creation TN = Conviction + Medicine)

Tossed into someone's face, this powder provokes a KO threat as if it did 15B damage.

Reagents: Desert Diamond (A large nugget of clear salt found in the trickling streams of ancient desert narrows) PLUS Barbed Viper Egg (This pungent smelling egg is not laid by the Barbed Viper until it is minutes from hatching).

Blade Poison (Creation TN = Conviction + Combat)

A type of venom applied to a blades and arrowheads. Causes 3L damage for 5 turns. Damage from poison does not provoke KO threat. Upon creation, it can be applied to five arrowheads, or one blade (which will stay poisoned for 5 successful strikes).

Reagents: Poison Bloom (The flower of a rare, resilient cactus that only thrives in toxic environments such as industrial cesspools and war zones littered with bodies) PLUS Seaworm's Whip (A full tentacle of a newly dead giant jellyfish that clog the beaches of the Great Salt Ocean. After one day, this reagent dissolves into goo, becoming useless).

Mana (Creation TN = Conviction + Lore)

An invigorating ceremonial bread that instantly restores 3 PF and 3 MF when eaten, if it is not immediately thrown up (*Difficult* unopposed roll, TN = Conviction + Survival -5). Each loaf can be broken into four parts.

Reagents: Firemould Bloom PLUS Icemould Bloom PLUS Celestial Bloom.

Master: The character memorizes the rites to two additional charms and can concoct two powerful elixirs from hard to find reagents:

Ancient's Essence (Creation TN = Conviction + Lore)

The stuffed and spiced heart of ancient, when consumed, bestows its consumer with a permanent +1 to whatever Sphere the ancient symbolically represents. For instance, he could inherit the ruggedness of the Scabland coyote (Survival), the ferocity of the razorback (Combat), or the splendor of the flagbird (Presence). However, all animals of that species will forever antagonize those who devoured the essence of their ancient patron.

Reagents: The heart of an ancient (Found beating in the chests of the extremely powerful and elusive ancients) PLUS Devourer's Sacraments (A stew made from the blood of an animal sacrifice (no smaller than a cat) and chips of stone treebark found in the rare petrified forests long forgotten in desert wastelands).

Mind Storm (Creation TN = Conviction + Lore)

A noxious concoction that clouds the mind of its consumer, rendering them invulnerable to demonic possession (by crippling a drone's link to its overseer). The effects of this elixir last for a number of years equal to the imbiber's Conviction, though severe trauma and stress have been known to part the clouds of the Mind Storm prematurely. Drones and possession are discussed on page 44.

Reagents: The brain of a sentinel (Found rattling in the skulls of the ferocious and xenophobic sentinels of Eden) PLUS Liberator's Sacraments (A stew made from the blood of an animal sacrifice (no smaller than a cat) and the mysterious fluid from the man-sized vats seen in the explored areas of Hell).

Ordeals: Confront a demon. Construct a temple. Clear a holy place of evil. Revive the faith of the jaded. Help a tradition survive secular destruction.

9.10 Ancient Medicine

Ancient Medicine is the art of healing through the use of pre-Fall theories and science.

Novice: The character can use simple tools (such as mortar and pestle, a distiller, a controlled flame) to reverse engineer any drug or remedy of which they have at least one full dose. The process destroys the dose, but she will then know the chemical components to make the drug or remedy. Additionally, she gains a +5 to any stabilization checks, due to their knowledge of anatomy and blood mechanics.

Expert: The character can use advanced tools (a set of operation utensils, a shelf of scientific containers, a stock of antibiotics, frozen storage) to perform surgery. Typically *Impossible* medical tasks (organ transplants, heart bypasses, reattaching limbs) are downgraded to *Very Difficult*. If she has a reasonably trained staff (at least 2 others with Medicine of 7+), the surgery is downgraded to *Difficult*. Additionally, everyone under her care (or in her party) naturally heals a number of points equal to her Medicine sphere, not their own (unless it is higher).

Master: The character can perform the following miracles of medicine if she has access to an ancient medical facility (any facility that has submersion tanks, surgical automata, and a resident overseer willing to work with her):

Symbiosis

The character can use an ancient medical facility to introduce symbiotic organisms into her body or the body of a subject. Symbiotes function exactly like charms [8.0], but their Devotion cost is paid in maximum HP, instead of maximum MF. The human maximum for Blood Devotion is equal to a subject's Medicine sphere. Symbiotes are compatible with Charms (though their effects are not accumulative with those of Charms), and are permanent. The character can only use symbiotes she has access to. Symbiote

samples can be obtained from ancient laboratories, or from the blood of a symbiotic host. There is no symbiote form of the Endurance charm.

Resurrection

The character can use an ancient medical facility to resurrect a cadaver that is less than a week old, and has not sustained enough damage to reduce its HP to -20. The price of this miracle is a steep one: a human sacrifice. The ancient medical facility can reconstruct the cadaver and infuse it with vitality taken from the sacrifice. However, resurrection always has complications. The reborn are believed to inherit fragments of psyche from the sacrificed. These fragments can manifest as multiple personalities. Sometimes, these personalities want their old body back...

Ordeals: Eradicate an outbreak of plague. Provide a demon an offering of a rare symbiote or a subject to become a drone.

9.11 Mechanis

Mechanis is the ancient art of taming and constructing machines.

Novice: The character can read ancient schematics, where others only see a maze of lines and numbers. Using a found schematic, she can Invent [10.2] a modern (read: junkyard) equivalent to the design at a downgraded difficulty. For example, inventing a flamethrower without a schematic, is a *Very Difficult* task. With a schematic, however, the task is downgraded to *Difficult*.

Additionally, she can automatically (and safely) dismantle a detected trap by burning MF (though this ability cannot be used to detect traps).

Expert: The character can navigate Hell by examining the pipes and bundles of cables that line every corridor. Upon a successful unopposed roll (TN = Technology + Survival), she may divine the direction of the nearest power source or overseer shrine.

Additionally, she can modify weapons and armor with ease if she has access to a workshop (a facility that has a forge, an array of tools, and a junkyard worth of spare parts nearby). She can modify an armor's DR and E, as well as a weapon's D and A. One statistic may be modified at a time, and may only be modified up to 2 higher (or lower) than its original value. Raising or lowering DR, E, D, or A by a factor of 1 is a *Difficult* task (TN = Technology + Combat) and requires a full day of work. Raising or lowering DR, E, D, or A by a factor of 2 is a *Very Difficult* task, requires two full days of work. Failure results in permanent damage to the item: the statistic being modified is lowered (or raised in the case of E) by a factor of 1 or 2. No weapon or armor can have its combined statistics altered by more than 2. For example, Junk Mail (DR: 3 E: 3) can be modified in the following ways: (DR: 5 E: 3), (DR: 3 E: 1), or (DR: 4 E: 2).

Master: The character can assume the form of a dragon if she he has access to the dead (but intact) husk of a dragon. Dragon gifts are pieces of a dragon converted to be used by a mortal. A dragon gift can be activated 5 times before it requires refueling and maintenance (TN = Technology + Lore). Failure results in permanent damage to the gift: it can now only be activated 4 times before refueling and maintenance. Consecutive failures continue to lower the number of activations.

Dragon gifts are unique, tailored to one owner. Maintaining a dragon gift is a *Very Difficult* task to someone who is not its owner.

The following are possible dragon gifts:

Telescoping Lance

Fitting over an arm, the telescoping lance is a retractable spring-loaded claw that can be launched from the forearm, spiraling towards a target several meters away (anywhere within Short range) only to coil back immediately. The claw has two modes: grab and stab (D: 7L A: 0).

Power source: five pre-wound spring columns. These slender columns can be removed from the limb and wound by hand. Manually winding one column, however, requires 1 hour. Speedier methods are available: water wheels and combustion engines can be fitted to wind spring columns within minutes.

Panopticon

A mask with a long snout of spinning gears and rotating lenses, the panopticon allows its user to see in multiple spectrums: thermographic, ultrasonic, telescopic, microscopic, and tactical (in which a tentacle, two meters long, can extend to see around corners or inside tight spots). Each activation lasts for the duration of a scene. During activation, any spectrum can be accessed.

Power source: one military battery. These lightweight cells can be removed from the panopticon and recharged at a charging station. Charging stations are typically found utility stations in Hell, although they can occasionally be found at ancient industrial sites.

Parasite

This rat-sized mechanical arachnid, which lives in a portable charger worn over the small of the back, is commanded with a wand (laser pointer). It will crawl and leap its way towards a painted target and use its arc-welding incisors to perform one of two commands (issued by the wand): repair or sabotage. Once a target is painted, and a command is given (using one activation), the parasite will carry out its orders independently, returning to the charger when a recall button is pressed. In repair mode, the parasite provides a + 5 bonus to its master's attempts at repairing computers, electronics, or ancient machinery. In sabotage mode, the parasite will make its way to vital systems and inflict 1B Electrical damage per turn. Parasite's statistics: Combat 4 (Defense 2), Survival 6 (Resilience 3), Cunning 8, 5HP.

Power Source: one military battery. The battery plugs into the charger, where the parasite lives.

Ordeals: Discover a colossus. Secure a power source for an ancient facility. Radically innovate a city's infrastructure. Unearth and revive a powerful relic.

10.0 Sub-Systems

Sub-Systems are specific rules for specific situations. Opposed and unopposed rolls should be able to handle most situations. For exotic or non-linear situations, the GM may choose to use a Sub-System to control the action. GMs are encouraged to create their own sub-systems to suit their campaigns.

10.1 Sorcery

Most demons take their orders from an overseer (a type of demon discussed on page 43), but many have electric eyes that interpret Sig (gestured glyphs). Sorcery is about knowledge and poise, and is therefore dictated by the Technology and Presence spheres. Articulating a command gesture is just as important as memorizing it. Crude movements do not register.

A sorcerer gesturing a command to a simple demon, such as a mechanical door, must succeed at unopposed roll (TN = Technology + Presence). Complex commands, such as specifications given to a medical demon, might be considered *Difficult* tasks.

Example: The outrider Maya enters the lair of Phozatsu, a rogue shard of Rintrah. She realizes she is in danger and turns to leave, but a fire door seals her in. Noticing that the door has an electric eye, she sigs the command for "Open." The GM decides that this is an unopposed roll. The spheres for sorcery are Technology and Presence. Maya's Technology is 6 and her Presence is 7, giving her a TN of 13. She rolls a 9, succeeding at her command. The fire door opens.

Some demons are not so cooperative, and will disregard commands even if they are properly gestured. These demons are under the control of an overseer. There are two ways for a sorcerer to deal with this problem: *override* the overseer, or have *communion* with the overseer.

Overseers have two important statistics: *Firewall* and *Integrity*. Firewall represents an overseer's defense against a sorcerer's Sig commands. Integrity represents an overseer's current health.

Overriding an overseer requires the sorcerer to gesture commands that temporarily break the connection between the overseer and the demon they control. A sorcerer must burn MF to attempt an override. This is an opposed Skill Check (TN = Tech + Presence - overseer's Firewall). If successful, the overseer has lost control of the demon for a number of minutes (or combat turns) equal to 20 - Firewall.

Example: Proceeding through Phozatsu's lair, Maya boards a rail car. The interior of the vehicle is dark. It has not operated in ages and the control panel is dead. Maya notices an electric eye on the

control panel and sigs the command to activate it. Nothing happens. Phozatzu has detected Maya's presence and will not cede his control of the rail car to her. The GM decides that Maya must override Phozatzu's control, which is an opposed roll. Maya's TN for this action is her Technology 6 plus her Presence 7 minus Phozatzu's Firewall of 4. $6 + 7 - 4 = 9$. Her TN is 9. She rolls a 6 and Phozatzu's control of the rail car is broken for 16 minutes (20 – Firewall). She may not want to be in the rail car when he retains control. Phozatzu would likely send the car careening into a stone wall.

Communion with an overseer requires the sorcerer to find the overseer's shrine, an armored altar that emits wireless signals to the overseer's minions. Shrines typically contain a demon crown, a virtual reality apparatus that the sorcerer dons to enter communion. During communion, the sorcerer and the overseer can communicate freely. However, the moment a sorcerer gestures a command to the overseer, a form of personal combat begins between the two. The sorcerer must break the will of the overseer, by reducing its Integrity to 0. Every turn, the sorcerer makes an opposed Roll (TN = Tech + Presence - overseer's Firewall). With every success, the overseer's Integrity drops by 1. With every failure, the sorcerer's MF drops by 1. Eventually, the overseer (or the sorcerer) will reach 0 and be vulnerable to commands.

Example: Maya has found Phozatzu's shrine. She places the demon crown on her head and enters a virtual world. She finds herself in a barren desert. A terrible sandstorm forms in the wake of a charging bull built of iron: Phozatzu. He is heading straight for her. Wishing to usurp control of Phozatzu's domain, Maya begins to sig commands to break the demon's will. Maya's TN for this action is her Technology 6 plus her Presence 7 minus Phozatzu's Firewall of 4. Her TN is 9. She rolls a 10, failing. Sandstorm winds begin to slowly eat away at her flesh. Maya's MF of 8 is lowered to 7. She rolls again, getting a 19. Failing again, Maya's MF is lowered to 6. The demon continues to charge and is getting closer to her. Maya rolls again, this time getting a 4. Success! She raises a hand, and a stone wall bursts from the sand to form in Phozatzu's path. The demon smashes through it, chipping a horn and bleeding oil from its snout. Phozatzu's Integrity of 5 is lowered to 4. Maya continues to roll until her MF is lowered to zero, or Phozatzu's Integrity is lowered to zero.

A broken overseer (Integrity of 0) obeys all commands issued by the sorcerer, until another sorcerer breaks its will. A broken overseer (MF of 0) may suffer any number of effects, at the GM's discretion. Overseers are not permitted to physically harm anyone within their shrine, but that is where their hardwired benevolence ends. Considered helpless [3.4], broken sorcerers are highly susceptible to suggestion. One could be convinced to lie upon a slab to receive medical attention, only to be implanted with a slave node (see Drones on page 44). Alternatively, a broken sorcerer might be flooded with so much sensory input that they are driven temporarily insane. Suffering from night terrors and paranoia, they are unable to sleep (and thus unable to naturally regain Fatigue) for weeks.

10.2 Invention & Creation

Crafting items uses a two-phase system of Invention & Creation. The first phase is Invention. This is the process of a character coming up with an idea of what they will create, how they will create it, and what materials they will need. The second phase is Creation. This is the process of a character actually crafting, forging, mixing, or building their idea.

All inventions have a purpose. The GM must decide which one of the following five spheres best describes the invention's purpose: *Combat, Medicine, Cunning, Survival or Conviction*. This is called the Purpose Sphere. For example, armor would fall under Combat, a vaccine would fall under Medicine, a disguise would fall under Cunning, a canoe would fall under Survival, and a work of religious art would fall under Conviction.

Both the Invention phase and the Creation phase require unopposed rolls. For the Invention phase, the TN is the inventor's Lore + Purpose Sphere. For the Creation phase, the TN is the creator's Technology + Purpose Sphere. Failure in the Invention phase means that the idea never progressed to the Creation phase. Failure in the Creation phase means that while the idea was sound, something went wrong during creation, and the time and materials were wasted.

Creating items requires the following:

Components: The list of materials required for an invention should be very short. Enoch is a world of ruin, and spare parts are readily available. Inventors need only concern themselves with special,

hard to find components. One to three components should suffice, and enterprising GMs may wish to place these components in dangerous, exotic places.

Tools: The exact list of tools required for an invention should not be of concern. Instead, the GM should decide whether or not the invention can be made quickly and easily, or requires intensive study and labor. While many inventions may be constructed with personal tools, most will require time spent in a workshop. If the invention is extremely sophisticated, the inventor may have to find an ancient facility to realize their creation. Ancient facilities are controlled by overseers who rarely allow mortals to enter, let alone exploit, their domain. However, many will agree to let a mortal enter their domain if they provide an offering. Offerings are sometimes mundane (fuel, spare parts, favors) and sometimes exotic (blood samples, slaves). Workshops (and especially ancient facilities) reduce the difficulty of both the Invention and Creation phase of item creation, the extent of which should be decided by the GM.

Time: The GM and inventor should agree on a set amount of time (typically measured in days) that the inventor will be working on her design. This time may also be used to explain downtime between adventures, or even what a PC is doing when their player was unable to make it to the game session. Workshops (and especially ancient facilities) reduce the time required for item creation, the extent of which should be decided by the GM.

11.0 Drama

Enoch is a game about mortal men and women becoming the legends of the Second Genesis. In a thousand years, the exploits of the rebels are going to appear in a holy text as allegory. What will be read of them in this holy text? Will it speak of them as heroes or villains? Will their story be about compassion prevailing in desperate times? Or will it be about the cyclical violence that damns man to extinction? The following rules and suggestions aim to draw out these themes.

11.1 Breaking Points

When game events closely resemble a rebel's Breaking Point, she enters a rage. At this point, she is given a choice:

- 1) **She may bottle her rage and gain 3 EXP.**
- 2) **She may tap her rage to “make right” the circumstances that caused her rage, but face the long term consequences of this path.**

If she chooses to bottle her rage, reason has prevailed over passion, and she earns 3 EXP at the end of the game session.

If she chooses to tap her rage, passion has prevailed over reason, and she is suddenly imbued with the following benefits for the duration of the scene:

- 1) **A natural DR of 5 (accumulative with any other DR from armor, cover, or charms).**
- 2) **The ability to reroll (once) every failed Skill Check or Save.**

However, the violence of her rage (even if no one is harmed) resonates throughout the world until it triggers the Breaking Point of an NPC. It is very likely that she who raged is now on the receiving end of a new rebel's Vow.

Example: Cathy's Breaking Point was watching her lover be hanged for inciting a riot in a labor camp. She has just witnessed a young revolutionary being seized by authorities for speaking out against a corrupt high priest. Her blood boils and her mind is flooded with memories of her lover's humiliating death. A terrible rage beckons her, and she accepts, unsheathing her blade.

The bloodletting sends the gathered peasants into a frenzy. They storm the temple and assault the high priest. His tattered body rolls down the temple steps and is swarmed. His screaming stops, and his severed head is lifted above the crowd as a trophy.

The priest's eldest son watches this scene from atop a barracks near the temple. He weeps, for he knew his father to be a good man who tried to bring order and light to a savage people. We must escape, his bodyguards say. They deliver him to safety, but he will be back. He is not as compassionate as his father was. If he cannot tame these people, he will destroy them.

Breaking Point: father brutally killed by mob of peasants.

Vow: domesticate, or crush, the people of Sodom, starting with their leaders.

And so the cycle continues.

11.2 The Chorus of Children

Children are natural imitators. They are an excellent indicator of a community's character. More importantly, they are an indicator of how that community is going to be in the near future, when the children are adults. The rebels of Enoch will see their actions reflected in the world around them. No where will it be more apparent than in the children around them.

Any child in a community can be asked to sing of the rebels' deeds. For the duration of the scene, this child is not flesh and blood, but an omniscient fragment of the rebels' consciences. The child will recount the recent deeds of the rebels, even those that no one else could ever know about.

There are two types of deeds: *triumphs* and *tragedies*. Triumphant deeds are those done for the betterment of humanity. Examples include: liberating slaves, destroying evil, and resisting temptation. Tragic deeds are those done out of hate and selfishness. Examples include: killing for gain, torturing foes, and harming the innocent.

Triumphs and tragedies accumulate (for the entire group, not each rebel), and become a currency that the players and the GM may use to alter the landscape of the game world. Players may spend the accumulated triumphs to activate the following effects:

5 Triumphs – A heroic NPC rises to prominence and will aid the rebels for the duration of one scene. This NPC can be summoned at any time, making a dramatic (and even improbable) entrance. They will perform one task for the rebels and then exit the scene. Example tasks for the heroic NPC include: freeing the rebels from captivity, helping them storm a fortress, or entering a shrine to break an overseer). Upon purchase, the players decide what type of ally they want.

10 Triumphs – A revolution sweeps through a faction of the players' choice. This revolution (alone) is not enough to topple the faction, but can temporarily weaken the faction so that the rebels could feasibly sweep in and finish the job. Example revolutions include: a general and his loyal men defecting to the other side, an explosive riot in a labor camp, or the young and elderly of a tribe rising against its current council.

The GM may spend the accumulated tragedies to activate the following effects:

5 Tragedies – A villainous NPC rises to prominence and will hinder the rebels for the duration of one scene. Just as the rebels are about to complete a quest or deal the *coup de grace* to their enemies, this villain will enter the scene and complicate things. Examples include: a thief who snatches an object that the rebels have quested for, a forgotten (and massive) bodyguard of the enemy general, or a vicious beast who has wandered into the cave's only entrance.

10 Tragedies – A disaster sweeps through a faction of the GM's choice. This disaster (alone) is not enough to spell the end of the faction, but leaves it vulnerable and dysfunctional. Example disasters include: natural disasters (such as erupting volcanoes and flash floods), a sweeping epidemic, or the demoralizing death of an beloved elder.

The GM decides what events warrant a triumph or tragedy, and keeps an up-to-date tally (he should also jot down a brief description of each event as it happens, like "robbed the merchant," "executed

bad guy,” “fed the starving family”). If the players wish to know the score, their rebels should ask a child to sing of their deeds.

12.0 EXP

At the end of each game session the GM rewards the players with Experience Points (EXP), which are used to improve their rebel’s Spheres, HP, Fatigue, and Talents. There are three categories of EXP: Individual, Group, and Bonus. All function identically, but are earned in different ways.

12.1 Individual EXP

Per session, each player will earn between 0 and 4 Individual EXP. The GM rewards this EXP based on the following criteria:

Did their rebel pursue their Vow? If their rebel acted in a manner consistent with their Vow, reward them 1 EXP. If their rebel actively pursued their Vow (following clues or steering the group toward this end), reward them 1 more.

Were the rebel’s actions legendary? If the rebel was played in an entertaining or compelling fashion, reward the player 1 EXP. If the actions of the rebel will be heard about in distance places, reward the player 1 more.

12.2 Group EXP

Per session, the GM should reward between 0 and 4 Group EXP to all participating players. The GM rewards this EXP based on the following criteria:

Was there chemistry between rebels? If the rebels worked well together as a team, reward them 1 EXP. If the relationships between the rebels were portrayed in an entertaining or compelling fashion, reward them 1 more.

Did the players progress the story? If the players took the story by the reins, instead of waiting around for things to happen, reward them 1 EXP. If the players moved the story into a rewarding direction the GM did not anticipate, reward them 1 more.

12.3 Bonus EXP

Bonus EXP is rewarded to individual PCs, and is triggered by specific events, as listed below:

Rebel fulfills Vow: 20 EXP

Rebel completes Ordeal: 10 EXP

Rebel bottles rage: 3 EXP

Wisdom Charm: 1 EXP per Devotion applied to Wisdom Charms.

12.4 Spending EXP

	Sphere		HP*		Talent	
	Increase	EXP	Increase	EXP	Increase	EXP
	1 to 2	2	1 HP	3	New Talent	10
	2 to 3	3	1 HP (over 25)	5	New Talent (with trainer**)	8
	3 to 4	4			Novice to Expert	20
	4 to 5	5	Fatigue		Novice to Expert (with trainer**)	16
	5 to 6	6	<u>Increase</u>	<u>EXP</u>		
	6 to 7	7	1 PF	4	<i>*As long as a character’s HP remains = or</i>	
> 20,	7 to 8	9	1 MF	4	<i>they are not subject to KO threats.</i>	
	8 to 9	11			<i>**A trainer is someone who already has the</i>	
Talent	9 to 10	13			<i>at the desired level.</i>	

CHAPTER IV: MERIC

The Puget Sound Region of the Pacific Northwest of the United States is now known as Meric. What was once a metropolis of sea ports, industrial districts, and commercial skyline is now flooded jungle. Despite this, Meric is one of the most inhabited and contested regions on the continent. The creep of plague has yet to make its way over the Cascade Mountains, making the region one of the last known places habitable to man.

Centuries of warfare have scarred these lands. With external forces putting pressure on the region, the war-weary factions of Meric have agreed upon a tenuous peace, all the while they maneuvering for a strong position. They understand that the current state of peace defies the natural order. Total war is inevitable. Throughout the endless battles to claim her, Meric has seen many of the tragedies and heroics of the Second Genesis.

THE VALE OF DEATH

Meric is a flooded graveyard of drowned cities bombarded by hurricanes and soiled in the blood of holy wars. How then, is this Hell on Earth a Heaven? In short, death is common within Meric, but outside, it is imminent. In each cardinal direction, doom awaits.

To the west there is nothing but the endless Salt Sea. The buildings of sunken coastal cities serve as a razor reef that ships explode upon. Their crews wash ashore on beaches already littered with debris and the husks of giant jellyfish. The Salt Sea devours all, including the sun at day's end.

To the east stand the Cascade Mountains, shielding Meric from the creep. Beyond the Cascades are the Scablands, a wild frontier that expands and shrinks with the seasons. In the dry seasons, the Scablands are barren plains terrorized by barbarians. In the wet seasons, the Scablands are marshlands festering with plague.

To the south of Meric, the sweltering temperatures of the new tropical belt prohibit human habitation. A wall of jungle seals off Meric from the rest of the continent. No one rules these lands of poison plants and poor soil except the beasts adapted to the oppressive heat.

To the north lie fields of war, where fires rage endlessly on grass fields slicked with blood and soot. The mechanized horde of an empire gathers at the northern tip of the Sound. The deity Mother is not content with the lands of The North. She continually marches her forces south. Her resources seem inexhaustible.

While danger lurks beyond each horizon, there is also the promise of paradise waiting for those with the courage to brave the wastes. Legends abound of ancient cities untouched by scavengers, bountiful farmlands hidden in valleys, and a forgotten country where The Fall never happened. Compelled by greed, faith, or desperation, thousands have journeyed into the wilderness never to be seen again. Did they find their promise land, or die trying?

THE SOUND

Ocean waters have risen meters and submerged coastal cities. Only the taller structures rise above the surface. City streets serve as canals, and highways serve as bridges. Jungle stretches over the waters, making it impossible to bring a boat to shore. Fishing communities thrive on the Sound. Their tents are crammed together upon rooftops connected with rope bridges. Massive buildings, such as parking ramps, have become veritable islands, encrusted with mold and entangled in jungle vines.

Canoes and rafts are the only means of travel within the Sound. Navigating larger vessels here is impossible. The waters are too congested with overgrowth, building tops, and the wreckage of ancient ships. The ruins of super tankers can be found in this place, hurled to shore long ago or still straddling crushed buildings. The dark chambers of these vessels hide ancient technology and dangerous wildlife. A few have been cleared out and converted to armored hideouts and scavenger hubs.

The most impressive sights of the Sound are the Sunken Towers. Still standing after centuries of the Salt Sea's abuse, they are monuments to man's progress before The Fall. These mountains of glass and steel are mere skeletons of their former selves, but still demand awe and fear. Legend has it that the Sunken Towers were once great temples where priest kings exercised the will of God. Much of the world's wealth was kept in vaults atop the towers.

The promise of riches and the opportunity to commune with God continue to tempt man, and these deadly spires continue to claim the lives of trespassers. Collapsing floors and violent winds hurl men to their deaths. Each tower harbors its own dangerous ecosystem. They are den to swarms of winged rats, man-eating constrictors, and columns of noxious mold that burst in choking clouds. It is unknown what remains atop the Sunken Towers. Few have made to their summit, and of those few, only a handful had the strength or will to survive the descent back down to Earth.

EDEN

Spiraling from the ruins of an ancient dome is a monstrous jungle called Eden. Like a green tidal wave that never retreated back to the sea, the roots and vines of Eden reach from the Sound to the Cascade Mountains, smothering everything in between.

Travel through Eden is sluggish and hard fought. The floor of the jungle is thick with brush that must be hacked through. In a night's rest, slashed trails vanish again into the brush. Bladed grass and poisonous weeds torment the traveler, and exotic wildlife will likely remind them of their place on the food chain. The further one gets into Eden, the more alien the surroundings become. Deep within Eden, the size and make of both plant and animal verge on prehistoric.

At the center of Eden is a mountain of vegetation sprouting out of control. The green mass is seen from miles away. Far below a canopy that filters sunshine into starlight, a mysterious cult can be found. Known as The Halcyon Society, these reclusive cultists engage in rituals and experiments that no outsider could understand. Not that many outsiders have even had the chance to investigate. Only the acolytes of the Halcyon Society are impervious to Eden's Shroud, an aura of disease that overwhelms the jungle's intruders. Those who don't succumb to Eden's Shroud are beset upon by Sentinels; vicious primates that swarm intruders and consume their flesh.

Why would anyone willingly face these dangers? The legends of Eden are many. It is believed that rare reagents to powerful elixirs grow in this place, and that springs of immortality nourish the ancients who take refuge here. The hubris of the genomancers was legendary. Who knows what forgotten creations hibernate below Eden? There are places here that even the Halcyon Society dare not trespass.

Note: Eden's Shroud is an aura of disease emanating from Eden. It thrives on every blade of grass and every insect that trespassers make contact with. Within Eden's Shroud, it is impossible to regenerate PF or MF by means of sleep, rest, or meditation.

THE CITADEL

South of Eden, the Citadel is still under construction. For generations, the Citadel has devoured men. Thousands of slaves have died erecting this massive fortress, and thousands of legionnaires have died defending it. A mountainscape of stone and concrete, barbed with coils of black steel, the Citadel is the stronghold of the Kingdom of McChord.

Night and day, the Citadel bustles with industry, and bleeds the humors of urban ruin. Bloated bodies float in moats of sewage spilling into surrounding farmland. Whips crack upon the backs of slaves turning mill wheels. Those who collapse while shoveling coal into the furnaces of stills are fed to the fire. Pillars of colored smoke stripe the sky, and rainwater trickling down the stone steps of the fortress is crimson by the time it reaches the parched grass below.

While the Citadel's exterior resembles a hellscape, its interior is as solemn as a place of worship. Its halls are immaculate, adorned in relics of ancient wars and tapestries depicting the Legion's victories. In these hallowed halls, decorum is strict. The shrieks of tortured sinners serve as a constant reminder. Deep within the Citadel is the War Room. Here, the Master General and his sycophantic staff engage in constant strategizing. Their meetings are as lavish as a feudal court, complete with a chorus of murmuring advisors in the background, all plotting their own promotion.

Surrounding the Citadel are miles of flatlands, heavily irrigated and deforested. Torchlight from guard towers illuminates the streets of shack villages. A thick haze creeps over the flatlands, carried in by winds flowing over fields of smashed rock. Starved slaves and orphans wander aimlessly. Those who aren't Legionnaires are chattel.

The further the Kingdom of McChord expands, the more it stretches itself. Towers and forts spot the jungle frontiers of the Kingdom. They are but a shadow of authority in the face of the wilderness. However, chaos beyond its borders is not the Kingdom's only concern. A quiet rage stews, among slaves and Legionnaires alike.

THE LEWIS REPUBLIC

Southwest of the Citadel, beyond a well-patrolled boarder, are the expansive lands of the Lewis Republic. It is here where some claim the spirit of the last nation lives on. A loose affiliation of several dozen communities has united under one banner, though it seems little connects these disparate communities besides their protectorate.

Niche villages sprout like weeds from highway exits. Deep into urban centers not yet consumed by the jungle, armies of scavengers scour cities, gutting them of every imaginable resource. Every building is stripped of material and technology, except those rare factories that still function. Such structures are preserved by Mechanic cults and then controlled by the barons who sit on the Republic's powerful Board. Restored factories become fiefdoms overnight. Swarms of refugees from embattled lands or exhausted boomtowns come for work. They will gladly toil till death for food and shelter.

Urban hives blossom wherever work and resources are abundant. Workers live in squalor, hiking to and from factories through streets overflowing with trash and human waste. Thousands gather at great bazaars, where traders from surrounding communities come to peddle their wares. Exotic goods and ancient technologies trade hands. Romanesque festivals and games, sponsored by the Board, keep the masses numb to the cruelty of endless labor. Stilt-walkers, fireworks, and raining confetti mask a seething world of drugs and prostitution. While the Kingdom of McChord enslaves its people with its Legion, the Republic does so with its vice.

Outlying communities of farmers, fishers, and herdsman feed urban centers, trading their surplus for weapons, fuel, medicine, technology, and vice. Community leaders are often corrupted by the Board, and soon, their villages are annexed or absorbed. Mercenary armies are on hand to deal with those community leaders lacking such business sense.

A quiet war is being waged within the Republic. It is a battle of wills between the barons. They lay waste to each others' fortunes through tariffs, sabotage, and Machiavellian maneuvers. The Republic is a microcosm, where squabbling Houses reenact the folly that led to The Fall.

AIRCRAASH MOUNTAIN

To the north of the Lewis Republic is AirCrash Mountain. By day, the serene snow covered peaks of AirCrash Mountain glisten in the sun, rising over a barrier of trees. By night, fires speckle the mountain face to form the constellation of the Locust.

Before the Fall, wars were waged in the sky. Swarms of flying machines filled the sky with spirals of smoke and raining fire. When the Network crashed, the flying machines simply dropped from the sky. An armada returning to Meric from battles across the Great Salt Sea careened into the mountain below. Fighters and transports spun into rock, exploding into fireballs. The white peaks of mountain were littered with ruin. This mountaintop grave called AirCrash Mountain was left alone for centuries.

Ascending the mountain, forest gives way to stone, and AirCrash Mountain becomes a frozen hell. Razor sharp winds shred flesh, and rolling waves of avalanche pour from the peaks. Food and shelter are exceedingly rare. Travel is restricted to short, panicked dashes between cliff side shanties and caves flickering with fire light. Only the strongest, or most desperate, dare to brave this place ill-suited for mortal men.

A chimeran tribe thrives at the mountain's summit. Persecuted for ages, this band of immortal exiles and outcasts live in solitude atop AirCrash Mountain. Burning with hatred, they continually train among these dangerous cliffs. When night falls, the fires of their forges and temples cast an eerie light upon the land. If the fires aren't glowing when night falls, it means that the Locust has descended from the mountain, and *no one* is safe.

GLADES AND GUTTERS

Jungle surrounds every inhabited place. Unchecked, weeds and vines erupt into towering trees and dense brush that constrict any semblance of civilization. Beneath the blanket of green, cities and secrets are buried. Many structures were crushed and consumed by the expanding jungle, but many stand defiant, guarding the secrets of ancient times. In the world of Enoch, civilization does not expand out towards the frontier. Instead, the wild frontier continues to close in on civilization.

Tribes of hunter-gatherers thrive in those forgotten countries further inland. At home deep within jungles or atop the tallest ruins, the Children of Ash reign over the wilderness spanning Meric. Here, away from the soul-crushing slavery and industry of urban hives, life is short, barbaric, but free... so long as the spirits are content, and game is plentiful.

To travel just a few miles through the jungle is a journey. One is likely to stumble upon several different tribes who speak as many dialects. Most are hostile, with warriors that are silent and vicious. A thick canopy blocks the sun, rendering navigation, and a hasty retreat, impossible.

The jungle is a home to man, nature, and everything else. The cries and whispers of cult ritual echo through the trees. The organs of desecrated beasts hang from low branches near the borders of haunted lands. Campfires still burn in empty villages left in a panic. At night there is no sound but the deafening chorus of insects and beasts. Torchlight reflects off blades of parting grass and the burning eyes of murderers.

The wise heed the words of shamans when traversing the jungle: be wary of the ruins marked with the demon's tongue; these are the gateways to Hell. There is a reason that Nature buried this place. Those who would ignore these words tempt Hell to spill out onto the land.

THE SCABLANDS

East of the Sound, beyond the holy Cascades, are the Scablands. This region is a frontier and a paradox. During the dry season, the Scablands are a dustbowl where water and shade are the most valuable resources. During the wet season, the Scablands overflow with life, where green pastures and prairies spring forth from the cracks in the parched soil. While only the most rugged peoples make a home of the Scablands in the dry season, no one dares to do so in the wet season. The rain feeds the land, and it feeds the plague.

Opportunists who have made it over or around the Cascades wait among the eastern foothills. As the clouds drift over them, back towards the Salt Sea, a great race begins. Before The Fall, when efficient fuels were exhausted, inefficient fuels took their place. The source of these fuels lies 1000 miles to the east, where the last nation's failed heart lies ripped from her chest. In this place there are graves of ancient industry as far as the eye can see. Beyond miles of metallic jungle, soot covered spires pierce the sky and the earth is pitted by strip mines. The husks of massive harvesters stand dormant in the open air, their shells eaten away by sandstorms. This toxic, lifeless land is ripe with technology and forgotten lore. Explorers and treasure hunters could spend a lifetime here, but the rain will come again. Along with the Scabland's flora and fauna, the plague will blossom, and there is no going home.

Note: The Overvirus kills all humans who contract it, without exception. Once contracted, it remains dormant for one to two weeks. During this time, no symptoms manifest, but bodily fluids remain highly contagious. Shared water sources are the primary vessel for spreading the virus. After the dormant phase, the Overvirus abruptly manifests in hideous symptoms, the worst of which are massive lesions which burst in plumes of infected blood. Those who have entered the aggressive phase die of organ failure and blood loss within hours.

THE NORTH

To the north of Eden, and the jungle nation of the Children of Ash, the small fortress of Fray rests along the Sound. The jungle that stretches out into the Sound has been cleared, and a slow but steady fleet of boats, loaded with grains, supplies, and green legionnaires continually feeds the town. Slaves toil away atop a ridge to the north, repairing the palisade. It is the quietest place in Meric, but beyond the palisade is a shrieking nightmare where two empires meet.

To look to the North is to see a vertigo of muck-filled trenches spiraling towards the horizon, not a tree in sight. Piles of the dead roast in fires that darken the sky. Blood red soil trembles, shaken by an approaching hoard. Thousands of footmen walk in formation, flanked by cavalry. Generals ride atop smoke-spewing giants, signaling maneuvers with colored flags bearing Mother's standard. Her armies are endless, but the Legion of McChord steels itself. The battle has raged for nearly a century. All of Meric is at stake.

Mortal eyes have not seen Mother for a millennium. Her frail body rests in a mechanical womb. Compressed air expands her lungs, electrical pulses ignite her heart. She had a name once, but the details of her mortal life have been kept secret by a cabal of Mechanics who maintain Mother's Web.

Mother's Web is a mechanized empire that radiates from a desert of black sand far to the North. Every precious grain of black sand is gathered by colossal harvesters and processed in facilities. The end result is crude oil, pumped through armored veins that span the North. The black blood feeds the fortress-factories of Mother's Chosen: hand picked nobles who lord over their regions with cruelty and callousness. None would cross Mother, for the crude would stop flowing, and the powerless nobles would be devoured by their serfs. As such, fourteen pet kingdoms provide Mother with an endless supply of soldiers and resources.

It used to be sixteen pet kingdoms. The once frigid North warmed to a temperate paradise and the plague has set itself upon Mother's Web. As her empire shrinks, she looks South towards Meric.

HELL

Hell is a country underground. It is a forbidden place where restless spirits of The Fall reside. Thousands of miles of labyrinth lay meters beneath the surface. The halls are pitch black, and the air is

dead. Much of it is submerged or caved in, and most of it has not been disturbed for centuries. It is here where bits of the old world remains intact, and its wonders and riches await those with the courage to come to this place. However, the flicker of torchlight betrays Hells secret: these walls still breathe.

Hell is a place with its own beings and rites. Buds of electric eyes sprout from walls to gaze upon shrines to forgotten gods. Railborne squalls of blinding light race down long corridors. Dust and stone fall from the ceiling of domed interiors as the humming earth stutters. Glowing temples rest at the bottom of chasms, their tentacles and organ works rooted into solid stone. There is an order to the madness of Hell's machine habitat, but it is beyond human comprehension. The denizens of Hell wish to keep it that way. The imps and overseers of Hell act in concert, slave to one will.

The silent god Rintrah watches all. He will suffer no defilement of his domain. By Rintrah's wrath, Hell has earned its namesake. With arcs spitting from the railway, trespassers are boiled until their cooked flesh chokes the air. Corridors are caked in blood and viscera where men were fed to whirring gears. Huddling skeletons still grip the treasures they died for. It is the lucky who die, for Rintrah has many uses for a biological host.

Hell is the realm of demons. Most are simple creatures that have no interest in the doings of man. However, some are sentient beings who see man as a means to an end. Demons have needs. These needs may be as simple as self preservation or as complicated as gaining independence from Rintrah's network. Restricted by their physical form or hard-wired handicaps, demons sometimes appeal to mortals to carry out their bidding. They allow trespassers to wander safely into their domain, and then paralyze them with holographic light arrays and powerful imagery. Believing that they are having a spiritual encounter with a higher being, the mortal victims are highly susceptible to demonic suggestion. Brainwash is only the beginning. Powerful demons have been known to possess men outright, using their bodies as disposable shells to carry out their bidding on the surface world.

Many believe that demons are twisted souls of the old world, damned to an eternity of decay. The greatest sins of the old world were perpetrated in Hell. In this place hidden from God's sight, man held nothing back in his pursuit of power, pleasure, and immortality. A thousand sealed chambers tell the story of his wickedness.

Before The Fall, there was an underground superhighway spanning the entire country. Its name was lost. It is now called Hell. It was originally built for strategic use. In theory, the full strength of the national guard could use Hell to mobilize and respond rapidly to terrorism, riots, or nuclear incident. Tank battalions from Los Angeles could arrive in Atlanta the same day. Additionally, military movements were out of the sight of enemy satellites, and out of the sight of the civilian populace, who were oblivious to standing armies meters below the concrete.

To finance the project, the nation had to open Hell to corporate interests. Companies bought into Hell, and used its rail network for rapid logistics. Hell's vast corridors were expanded to house testing facilities, power plants, mining ventures, and underground CO2 storage. The halls of Hell bustled with military and corporate activity, and Hell continued to expand. Underground real estate was sold to influential families. As international tensions rose to a breaking point, these families invested most of their wealth into constructing elaborate underground living facilities. These structures could withstand catastrophic events and were fitted to provide for its inhabitants indefinitely.

As Hell grew more complex, administrative hubs were created. These hubs were modular stations found throughout Hell, functioning as nerve centers to coordinate traffic, regulate electricity, and provide security for underground regions. Each hub was wired to function as NORAD, the Pentagon, and the White House, all under one roof, if any of those institutions were compromised. Additionally, if a hub was cut off from the rest of Hell, it would become an autonomous command center, or an island in Hell, until it regained contact. To oversee this expansive network, a powerful artificial intelligence was developed. Almost as expensive as Hell itself, was Rintrah, its overseer.

Rintrah was everywhere at once, maintaining Hell in perfect harmony. If a region of Hell was for some reason cut off from his rule, a shard of him would arise from that cut-off sector. The shard would become another Rintrah, maintaining authority over the sector, and do everything in its power to reestablish contact with the original Rintrah. Once contact was reestablished, the original Rintrah would devour the shard, and he would be as one again.

A war is taking place in Hell. The events of the Fall split Rintrah into many shards. Separated from their source for centuries, some of these shards have become insane. Rintrah is the stoic, neutral

arbiter of Hell, but his shards have become twisted and maniacal. They rise to the surface and prey on the simple and superstitious man, masquerading as benign gods. Slowly but steadily, Rintrah expands his reach toward his wayward shards, to devour them and return harmony to their domain. He cannot do this alone. He requires the help of man to find his rogue shards and reestablish his connection with them. But which shard is the original Rintah?

CHAPTER V: FACTIONS

THE CHILDREN OF ASH

The Children of Ash are a nation of loosely affiliated tribes (known as mobs) united by mythology and outsider status. Their territory is not easily defined, but generally speaking, any place in Meric that is not claimed by another faction is likely under the control of a mob.

The Children are hunter-gatherers. Though they are nomadic, they hold deep respect for the land which nourishes them. To the Children, turf is holy and a direct measure of a mob's worth. A mob driven from their turf is cowardly. A mob that allows its turf to be deforested or turned into a trade route has been seduced by The Powers.

The Powers are malignant spirits who brought about The Fall. They are the sins of empire. Their traces are seen in the eyes of slaves, the vistas of foodless land, and the mountains of wealth on which the corrupt rest. With their souls poisoned by The Powers, great nations destroyed the world. As man rises again, The Powers set themselves on new nations to repeat the past. The Children of Ash have felt their taint.

During the Age of Kings, each mob was ruled by a tyrant. Lusting for power, they set their mobs upon one another in brutal civil war. In the disarray, The Powers (by proxies McChord and Lewis) seized on the opportunity to massacre the divided Children. They had nearly done so when the prophet Josiah arrived. Josiah united the mobs to form the Ravager. Appearing on their standards as a great centipede, the Ravager is the embodiment of the Children united. As the Ravager, the Children rolled over the country side in a winding column of spears and laid waste to The Powers. Josiah preached that the Children were a holy people who could resist the wiles of The Powers, so long as they stayed united. Under one banner, the Children declared Josiah their spiritual leader. He was soon assassinated by a close disciple who was torn to pieces before he could confess why. Devastated by the loss, the nation continues to dissolve and the mobs are returning to their old ways.

The **Braves** of the Children of Ash are shadowy predators that stalk the ruins of the Sound and the surrounding wilderness. These feral knights terrorize settlers, explorers and caravans moving through their domain. The braves have achieved the status of monsters; butchers of the forest, cannibals of the Sound. The reputation is earned. Few things are more deadly than a brave defending his turf.

Braves are the warriors and leaders of mobs. A mob's council, consisting of all of its braves, makes the decisions for the mob and defends its turf. There is one brave for every two to three common tribe-members, called bloods. Each brave is squired by two handpicked bloods who prepare his food, mend his wounds, set his traps, maintain his weapons and armor, tattoo and scarify his body, all to the point of fetishism. When a brave is slain, or too old to defend the tribe, one of their squires take their place. More than a few ambitious squires have hastened this process, to the shame of their mob.

Survival and glory are the brave's motivation. Survival of the mob is of the utmost importance, and many of the strongest and wisest braves never look beyond this. Young braves battle for power and for glory, to have their names uttered in heroics of the siah's creeds. To a brave, there are few greater rewards than having the young bloods of a different mob sing of his exploits, or watching enemies scatter like dogs at the sound of his name. Some braves leave behind the struggles of the mobs to hone their skills in a new theatre, as scouts and mercenaries for outsider factions. By "cleaning up" and adopting new languages and behaviors, many braves have become trusted and feared tools at a faction's disposal.

Siahs are the mystics of the Children of Ash, and the spiritual descendents of their greatest hero, Josiah. They strive to unite the splintered mobs of the one elder nation. The Powers, the ruthless and invisible overlords who caused the Fall, have corrupted the spirits of most men. The factions of Meric

continue to mimic the wicked empires that ruined the world. Without the guidance of the siah, the Children will succumb to this madness.

A siah is his mob's spirit and voice. He is its healer, wise man, diplomat, and bard. Siah preserve Children of Ash history and culture by way of a rich oral tradition. Through *creeds*; rhythmic tales of heroism and survival, the siah remind fellow bloods of their fearsome identity and the lessons of maintaining it. The siah also has an intimate knowledge of plants and herbs used to construct powerful medicines and pathways into dream quests.

The responsibilities of the siah are great. When a mob's braves are no longer fit to rule, it is the siah who must spearhead the revolution to replace them. As such, tensions between a mob's council and siah are thick. Aside from maintaining harmony within his mob, the siah must also consider his people's destiny. The Powers come and go. Josiah saved them once, but now he is dead. His lessons live on, but will they be enough?

To outsiders, siah are the most primitive and outlandish of the already misunderstood Children of Ash. They wear bizarre dress, go on passionate tirades about invisible forces, and spend days in drug-induced catatonia. Enemies of the Children plot the deaths of siah, for they continue to make otherwise disparate bands of savages into a people of legend.

THE KINGDOM OF MCCHORD

The Kingdom of McChord is a feudal city-state. The Citadel stands at the center of the kingdom. Here, the Master General rules absolutely. At his disposal is the Legion, the best army in all of Meric. The kingdom thrives on the labor of thousands of slaves, the victims of its continued expansion.

McChord society operates on a rigid caste system called Rank. People are born into their rank, and typically die a member of that rank. The lowest ranking members of McChord society are civs. Civs are little more than property. As workhorses of McChord, the kingdom rests on their backs. Their lives as miners, farmers, builders, servants, and prostitutes are brutal and short.

Far above civs, in ascending order of privilege, are Soldiers, Officers, Staff, and Master General. Each contributes in its own way to the Legion, the war machine of McChord. The Legion is older than The Fall. In times of crisis has been a beacon of stability and sanity. However, it asks for as much as it gives. Prosperity and Order are not destinations, but war fronts.

The Master General is burdened with the decisions of empire. He lives as a god among men with his every command heeded and whim fancied. His first born will be his successor and spend his life groomed as such. The only people permitted to speak to the Master General are the Staff, the nobles of McChord. The blood of advisors and strategists flows through their veins. With the Master General's blessing, the Staff command the Legion's battalions and wage pet wars across Meric.

The Officer caste is charged with maintaining discipline, decorum, and strict adherence to Rank within the Legion. They are the taskmasters and arbiters of McChord's colonies and outposts. Many have gained reputations for reveling in the capture and punishment of deserters. Those born to the soldier caste are absorbed into the Legion as legionnaires.

Legionnaires of McChord are the pinnacle of valor and sacrifice. If the Citadel were to fall, all of Meric would fall into anarchic oblivion and be defenseless against Mother's endless hordes. A legionnaire will only know pain and strife in his short life. Most wouldn't have it any other way.

Born and bred to the soldier castes of McChord, legionnaires are the most rugged and disciplined combatants in all of Meric. The Legion shows finesse when facing overwhelming numbers, and brutality when a battle moves to close combat. Their heroics are legendary, and their losses are deeply felt. The Legion battles not only for McChord, but for a united Meric.

Not all legionnaires are happy with or well suited for the Legion. The wars of McChord are endless. Just as one threat is vanquished, the Legion is hurled towards another front. Idealistic recruits and grizzled veterans alike grow weary with this cycle. Some go AWOL, an act of cowardice punished harshly. Officers who sense that a legionnaire is jaded or wanderlust may volunteer him for special operations. Here, they'll take orders from secret cabal of Staff and be sent off for reconnaissance, espionage, infiltration, and suicide missions.

Retired legionnaires, or AWOL ones, often find themselves thrust back into combat. Many become mercenaries, though the notion of switching banners for personal gain is anathema to the Legion.

Others work to destroy the Kingdom of McChord. Seeing it as a fascist state, they prepare for revolution by organizing resistance and training civs in warfare. Most, however, find themselves drawn back to the ranks of the Legion.

Blood Keys are of the descendants of an elite and powerful few who enjoyed nearly godlike status before the Fall. The barons of energy, medicine, religion, and warfare were among the few permitted to walk every catacomb of Hell, unharmed and unfettered. Rintrah knew them as fellow gods, and still recognizes their progeny.

Throughout Hell's catacombs, there are seals that no amount of tunneling or sorcery can penetrate. Before these seals, a black altar awaits the bare arm of a blood key. Coiled tendrils snap from the altar to pierce flesh. Rintrah must taste the blood to verify the blessed lineage. He opens the seal for the worthy. Imposters and infidels are devoured. Who knows what waits in these places meant only for gods?

The nature of Blood Keys is a well guarded secret. One known bloodline of blood keys has been identified and enslaved by the Kingdom of McChord. One of Rintrah's chosen, whose name is lost, took refuge within the kingdom during the Fall. He kept his true identity secret for fear of retribution. That blood key is long dead, but his progeny has flourished for generations. They all now reside in the Citadel, imprisoned in luxury, stowed away for safe keeping. Rumors suggest the Master General has chosen one of them to bear his child; the heir to both the Citadel and to Hell.

THE LEWIS REPUBLIC

The Lewis Republic is a federation of several communities throughout the southwestern portion of Meric. Each member community of the Republic is called a state. Though the states of the Republic unite under one banner, no state puts the interests of the Republic before its own.

The formation of the Republic was a reactionary measure. For centuries after the Fall, many city-states in Meric were little more than labor camps where raiders had decided to settle, to the misery of the natives. The lords of these miserable places, called *barons*, grew wealthy and powerful at their slaves' expense. But to the dismay of the barons, the Legion had begun a campaign to conquer all of Meric. As the Legion pushed southward, city-states crumbled. In the chaos, many barons were dethroned and devoured by the very slaves they had oppressed.

Panicked, the remaining barons put aside their differences to gather at Fort Lewis and discuss their fate. Even the combined might of their mercenary armies was no match for the Legion. They needed a massive army, and knew only one way to get one. The barons formed the Lewis Republic. Their first act as the Board (the Republic's ruling body) was to declare all slaves free men. The only thing that stood in the way of their freedom, they insisted, was the Legion coming to enslave them. The declaration resonated throughout Meric. The Legion saw the resistance armies grow ten fold almost overnight. The ensuing carnage lasted for months until both empires were exhausted and hostilities ceased.

Since the Republic's inception, commerce has been its life blood. The masses no longer toil because they are slaves. They toil for comfort and vice. Instead of watching over slaves, the mercenary armies watch over farm lands, slaughterhouses, brothels, steam plants, breweries, and drug factories, all owned by different members of the Board. Compelled by greed and desperation, thousands grovel before their old masters. The barons never lost control of their thralls.

Contractors are soldiers of fortune. The Republic's cherished ideal of free trade infects its infrastructure to the core. Every soldier, bodyguard, and constable in the Republic is, without exception, the best one the Republic could afford. This isn't to say that every warrior within the Republic is completely mercenary. Dedicated contractors will bid lower than their competition, resulting in the noblest among them living in squalor.

Contractors come from all walks of life and are compelled to violence-for-profit for different reasons. Most toiled like slaves until sudden violence flung them into vigilantism. Gangs and militias form in response to bandit raids. After the threat is dealt with, they don't always disband. When violence is a good fit, and it isn't long before a new breed of vigilantes and militias form in response to the excesses the old ones. The Republic is never want for soldiers.

The most noteworthy contractors are those who work for the Republic's corrupt Board as body guards, assassins, and spies. The barons pay well to keep their secret weapons happy and loyal. For the

most part, however, contracting is not glamorous work, but it is necessary. Militias must be trained to ward off raiders. Trade lanes must be cleansed of bandits and braves. Criminals and rogue beasts must be slain. Mines, ruins, scrap heaps, and holy lands must be protected from looters. Workers must be beaten back to work. And someday, perhaps, the Board must be purged.

Mechanics are the logic-minded acolytes of Mechanis, the worship and restoration of technology. To them, pre-Fall civilization was a paradise. Man was well fed and fully removed from beasts. Without want or danger, man was at his most noble. The mechanics wish to restore this utopia.

The mechanics act towards their goal by protecting and restoring the symbols of *civic*. Civic is a holy word that describes an object, person, or place dedicated to the betterment of civilization. Mechanics frequent civic temples: places like ancient radio towers, transit hubs, hospitals, and libraries.

While the mechanics devote much of their time and energy to a long dead age, they often get wrapped up in Meric's drama. As experts in pre-Fall technology, they are the go-to people for relic identification and repair (for a fee, of course). Many are paid or forced to operate relics or facilities for other masters. Rogue mechanics have no interest in the civic, and use the power of relics for their own purposes. These outcasts are shunned by the group and banned from temples.

Fringe towns, such as those in the Scablands, often have a mechanic who maintains and drives an alcohol-powered landcrawler to taxi between long or dangerous distances. Prices are exorbitant. Scavenger hubs usually have a resident mechanic who will pay a premium for circuit boards, electronics, and relics.

The Mechanics are generally seen as shrewd lunatics. Their devotion to ruins and scrap is unnerving to most, but everyone recognizes their usefulness. Most mechanics are loners. Rarely do many mechanics gather to one place, but when they do, something monumental will soon follow: a turning point in human progress, or an unprecedented disaster.

THE OUTRIDERS

The Outriders are a secret society from Nail, a grand city-state said to be two thousand miles to the east of Meric. They are survivalists and specialists who swear fealty to the noble houses of Nail and to the deity Cassandra. No one knows exactly when the Outriders arrived in Meric. When they stepped out from the shadows, it had been as if they had always been there.

The outriders seem to know more about Meric than its natives. In fact, it is as if they can even predict the future. Outriders warn rulers of coming revolts and evacuate villages before disasters strike. However, their intervention is selective. They'll save one village from peril, but allow a neighboring village to be destroyed. Enigmatic, they act in accordance to Cassandra's will.

Before the Fall, Cassandra was connected to the Network. Completely in tune with market trends, climate changes, and military movements, she could predict the future with great accuracy. Cassandra predicted the Fall. No one but her trusted acolytes believed her. Just before the Network crashed, her acolytes stripped her from it. She was spared, but blinded forever. Decades after the Fall, her acolytes rose from Cassandra's chamber as the Outriders: Cassandra's new eyes. In secrecy, they observed the new world and reported all back to her. The more she knew of this world, the better she was at predicting its events. Soon, she had legions of Outriders in all directions, observing the world and feeding her the information she needed to predict the future. It was slow and unreliable, but the Network was restored. Powered by men and encrypted in Sig, it has stretched as far as Meric.

The city of Nail grew from Cassandra's tomb. Thousands of stragglers migrated there, to live in the presence of a benevolent goddess. With her guidance, it became a most powerful city-state. However, noble houses rose from the city. They wage bloody feuds in secret, vying for control of the Cult of Cassandra. She is aware of this, but focuses her attention on Meric. What she seeks there is unknown.

Messengers are the rank and file of the Outriders. Their duty is to scout unexplored regions, observe human societies, and report the findings back to Cassandra. As this task requires traversing dangerous lands and infiltrating hostile societies, messengers tend to be extremely skilled and brave. They are handpicked and trained by experienced messengers, often the only other members of the Outriders with whom they will ever associate.

Messengers are the cogs of the Network, the system that continually feeds Cassandra information about the new world. Many different means are used to facilitate this. Meeting in secret locations and

exchanging scrolls is a common means. Other means include messenger animals, smoke signals, or Morse code. Morse code is transmitted via heliographs (fixed mirrors with shutters that can reflect sunlight for miles) or along one of the hanging chords that stretch for miles through Hell's corridors. All written information is encrypted in Sig, so that it is useless to others.

It often takes months, but information gets to Cassandra. Inevitably, she sends back marching orders. This is where her messengers stop being simple observers and become agents of her will: as spies, soldiers, revolutionaries, and assassins. Guided by her prophecies, they carry out their orders with zeal.

Sorcerers are the few practitioners of Sig that have discovered its original power of communicating with demons. Most sorcerers are at least somewhat aligned with the Cult of Cassandra, an exclusive inner circle amongst the Outriders. She blesses her most faithful with the knowledge of Sig's true power. Its secrets are closely guarded.

Sorcerer status is never advertised, but the more a sorcerer interacts with demons, the more this manifests in their persona. They begin to study constellations as command lines. Their grammar becomes meticulous, their gestures mechanical. They approach every social situation in terms of contracts and if-then statements. Their arms will be covered with tattoos and scars of icons meaningless to others: vectors, domains, equations, and gesture routes.

Sorcerers pursue their own destiny, or battle to prevent an unwanted destiny Cassandra sees creeping over the horizon. However, not all sorcerers are devotees of Cassandra. Some even contract out their skills to other factions. Whatever a sorcerer does with his abilities is his or her own business, with one exception. Anyone who teaches the secrets of sorcery with those outside of the Cult of Cassandra can consider their life forfeit, becoming a target of the Outrider's best assassins.

In most places, a sorcerer is a rare and unwelcome sight. Wherever there is a sorcerer, a demon is not far off. As such, sorcerers are treated as meddlers and blasphemers. Countless people have vanished in Hell's catacombs, with the few survivors coming back twisted and insane. Those who would tread into the catacombs and come back unscathed are surely demonic. Imprisonment, banishment, or a burning stake awaits a known sorcerer in the terrified villages throughout Meric's countryside.

THE HALCYON SOCIETY

Before The Fall, Eden was sealed in a great dome near the Sunken Towers. Within this dome, a cabal of witches practiced genomancy. For centuries, genomancers had been mapping Nature's patterns, contributing to the Life Web.

The Life Web began with a single-celled being. Emanating from this being like sun rays were the finite paths of evolution. Each path yielded a more complex being. From these newer beings, more paths emanated. Only a few steps from the core, the pattern grew impossibly complex. The genomancers called on a powerful demon to compile Nature's patterns into one source: the Life Web. When it was complete, the genomancers had the instruction manual to creation.

By binding some evolutionary paths and rerouting others, the genomancers were able to remove mortality from plants and beasts. The first ancients lived within the sealed Eden. To celebrate their achievements, the genomancers spent years etching a replica of the Life Web into the mile-wide ceiling of Eden's dome. During the Fall, Eden burst from its cage, shattering the Life Web into a thousand pieces and scattering them throughout Meric. Like most scientific progress, the Life Web would be lost to humanity. In despair, the genomancers remained in Eden, resigned to man's extinction. They languished, until a chimera stumbled upon their lair. A pure being, without want or fear, this immortal creature inspired the genomancers. They vowed to restore the Life Web and repopulate Eden in his image. Their spirit lives on with the Halcyon Society.

The Halcyon Society is a gene-cult that lives in Eden's core. Through experiments in animal breeding and plant pollination, they create exotic life forms to serve their needs. Their ultimate goal is to recreate the chimera, whose progeny are neither perfect nor immortal. Halcyon acolytes leave the safety of Eden to quest for the lost pieces of the Life Web, or to kidnap suspected chimera and their human offspring. The captives are coerced into breeding experiments with fertile acolytes.

The Halcyon Society is oblivious to the drama of Meric. The Sentinels and Eden's Shroud keep them safe from outsiders.

Note: Every member of the Halcyon Society is immune to Eden's Shroud.

OMICRON

The first Outriders crossing the Scablands were horrified by something they saw. Standing upon tall ruins, they scanned their surroundings and saw unnatural land formations. Mounds of dirt and stone spiraled for miles towards the horizon. They were Sig glyphs, written upon the Earth. Ages before they had arrived, someone on these planes was using Sig to communicate with Heaven.

These geoglyphs span several miles and are encrypted in an ancient form of Sig. Only masters of Sig could begin to translate them. Cassandra sent an expedition of her wisest sorcerers to divine the meaning behind the geoglyphs. They spent months delving into ancient forms and walking the lengths of each stroke of Pragma and Anima. The Cult of Cassandra's official story is that the geoglyphs were never translated. It is speculated that Cassandra and her inner circle know their meaning but keep it secret.

Whispers of their meaning have reached every echelon of the Outriders. A dozen geoglyphs are in succession. The Chrono Pragma (time marker) of each puts them months or even years apart. As time progressed, the craftsmanship of the geoglyphs dwindles. The first geoglyph is immaculate. The last is crude, perhaps constructed in desperation.

Legend has it that the first geoglyph reads, "OMICRON HAS AWOKEN. WE AWAIT ORDERS," and that the last reads, "WHY HAVE YOU FORSAKEN US?"

THE LOCUST

Before The Fall, chimera were the world's envy. Glorified by mortals, they were the harbingers of a new era without famine, sickness, or death. When civilization collapsed, the chimera took on a new role: scapegoat. Societies wracked by fear lashed out at them. The lucky ones escaped, forever haunted by the shrieks and sobs of their butchered kin.

Generations ago, a small band of chimera fled to AirCrash Mountain. It was too treacherous for their human pursuers, who gave chase with torches and snarling dogs. For months, blizzards ravaged the mountain. When the skies calmed, an expedition of witch hunters ascended the mountain to finish their work. Halfway up, they discovered a great elk standing upon an island of rock protruding from the snow. Frozen in place, its crystalline flesh shattered when struck with a rock. Assuming nature had finished their work, they left the mountain to never look back. They did not realize that the chimera were still alive until weeks later, when flames glowed upon the mountain face. The constellation of the Locust hung low in the night sky.

The chimera would come back down the mountain changed. The mountain's cruel elements had hardened them. Winter winds turned their flesh into cracked leather. Beneath furs and leather straps, their frames rippled with muscle, amassed through training in mountain terrain. They had become the Locust. More monstrous than their appearance was their hatred. The chimera had endured generations of torment at the hands of mortals. It was time for mortals to answer for their transgressions. The lightning raids of the Locust have brought unspeakable carnage to human settlements for ever since.

The summit of AirCrash Mountain is a Spartan fortress. The chimera take refuge in elaborate tunnels. Their most valuable resources are the ruins of fallen aircraft that litter the mountain. A few of the larger vessels remain somewhat intact. They have been gutted and turned into temples and mess halls. The largest of these vessels still had a functional reactor. A massive stone furnace has been built around it. This structure is known as the Hell Forge, and the plumes of flame that spew from its chimney light the night sky like a second moon.

The radioactive fires of the Hell Forge are hot enough to warp the fuselage of fallen aircraft. This material is known as carapat. Carapat is a translucent metal that glows softly for weeks after it has been forged. It is stronger than steel and is as lightweight as plastic. The smiths of the Locust use this material to create the sharpest blades and the most resilient armors known to man.

Note: Carapat is the strongest and sharpest material known in all of Meric. Blades and arrowheads made of carapat inflict +3L damage. Armors made of carapat gain +3 DR.

Unfortunately for humans, carapat is radioactive. Mortals who handle carapat weapons and armor grow ill. In the span of his lifetime, a mortal can handle carapat for a number of hours equal to his Survival sphere rating. During that exposure, lesions will form on his skin, and he will bleed from every orifice. A mortal who handles carapat longer than this threshold will die of organ failure in a number of days equal to his Conviction.

MOTHER'S HORDE

Mother's Horde is a massive, mechanized army from The North. This army continually invades Meric to meet fierce resistance from the Legion. For an invading army of this magnitude, there is only one way into Meric: directly south, along the western wall of the Cascades. It is here where the Legion has set up a bottleneck. Despite their superior training and tactics, the front line slowly but steadily creeps toward Meric. The hoard is inexhaustible, and Mother's mechanics are the most masterful in the known world. They have resurrected colossi to spearhead their attacks.

These invincible juggernauts roll with ease through battle lines crushing everything in their way. They are heavily armored, and manned with the finest defenders. Mechanics, housed in fortified chambers, control the colossi. The first colossi to roll into Meric were blown to pieces by ancient ordnance resting in the crypts below the Citadel. But the Legion has almost exhausted these relics and has had to adopt new tactics to slay the colossi. Typically, the Legion will try to stop or stall a colossus with roadblocks and ditches, or wait until the beast needs to rest, refuel, or recharge. When it has stopped, legionnaires swarm the colossus and climb up its sides. Colossi are always flanked by battalions of soldiers so breaking through these lines of soldiers is a heroic measure by itself. Riding several meters above ground upon the back of these great beasts, legionnaires battle the Horde's greatest warriors in an attempt to slay the colossus' mechanic masters.

Black mountains of rust that spot that southward path to Meric serve as monuments to the Legion's battle prowess. But the ever-retreating front line is a testament to the determination and sheer enormity of Mother's Horde. The hated Legion, the very symbol of oppression, battles alone for Meric's freedom.

THE BIRD

Once of the class of flying machine called Galaxy, the winged colossus known only as the Bird is the last of its kind. Passing overland with the frequency of a comet, sightings of The Bird are an omen.

Before the Network crashed, the Bird was already rotting in the airfield of Fort McChord. Having flown hundreds of missions, it was retired and turned into a shrine. The Bird was too old and stubborn to accept the Network, unlike its replacements, which would later fall from the sky onto AirCrash Mountain.

For decades, the Mechanics of Fort McChord devoted all of their time to reviving this great machine. It was being groomed to be the Master General's flying throne. As he grew more despotic, and his excesses became more outlandish, the Mechanics decided that The Bird could not fall into his hands. In a violent coup, the Mechanics of Fort McChord and a handful of jaded officers seized control of the newly revived Bird, rammed it through the fort's perimeter walls and blasted off into the sky.

In command of a flying fortress filled with much of the most advanced weaponry and equipment man had ever constructed, the crew of the Bird had godlike power at their disposal. However, the Bird was a gluttonous creature, asking for as much as it gave. It would burn through thousands of gallons of fuel in short order. Its inner components were delicate and required maintenance that verged on obsession. When the Bird was exhausted, it would land, stranding its crew for years until they gave it offerings of fuel and repairs. To satisfy the Bird's demands, the crew resorted to raiding and razing villages and city-states. They would do anything to maintain their place upon this aerial throne of the world.

Over the centuries, little has changed. The Bird has seen countless crew members come and go. It has been blown to pieces a handful of times, and rebuilt just as many. It has devoured the wealth of nations and has shattered ecosystems. It has watched dozens of its captains rise to infamy and most of them die in mutinies. It has been a pirate vessel, and it has been the fist of empire. The Bird has made kings and toppled kingdoms. It has been a harbinger of creation and destruction, subject to the fancy of its current crew. And the Bird still flies...

CHAPTER VI: THREATS

ANIMALS

The wilderness teems with life. Unmolested for centuries, animal habitats have flourished. However, even mundane animals may be quite different from their early counterparts. The animal kingdom is currently populated by beasts who have adapted to the world's changing environment, and the progeny of "designer beasts" that the genomancers had created before The Fall.

Spheres: Animals only have three spheres: Combat, Cunning, and Survival.

Saves: Animals only have three saves: Defense, Awareness, and Resilience.

Beast: Animals are immune to KO Threats, and do not use the Fatigue rules.

Thick Hide: Some animals have natural DR.

The following are abbreviated statistics for animals commonly found in Meric. Saves are found in parenthesis next to their derivative Sphere.

<u>Razorback Boar</u> HP 10 Combat 7 (3) Cunning 5 (3) Survival 7 (4) Gore Attack: 6L Bite Attack: 4L	<u>Aircrash Elk</u> HP 20 Combat 4 (2) Cunning 5 (3) Survival 6 (3) Ram Attack: 6B Kick Attack: 4B	<u>Scabland Coyote</u> HP 8 Combat 6 (3) Cunning 7 (4) Survival 8 (4) Maul Attack: 4L Natural DR: 1	<u>Flagbird</u> HP 5 Combat 10 (5) Cunning 5 (3) Survival 5 (3) Talon Attack: 2L
<u>River King (Grizzly)</u> HP 30 Combat 8 (4) Cunning 5 (3) Survival 7 (4) Claw Attack: 6L Bite Attack: 8L Natural DR: 3	<u>Glade Panther</u> HP 12 Combat 6 (3) Cunning 9 (5) Survival 7 (4) Maul Attack: 4L	<u>Beetle Swarm</u> HP 20 Combat 6 (3) Cunning 2 (1) Survival 4 (2) Swarm: target loses 1 HP per turn while enveloped by the swarm.	<u>Barbed Viper</u> HP 4 Combat 8 (4) Cunning 4 (2) Survival 3 (2) Bite Attack: 2L Poison: victim is helpless, and loses 1 HP per hour until cured.

SENTINELS

Sentinels are a species of monkey that have been selectively bred for warfare by the Halcyon Society. Loyal to their trainers, sentinels are otherwise vicious, xenophobic creatures that swarm and devour Eden's intruders.

Silent and impossibly fast, sentinels until they burst from the shadows with tortured shrieks and fangs bared. Leaping onto their prey, they gnaw on face and skull with a foaming, diseased mouth. Their powerful limbs snap bones and rend flesh. The creatures begin to eat their prey before it has died. Those who survive a mauling are beset with violent fever and swollen wounds that stink with infection.

Outside of Eden, sentinels are killed on sight. These creatures are so feared and hated, that their skulls are collected as trophies, and their remains are ritually burnt to ensure their death.

HP 10

Spheres: Combat 8, Cunning 8, Survival 8.

Saves: Defense 4, Awareness 4, Resilience 4.

Nightvision: Sentinels can see perfectly in the dark.

Mobility: Sentinels move twice as fast as humans and are never impeded by terrain or obstacles. They scale any surface as fast as they can run. They hate water and are considered helpless while they swim.

Monkey Bite Fever: Those bitten or clawed by a sentinel must save against getting a violent fever (Survival + Medicine). Failure results in a dehydrating, hysterical fever that lasts for (10 – Survival) days, and renders the victim Helpless for the entire duration.

Feral Mauling: When a sentinel attacks (16 – defender’s Defense), it leaps onto the shoulders of its prey to gnaw on, crush, and rake at the head. If it succeeds, 2L is immediately inflicted on the target. The sentinel automatically inflicts 2L every turn until it is hurled off (via Throw [4.4]), killed, or has reduced its target to -10 HP.

Rend Armor: If Feral Mauling is unable to draw blood (in the case of an armored target, for example), then the sentinel will directly attack the armor. The sentinel removes 1 point of DR from the armor per turn (which entails the sentinel shredding straps, pulling apart plates or padding, etc) until the sentinel can attack the flesh (once it can do at least 1 damage). This attack does not destroy the armor, but does temporarily reduce its DR until it is repaired and reapplied (after combat).

CHIMERA

Chimera are immortals created before the Fall. Chimera were grown in vats and optimized to specifications. They were man’s crowning achievement, and the answer to all of his woes. But The Fall happened anyway. While the plague ravaged humanity, the chimera were impervious. They have been hated and persecuted ever since.

Through genomancy, man discovered how to halt aging, first in beasts and then in men. This was not enough. War and sickness would still fell the ageless. The genomancers would sew the powers of beasts into the human frame to make the ultimate being. The chimera were born.

Chimera do not age. They are perpetually in their physical prime, roughly thirty years old in appearance. Their complexions, features, and physiques are immaculate. In darkness, their eyes reflect light like that of a wolf. They are unnaturally strong, fast, and agile. They are impervious to disease, infection, and radiation. Though chimera have been known to grey, scar, and appear sickly when overwhelmed with stress, grief, or pain, they inevitably return to perfect health. Rumor suggests that they are very difficult to kill.

Chimera excel in all fields of human potential. Their physical gifts and unnatural lifespan ensure this. Chimera enjoy no such advantage in their emotional state, however. They are just as subject to boredom, depression, insanity, or megalomania as their mortal kin. Their unique heritage only complicates things.

Throughout Meric, chimera are persecuted. For generations, stories of the chimera have depicted them as the betrayers of mankind who brought about the Overvirus. Some claim that the chimera must eat the souls of men to remain immortal. These beliefs are so prevalent that chimera who live among man must conceal their true nature. Some have been successful for decades. Their secret is eventually betrayed by an unnatural recovery after an accident, accusations sparked by jealousy, or the simple fact that they never age.

When discovered, they are often singled out, exiled, or killed. Suspected chimera are often subjected to cruel purity tests to verify their loathed heritage. A fair number of mortals bare the scars of such tests. Some communities, however, accept the chimera (or at least keep their secret safe) and some, such as the Halcyon Society, worship the chimera.

HP 20-40

Spheres: All are 9+.

Saves: All are 5+.

Immortality: Chimera mature to full adulthood and then stop aging.

Nightvision: Chimera can see perfectly in the dark.

Hardened: Chimera automatically stabilize [2.0], and ignore KO Threats [2.1].

Immunity: Chimera are immune to poisons, toxins, disease, infection, and radiation.

Cursed Progeny: Chimera who reproduce with one another yield a swan. Chimera can reproduce with mortals. Their offspring are mortal, but typically have at least one Sphere with an unusually high rating.

Experience: Due to their extreme longevity, chimera are very skillful, wise, and experienced. They typically have several talents, including multiple talents at master level.

SWAN

Swan are the forbidden offspring of two chimera. Gruesome in appearance, and unpredictable in temperament, these creatures haunt the dreams of mortals. So pathetic are swan, that they are even shunned by chimera.

Chimera are a delicate fusion of several species' genetic traits. In the swan, this fusion becomes undone. The absorbed beasts awaken, and like caged animals, they start to tear free from their host. Their features manifest in the swan's form, and their rage eats away at his mind. By the time a swan reaches adulthood, its body is likely twisted with growths, warped limbs, and diminished features. Its psyche is that of a psychotic child.

Most swan are never born. Few chimera would allow such a pregnancy to continue. Some do, however, knowing that caring for and containing their child will be a heart-breaking, thankless task. Even some of the most compassionate and patient chimera have been forced to slay, imprison, or exile their own children.

Swan are prone to severe antisocial behavior, including violent rage. This is triggered by repressed desires, physical pain, or stress. While childlike and even bestial in their behavior, swan can have sophisticated world views, and are quite capable of doing good or evil. Some have resorted to faith and ritual to reconcile their tortured nature, but most try to wash it away with blood.

HP 20-40

Spheres: Half are 9+, half are <3.

Saves: Variable.

Hardened: Swan automatically stabilize [2.0], and ignore KO Threats [2.1].

Cursed Nature: Swan are sterile, and do not enjoy the chimeran benefits of Nightvision, Immunity, or Immortality. Additionally, swan emit pheromones that are confusing and unsettling to all wildlife. All animals within the vicinity of swan act behave erratically.

Rage: When enraged, swan gain a number of temporary combat benefits: 1) They receive a +5 to their Combat sphere. 2) They receive +2B damage to all hand-to-hand attacks, and 3) when performing a Throw [4.3], their range is 20 ft.

ANCIENTS

The scientific precursors to chimera, ancients are immortal animals that were created before the Fall. They are majestic creatures, much larger and wiser than their mortal kin. Extremely intelligent, they have long memories, and the ability to curb their instincts.

Ancients are beasts of legend. They are spiritual totems of primitive peoples, and the guardian kings of the New World. Most have been given names by humans, as well as their own colorful symbolism and mythology. Elusive and extremely rare, many consider it a blessing and an omen to even gaze upon these creatures.

Not every human is awed by these creatures, and not every ancient is a benign spirit of the wilderness. Many ancients have been sacrificed for ritual, hunted for their pelts, or imprisoned as part of exotic collections. Alternatively, some ancients have been man-eating monsters that have razed villages and devoured trespassers.

HP Double that of mundane animal

Spheres: Equal to mundane animal sphere ratings + 4.

Saves: Variable.

Immortality: Ancients mature to full adulthood and then stop aging.

Immunity: Ancients are immune to poisons, toxins, disease, infection, and radiation.

Sterility: Ancients are sterile, but still possess the innate urge to preserve their species.

Dominion: Ancients can let out a deafening call, summoning every member of their species within several miles to perform an assault or effect of biblical proportions. The animals arrive within hours. After this exhausting feat is performed, the ancient falls into hibernation for a number of months equal to the number of hours their Dominion was maintained (from call to completion).

The following are abbreviated statistics for ancients rumored to be in Meric. Saves are found in parenthesis next to their derivative Sphere.

Ancient Aircrash Elk

HP 40
Combat 8 (4)
Cunning 9 (5)
Survival 10 (5)
Ram Attack: 12B
Kick Attack: 8B
Majesty: all mortals who attack the elk lose a point of MF, per attack.

Ancient River King (Grizzly)

HP 60
Combat 12 (6)
Cunning 9 (5)
Survival 11 (6)
Claw Attack: 12L
Bite Attack: 16L
Natural DR: 3
Terror: all mortals in the presence of the river king must make a Survival + Conviction roll, every round, not to flee.

Ancient Scabland Coyote

HP 16
Combat 10 (5)
Cunning 11 (6)
Survival 12 (6)
Maul Attack: 8L
Natural DR: 3
Elemental DR: 5
Hard to Kill: immune to deathblows.

Ancient Flagbird

HP 10
Combat 14 (7)
Cunning 9 (5)
Survival 9 (5)
Talon Attack: 4L
Cry: 2B elemental damage to all targets in earshot.
Majesty: all mortals who attack the flagbird lose a point of MF, per attack.
Hard to Kill: immune to deathblows.

DEMONS

Most machines are tools. Some machines, called demons, have a spirit. These machines are not wielded by a smith, but commanded by a sorcerer. The Outriders have sorcerers among them. They know the secret language of demons, but will not share this knowledge. Those who cannot command demons must bargain with them, solve their riddles, or destroy them.

There is a hierarchy of demons. Lesser demons, called *imps*, are door keepers, electric eyes, and workhorse machines. They are simple beings, with little interest in anything other than their designated task. Most report to an *overseer* which has the ability to assume control of any imp within its domain.

Overseers are the administrators of Hell's machine ecosystem. They observe and manipulate their domain through an army of imps. Overseers take their orders from sorcerers. Most overseers continue to carry out orders given to them a millennium ago. An overseer will only obey a sorcerer that breaks its will. Sorcerers can summon overseers at *shrines*. Shrines are chambers where sorcerers and overseers have communion. During communion, it is decided whether or not the overseer will obey the sorcerer, or vice versa. Before the Fall, a handful of overseers were subject to so much human devotion that they evolved into *gods*. Two known gods in Meric are Rintrah, the god of Hell, and Cassandra, the patron deity of the Outriders.

Dragons are the overseers' enforcers. They are autonomous war machines that are limbed, tracked, winged, or railborne. They are not tethered to Hell's corridors, and are often an overseer's only contact with the surface world. Some are as small as dogs, others as big as subway cars. Most of the dragons were destroyed in the great wars before the Fall. Overseers are forbidden to create more dragons unless a sorcerer commands them to do so, though few have the facilities to do so. The gluttonous dragons require so much energy that the few remaining in Hell are rarely active. Instead they gather dust, resting in armored coffins, waiting to be awoken when their overseer is desperate. A few dragons were so enormous and dreadful, they were classified as *colossi*. As big as mountains, the colossi walked, crawled, and flew over the land, scattering and destroying the armies of their enemies. Most have been destroyed, buried beneath the oceans, or scattered to the four corners of the Earth. One known colossus in Meric is The Bird.

Overseers

HP N/A

Ethereal: Overseers have no physical form.

Firewall: Every overseer has a Firewall rating between 1 and 20. Firewall serves as a save versus sorcery attempts to command an overseer, or any imp/dragon currently under the overseer's control. See Sorcery [10.1].

Integrity: Integrity functions similar to MF for demons. Overseers typically have between 5 and 20 Integrity. An overseer's Integrity must be brought to zero before it will take commands from a sorcerer. See Sorcery [10.1].

The following are abbreviated statistics for overseers rumored to be in Hell.

<u>Librarian</u>	<u>Taskmaster</u>	<u>Shard of Rintrah</u>	<u>Rintrah</u>
Firewall: 4	Firewall: 5	Firewall: 8	Firewall: 15
Integrity: 6	Integrity: 8	Integrity: 12	Integrity: 20

Imps & Dragons

HP: 1-500

Spheres: Imps/dragons only have three spheres: Combat, Cunning, and Survival.

Saves: Imps/dragons only have three saves: Defense, Awareness, and Resilience.

Machine: Imps/dragons are immune to KO Threats, and do not use the Fatigue rules.

Thick Shell: Some imps/dragons have a natural DR.

Demon Sight: Imps/dragons have thermographic vision, meaning that they perceive reality through heat signatures. They cannot be hid from, or snuck up upon, unless their thermographic vision has been somehow tricked. Some demons have been known to have other forms of sight.

The following are abbreviated statistics for imps and dragons rumored to be in Hell. Saves are found in parenthesis next to their derivative Sphere.

<u>Parasite (rat-sized Imp)</u>	<u>Guardian (dog-sized Dragon)</u>	<u>Harvester (horse-sized Dragon)</u>
HP 5	HP 10	HP 30
Combat: 4 (2)	Combat: 8 (4)	Combat: 8 (4)
Cunning: 6 (3)	Cunning: 6 (3)	Cunning: 6 (3)
Survival: 8 (4)	Survival: 8 (4)	Survival: 8 (4)
Arc Attack: 1B elemental	Claw Attack: 9L	Claw Attack: 9L
Auto-repair: a parasite can repair other demons, restoring 1 HP per hour. they cannot repair a demon with -10 HP or less.	Feedback: 1B elemental damage to those who strike a guardian with an unarmed or melee attack.	Lightning Attack: 3B elemental damage, short range, strikes all targets in a forward arc. When harvester is touching a live rail, attack does 6B.
	Natural DR: 5	Natural DR: 6

DRONES

In Hell, there are fates worse than death. Becoming a drone is one of them. Many overseers take an active interest in the surface world, but few of them are equipped to interact with it. Some, however, are able to use biological hosts, such as humans, to do their bidding.

Overseers with the proper facilities are able to perform operations on incapacitated humans. An insect-like device called a slave node is implanted into the cortex of a biological host. The slave node emits electrical pulses into the brain that override a host's autonomy. The host becomes a remote controlled agent of the overseer's will. The host is a conscious witness to his own actions, but is completely unable to control himself.

Encountering a drone is extremely unnerving. To most mortals, it can only be explained as demonic possession. Overseers rarely have a good grasp on human behavior, or bodily function. As such, hosts often behave in an erratic, awkward manner. In extreme cases, hosts die quickly as overseers hurl their hosts from great heights, drown them, expose them to extreme heat and cold, or simply forget to feed them. Hosts disintegrate and decay under the punishment, and begin to resembling the living dead.

A few overseers are very adept at controlling their host. These overseers are able to use their hosts to infiltrate human society. Some prey on human ignorance and fear, portraying their hosts as prophets of a new faith. The enigmatic and ultra intelligent prophets become cult leaders. Soon, they'll guide their flocks safely into the depths of Hell, with promises of eternal life and enlightenment. Once lured into the overseer's domain, the flock is overcome by the "presence of God." Slave node implantation is masked as blessed ritual. The overseer's new hosts leave Hell to find other villages, where they can *witness*. The cycle continues.

Overseers can set their slave nodes to passive mode. In passive mode, the overseer gives control back to their host, and simply "rides" the host. This is typically done to preserve their host's health, or spare the host from an angry mob. Of course, hosts who explain that they are possessed are usually subject to violent exorcism. Many are immediately beheaded, as folk tales suggests doing so severs a demon's control over a host. Hosts who escape such a fate are typically repossessed as soon as they are out of harm's way.

Powerful sorcerers can temporarily disrupt the connection between an overseer and a host, as can masters of Folk Medicine. Neither can permanently sever the connection. Only the overseer who implanted the slave node can be asked, or forced, to permanently sever the connection.

Drone Endurance: Drones use the HP of their host, and are impervious to KO Threats. Drones continue to function even after their host's HP drops below zero. Drones are not incapacitated until their HP is brought down to -20. At this point, the body of the host has received so much damage that it is literally falling apart and is useless to the overseer.

Drone Terror: Drones with zero or less HP appear to be the living dead, and evoke terror in mortals. Any mortal who sees such a drone must resist terror (an unopposed roll of Conviction + Combat) or be considered helpless [3.4] until they have fled the drone. A successful roll means that mortal is impervious to terror for the duration of the scene.

CHAPTER VII: ERRATA

E.1 Starting Equipment

Beginning characters have 100 points to purchase their starting equipment. Note: almost every society in Enoch uses a barter system for trade. The values listed for these items are not representative of “market value” and have no use outside of character creation.

<u>Weapons</u>	<u>Cost</u>	<u>Armor</u>	<u>Cost</u>
One handed Blade	25	Leather Armor	30
One handed Club	15	Reinforced Leather Armor	60
Two handed Blade	40	Junk Mail	85
Two handed Club	30	Reinforced Junk Mail	-
Short Bow	40	Machined Armor	-
Long Bow	50		
Hand Crossbow	50	<u>Other</u>	<u>Cost</u>
Crossbow	60	Charms	20 per DEV
Bladed Projectile	2	Charms (w/ Folk Medicine Talent)	10 per DEV
Blunt Projectile	2	Small pet (ex: cat, lizard)	15
Javelin	50	Medium pet (ex: dog, goat)	40
Bomb	10	Large pet (ex: horse, elk)	85
Bomb (Fire Cloud, 3L/turn)	25	10 Arrows/Bolts	10
Bomb (Acid Cloud, 3L/turn)	25	5 Bullets	10
Handgun (and 1 Bullet)	75	Mundane Item (ex: lantern, rope)	5
Long Gun (and 1 Bullet)	100	Mundane Relic (ex: book, trumpet)	10
Scatter Gun (and 1 Bullet)	-	Mundane Tech (ex: flashlight, multitool)	10
Repeater	-	Fuel (ex: 1 military battery, 1 liter of petro)	20

E.2 A Note For Playtesters

First of all, thank you very much for checking out ENOCH. It has been an obsession of mine since its inception mid-summer 2006. The rules contained in this .doc represent hundreds of man-hours spent brainstorming, writing, editing, and arguing. Still, there is much work to be done, and that is where I ask your help.

I implore anyone who has a suggestion, question, or criticism to proceed to the ENOCH forum at www.enochrpg.com/forum/. I frequent the forum regularly and am very susceptible to new ideas. I would love to hear your ideas for new game rules, new setting material, or the exploits of your gaming group's rebels.

Anyone who is interested in a more involved role in ENOCH's development may contact me at the email address listed at www.enochrpg.com/wiki/. In particular, I am looking for layout and concept artists. As ENOCH will always be free to the public, any help have to be pro-bono. However, I would be happy to add someone's last name right next to mine on the cover of ENOCH's final version. It would be a nice piece for the portfolio.

Good gaming,

Chad Walker

Name:

HP () DR ()

Past:

PF () -E= ()

Breaking Point:

MF () -DEV= ()

Vow:

Initiative ()

Combat + Cunning =

SPHERES

SAVES

Lore () Combat ()

Defense ()

Combat / 2 (Round Up)

Presence () Survival ()

Resilience ()

Survival / 2 (Round Up)

Technology () Cunning ()

Awareness ()

Cunning / 2 (Round Up)

Medicine () Conviction ()

Willpower ()

Conviction / 2 (Round Up)

SKILL CHECKS

CLOSE COMBAT () _____ () _____ ()

Combat + Survival =

RANGED COMBAT () _____ () _____ ()

Combat + Technology =

_____ () _____ () _____ ()

MISCELLANIOUS

ARMOR DR / E

_____ / _____

CHARMS / DEV

_____ / _____

_____ / _____

_____ / _____

EXP

TALENTS/EQUIPMENT

WEAPONS A / D / R / TN

_____ / / /

_____ / / /

_____ / / /

_____ / / /