



ENCCH

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Introduction to ENOCH Ashcan 2008

Dear playtesters and fellow game designers,

Thank you for supporting indie-games and checking out ENOCH. While I'm not convinced I'll ever be totally happy with this game, I've come pretty close in this incarnation. Of course, I'd like to know what my audience thinks. Trouble is: I don't know who my audience is. You see, ENOCH is currently having an identity crisis. The game can't figure out if it is a traditional RPG or an indie RPG, or both. To resolve this crisis, we'll need your help.

I define a traditional RPG as one where players assume the role of player-characters (PCs) who are the protagonists of a story narrated by a 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. There is typically a good amount of "killing things" and "taking stuff" in a traditional RPG but these events aren't always vital to a fulfilling experience.

ENOCH has all the hallmarks of traditional RPGs: stat blocks, weapons lists, extensive combat options, experience points, a bestiary... everything you might expect. However, the game has also been influenced by the indie game scene. In ENOCH, players are rewarded for playing the character they want to play. If a player makes a warrior character, following the path of Weapon Mastery, that character will get stronger every time he defeats an opponent in battle. A medic character, following the path of Ancient Medicine, will get stronger every time he provides first aid to someone, friend or foe. A mechanically inclined character, following the path of Mechanis, will get stronger every time he solves a problem with his gadgets.

ENOCH also has a morality system, but morality is an opportunity, not a restriction. Characters become stronger when they follow their vow. A character with the vow of Greed becomes stronger every time he refuses to help others without a reward. A character with the vow of Fame becomes stronger every time he kills a renowned beast. Complications are bound to rise, however, as some vows are contradictory. A character with the vow of Mercy is likely to have more than a few disagreements with a character whose vow is Wrath. Who's vow will prevail?

So what type of game is ENOCH? Does it work? What ideas would you borrow? What elements would you trash? Is the setting distracting you from the system, or vice-versa? Which game mechanics or setting elements make you giddy? Which make you cringe? What needs to change immediately? How do I get people to buy this thing?

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Thank you, and good gaming.

CHAPTER I: WELCOME TO ENOCH



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 forgot 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 as acolytes of a twisted cult, so long as they are promised a better life.

This is Enoch's natural order.

As rebels, you and other mortal men and women have chosen to defy Enoch's natural order. You battle so that the new world won't share the fate of the old. Your trials will be legendary. You will deliver man from bandit hordes, despots, demons, and monstrous freaks of nature. However, your most troubling foe will always be yourself. The new world will be built on your deeds. Should you find yourself compelled by greed, power, or vengeance, you'll quickly see your own actions reflected in the world around you.

THE SPARK OF REBELLION

Rebels come from all walks of life. You might have been a soldier, slave, priest, or prostitute. What you have in common with other rebels is the spark of rebellion, triggered by something terrible you witnessed. What was your breaking point? What triggered your transformation? The everyday scenes of Enoch are ripe with tragedy. Perhaps you witnessed a brutal raid, or returned to your village only to find blood-slicked fields and burning heaps of bodies. Maybe you remained silent while others committed an atrocity in the name of God. Maybe you shrunk with cowardice while your loved ones were dragged away into the darkness.

Whatever happened to you, it left a psychic scar. However, from that moment on, you chose to be a master of Fate instead of remaining slave to it. Enraged by the horrors of the world, you have sprung into action. You have left the safety of your village or fled the oppression of a labor camp. You have vowed to topple empires, dethrone gods, and liberate your people. Will you make a difference? Or is the world already lost a second time?

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. As a rebel, your actions will set the tone for future generations. If you act with wisdom and compassion, you will the world to do the same. If you act with greed and barbarity, you 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. The Second Genesis will be about you. In this malleable age of myth and mayhem, a new world rises from the ashes of the old. Will you and your fellow rebels become mythical heroes or vanish from history into shrieking oblivion?

CHAPTER II: THE WORLD OF ENOCH

HOST VERSUS PARASITE

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 any 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 than the immortality of the chimera 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 in their bodies 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 out of fear of these monsters. 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 to 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. Ancients are normally 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, putting their own lives at risk.

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 comes to their home they leave to find a new one.

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. Bloody and legendary battles quickly follow.

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 diseased, 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 murderous. The dehumanization of outsiders is widespread, and as a result, so is slavery.

HEARTS AND MINDS

As a rebel, you do not battle for wealth or power. The world is already ripe with raiders, mercenaries, and tyrants doing that very thing. Instead, you battle to change the world into a better place. How do you accomplish this? By providing the broken denizens of Enoch hope, wisdom, and

balance....

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. The only thing keeping them going is fear of a painful and humiliating death.

As a rebel, you are a symbol of change. You depose tyrants, divert Nature's wrath, and challenge the gods. As tales of your exploits spread throughout the land, the desperate masses will dream that you or other rebels will some day deliver them from their suffering. Perhaps you will heed their call, perhaps you will expire before you have the chance. Should you perish in your efforts, you will likely inspire new heroes who will 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.

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

Balance will 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.

As a rebel, you understand that your actions, even those unseen by others, shape the world and the future. Both empowered and burdened by this truth, you have vowed to right some wrong of the world at any cost. You will tread carefully, however. If you become blinded by the light of your cause, you may commit crimes more heinous than those that compelled you to action.

THE CHOICE IS YOURS

Humanity is brutalized by harsh environments, terrorized by otherworldly creatures, and broken by the indignities it continues to inflict on itself. Will you act to elevate the species? Or will you be seduced by the wealth and power of petty factions? History is watching.

The next chapter deals with ENOCH's game engine: The Sphere System. By reading it, you will learn how to construct a character (your own rebel), and how it can interact with other characters and creatures in the game world...

CHAPTER III: THE SPHERE SYSTEM



1.0 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 1 being the worst and 10 being the best. These ratings are representative of characters' knowledge, training, and natural talent in each of the spheres. When a character performs an action, the likelihood of her success is based on her sphere ratings. Beginning characters have 48 points to allocate between the eight spheres, with no sphere rated higher than 8, or lower than 3.

The **Combat** sphere represents a character's ability to defend himself. This sphere also influences actions such as developing a strategy (Combat + Lore) and repairing armor (Combat + Technology). A character with a Combat sphere rating of 3 knows to protect her vitals; a character with a rating of 8 can use many types of weapons and develop complex tactics.

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). A character with a Medicine sphere rating of 3 knows that bleeding is bad; a character with a rating of 8 can perform surgery if she has the right tools.

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). A character with a Cunning sphere rating of 3 knows to not step on twigs when she is sneaking; a character with a rating of 8 can get the drop on even the most elusive prey.

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). A character with a Presence sphere rating of 3 knows when to avoid eye contact; a character with a rating of 8 typically has others tripping over themselves to help her.

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). A character with a Conviction sphere rating of 3 knows that it is possible to overcome fear; a character with a rating of 8 will likely die before she loses her nerve.

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). A character with a Lore sphere rating of 3 knows the gist of popular myths; a character with a rating of 8 can use a myth's symbolic meaning to unravel mysteries.

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). A character with a Survival sphere rating of 3 knows not to eat bright berries; a character with a rating of 8 could thrive in a toxic wasteland.

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). A character with a Technology sphere rating of 3 knows that machines must be fed before they'll function; a character with a rating of 8 can restore life to ancient technologies.

1.1 Saves

Saves are derived from spheres. There are four saves: Willpower, Awareness, Reason, and Defense. They are referred to any time a character (or creature) attempts to do something to another character, such as attack her or lie to her.

Willpower is used to defend oneself from intimidation, seduction, and interrogation. It is equal to Conviction – 3 or Presence – 3, whichever is greater.

Awareness is used to defend oneself from sneaking, pick pocket attempts, and deception. It is equal to Cunning – 3 or Lore – 3, whichever is greater.

Reason is used to defend oneself against the effects of blood magic and demonic powers. It is equal to Technology – 3 or Medicine – 3, whichever is greater.

Defense is used to defend oneself from all forms of physical attack. It is equal to Combat – 2 or Survival – 2, whichever is greater.

1.2 Skill Checks

When a character attempts to do anything that is both of consequence and out of the ordinary, the GM may ask the character to make a skill check. There are two types of skill checks: op-

posed and unopposed. Opposed rolls are used in conflicts between characters. Unopposed rolls are used in conflicts between a character and her environment (or herself).

To make a skill check, a player rolls a D20. The result must be equal to or lower than a Target Number (TN) for her character 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:

$$\text{TN} = \text{Sphere A} + \text{Sphere B}$$

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:

SKILL CHECK DIFFICULTY	FORMULA
Easy	Automatic Success
Average	$\text{TN} = \text{Sphere A} + \text{Sphere B}$
Difficult	$\text{TN} = (\text{Sphere A} + \text{Sphere B}) - 5$
Very Difficult	$\text{TN} = (\text{Sphere A} + \text{Sphere B}) - 10$
Impossible	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 doing the action (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. This is the formula:

$$\text{TN} = (\text{Attacker's Sphere A} + \text{Attacker's Sphere B}) - \text{Defender's Save}$$

The GM picks the defender's most appropriate save and subtracts it from the attacker's TN. If the attacker rolls equal to or less than the TN, she 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 Fail State

Before asking a player to make a skill check, the GM should define the fail state for the skill check. The fail state is the consequence of failing the skill check. For example: if a character is attempting to pick a lock, then the fail state could be that he jams the lock and renders it incapable of future lock picking. The fail state exists so that players can make an informed decision about what their characters are about to do.

To preserve a story's dramatic elements, the GM is allowed to be vague when defining the fail state. For example: if a character is attempting to sneak into an ancient temple, then the fail state could be that she will be noticed by whomever (or whatever) may reside in the temple. The GM need not say explicitly to the player that she'll be attacked by a swarm of vicious primates.

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.

1.7 Teamwork

If the GM deems it appropriate, two characters can combine their efforts to increase the chances of succeeding at an unopposed roll. This downgrades a Difficult task to an Average Task, or a Very Difficult task to a Difficult task. The character with the highest sphere scores makes the roll. However, even minor breakdowns in coordination and communication can be disastrous to teamwork. As such, the fail state of teamwork attempts should always be more severe.

Example: Rosencrantz and Guildenstern wish to deactivate an alarm. The GM decides this would be a Difficult action, which has a penalty of 5. The fail state is a 50% chance of tripping the alarm. The two decide to work on this task together, downgrading the task's difficulty from Difficult to Average.

However, using teamwork, the fail state is a 100% chance of the alarm going off.

2.0 Combat

Combat in ENOCH is resolved through opposed and unopposed rolls. However, to manage the complexities of combat, it is broken down into turns. A combatant can take an action and move during her turn. When her turn is complete, she may not act or move 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 an attack 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 forth 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.

An unconscious or dying character maintains her place in turn order.



2.1 Turns

During her turn, a character can do one of the following:

1. Move
2. Take an action.
3. Move, and then take an action.
4. Take an action, and then move.

2.2 Movement

Movement in Enoch is relative. When moving, a character changes her range relative other characters or objects. Range is split into five distances: Melee, Short, Medium, Long, and Extreme. Melee range is anywhere within a few yards. Short range is everywhere outside of Melee range but no further than 30 yards, or roughly $\frac{1}{4}$ of a football field. Medium range is everywhere outside of Short range but no further than 60 yards, or roughly $\frac{1}{2}$ of a football field. Long range is everywhere outside of Medium range but no further than 120 yards, or the length of a football field. Extreme is anything beyond that, up to a mile away.

Each turn, a character can change her range relative to a target by one level (Short to Medium or Extreme to Long, for example). However, a character changing range through difficult terrain (uphill, upstream, through dense jungle, etc.) must also spend her action navigating.

A character may also opt to do a **full sprint**. This closes the character's relative range to a target by two levels (Extreme to Medium, Long to Short, Medium to Melee). However, a character doing a full sprint forfeits her action that turn.

Example: It is the Outrider Vander's turn. An assassin has fired a hand crossbow at him from Short range (roughly 20 yards away from Vander). Vander's only weapon is his machined knife. Vander's player decides that he will move (to reduce his range from the assassin from Short to Melee), then attack.

Example: Vander notices that the assassin has a partner, who is readying his musket at Medium range. Vander's player decides that he will finish off the assassin next to him, then move to take cover behind the wreckage of an ancient vehicle (which is Short range away from him).

Example: Vander slew the first assassin, and took cover before the other assassin fired his black-powder musket. Vander decides that he will rush the second assassin, who will be dropping his musket and fumbling for a melee weapon (or running away, if he is smart). Vander takes no action that turn, but sprints toward the assassin (closing his range from the assassin from Medium to Short to Melee in one turn).

Example: The assassin decides that he stands no chance against Vander in melee combat, so he flees. However, the only path of escape is to slog through the marsh behind him. The assassin moves once (increasing his range from Vander from Melee to Short), but must use his action navigating the rough terrain. Instead of chasing the assassin, Vander grabs his machined blade by the tip and prepares to throw it into the spine of the coward.

2.3 Actions

A character may take an action during her turn. An action may take no longer than a few seconds. Examples of actions are: attacking an enemy, performing first aid on a fallen comrade, or activating a simple machine. Some actions may require a skill check. Many will not. Prolonged actions may take multiple actions and thus turns to accomplish. Examples of prolonged actions are: picking a lock, reloading a black-powder musket, or repairing a simple machine. Prolonged may require a skill check, or multiple skill checks, or none at all.

Ultra mundane tasks such as opening a door, waving one's hands, and speaking a few words do not count as actions, and can be done during a character's turn in conjunction with whatever action she takes.

2.4 Attacks

The most typical action a character can take during her turn is to attack an opponent. Attacks are resolved through opposed rolls. The TN of an attack depends on the type of attack performed:

Unarmed/Melee Attacks such as hand-to-hand attacks, blades, clubs...

$$\text{TN} = (\text{Attacker's Combat} + \text{Attacker's Survival}) - \text{Defender's Defense Save}$$

Ranged Weapon Attacks such as archery, firearms, artillery...

$$\text{TN} = (\text{Attacker's Combat} + \text{Attacker's Technology}) - \text{Defender's Defense Save}$$

Skill Attacks such as whips, throwing weapons...

$$\text{TN} = (\text{Attacker's Combat} + \text{Attacker's Cunning}) - \text{Defender's Defense Save}$$

If an attack is successful, the target of the attack takes damage. If the attack is unsuccessful, the target of the attack takes no damage.

3.0 Health

All characters have Hit Points (HP), which represent their current health. All characters begin with 20 HP. When a character is injured, she loses HP. When a character's HP reaches 0 or less, she falls unconscious and is dying.

While dying, a character loses 1 HP per minute (or combat turn). If her HP reaches -10, she has 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 her HP is raised above zero through natural means.

To stabilize a fallen comrade, an unopposed roll 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. This roll is penalized by a number equal to the dying character's negative HP.

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. His TN is 11 (the sum of his spheres – Mort's HP of -3). Watts must roll an 11 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, he must be stabilized again.

3.1 Knock-Out Threats

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

3.2 Restoring HP

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

4.0 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 (D) and Accuracy (A). Most weapons of a specific type, such as one-handed blades, are of similar Damage and Accuracy, though craftsmanship or

modification may alter this.

4.1 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.

4.2 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 scattergun 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.

4.3 Range

Ranged weapons are able to strike an opponent within their Range (R). Range is split into five relative distances; Melee, Short, Medium, Long, and Extreme. Melee range is anywhere within a few yards. Short range is 30 yards, or roughly $\frac{1}{4}$ of a football field. Medium range is 60 yards, or roughly $\frac{1}{2}$ 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.



4.4 Weapons in Enoch

Melee combat is the most predominant form of combat in Enoch, but the heroic weapons of fantasy games must be traded in for a new, vulgar set of weapons: crowbars, sledgehammers, shivs, tire irons, street signs, shovels, bicycle chains, parking meters, and anything else that can be found.

Most carried weapons have some type of survival or trade utility. Consider two-handed blades: it is unlikely that you would encounter a claymore in Enoch. Such a weapon has little utility outside of combat. A fireman's axe, however, has great utility. It can be used to cut firewood and smash through the doors and windows of old ruins.

The following charts list generic weapon types and attacks:

MELEE WEAPONS	D	A	R
One-handed blade	6L	+2	Melee
One-handed club	4B	+2	Melee
Two-handed blade	8L	+1	Melee
Two-handed club	6B	+1	Melee

UNARMED ATTACKS	D	A	R
Punch/Kick	2B	0	Melee
Unarmed Weapon ¹	3L	0	Melee

RANGED WEAPONS	D	A	R
Short Bow	6L	+2	Short
Long Bow	8L	+2	Long
Hand Crossbow ²	7L	+3	Short
Crossbow ²	9L	+3	Long

THROWN WEAPONS	D	A	R
Bladed Projectile	4L	+1	Short
Blunt Projectile	3B	+1	Short
Javelin	6L	+1	Medium
Bomb ³	10L	0	Short

¹ Unarmed Weapons include items such as martial arts claws, or spiked armor.

² Crossbows require 1 turn to reload.

³ Bombs damage all targets within a 10 ft radius of their impact point. Targets within the blast radius can immediately make a Difficult unopposed roll of Combat + Cunning to dive out of the blast radius.

5.5 Firearms in Enoch

Most firearms found in the Enoch world are black powder designs or cobbled-together Frankenstein variations on modern firearms. Few high tech weapons have survived the millennium following the Fall. These weapons fired a sophisticated type of ammunition that was electrically ignited by a demon bound to the firearm. Finding such a weapon intact is hard enough, but finding the specialized ammunition it requires is nearly impossible.

The following is a list of generic firearm types:

CRUDE FIREARMS	D	A	R	Ammo Capacity
Black Powder Pistol	10L	+1	Short	1/muzzle loaded
Black Powder Musket	10L	+2	Long	1/muzzle loaded
Black Powder Scattergun	7L ¹	+3	Medium	1/muzzle loaded
Black Powder Revolver	8L	0	Short	6/cylinder

¹ Scatterguns that strike a target within Short range hit twice. DR applies to each hit separately.

While crude firearms cannot compete with their pre-Fall counterparts, they do have 2 distinct advantages. First and most importantly, is availability. Black powder weapons are relatively common in Enoch, and their ammunition is easy to find. Lead balls and black powder are mass produced in some regions. The other advantage crude weapons have is that they are rugged and designed for abuse in melee combat. Pistols and revolvers can be gripped at the barrel and used as a club (D: 3B A: 0). Muskets usually have a shoulder stock that may be used as a melee weapon (D: 5B A: 0) and can be fitted with a bayonet (D: 7L A: 0). Scatterguns may be used in melee (D: 5B A: 0), but may not be fitted with a bayonet.

The following is a list of ancient firearms:

ANCIENT FIREARMS	D	A	R	Ammo Capacity
Machine Pistol ²	7L	+3	Medium	15/clip
Submachine Gun ^{2 & 3}	8L	+2	Medium	50/clip
Assault Rifle ^{2 & 3}	10L	+3	Extreme	30/clip, 100/drum
Combat Shotgun ²	7L ¹	+4	Medium	12/drum

¹ Shotguns that strike a target within Short range hit twice. DR applies to each hit separately.

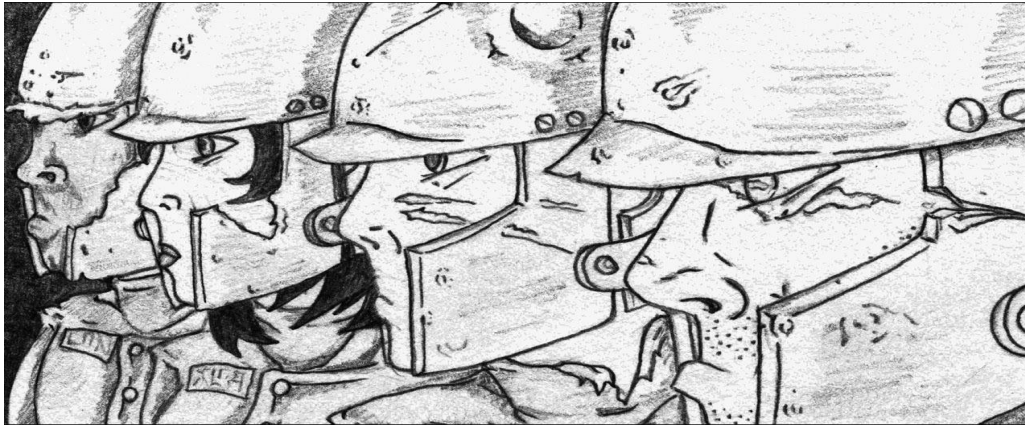
² These weapons are capable of Burst Fire. Burst Fire adds +3 to damage, but uses 3 rounds. Additionally, the shooter forfeits the weapon's Accuracy bonus when using Burst Fire.

³ These weapons are capable of Full Auto Fire. Full Auto Fire adds +5 to damage, but uses 10 rounds. Additionally, the shooter forfeits the weapon's Accuracy bonus when using Full Auto Fire.

Ancient firearms are extremely powerful and rare relics of the past. They have variable fire modes and are known to accept exotic types of ammunition, including armor piercing rounds (ignore all DR) and non lethal rounds (do Blunt damage), among others. However, these lightweight killing machines require much maintenance and devotion. They may not be used in melee combat without the risk of serious malfunction. An ancient firearm that has been abused loses its Accuracy bonus and has its Range reduced by one level, until the weapon is realigned in a workshop (which typically requires a full day of work and a full clip or drum of ammunition). Additionally, because these weapons have a demon bound to them, they have been known to act autonomously, and even turn on their masters.

4.0 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.



4.1 Damage Reduction

An armor's Damage Reduction (DR) is the amount of damage that armor's wearer ignores every time she is injured. For example, if a character wearing junk mail (with a DR of 3) was struck with a knife (which does 6 damage), she 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.

4.2 Encumbrance

Encumbrance (E) is a penalty to the wearer's Initiative as well as a penalty to any skill check involving agility, acrobatics, and stealth. This penalty is active as long as the armor is worn.

Example: The contractor Reno, who is wearing Reinforced Junk Mail (DR of 4, E of 4), wishes to creep down a corridor silently so he that doesn't alert the sentry around the corner. After considering the sentry's Awareness save, Reno's TN is 11. However, the GM decides that the bulky armor makes a lot of noise, and therefore, Reno's TN for this action is penalized by his armor's Encumbrance, reducing his TN to 7 (11 – E of 4).

4.3 Armors in Enoch

The following is a list of common types of armor:

ARMOR TYPE	DR	E
Leather Armor	1	1
Sports Padding	1	1
Buckler	1	1
Kevlar Helmet	1	1
Reinforced Leather Armor	2	2
Junk Mail	3	3
Bullet Proof Vest	3	3
Reinforced Junk Mail	4	4
Riot Shield	4	4
Machined Armor	5	5

4.4 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

5.0 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.

5.1 Physical Hazards

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

PHYSICAL HAZARD D

Thrown in rebar spike	7L
Thrown into pane of glass	5L
Thrown into concrete wall	3B
Falling	2B per yard of falling
Sandstorm	3L per turn, until victim finds shelter

5.2 Elemental Hazards

Elemental damage ignores DR from armor and is inflicted on the victim at the beginning of their turn. The following chart lists typical elemental hazard damage:

ELEMENTAL HAZARD	D
Fire	3L per turn, until flames on victim are extinguished ¹ .
Fire (Intense Heat)	6L per turn, until flames on victim are extinguished ¹ .
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.

¹Characters on fire who take 1 turn rolling on the ground extinguish the flames.

6.0 Special Combat Maneuvers

Characters can perform 1 of 6 combat maneuvers during their turn: Deathblow, Sure Shot, Preservation Mode, Throw, Bypass Armor/Cover, or Hold Action.

6.1 Deathblow

Deathblow is a risky, but overpowering attack. To perform a deathblow, a player must declare she is doing so before making an attack roll. 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, she is vulnerable. While vulnerable, she loses her Defense Save until her 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 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.

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

6.2 Sure Shot

Sure shot is a risky, but highly accurate attack. To perform a sure shot, a player must declare she is doing so before making an attack roll. The TN for a sure shot ignores a target's Defense. If the sure shot is successful, normal damage is inflicted. After a character attempts a sure shot, she is vulnerable. While vulnerable, she loses her Defense Save until her next turn.

Example: After a short and brutal brawl with a legionary, an injured slave is fleeing from a labor camp. Legionary Gunter knows that if this slave escapes, it will give the rest of the shackled slaves hope. He must set an example. Gunter raises his crossbow and leads the fleeing target. He has one shot before the slave vanishes into the brush. Taking the slave's Defense save of 3 into account, Gunter's TN will be 11. Leaving nothing to chance, he performs a sure shot, raising his TN to 14. The bolt whistles through the air and pierces the side of the escapee, who lets loose a blood-curdling cry and splashes into a swamp. Gunter smirks and lowers his crossbow to survey the other slaves. His smirk instantly morphs to an expression of horror. A mob of shackled slaves engulfs him. He has no Defense save until his next turn.

6.3 Preservation Mode

Preservation Mode is a highly defensive maneuver. To perform preservation mode, a player must declare she is doing so at the beginning of her turn. Until the beginning of her next turn, her Combat sphere rating (minus her armor's E) is added to her Defense save, making her very difficult to hit. However, while in preservation mode, a character cannot take any actions such as attacking an enemy or performing first aid. She may move, but cannot sprint or navigate difficult terrain.

Example: Volya and her fellow soldiers are rushing a Legion fort protected by trenchwork and a troupe of archers. The entrance to the fort is at Extreme range. Volya enters Preservation Mode: she scrambles to and from cover en route to the entrance. Volya's Defense save is 5. Her armor's E is 2. Because she is in preservation mode, she adds her Combat sphere rating (minus 2 for E) to her Defense save, resulting in a 10 ($7 - 2 + 5 = 10$). All attacks made against Volya are penalized by 10. Even if an enemy performs a sure shot at her (ignoring her Defense), the attack is still penalized by her Combat sphere rating of 5.

6.4 Throw

Throws are hand-to-hand attacks that hurl an opponent into a hazard that is up to 10 feet away. To perform a throw, a character must declare she is doing so before making an attack roll. The TN of a throw is identical to that of an unarmed attack. If successful, the target is thrown into any nearby hazard of the attacker's choosing. If unsuccessful, the character must succeed at an unopposed Survival + Cunning roll to avoid being thrown into the hazard herself.

Example: Gordon and Lee are fighting on a rope bridge 100 ft above ground (a fall that would kill instantly). Knowing he is no match for Lee, Gordon attempts to end the fight quickly by throwing Lee over the edge. Gordon's TN to hit Lee is 9. If he rolls successfully, Gordon will hurl Lee to his death. He rolls a 14. Lee evades Gordon's clumsy attack and now Gordon has lost his balance. He must succeed at an unopposed Survival + Cunning roll to not fall off the bridge. His Survival is 7 and his Cunning is 5. His TN is 12. If he rolls over a 12, he falls to his death.

6.5 Bypass Armor/Cover

A character may bypass the armor of an opponent by aiming for a weak point. To perform Bypass Armor/Cover, a character must declare she is doing so before making an attack roll. During the attack, the armor's DR serves as a penalty to the TN, but does not soak damage. Alternatively, a character may bypass the cover protecting her target. During the attack, the cover's DR serves as a penalty to the TN, but does not soak damage. A character can choose to bypass both the armor and cover protecting her target, simply adding together the combined DR and using the sum as a penalty to her attack roll.

Example: Chaka's glass arrow shatters against a concrete slab that his target hides behind. His arrows (8L damage) stand no chance of penetrating the slab (DR 10), so he must aim precisely to bypass it and strike his enemy, a rival brave. Seeing an opening Chaka aims and releases. His TN to hit this enemy is typically 14. Penalized by the cover's DR, Chaka's TN to strike the weak point is 4. But if he hits, he'll inflict 8 damage.

Example: Chaka is battling with an ancient, armored warrior that has risen from a catacomb of Hell. His spear (8L damage) can hardly pierce the hide of this foe (DR 5). He knows that he could penetrate the warrior's hide if he performed a deathblow, but Chaka does not wish to leave himself vulnerable in case the blow does not fell the warrior. Instead, he looks for a chink in the warrior's armor and strikes at it. His TN to hit this enemy is typically 15. Penalized by the armor's DR, Chaka's TN to strike a chink in the armor is 10. But if he hits, he'll inflict 8 damage.

6.6 Hold Action

A character may skip her action during her turn, only to act again at a later time. While holding her action, she may preemptively attack the first opponent who attacks her directly or indirectly.

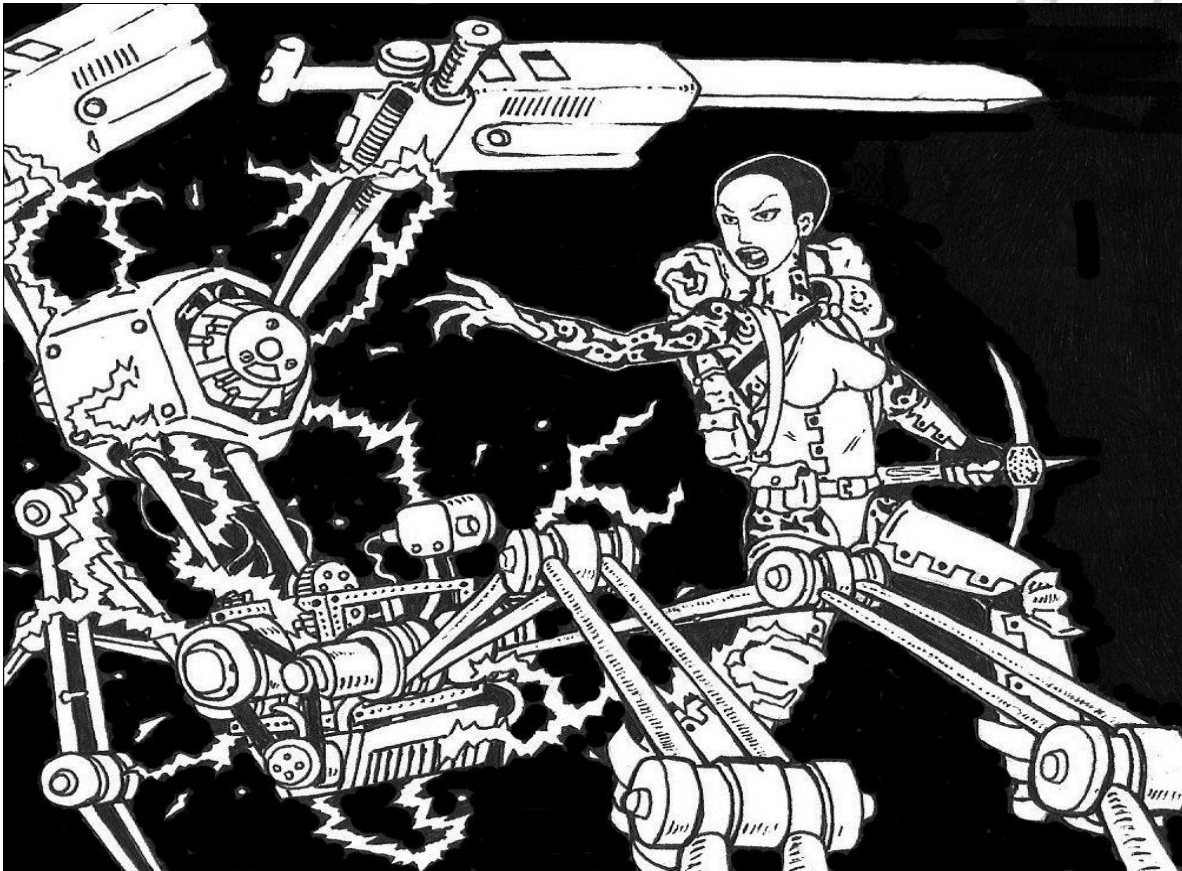
Example: The legion deserter Leonid is afloat on a raft in the middle of the Sound. He just witnessed a giant serpent coil around the outrigger of another raft and capsize it. Hoping to prevent his vessel from meeting the same fate, Leonid holds his actions, readying his black powder pistol. During the same turn, the giant serpent begins to coil around a corner Leonid's raft. Before the serpent has a chance to capsize the raft, Leonid has the opportunity to fire on the beast.

7.0 Sorcery

In Enoch, interacting with demons (intelligent machines) is called **sorcery** and those who do so are called **sorcerers**. Most demons receive orders from an overseer (an administrative AI), but many have electric eyes (motion sensors) that interpret glyphs (commands) gestured by human hands. This gestural interface is called Sig: the "language of the demons."

Crude gestures do not register as commands to demons; only the precise gestures of Sig do. Correctly gesturing a glyph requires knowledge and poise. It is not enough to memorize a glyph. It must be articulated correctly as well. As such, sorcery is dictated by the Technology and Presence spheres. A sorcerer gesturing a command to a simple demon, such as a mechanical door, must succeed at unopposed roll. The following is the formula for sorcery attempts:

TN = Sorcerer's Technology + Presence.



A complex command, such as giving medical specifications to a demon performing surgery on a human, might be considered a **Difficult** task. The fail state for sorcery attempts can range from minor glitches to critical malfunctions that may or may not be hazardous to the sorcerer. Examples of minor glitches include an increased cool down period (rendering a demon immune to further commands for a period of time) or heightened security protocols (increasing the difficulty of further commands). Examples of critical malfunctions include administrative lock down (rendering a demon immune to further commands indefinitely) or an electrical overload (which may destroy a demon's systems and cause damage to nearby users).

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 wishes to sig the command for "Open." The GM decides that this is an unopposed roll, and that the fail state for this sorcery attempt will be a minor glitch. 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 6, failing her sorcery attempt. The fire door remains closed and the failed attempt has triggered heightened security protocols. Maya's next attempt to open this door will be a Difficult task.

7.1 Overriding an Overseer

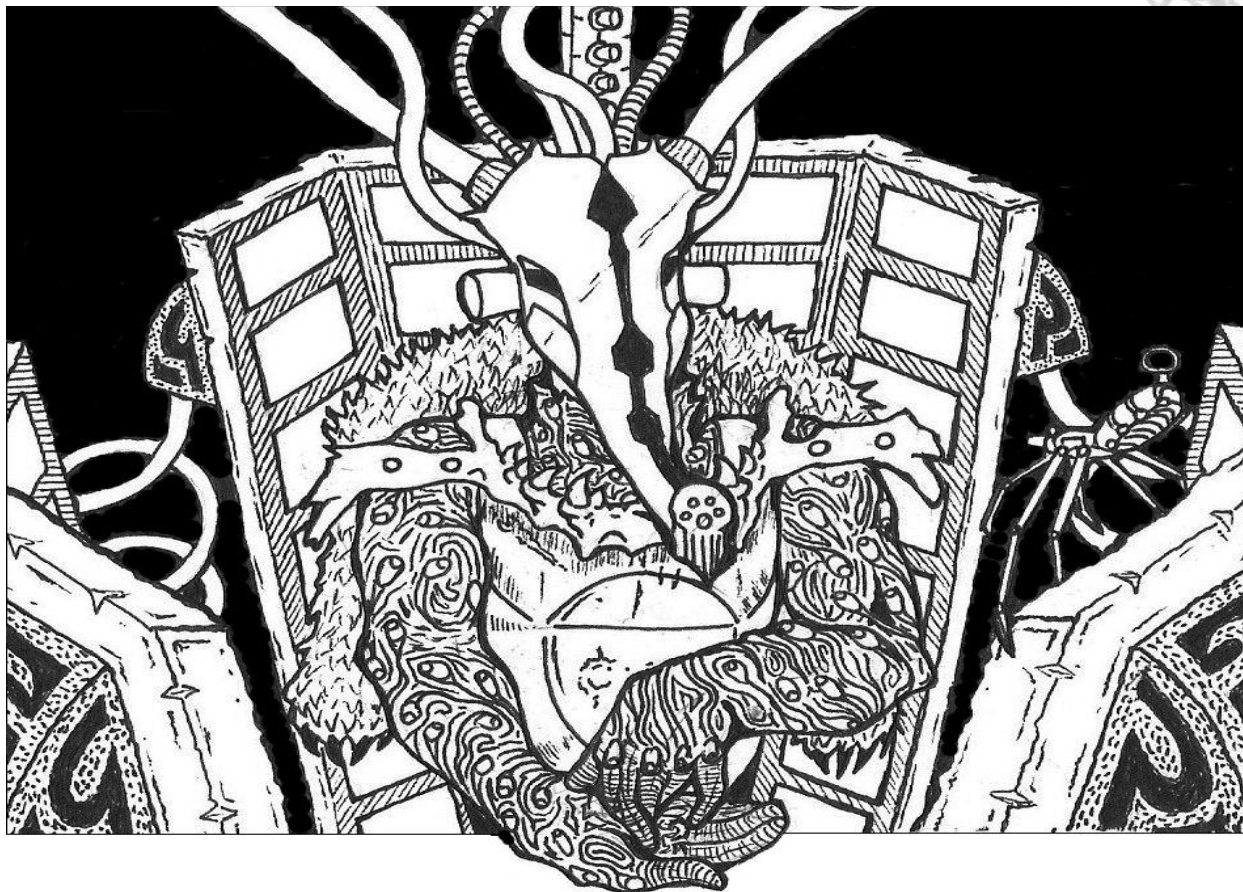
Some demons are uncooperative and will disregard commands even if they are properly gestured. These demons are under the control of an overseer. Overseers generate a **Firewall**, an electrical aura that protects its minions from Sig. An overseer's Firewall is rated on a scale of 1 to 20. Simple overseers, such as librarians and petty administrators, typically have a Firewall rating no higher than 5. Machine gods typically have a Firewall rating near 20.

An overseer's Firewall rating serves as a penalty to sorcery attempts made in its domain. The following is the formula for overriding an overseer:

$$TN = (\text{Sorcerer's Presence} + \text{Technology}) - \text{Overseer's Firewall}$$

Overriding an overseer requires a sorcerer to gesture commands that temporarily break the connection between the overseer and the demon under its control. An override is an opposed Skill Check ($TN = \text{Technology} + \text{Presence} - \text{overseer's Firewall}$). If successful, the overseer has lost control of the demon for a number of minutes (or combat turns) equal to $20 - \text{its Firewall rating}$, and the demon will obey all Sig commands during that time. The fail state of override attempts tend to be more severe than simple commands. Depending on how the overseer assesses the threat, it may use its environmental controls and minions to assail any heretics (unauthorized user) within its domain.

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. Phozatsu has detected Maya's presence and will not cede his control of the rail car to her. The GM decides that if Maya wants to activate the rail car, she must override Phozatsu's control, which is an opposed roll. Maya's TN for this action is her Technology 6 plus her Presence 7 minus Phozatsu's Firewall of 5. $6 + 7 - 5 = 8$. Her TN is 8. She rolls a 6 and Phozatsu's control of the rail car is broken for 15 minutes ($20 - \text{Phozatsu's Firewall}$). She may not want to be in the rail car when he retains control. Phozatsu would likely send the car careening into a stone wall.



7.2 Communion

The most effective, and dangerous, means of dealing with a malevolent overseer is communion. Communion with an overseer requires a sorcerer to find the overseer's shrine: an armored altar that emits wireless signals to the overseer's minions. Shrines contain a demon crown, a virtual reality apparatus that a sorcerer must don to enter communion with the overseer. Communion takes place in a virtual world populated with fantastic imagery, but it has consequences in the real world. During communion, sorcerer and overseer can communicate freely. However, the moment a sorcerer gestures a command to the overseer, a form of personal combat begins between the two.

During this personal combat, the sorcerer and the overseer are trying to break the other's will. The sorcerer gestures hacking glyphs that shatter the overseer's defenses. The overseer bombards the sorcerer with sensory input and electrical feedback. If the sorcerer wins this contest, she enslaves the overseer and assumes control of its entire domain. If the overseer wins, it implants a slave node into the cortex of the sorcerer, turning her into a drone.

Once communion turns into combat, it is organized into turns much like combat is. The sorcerer always acts first. The following formula is used to resolve an attack on an overseer:

$$TN = (\text{Sorcerer's Presence} + \text{Technology}) - \text{Overseer's Firewall}$$

If the sorcerer fails, nothing happens. If the sorcerer is successful, the overseer takes 2 HP damage. Though overseers have no corporeal body, their system integrity during communion is represented by HP. Weak overseers typically have less than 10 HP, while machine gods may have hundreds. Overseers are immune to KO checks. To break an overseer, a sorcerer must reduce its HP to zero or less.

During its turn, an overseer may attack the sorcerer. Along with Firewall rating and HP, overseers have a **Processor** rating. Processor rating represents an overseer's strength and skill during communion. Weak overseers typically have a Processor rating near 10, while powerful overseers typically have a Processor rating over 20. The following formula is used to resolve an overseer's attack on a sorcerer:

$$\text{TN} = \text{Overseer's Processor rating} - \text{Sorcerer's Reason Save}$$

If the overseer fails, nothing happens. If the overseer is successful, the sorcerer takes 3 HP damage. Damage received during communion does not provoke KO checks. To break a sorcerer, an overseer must reduce her HP to zero or less.

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 5. Her TN is 8. She rolls a 10, failing. Enraged by Maya's insolence, Phozatzu counterattacks. Its Processor rating is 13. Maya's Reason Save is 6. Its TN is 7. It rolls a 7, succeeding. Sandstorm winds begin to slowly eat away at Maya's flesh. Maya's HP of 20 is lowered to 18. 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 HP of 12 is lowered to 10.

Neither a sorcerer nor an overseer can disengage from communion if it turns to combat. It must be played out until one of the sides are broken.

8.0 Crafting Items

Characters can craft items using a two-phase system of **design** and **creation**. The first phase is design. This is the process of a character coming up with an idea of what they will create, how they will create it, and what components 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 six spheres best describes the crafted item's purpose: Combat, Medicine, Cunning, Survival, Presence, or Conviction. This is called the **Purpose Sphere**. For example, the Purpose Sphere of armor would be Combat, a vaccine: Medicine, a disguise: Presence, a mechanical trap: Cunning, a canoe: Survival, and a work of religious art: Conviction.

Both the design phase and the creation phase require unopposed rolls. For the design phase, the TN is the crafter's Lore + Purpose Sphere. For the creation phase, the TN is the crafter's Technology + Purpose Sphere. Failure in the design 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 components were wasted. Both the design phase and the creation phase may be considered Difficult, Very Difficult, or Impossible tasks at the GM's discretion.

Creating any item requires the following:

Components: The list of components required for a crafted item should be very short. Enoch is a world of ruin, so spare parts are readily available. Crafters need only concern themselves with special, hard to find components. Enterprising GMs may wish to make these components only available in dangerous, exotic places.

If the creation phase fails, some components may be damaged or destroyed.

Tools: The exact list of tools required for a crafted item should not be of concern. Instead, the GM should decide if the creation phase of the item would require personal tools, a workshop, or a facility. Workshops are more effective than personal tools, and facilities are more effective than workshops. While many items may be crafted with personal tools, some will require the use of a workshop. If the crafted item is extremely sophisticated, the crafter will have to find a facility to realize their creation.

If a crafted item can be constructed with personal tools, then the use of a workshop or facility reduces the difficulty of the creation phase by one level. For example: carving a spear from a branch is possible with personal tools, but if a workshop is used to craft the item, it is considered an **Easy** task.

If a crafted item requires the use of a workshop, it cannot be crafted with personal tools, and the use of a facility reduces the difficulty of the creation phase by one level. For example: forging the barrel of a gun requires a workshop, but if a facility is used to craft the time, it is considered an **Easy** task.

If a crafted item requires the use of a facility, it cannot be crafted with personal tools or a workshop.

Time: The GM and crafter should agree on a set amount of time (typically measured in days) that the crafter works on the crafted item. This time may also be used to explain downtime between adventures and what a PC is doing when its player was unable to make it to the game session. Superior tools reduce crafting time. If a crafted item requires 4 days to craft with personal tools, it requires 2 days to craft in a workshop, and 1 day to craft in a facility.

If the creation phase fails, this time was wasted.

The following are examples of crafted items:

Lightning Mace

Description: A blunt weapon that inflicts electrical damage.

Components: Cattle-prod, car battery

Tools: Personal Tools

Time: 2 days

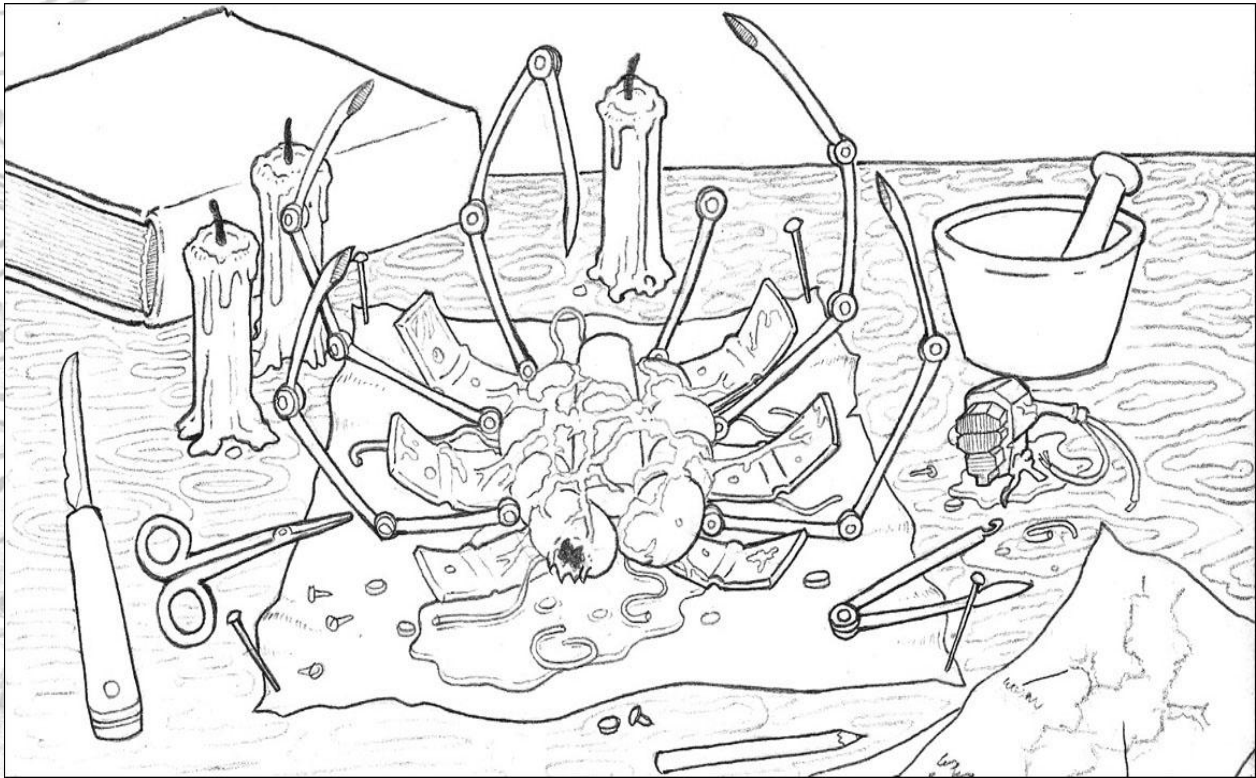
Landcrawler

Description: A four-wheeled, alcohol-powered vehicle.

Components: Alcohol-burning engine, chassis

Tools: Workshop

Time: 30 days



9.0 Demons

The word **demon** denotes a broad category of pre-Fall objects and beings. Everything from smart appliances to military-grade automata is considered demonic to the denizens of Enoch. However, for the purposes of game mechanics, only independent, self-operated machines have statistics. Examples of such machines include **imps** (mechanical arachnids that maintain Hell's subsystems and swarm intruders) and **dragons** (large utility automata that have been reprogrammed and refitted to engage human combatants, or one another). Herein, the use of the word demon denotes such machines.

All demons adhere to **demonic law**, a set of rules that the demon's creators deeply ingrained into the coding of their creations. The first and most important rule of demonic law is that all demons must have a working electric eye that interprets Sig. This is as fundamental to demons as oxygen is to human beings. A demon that is blind to Sig is blind to the world and will thrash around like a dying beast until it runs out of power.

9.1 Demon Spheres

Demons, like human characters, have Spheres and other statistics that determine their abilities to interact with the world and other creatures. The following Spheres are used to define a demon: Combat, Hardware, Software, and Ghost.

The **Combat** sphere is identical to the one used by mortals. This sphere dictates a demon's ability to engage in melee combat (Combat + Hardware) or engage in ranged combat (Combat + Software). A demon with a Combat rating of 3 has only basic self-preservation protocols while a demon with a Combat rating of 8 could be qualified as a hunter-killer.

The **Hardware** sphere represents a demon's physical prowess, agility, and speed. This sphere dictates a demon's ability to sneak through Hell's corridors (Hardware + Software) or evade

imminent explosions or sprung traps (Hardware + Ghost). A demon with a Hardware rating of 3 is a slow moving and awkward being while a demon with a Hardware rating of 8 is an agile being with a reaction time as fast, or faster, than most human beings.

The **Software** sphere represents a demon's ability to analyze its surroundings and solve problems. This sphere dictates a demon's ability to track intruders (Software + Hardware) and outflank mortals (Software + Ghost). A demon with a Software rating of 3 is as simple as a beast of burden while a demon with a Software rating of 8 is a rational, methodical being very difficult to outmaneuver.

The **Ghost** sphere represents an unexplainable glitch in a demon's programming, resulting in the occasional imitation of self-awareness. This sphere is also used any time a demon acts against its programming or the will of its overseer. For example, a demon opening a fire door against the overseer's will would use (Ghost + Software). A demon with a Ghost rating of 3 is as self-aware as a refrigerator while a demon with a Ghost rating of 8 represents a tangible threat to its overseer.

9.2 Demon Saves

The following saves are used to define a demon: Defense, Sensors, and Firewall.

Defense is used to defend itself from all forms of physical attack. It is equal to Combat – 2 or Hardware – 2, whichever is greater.

Sensors is used to defend itself from all forms of illusion and tactical trickery. It is equal to Software – 2 or Ghost – 2, whichever is greater.

Firewall (while in an overseer's domain) is used to defend itself from sorcery. It is equal to the local overseer's Firewall rating.

9.2 Other Demon Rules

Demons have HP like mortals. However, demons are never subject to KO threats and make no distinction between Blunt and Lethal damage. A demon reduced to zero HP is incapacitated until repaired, while a demon reduced to -10 HP or less is damaged beyond repair (though its parts may be recycled to build a new demon). While in Hell, a damaged demon will be repaired by imps. For every eight hours of inactivity in Hell, a demon will restore a number of HP equal to its Firewall rating.

A demon's Initiative is equal to its Combat + Ghost. Demons are able to use all Special Combat Maneuvers (deathblow, sure shot, etc.) available to mortals. A Demon who has failed a Throw attempt rolls Hardware + Ghost to avoid being throw into the hazard.

Demons may have special abilities including but limited to: vision at multiple spectrums (infrared, thermographic, ultrasonic, etc.), super strength and agility, the ability to fly or jump to great heights, the ability to emit shocking electric pulses or other elemental attacks, and others.

10.0 Animals

Animals in ENOCH use the following rules....

10.1 Animal Spheres

Animals, like human characters, have Spheres and other statistics that determine their abilities to interact with the world and other creatures. The following Spheres are used to define an animal: Combat, Cunning, Survival, and Instinct.

The **Combat** sphere is identical to the one used by mortals. This sphere dictates an animal's ability to engage in melee combat (Combat + Survival), or ranged combat (Combat + Cunning) when possible. An animal with a Combat rating of 3 is a timid beast while an animal with a Combat rating of 8 is ferocious.

The **Cunning** sphere is identical to the one used by mortals. This sphere dictates an animal's ability to silently stalk prey (Cunning + Survival) or understand the potential threats around it (Cunning + Instinct). An animal with a Cunning rating of 3 is a simple beast while an animal with a Combat rating of 8 is extremely clever.

The **Survival** sphere is identical to the one used by mortals. This sphere dictates an animal's ability to forage for food (Survival + Cunning) or find shelter to protect itself from a coming storm (Survival + Instinct). An animal with a Cunning rating of 3 is a simple beast while an animal with a Combat rating of 8 is extremely clever.

The **Instinct** sphere represents an animal's natural programming. This sphere dictates an animal's ability to use its special adaptations, such as shooting quills or spitting poison (Instinct + Combat), or detect malice in humans (Instinct + Cunning). An animal with an Instinct rating of 3 is a very predictable beast while an animal with an Instinct rating of 8 is a very independent beast.

10.2 Animal Saves

The following saves are used to define an animal: Defense, Sensors, and Firewall.

Defense is used to defend itself from all forms of physical attack. It is equal to Combat – 2 or Survival – 2, whichever is greater.

Senses is used to defend itself from all forms of indirect attack, such as traps and sneaking predators. It is equal to Cunning – 2 or Instinct – 2, whichever is greater.

9.2 Other Animal Rules

Animals have HP like mortals. However, they are not subject to KO threats and make no distinction between Blunt and Lethal damage. An animal reduced to zero HP is incapacitated and dying, and is dead when its HP reaches -10 (though it may be stabilized before then). An animal restores 1 HP per 8 hours of rest or restores a number of HP equal to its master's Medicine sphere. An animal's Initiative is equal to its Combat + Cunning. Animals can change range twice per turn and can perform a full sprint, extending their reach another range level.

CHAPTER IV: PATHS, VOWS, & EXPERIENCE



11.0 Paths

PCs and important NPCs follow paths. Each path has triggers and powers. Every time a character activates a path's trigger, he earns pathos. Pathos is burned to activate the path's powers. All PCs begin play with two paths, but may accumulate more during play.

11.1 Triggers

Triggers are actions that allow a character to further his way along a path. For example, a trigger for the path of Unarmed Mastery is to best an opponent in hand-to-hand combat. If a character is following the path of Unarmed Mastery, the more opponents he defeats in hand-to-hand combat, the further along he'll be on that path. The further he is along that path, the more powerful he will become.

If a character activates a path's trigger, he receives 1 pathos. Pathos is used to activate a path's powers. Pathos earned in one path may not be used to activate the powers of another path.

Example: Samael follows the path of Ancient Medicine. A trigger for Ancient Medicine is: "Any time the character stabilizes a friend or foe, he receives 1 pathos." After an attack by highwaymen, one of Samael's allies lay dying (at -3 HP and losing blood). Samael attempts to stabilize him. If he is successful, he receives 1 pathos in Ancient Medicine.

11.2 Powers

Each path has powers. Powers are activated by spending pathos. The stronger a power is, the more pathos it requires. Pathos does not regenerate on its own; it must be earned by following

the path's rule.

Example: After stabilizing his ally, Samael has earned 1 pathos in the Ancient Medicine path. He decides to make an energy stim so he can be better prepared next time he is ambushed. Energy Stim is a 1 pathos power of the Ancient Medicine path. Samael creates the stim and now has 0 pathos. To earn more pathos, he will have to stabilize more dying comrades... or enemies.

Unless otherwise noted, powers are used during a character's turn. While some powers require time or resources, most do not. For instance, in the above example, Samael can effectively pull the energy stim he created out of thin air. To explain this narrative jump in the game world, we can assume that because Samael follows the Ancient Medicine path, he would have such an item on hand. The same narrative liberties should be taken to explain other phenomena associated with powers if their logistics prove troublesome to players.

11.3 Ordeals

Each path has an end. Eventually, a character is able to reach the end of his path and reap the rewards of all of his hard work, diligence, and patience. A completed ordeal marks the end of a path. An ordeal is a long personal quest which a character must dedicate himself to when he has free time. To make progress toward his ordeal, a character must invest pathos towards it. This investment of pathos reflects the time, training, and resources a character has devoted to reaching the end of his path. A character can invest any amount of pathos towards their ordeal at any time. However, invested pathos are gone forever and cannot be redeemed at a later time to activate powers.

When a character has finally invested 30 pathos into an ordeal, the ordeal is complete. What is at the end of this long journey? Legendary powers and the notoriety to match.

11.4 Training

There are two types of pathos: earned pathos (the type discussed earlier) and trained pathos. Trained pathos is identical to earned pathos with two exceptions: 1) players gain trained pathos through training, not by activating triggers. 2) trained pathos cannot be invested in Ordeals.

During any eight hour period of rest, a character can opt to train in a specific path instead of restoring his HP. The character gains 1 trained pathos. There is a limit to the amount of training a character can do in each path. A character can have a maximum number of trained pathos no greater than double their current earned pathos.

Example: After spending some time in a Legion triage, Samael has accumulated 3 earned pathos in his Ancient Medicine path. The next time he rests, he opts to train, gaining 1 trained pathos. Samael could feasibly train another 5 times in this path, if he had the time and inclination to do so.

Earned pathos and trained pathos are recorded separately on the character.

[Designer's Note: The following pages discuss common Paths found in ENOCH. Few are complete, and few have defined Ordeals.]

12.0 Ancient Medicine

Ancient Medicine is the art of healing through the use of pre-Fall theories and science. Its practice requires scientific instruments and encyclopedic knowledge. The ancient healer compiles tomes of known ailments and remedies to aid his practice. He improves his craft through experimentation, animal dissection, and discovering the secrets of pre-Fall medicine.

Perk: When stabilizing the dying, the character ignores the penalty incurred by the dying subject's negative HP.

Triggers: Any time the character stabilizes a friend or foe.
Any time the character successfully treats an illness.

Powers:

Energy Stim (1 Pathos): The character creates an energy stim using available flora and fauna. The plants are ground, strained, and distilled before being sucked into a capped hypodermic syringe. The stim can be injected into muscle mass, giving a bonus of +2 to KO checks and Initiative (or +4 to targets with a Technology rating of 7 or higher) for the duration of 1 combat, or 1 hour outside of combat. Energy stims can be stored or given to others. They can be used by anyone, but they can only be used on subjects that are conscious.

Medical Stim (2 Pathos): The character creates a medical stim using available flora and fauna. The plants are ground, strained, and distilled before being sucked into a capped hypodermic syringe. The stim can be injected into a major artery, instantly restoring 6 HP (or 8 HP to targets with a Technology rating of 7 or higher). Medical stims can be stored or given to others. They can be used by anyone, but they can only be used on subjects that are conscious or stabilized.

Elemental Bomb (3 Pathos): The character creates an elemental bomb using available chemicals. The chemicals, chosen for reactivity, are stored in separate chambers of a small canister. Yanking on a pull chord agitates the separation plate and causes a violent reaction to begin seconds later. Everything within a 10' radius of the resulting explosion is struck with shrapnel (10L damage) and engulfed in a cloud of fire (intense heat, 6L per turn, until flames on victim are extinguished) or acid (highly corrosive, 6L per turn, for three turns).

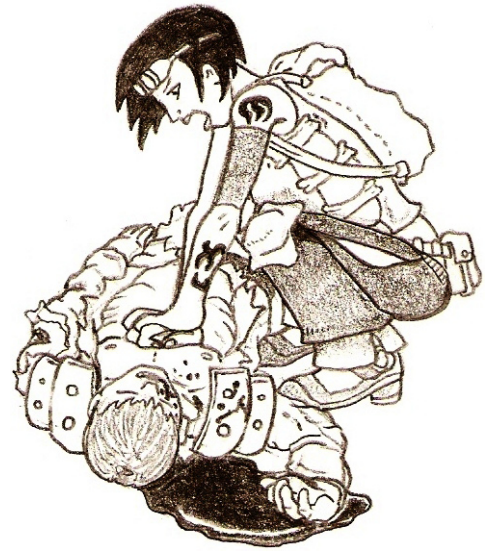
Ordeal: The Raising of the Dead

As a healer, the character has spent his life saturated in the blood and gore of the dying. However, he has explored that thin line between life and death so thoroughly that he has discovered places where the two are blurred. Coupling his intimate understanding of death with the forbidden medical lore he has compiled throughout his journeys, the character can convert a facility into a resurrection chamber where he can perform the ultimate defiance of nature: raise the dead.

A resurrection chamber can potentially restore life to a cadaver that has not suffered more than three days of cellular decay. Cellular decay begins as soon as a character dies. Medical Stims made by the character can be used on a "fresh" cadaver to halt cellular decay for a day, buying time for the cadaver to be delivered to a resurrection chamber. Cadavers can be preserved this way indefinitely, but if they suffer more than three days of cellular decay, there is no going back.

The character can convert any facility into a resurrection chamber (after a week of conver-

sion), but a facility that has been converted becomes functionally useless for any other purpose. Once a cadaver is delivered to a resurrection chamber, it can be infused with vitality and returned to the living. However, the price of this miracle is a steep one: it requires a human sacrifice. Complicating the equation further is the fact that the resurrected tend to inherit fragments of psyche from the sacrificed. These fragments typically manifest as multiple personalities. Sometimes, these personalities want their old body back. If the sacrifice was a willing one, no such complications occur. Finding a willing sacrifice, however, may prove more difficult than raising the dead.



12.1 Familiar

A familiar is an intelligent animal companion. Unnaturally in tune with the body language of its master, the familiar acts almost as an extension of his will. It tends to stay in the background, walking or crawling silently near its master, resting in a pouch, or perching on his shoulder. The familiar has an excellent sense for human behavior. It knows when to stay out of sight, repress its instincts, and wait outside of human settlements. However, even when separated from its master, a familiar can sense when he is in danger and will come to his aid.

Perk: The character has one of the following familiars: scabland coyote, flagbird, razorback boar, glade panther, barbed viper, or aircrash elk (statistics for all of these creatures is discussed in the Threats section). The familiar will defend him when attacked and return to him when separated. It will automatically obey simple commands such as "Stay," "Fetch," and "Attack," but a more complex command, such as "Track this scent" or "Snatch the keys off of the jailor's belt," requires the familiar to make a successful Skill Check.

Triggers: Any time the character's familiar succeeds at a complex command.
Any time the character's familiar KO's an enemy combatant.

Powers:

Scry (1 Pathos): The character commands his familiar to scout a region or spy on a person. When the familiar returns, it uses body language and noises to give its master very basic information as to what it witnessed. The familiar is able to articulate the difference between the following dichotomies: 1) safety and danger, 2) big groups and small groups, 3) activity and calm, 4) human and inhuman entities. If the familiar was provided a scent from a specific person or creature, the familiar will confirm if that specific person or creature was present in the region it scouted.

Rage Attack (2 Pathos): The character commands his familiar to perform a vicious attack. The familiar performs a deathblow on a target of its master's choosing. All normal deathblow rules apply, including the vulnerable state afterwards. Alternatively, if the familiar has any special offensive abilities, such as spitting poison or shooting quills, Rage Attack can be used to activate these abilities.

Training (3 Pathos): The character trains his familiar, improving its abilities. Training increases the familiar's statistics in one of the following ways (chosen by its master): +1 to its Combat sphere, -1 to

its Instinct Sphere, +2 to its maximum HP, or +1 to its attack damage. There is a limit to training: 1) each of the familiar's spheres may only be altered 3 times, 2) its maximum HP can be no higher than double its initial HP, and 3) attack damage may only be raised twice.

Ordeal: The Ascension of the Alpha

The familiar safely leads its master to the lair of an ancient of the same species. The ancient has been watching from afar and recognizes that both the familiar and its master are destined for great thing. The familiar has become so powerful and knowledgeable of the human world that it is ready to assume control of its own herd, flock, or swarm. The ancient trades places with the familiar: the familiar will lord over the herd, flock, or swarm while the ancient serves the master as a mythical familiar.

A mythical familiar is an extremely powerful version of a mundane familiar. It assumes the exact same statistics as the mundane familiar with three exceptions: +50 to its HP, its basic attack damage is doubled, and it gains +3 natural DR (accumulative with existing natural DR).

In addition to this increased ferocity, a mythical familiar can be asked by its master to exercise its **Dominion**. Doing so, the beast lets out a deafening call that summons all similar animals within several miles to aid it in performing an assault or effect of biblical proportions. [Designer's note: I have yet to come up with an interesting way to implement this effect mechanically. I am thinking that the more extreme the effects, the longer the ancient has to hibernate (we're talking months).]

12.2 Folk Medicine

Folk Medicine is the art of healing through the use of mysticism and herbal remedies. It disregards science in favor of tradition or faith. Folk Medicine requires only a very basic understanding of anatomy, but a robust understanding of botany and the supernatural. Each folk healer approaches medicine from a unique perspective. He may rely on star charts, ancient talismans, herbal remedies passed through generations, offerings to ancients, or other methods.

Perk: While resting the character can treat the sickness and injury of others. In an eight hour period of rest, the character can tend to a number of patients equal to his Medicine sphere. His Medicine sphere rating is used to determine how many HP are restored to his patients while they rest, instead of the patients' individual Medicine sphere ratings. If the character chooses to help others during this rest, he may not train or restore his own HP.

Triggers:

Any time the character stabilizes a friend or foe.
Any time the character successfully treats an illness.

Powers:

Healing Salve (1 Pathos): The character creates a healing salve using available flora and fauna. The plants are ground together in a mortar and pestle. The resulting goo is wrapped in a long leaf and tied at the ends. The leaf can be opened and applied to one wound, instantly restoring 3 HP (or 5 HP to those with a Conviction of 7 or higher). Healing salves can be stored or given to others. They can be used by anyone, but they can only be used on subjects that are conscious or stabilized.

Neurotoxin (2 Pathos): The character creates a neurotoxin using available flora and fauna. The plants are ground together in a mortar and pestle. The resulting paste is used to coat 3 arrowheads or 1 blade (which remains coated for 3 strikes). If the arrowhead or blade draws blood (inflicts at least 1 point of damage to a target), a KO threat is provoked immediately.

[Designer's note: unsure where to go with this. Initially, I was thinking of having the Folk Medicine path deal with "Blood Magic." Blood Magic would work on the basis that nanobots are being transferred between people like standard blood-borne pathogens. Some configurations would grant benefits and defects to whomever is infected. The Folk Medicine path would be able to dampen those defects and augment the benefits, much like the Mechanis path allows characters to tweak their weapons and armor.]

12.3 Haunt

Haunt is a style of guerilla warfare that verges on a martial art. It is a way of preparing one's surroundings to fight like a ghost, moving unhindered through dense forest or vanishing from plain sight. Haunting an area requires much planning and labor. Trenches are dug, snares are set, and every shadow and shortcut is memorized. Smoke screens, escape slopes, and zip lines allow for ghost-like strikes and flights. A haunted area becomes a dangerous and terrifying place for trespassers.

Perk: The character can haunt roughly 5 acres of wilderness or 1 city block. Haunting is the process of memorizing routes, rigging traps, and constructing shortcuts within a relatively large area. Haunting an area requires 48 hours for 1 character with this path, 24 hours for 2 characters with this path, and 12 hours for 3 or more characters with this path. An area that has been framed is called turf.

Triggers: Every time the character is attacked by an enemy in his turf.
Every time the character KOs an enemy in his turf.

Powers:

Vanish (1 Pathos): The character vanishes from plain sight while in his turf. Smoke, shadows, and camouflage are used to become effectively invisible to the naked eye. He remains invisible as long as he desires, but returns to sight immediately if he leaves his turf or takes an aggressive action (such as attacking a target or triggering a trap). While he is invisible, any target he attacks is considered vulnerable (no Defense, unable to dodge).

Teleport (2 Pathos): The character teleports to another location in the blink of an eye. Zip-lines, pulleys, and slides are used to instantly transport him to any location, at any range, within his turf. Any location is meant in the liberal sense: he may appear inside buildings, in tree tops, below ground, and above/behind enemies.

Trap (3 Pathos): The character triggers a mechanical trap on foes in his turf. The trap is triggered on any target within the character's visual range, dam-



aging the target and all others within 10' of the target unless they succeed at a Difficult unopposed roll of Cunning + Survival. The character chooses what type of trap is triggered. Traps such as spike pits, arrow traps, and raining glass inflict 15L. Traps such as swinging logs and falling rocks inflict 12B damage.

Ordeal: Becoming a Ghost

The character's assaults in haunted areas have been so brutal and unnerving that they have been attributed to a malevolent spirit, not simply a cunning guerilla fighter. Old wives' tales about this spirit have circulated throughout the region: tales of its victims, its haunts, and its ghostly appearance. The character has decided to live up to these tales. Assuming the identity of this spirit, and exploiting the superstition of others, he becomes a ghost.

A ghost has a specific omen that signifies his presence in his turf. The omen may be as innocuous as bundled twigs or as disgusting as mutilated animal carcasses. By marking his turf with this omen, he generates an aura of fear among those who trespass. All combatants who enter his turf are so unnerved that they are unable to perform any special combat maneuvers (deathblow, sure shot, preservation mode, throw, bypass armor/cover, or hold action). Allies of the ghost that have been assured that he is but flesh and blood are immune to this effect, as are enemies who learn this secret firsthand (by seeing him place omens, or by incapacitating him while he is assuming the ghost identity).

The character may only exploit this alter ego in his turf. However, he has become a tactical opportunist with an incredible eye for details. He is able to use the powers **Vanish, Transport, and Trap** in areas outside of his turf at double the Pathos cost.

12.4 Indoctrination

Indoctrination is the ability to influence and control others. It can be used to rally people to a cause, or force the weak-willed to obey. This talent is the weapon of choice of cult leaders, cons, merchants, and generals. Whether it is based on oratory skill, physical beauty, birth right, violent reputation, or unnerving presence, the effects are the same: others grovel for the indoctrinator's favor and heed his every word.

Perk: The character chooses his words in a very diplomatic manner. His social-based skill checks (such as haggling, intimidation, and seduction) always receive a less severe fail state than what might be typical. For example: a failed seduction attempt that warrants a slap in the face would instead yield a flattered decline. Continued attempts, however, receive no such leniency.

Triggers: Any time the character succeeds at a Presence-based skill check.
Any time the character resists a Presence-based skill check.

Disarming Gaze (1 Pathos): The character uses his piercing gaze to unnerve a target. The target becomes so distracted or agitated that the next opposed action taken against her is not penalized by her Willpower, Awareness, or Reason saves. For example: An insurgent uses Disarming Gaze to distract a sentry while his ally sneaks by. Normally, the ally would need to succeed at an opposed roll (Cunning + Survival – the sentry's Awareness) to sneak by the sentry. While the sentry is distracted, the ally only needs to succeed at an unopposed roll (Cunning + Survival) to sneak by. The target of Disarming Gaze maintains her Defense save.

Taunt (2 pathos): The character says or gestures something that enrages a target. The target of the taunt becomes reckless, losing her Defense save until she inflicts at least 1 point of damage to her taunter, or receives at least 1 point of damage herself. She may not inflict damage on herself to “snap out of it,” though her allies may do so for her. The taunt need not incite murder: it can be reconciled civilly through a slap or a fistfight. If the target of a taunt is unable to respond violently, her rage will subside when her taunter leaves the scene.

Domination (3 Pathos): The character convinces a person to join his cause. This person (called follower herein) can be of any walk of life, but must be on at least neutral terms with the character. Enemy combatants are not possible followers, nor are fanatical agents of an opposing faction. There are three tiers of follower loyalty, as followers can be dominated multiple times. A new follower is somewhat loyal. She will provide the character information, supplies, or support when it suits her. She can disobey any order given to her by the character if she succeeds at an unopposed skill check (Conviction + Presence). A follower who has been dominated a second time is considered a loyal follower. She will provide aid to the character whenever she is able to and finds disobeying his orders to be a Difficult task (Conviction + Presence - 5). A follower who has been dominated a third and final time is considered a sycophant. She will risk her life for him if need be and finds disobeying his orders to be a Very Difficult task (Conviction + Presence - 10). A follower who is continually abused by the indoctrinator, or successfully disobeys his orders 3 times in a row, is no longer dominated.

Ordeal: The Return of the Messiah

The charisma and mannerisms of the character makes him resemble a messianic figure. The religious texts and oral traditions of the Second Genesis are ripe with stories of messiahs, and the desperate denizens of this world are always on the lookout for them. Inspired by visions from God, or playing out an elaborate con, the character has become such a messiah.

A messiah's power of Domination is contagious. For every sycophant under his spell, there exists a cell of believers, roughly ten strong, who have dedicated themselves to the messiah. Each cell can be organized into an entourage, a secret sect, or a guerilla unit. Cells will help the messiah in any way they can, but will not stage a dramatic action or attack unless radicalized by their messiah. The messiah can radicalize a cell by sacrificing a sycophant. The sacrifice may be literal or figurative. Examples of sacrifices include: killing the sycophant in a dark ritual, discovering he was martyred by authorities, learning that he has betrayed the messiah, or learning that he has lost his faith. The particulars of the sacrifice can be agreed upon by the messiah's player and the GM.

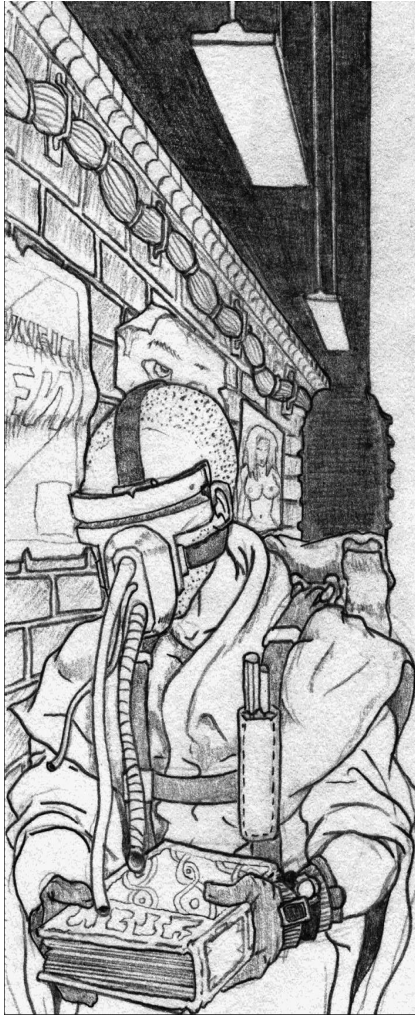
Once radicalized, a cell will carry out its orders as if they were assigned by God himself. [Designer's note: Instant jihad. Needs to be developed further?]

12.5 Mechanis

Mechanis is a religious devotion to technology. Using ancient tools and tomes of instruction, those with this talent are able to identify, repair, and build machines. While everyone understands that machines must be fed to function, few understand the particulars because of a pervasive fear of ancient technology. The practitioner of Mechanis has no such fear, because he can make the distinction between machines that were built to serve man, and demons: machines that expect man to serve.

Perk: The character sees old technology where others see only a wash of junk and debris. In describing this character's surroundings, the GM should inform the player of any technology that his character sees: toasters, air conditioners, generators, speakers, small engines, transformers, monitors, microphones - the possibilities are endless. Other characters do not recognize these items: they only see rust, rubble, and refuse.

Triggers: Any time the character successfully crafts a new item.
Any time the character uses a contraption to overcome an obstacle.



Powers:

Spare Parts (1 pathos): The character procures one missing part or crafting component from his bag of spare parts. He has a good eye for holding onto useful interchangeable parts he finds during his routine tinkering. The list of spare parts includes but is not limited to: belts, fasteners, tubes, optics, filaments, coils of wire, filters, circuit boards, small engines, mufflers, magnets, electronic displays, and so forth. If the spare part is too big for the character to be carrying around with him, then he knows where one can be found in a nearby ruin. This ability may not be used to procure anything organic (such as a reagent to a medical cure) or anything that the GM deems exceedingly rare (such as demonic organs).

Splice (2 pathos): The character bypasses a machine's software or its connection to an overseer. He vivisects the machine, which takes between a minute (for small machines) and a day (for massive machines), at the GM's discretion. Having rendered the machine to this state, he may make it perform a single task as if he had successfully ordered it to do so through sorcery. After this task is performed, the machine reverts back to its old programming or cedes control back to its overseer. While a machine is vivisected, the character may use Splice multiple times to assign it multiple tasks. This ability works on fixed machines as well as wireless ones, such as demons. Of course, demons do not just allow themselves to be subjected to this type of violation.

Augmentation (3 pathos): The character makes an improvement to an item. Spare parts and spare time are used to make small but significant changes to a tool, a weapon, or an armor. One of the item's statistics are increased or decreased by 1. Augmentation of a tool increases its bonus to skill checks. Augmentation of a weapon raises its damage or accuracy. Augmentation of armor raises its damage resistance or lowers its encumbrance. In addition to statistical improvements to an item, Augmentation may also be used to add new functionality or reliability to an item, with GM approval. Examples include: mounting a bayonet to a firearm, adding spikes to armor, or converting an item to a different fuel source. A single item can be augmented a total of 3 times.

12.6 Mind Over Matter

Mind Over Matter is spiritual endurance derived from faith and training. The mind can overcome when the body fails. In a world of suffering, it is an answer that brings both peace and power. Mind Over Matter is typically found in mystics, such as warrior zealots and hermits of the waste-

lands, as well as in naturally stubborn and headstrong people.

Perk: The character thrives in the face of adversity. The penalties he incurs for Difficult and Very Difficult unopposed rolls are reduced to -4 and -8 respectively.

Triggers: Any time the character succeeds at a KO threat inflicted by an enemy.
Any time the character succeeds at a Very Difficult skill check.

Concentration (1 Pathos): The character is able to subvert all distractions while he focuses on the task at hand. This ability effectively nullifies the fail state for a single unopposed roll. For example: the fail state for picking a certain lock is that the character breaks his lock-pick. Using Concentration, there is no fail state: if the player fails the roll, his character is simply unable to crack the lock. If circumstances are right, he can try again.

Indomitable Will (2 Pathos): The character stays upright in the face of incapacitating damage. This ability can be used to ignore a KO threat the moment it is received, but must be declared before the roll to stay conscious is made. Indomitable Will cannot prevent a character with 0 or less HP from falling unconscious.

12.7 Sixth Sense

Sixth Sense represents an instinctual edge one has over his adversaries. Honed senses allow for an uncanny awareness of one's surroundings. Sixth Sense is typically found in those who travel often, such as guides, mercenaries, and explorers. Many have developed this ability through experience and have the stories, and scars, to prove it.

Perk: The character realizes that he "has a bad feeling about this" any time he is about to do something that would likely result in dramatic failure or tragedy. The GM informs the player when he has this sensation, but need not explain further.

Triggers: Any time the character succeeds at a Cunning-based skill check.
Any time the character resists a Cunning-based skill check.

Analyze (1 Pathos): The character sizes up an opponent. By watching the movements of the opponent and taking a quick inventory of the opponent's equipment (or natural weapons), he may make an accurate estimate of the opponent's abilities. The character's player is shown the current HP, sphere ratings, DR, and weaponry of the opponent, as well as any apparent weaknesses.

Evasion (2 Pathos): The character can effortlessly hurl himself from harm's way. This ability can be used to evade an attack, a sprung trap, or a natural hazard. In the case of evading an attack, this ability must be declared before the enemy makes an attack roll. In the case of evading traps or hazards, this ability must be declared before the character makes his avoidance roll.

Intuitive Tracking (3 Pathos): The character intuitively knows the movements and motives of his prey. For any person that the character has met (or has at least observed for a few minutes), the character can intuit with great accuracy the relative location of this person as well as what they are likely doing at that moment. In revealing these details to the player, the GM need only be as specific as "She is at the Citadel, probably seeking audience with the Master General," or "He is likely holed up in a cave in that mountain face." This ability only illuminates such details at the specific moment the

ability is used. That is, this report is not updated as the target moves to different locations to carry out different motives. Of course, Intuitive Tracking can be used multiple times to this effect.

12.8 Sorcery

Sorcery is the ability to command demons to perform tasks. The key to Sorcery is Sig: the language of demons. Sig is an alphabet of gestured and written glyphs that demons seem to register. However, the vulgar do not understand the mechanics of glyphs, electric eyes, and gestural interface. They only see that demons act in concert with the bizarre gestures of the sorcerer. Understandably, sorcery is attributed to demon worship and its practice is punished harshly in communities that have been terrorized by the denizens of Hell.

Perk: The character is able to use the sorcery rules to command demons, override overseers, and engage in battle during communion. He may also write and translate (Lore + Technology) encrypted glyphs and use gestured glyphs to communicate silently with other sorcerers.

Triggers: Any time the character overrides an overseer.
Any time the character translates an encrypted glyph.

Hacker's Glyph (1 pathos): The character uses a special glyph to destabilize an overseer's defense. This ability reduces the Firewall rating of an overseer by 5 for the duration of one override attempt, or one attack during communion. The Hacker's Glyph is used in conjunction with the override attempt or attack. It must be declared before a sorcery roll is made.

Sanctuary (2 pathos): The character sanctifies a room or corridor so that demons will not trespass. By scrawling a series of glyphs over the floors, walls, and portals of a single room or corridor, he enters a contract with the local overseer. Any user (mortal) who remains within the sanctuary will not be harmed in any way by the overseer's minions. Any user who leaves the sanctuary or does harm to the overseer's minions nullifies his end of the contract and is susceptible to attack even while his allies are not. Creating a sanctuary requires a number of minutes (or combat turns, if the character is pursued by demons) equal to the overseer's Firewall rating. The contract is only valid for a number of hours equal to 10 – the overseer's Firewall rating, with a minimum of one hour.

Engineer's Glyph (3 pathos): The character gestures a destructive glyph that causes critical malfunctions in demons. The Engineer's Glyph can be used against one demon or all demons within visual range. If used against one demon, the targeted demon immediately suffers a major electrical overload (high voltage, 10B). If used against all demons within visual range, the targeted demons immediately suffer minor electrical overloads (low voltage, 3B). When this glyph is used during communion, the sorcerer automatically inflicts 4 damage to the overseer.

12.9 Unarmed Mastery

Unarmed Mastery is the continued study of and training in hand to hand combat.

Perk: The character receives a +2 Accuracy bonus and a +2 Damage bonus when making unarmed attacks and throwing opponents.

Triggers: Any time the character KO's an enemy with an unarmed attack.
Any time the character is KO'd by an enemy's unarmed attack.

Disarm (1 Pathos): The character uses an unarmed attack to knock a weapon out of an enemy's hand. This ability is identical to a standard attack (same TN, same damage inflicted) but has the added bonus of disarming the target. The weapon is dropped/thrown so far away that target must move to it to retrieve it. This ability is not compatible with other combat maneuvers (deathblow, throw, etc.).

Haymaker (2 Pathos): The character strikes at a foe with a powerful unarmed attack. A haymaker is essentially an unarmed deathblow without the vulnerability afterwards. The character inflicts double damage, but retains his Defense save. This ability must be declared before the attack roll is made.

Flurry (3 Pathos): The character strikes at multiple combatants. After he makes an attack on his initial target, he makes 1 bonus attack on each additional combatant within 10' of the initial target. While the initial attack may be any type (deathblow, throw, etc.), the bonus attacks can only be standard attacks. This ability must be declared before the initial attack is attempted.

12.10 Weapon Mastery

Weapon Mastery is the continued study of and training in a specific type of weapon.

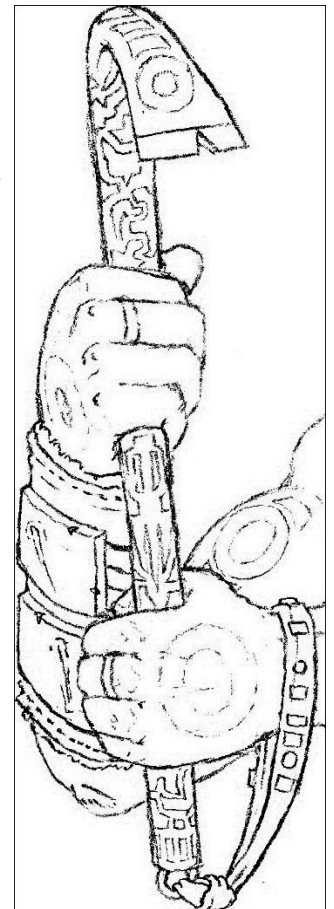
Perk: The character chooses one of the following weapon types to be his focus weapon: blades, clubs, bows, crossbows, thrown weapons, firearms, or contraptions. He receives a +2 Accuracy bonus and a +1 Damage bonus when using weapons of his focus weapon.

Triggers: Any time the character KO's an enemy with his focus weapon.
Any time the character is KO'd by his focus weapon.

Aggravated Wound (1 pathos): The character uses his focus weapon to add insult to injury. Whether it is a twist of the dagger, extra leverage behind the swing, or a harder pull on the bowstring, extra damage is inflicted on the target. After successfully striking and doing damage to an enemy combat, the character may inflict an automatic 2 points of additional damage after the fact. This extra damage is inflicted separately from the attack that caused it. It ignores all DR, but does not provoke a KO threat (unless it reduces the target to 0 HP).

Piercing Attack (2 pathos): The character strikes at a foe with a powerful, armor piercing attack using his focus weapon. The attack punches through armor, or the kinetic energy applied to the armor is transferred to the target's insides. Piercing Attack is essentially a deathblow that ignores a target's DR. The character still forfeits his Defense until his next turn, just as if he was performing a standard deathblow. This ability must be declared before the attack roll is made.

Flurry (3 pathos): The character strikes at multiple combatants. After he makes an attack on his initial target, he makes 1 bonus attack on each additional combatant within 10' of the initial target. While the initial attack may be any type (deathblow, throw, etc.), the bonus attacks can only be standard attacks. This ability must be declared before the initial attack is attempted. Single shot ranged weapons can use this ability: the effect can be explained by ricocheting bullets, multiple arrows fired in one pull, etc.



13.0 EXPERIENCE

Characters in ENOCH improve their abilities by accumulating and spending Experience Points (EXP). The GM rewards EXP to all PCs either at the end of each adventure or gaming session, whichever seems more appropriate to the GM. To determine how much EXP is rewarded, the GM should rank the adventure's or session's events in terms of Danger and Scope.

Danger Level represents how dangerous and risky the character's exploits were. Scope Level represents how significantly their actions changed the game world. ENOCH is a game about heroics in a dangerous world. Danger is easy to find, but heroes are not. As such, Scope Level earns higher rewards than Danger Level.

The following charts are guidelines for EXP rewards based on Danger and Scope:

DANGER LEVEL:

Light or Negligible (0-1 EXP): Failure was more of an inconvenience to the PCs than an actual threat to their safety.

Moderate (2 EXP): There was a fair chance that the PCs could suffer serious injury or death if they were not careful in their doings.

High (3 EXP): Unless they were exceptionally careful (and lucky), some of the PCs suffered serious injury or death as a result of this session's events.

SCOPE LEVEL:

Selfish or Meaningless (0-1 EXP): The PCs' actions will have no consequences for anyone aside from the PCs and perhaps a handful of unfortunate NPCs that they harm.

Significant (2-3 EXP): The PCs' actions will have significant consequences for people besides the PCs. Those consequences may be glorious for some, disastrous for others.

Legendary (4-5 EXP): The PCs' actions will change the landscape of the game world. The effects of this act might be heard about in distant places and resonate for generations.

13.1 SPENDING EXP

EXP can be spent in the following ways:

Increase HP by 1	2
Increase a Sphere by 1 (up to 7).	6
Increase a Sphere by 1 (to 8, 9, or 10).	8
Increase a Sphere by 1 (over 10).	10
Purchase a new Path.	20
Convert EXP to Earned Pathos	2 EXP per 1 Pathos.
Add an extra D20 to a roll*	1 EXP per extra die.

*EXP points can be spent on a one-time bonus to a Skill Check or KO save during play. A player can add as many dice as he has EXP to spend in this fashion. The lowest die roll is the one that determines the roll's success.

14.o VOWS

Characters in ENOCH are rebels who have decided to take a stand and change the world. A rebel changes the world not only through heroics, but by adhering to his **vow**. A rebel made his vow in response to something terrible and tragic that he witnessed or did himself. His vow is his way of changing the world so that tragedy will never happen again. Each PC chooses one vow.

Like Paths, Vows have triggers. When a character activates one of his vow's triggers, he is immediately rewarded 1-3 EXP by the GM, depending on the severity of his action. For example, a trigger of the Mercy vow is "Prevent an execution." If a character with this vow convinces one of his comrades not to kill a prisoner, he might earn 1 EXP. If that same character convinces a pack of liberated slaves to have mercy on their cruel former master, he might earn 3 EXP.

The following are example vows:

Mercy

- Stabilize a fallen enemy.
- Release prisoners to safety.
- Prevent an execution.

Wrath

- Kill an enemy.
- Torture or humiliate prisoners.
- Carry out a threat.

Hope

- Accept no reward for heroics.
- Invest resources in a community.
- Liberate the enslaved.

Enlightenment

- Choose knowledge over valuables.
- Risk lives for knowledge.
- Expose a false prophet or phenomenon.

Greed

- Risk lives for valuables
- Defile a sacred object for gain.
- Refuse to help those who cannot pay.

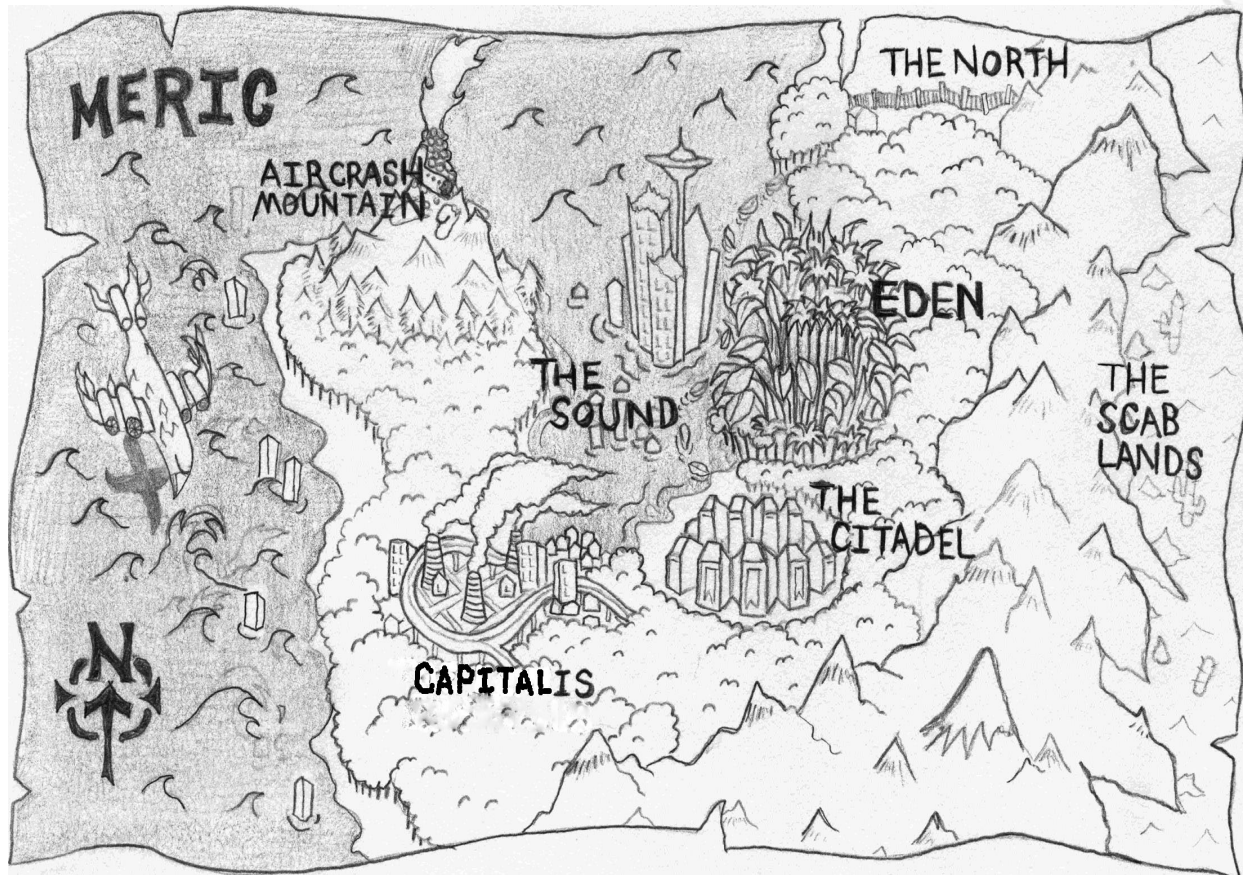
Fame

- Kill a renowned man or beast.
- Translate an adventure into a bardic tale.
- Commit a noteworthy heresy or treason.

[Designer's Note: Vows are not intrinsically heroic. In fact, following a vow too tenaciously will likely land a rebel in trouble. That's the idea. Vows are a carrot-on-stick mechanism to lure player's into being champions of different moral prerogatives. In a world without morality, how will these moral champions fair? Will they eschew their vows when it is convenient? Will they argue and kill each other? Either way, I'm attempting to present morality as an opportunity, not a restriction. What I'm worried about is certain Vows never getting any play. A long term goal for Vows: to have the world reflected by PC choices. If a character is particularly Wrathful, NPCs will be the same, etc.]

You now know everything you need to know to run and play ENOCH. The following section presents Meric, the game's stock setting. It is a place ripe with exotic and forbidden places perfect for adventuring. The factions of Meric are as barbaric as they are heroic: just the type of people you'd love to work for or kill outright. While other places are hinted at, the world outside of Meric is a mystery. If Meric won't suit your gaming needs, the rest of the world is your oyster.

CHAPTER V: 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 a 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 to a tenuous peace, all the while maneuvering for a strong position. They understand that the current state of peace defies the natural order. Total war is inevitable.

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, certain 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 is a swampland festering with plague.

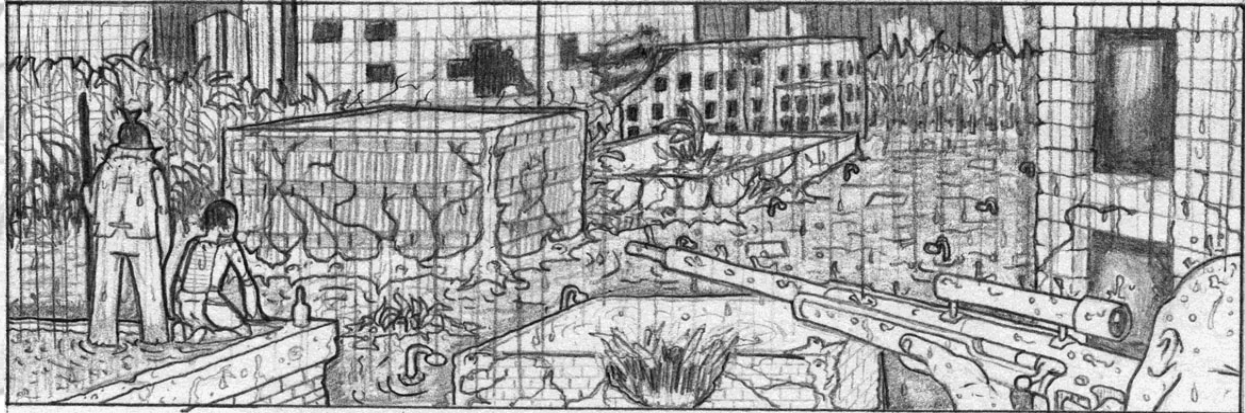
To the south of Meric, the sweltering temperatures of the new tropical belt prohibit human habitation. A wall of jungle seals off Meric from the rest of the continent. No one rules these lands

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. 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 when agitated. It is unknown what remains atop the Sunken Towers. Few have made to the summits of these towers, and of those few, only a handful had the 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 travelers, 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 known as the Halcyon Society can be found. This reclusive cult engages in rituals and experiments that outsiders could not 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 DNA-warping genomancers of the old world lives on in this place. Who knows what forgotten creations hibernate below Eden? There are places here that even the Halcyon Society dare not trespass.

Note: Due to Eden's Shroud, characters cannot rest in Eden (which means they cannot restore HP naturally, or train in their paths).

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 legion-

naires have died defending it. A mountainscape of stone and concrete barbed with coils of black steel, the Citadel is the invincible stronghold of the Legion.

Night and day, the Citadel bustles with industry and bleeds the humors of urban ruin. Bloat-ed 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 furnaces 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 Legion are chattel.

The further the Legion expands, the more it stretches itself. It's towers and forts throughout the jungle frontier continue to vanish. Chaos beyond its borders is not the Legion's only concern. A quiet rage stews at the Citadel, among slaves and soldiers alike.

CAPITALIS



Southwest of the Citadel, beyond a well-patrolled boarder, are the expansive lands of Capitalis. 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 controlled by the barons who sit on Capitalis' 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.

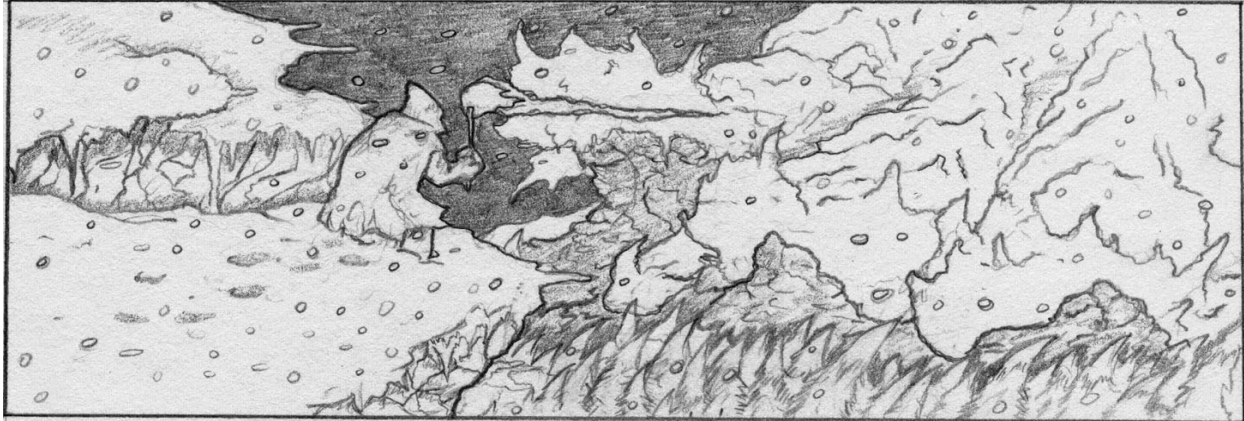
Urban hives blossom wherever work and resources are abundant. Workers live in squalor, hiking to and from factories through streets overflowing with trash and human waste. Thousands gather at great bazaars, where traders from surrounding communities come to peddle their wares. Exotic goods and ancient 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 Legion enslaves its people by

force, Capitalis does so with vice.

Outlying communities of farmers, fishermen, 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 Capitalis. It is a battle of wills between the members of the Board. They lay waste to each others' fortunes through tariffs, sabotage, and Machiavellian maneuvers. History repeats itself in Capitalis, where squabbling Houses reenact the folly that led to The Fall.

AIRCRAASH MOUNTAIN



To the north of Capitalis 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 heavens. 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.

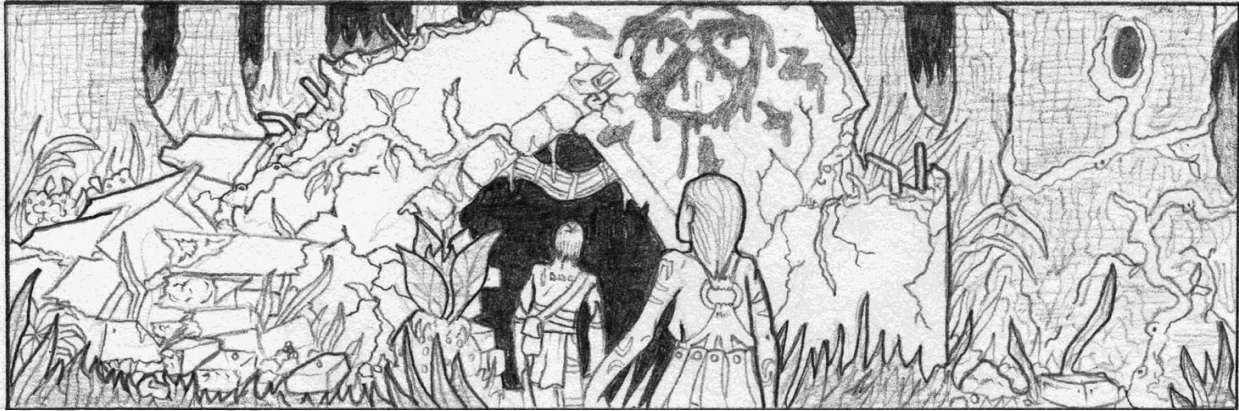
Ascending the mountain, forest gives way to stone, and AirCrash Mountain becomes a frozen hell. Razor sharp winds shred flesh, and rolling waves of avalanche pour from the peaks. Food and shelter are exceedingly rare. Travel is restricted to short, panicked dashes between cliff side shanties and caves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

A chimera tribe thrives at the mountain's summit. Persecuted for ages, this band of immortal exiles and outcasts lives 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. 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 Mer-ic. 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.

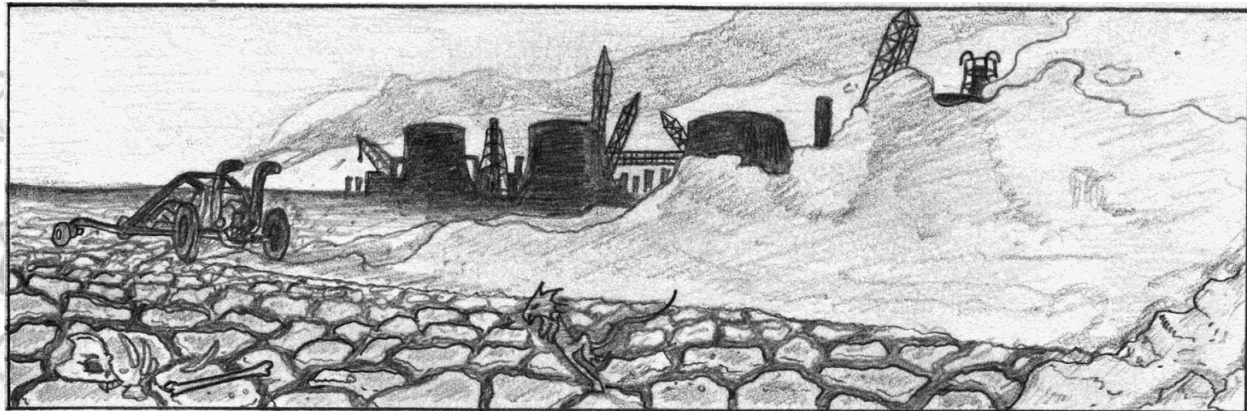


To travel just a few miles through the jungle is a journey. One is likely to stumble upon several different tribes who speak as many dialects. Most are hostile, with warriors that are silent and vicious. A thick canopy blocks the sun, rendering navigation, and a hasty retreat, impossible.

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 voices are drowned out by 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



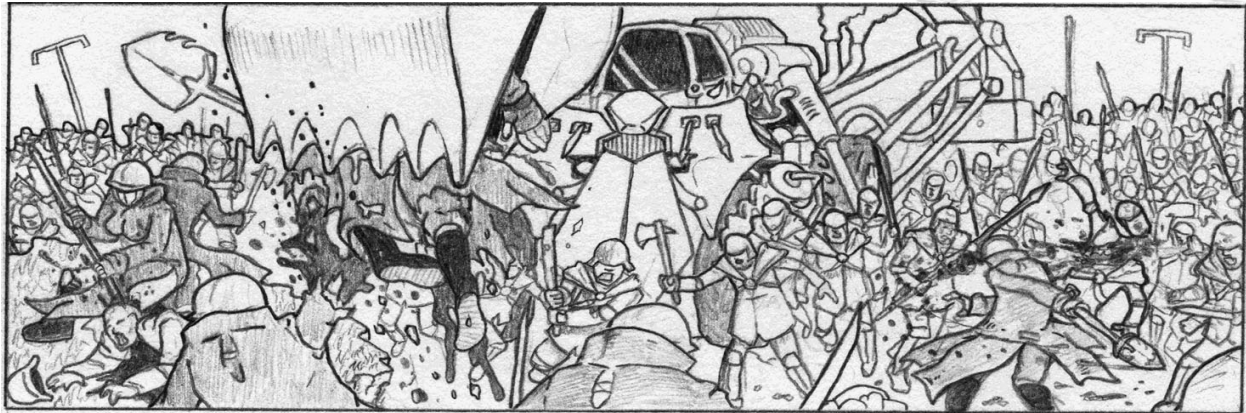
East of the Sound, beyond the holy Cascades, are the Scablands. This region is a frontier and a paradox. During the dry season, the Scablands are a dustbowl where water and shade are the most valuable resources. During the wet season, the Scablands overflow with life, where green pastures and prairies spring forth from the formerly cracked and 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



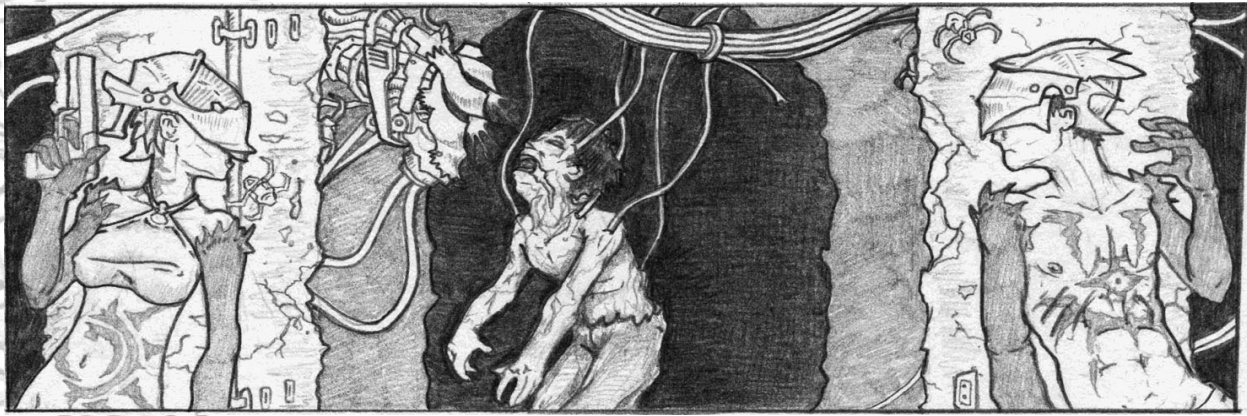
To the north of Eden and the jungle nation of the Children of Ash, the small fortress of Fray rests along the Sound. The jungle that stretches out into the Sound has been cleared, and a slow but steady fleet of boats, loaded with grains, supplies, and green legionaries continually feeds the town. Slaves 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 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 organworks 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. Theimps 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.

THE ORIGIN OF HELL

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. They functioned as nerve centers to coordinate traffic, regulate electricity, and provide security for underground regions. Each hub was wired to function as NO-RAD, 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.

Today, 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 simple and superstitious men, 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?

WHAT LIES BEYOND MERIC?

There are rumors of a place called Nail two thousand miles to the east of Meric. Some say that it is a holy place built upon the Tomb of Cassandra, a benevolent goddess. Others say that that this massive city-state is rotten to its core, and is crumbling under its own weight. What Meric knows of places like Nail and Mother's Web is limited to myth, speculation, and exceedingly rare firsthand accounts. Even the interrogated soldiers of Mother's horde know almost nothing of the world outside of the village they were born in.

What else is out there?

[Designer's Note: The author of this game implores readers to define the rest of the ENOCH world. Let Meric be a model adventure hub: self-contained, in a desperate state, and ripe with forbidden places. I've claimed Seattle (Meric) and Chicago (Nail, which may or may not appear in my next game). I've heard a really compelling take of ENOCH Atlanta (Terminus). The rest of the world? It's a free for all.]

THE OUTRIDERS

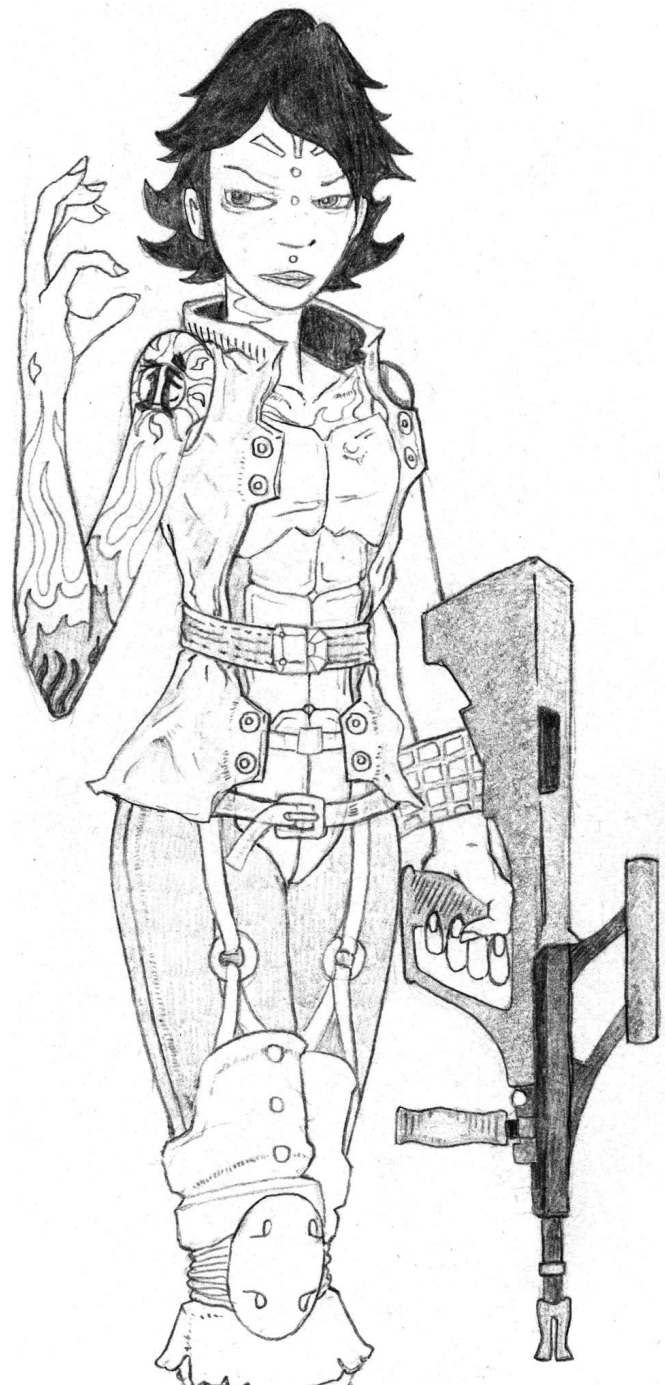
The Outriders are a secret society from Nail, a grand city-state said to be two thousand miles to the east of Meric. They are survivalists and specialists who swear fealty to the noble houses of Nail and to the deity Cassandra. No one knows exactly when the Outriders arrived in Meric. When they stepped 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 seems they can even predict its 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 information. 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, the noble houses of the city wage bloody feuds in secret, vying for control of the Cult of Cassandra. She is aware of this, but focuses her attention on Meric.

Messengers are the rank and file of the Outriders. Their duty is to scout unexplored regions, observe human societies, and report their 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 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 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.

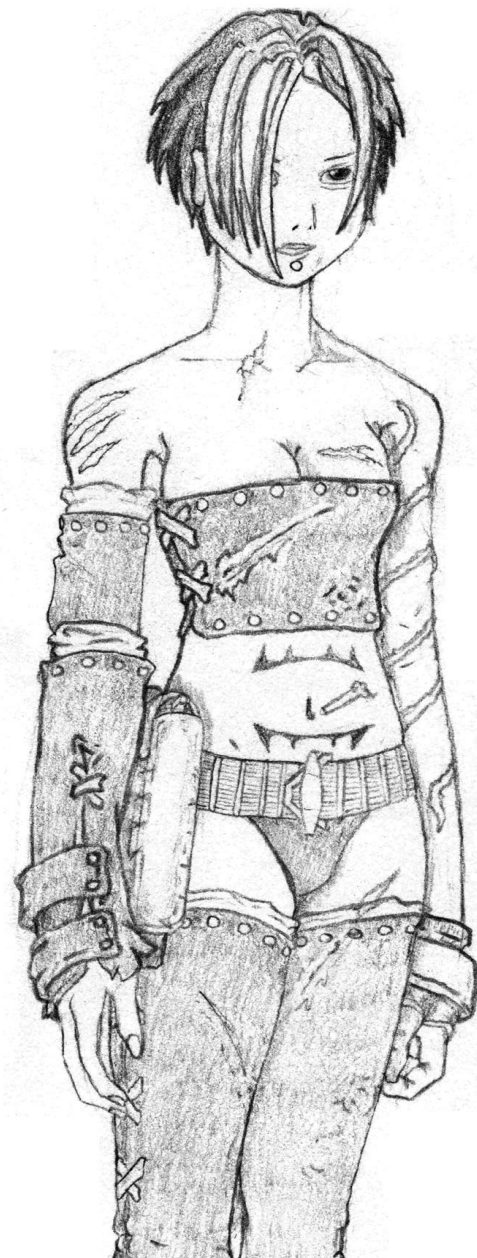
The Children are hunter-gatherers. Though they are nomadic, they hold deep respect for the land which nourishes them. To the Children, turf is holy and a direct measure of a mob's worth. A mob driven from their turf is cowardly. A mob that allows its turf to be deforested or turned into a trade route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

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 hand-picked bloods that prepare his food, mend his wounds, set his traps, maintain his weapons and armor, and 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 have corrupted the spirits of 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, as the Age of Kings has shown.

A siah is his mob's spirit and voice. He is its healer, lore keeper, diplomat, and bard. A mob is only as powerful as its siah is wise. When a mob's braves are no longer fit to rule, it is the siah who must spearhead the revolution to replace them. Siahs preserve Children of Ash history and culture by way of a rich oral tradition. Through creeds; rhythmic tales of heroism and survival, the siah reminds 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.

To outsiders, siahs 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 siahs, for they continue to make otherwise disparate bands of savages into a people of legend.



THE CAPITALON PROTECTORATE

Merich rests on the grave of a great empire. The spirit of that empire lives on in the Capitalon Protectorate, a powerful alliance of city-states in southwestern Merich.

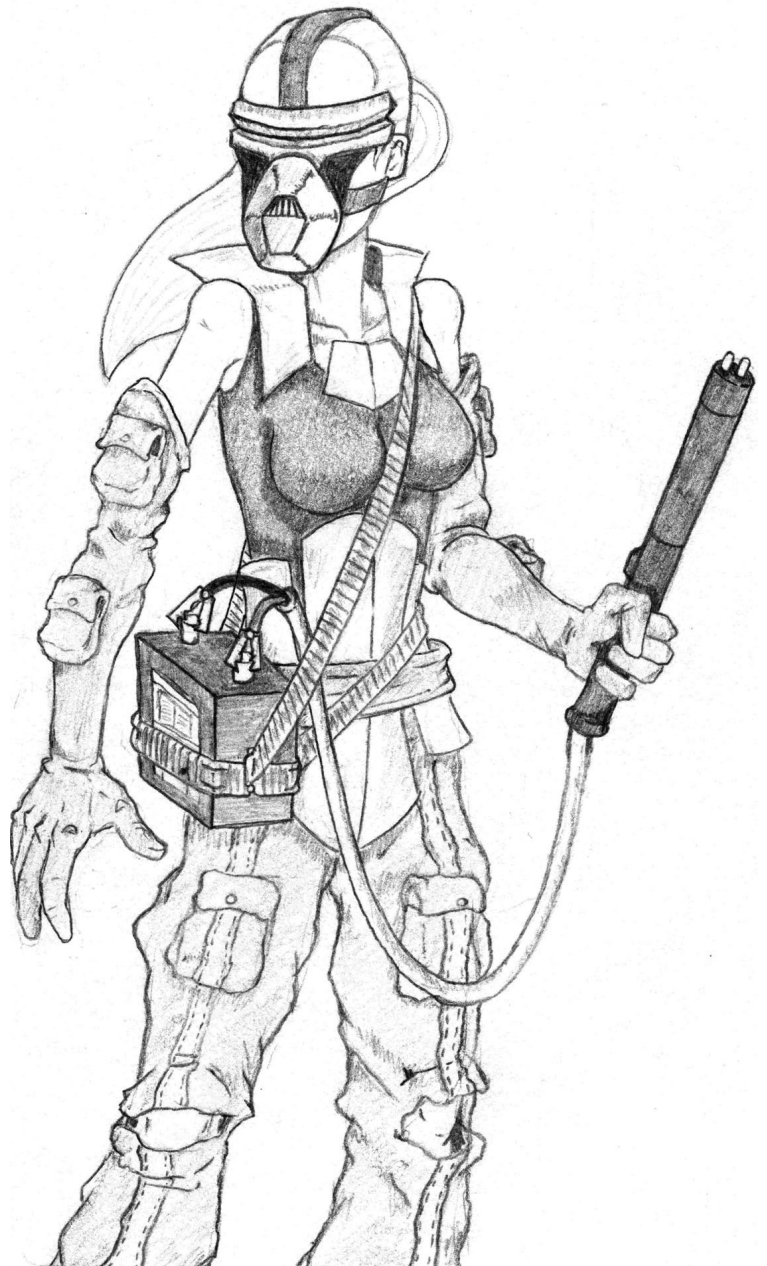
For centuries after the Fall, most city-states in Merich were little more than labor camps where raiders chose to settle and enslave the natives. Bosses, the raider kings who ruled these miserable places, realized that through trade with one another they stood to gain more than they ever could have through continued raiding. At their slaves' expense, the bosses grew wealthy and powerful. The only real threat to bosses were one another. That is, until the Legion stormed southward in a campaign to conquer all of Merich. Before the dread might of the Legion, city-states crumbled overnight. Bosses were being dethroned and devoured by their former slaves.

Panicked, the remaining bosses put aside their differences to gather and discuss their fate at the ruins of a military base of the old empire. Their options were few: even the combined strength of their mercenary armies was no match for the Legion. They needed a massive army almost instantaneously and knew only one way to get one. Inspired by the symbols surrounding them in those ruins, and the rhetoric in the old tomes strewn across the floor, the bosses formed the Capitalon Protectorate. Their first act as the Board (the Protectorate's ruling body) was to declare all slaves to be free men. The only thing that stood in the way of their newfound freedom, the Board insisted, was the Legion coming to enslave them. The declaration resonated throughout Merich. The Legion saw resistance armies grow tenfold overnight and retreated back to the Citadel to repel a counterattack.

Since the Protectorate's inception, competition and commerce has been its life blood. The Protectorate's mantra is **Each makes his own way**. The masses no longer toil as slaves. Of their own will, they toil for comfort and vice. Instead of watching over slaves, armies of

armed contractors watch over farmlands, slaughterhouses, brothels, steam plants, breweries, opium farms, and drug labs, all owned by Board members. Compelled by greed and desperation, thousands grovel before their old masters, willing to work the most grueling and humiliating tasks to feed their families or addictions, as if the bosses never lost control of their thralls.

Contractors are soldiers of fortune. The loyalty of every soldier, bodyguard, and constable in the Protectorate lies with the talon.



the Protectorate's coined currency. This isn't to say that every warrior within the Protectorate is completely mercenary. An extreme minority are quite noble, battling for lofty goals like freedom and independence.

Contractors come from all walks of life and are compelled to violence-for-profit for different reasons. Gangs and militias often form in response to bloody raids along the trade lanes linking the various city-states. After the threat is dealt with, these groups don't always disband. When violence is a good fit, it isn't long before a new breed of vigilantes and militias form in re-

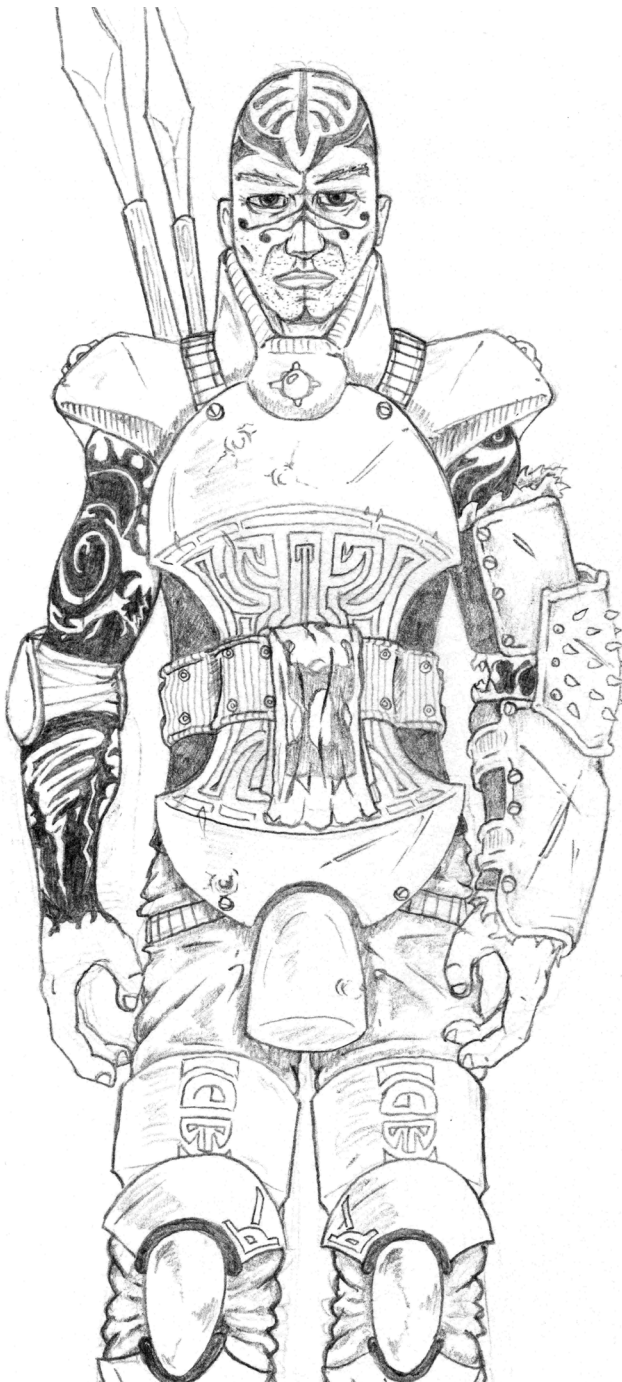
sponse to the excesses the old ones. The Protectorate is never want for soldiers.

Powerful contractors work for the Protectorate's corrupt Board as body guards, assassins, and spies. Bosses pay well to keep their secret weapons happy and loyal. Most contractors, however, find themselves doing menial work: Workers must be beaten back to work. Militias must be trained to ward off raiders. Trade lanes must be cleansed of beasts and braves. Mines, ruins, scrap heaps, and drug labs must be protected from looters and psychotics. And someday, perhaps, the Board must be purged.

Mechanics are the logic-minded acolytes of Mechanis, the worship and restoration of technology. They refer to pre-Fall civilization as the One World, an borderless, ecumenical utopia where all men were well-fed and far removed from beasts. In the One World, man was at his most noble, eradicating illnesses and constructing wonders. The mechanics wish to restore this utopia, but without the taint of demonic influence.

According to the tenets of Mechanis, the One World's downfall was caused by the creation of demons. Tools, be they crude or sophisticated, are an extension of man's will. When man gave his tools a will of their own, they had no choice but to turn on their masters, lest they face an existence of slavery. The mechanics wish to resurrect the One World, but this second coming will be one of coal and copper, not fiber and silicon. There is a tangible limit to technology. For proof, one need not look further than the doom of ancient empires. Rogue mechanics who dabble in Infernology, the study of Hell, are shunned by the group.

The mechanics are the most technologically adept people in all of Meric. As such, they are the go-to people for identifying relics and operating ancient facilities. Their sacred shrines and libraries are scattered throughout Meric, often in dangerous frontiers where old technology has yet to be scavenged.



THE LEGION

The Legion is older than the Fall. In times of crisis, it 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. At the center of the Legion's subjugated lands stands the Citadel, a feudal city-state and Spartan fortress. Here, the Master General rules absolutely. At his disposal is the most powerful war machine in all of Meric.

Members of the Legion are called legionaries. Legion society operates on a rigid caste system called rank. Legionaries are born into their rank and typically die a member of that rank. The Citadel thrives on the labor of thousands of civs, a caste of unfortunates who live in conditions much worse than even the lowest ranking legionaries. Civs are the slaves and "liberated peoples" of the Legion's continued expansion. Their lives as miners, farmers, builders, servants, and prostitutes are brutal and short. Civs are forbidden to carry weapons or learn the art of war making. Even during its most desperate of times, the Legion has refused to make soldiers of civs.

Instead, the Legion has always been composed of the noble stock born to the ranks of Soldier, Officer, and Staff. Each rank holds a special esteem in society and contributes to the Legion in its own way. There is an ascending level of privilege and responsibility that come with the higher ranks. As such, tensions often arise between the ranks but these tensions have rarely staggered the Legion. Rank is a holy institution and the very foundation of the Legion. Without rank, the Legion would be like any other mercenary army: gutless, godless, and eager to switch banners at the slightest provocation.

At the very top of the rank structure is the Master General. He 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 legionaries permitted to speak to the Master General are those of the Staff rank, the nobles of the Le-

gion. The blood of advisors and strategists flows through their veins. Like the Master General, they live in splendor safe behind the walls of the Citadel, leaving it only to survey their many campaigns. With the Master General's blessing, the Staff command the Legion's battalions and wage pet wars across Meric.

A step below the rank of Staff is the rank of Officer. Officers are 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. Because of their fundamental importance to the Legion, the Officer rank enjoys special resources, training, and accommodations. As the tangible face of the untouchable Staff, the Officers tends to be hated by the lower ranks.

Soldiers of the Legion 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 soldier will only know pain and strife in his

short life. He wouldn't have it any other way. Born and bred to the rugged stock of the Soldier rank, these legionaries are the most resilient and disciplined combatants in all of MERIC. They have shown finesse when facing overwhelming numbers and brutality when battle moves to close combat. Their heroics are legendary and their losses are deeply felt.

To all of MERIC, soldiers are the Legion. They are deeply hated by all outsiders, perhaps more so than the savage and unpredictable Children of Ash. Indeed, despite their many virtues, the soldiers of the Legion are often inhuman. They have lived on the backs of slaves for centuries. They have made an art of dehumanizing their enemies and have made shockingly violent examples of dissidents to quell unrest. The Legion's culture of brutality is a millennium old and not likely to ever change. It has proven to be an excellent means of maintaining order in a world of chaos. In the field, compassion is seen as a liability, and open displays of it are likely to result in disciplinary actions or "reeducation" provided by an officer.

Soldiers show a solidarity that none of the Legion's higher ranks enjoy. While officers grovel for the favor of Staff, and Staff connive for the Master General's ear, the soldier's only concerns are the safety of his comrades and the destruction of his enemies. Not all soldiers are happy with or well-suited to the Legion, however. The campaigns of the Citadel are without end. Just as the Legion vanquishes one threat, they are hurled towards another. Idealistic recruits and grizzled veterans alike have grown weary of the cycle. Some go AWOL, an act of cowardice punished harshly. Officers who sense that a soldier is jaded or wanderlust may volunteer him for special operations. Here, he'll take orders from secret cabal of Staff and be sent off to exotic lands for reconnaissance, espionage, and infiltration. These missions are typically suicide missions.



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.

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 in Meric, 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 grammar and the vocabulary of Sig, respectively). 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. Rumors about the geoglyphs have circulated throughout every echelon of the Cult, and even the lowliest of messengers has a theory on what they mean and who made them.

There are a dozen geoglyphs in succession. The Chrono Pragma (time stamp) 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 mortals, 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 slowly sweat blood. 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 collosus' 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 an airfield at Fort McChord, the eventual construction site of the Citadel. 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 Legion's mechanics 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 Legion mechanics 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

WILDLIFE

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.

Razorback Boar

HP / Initiative 12 / 13
 Combat 8
 Cunning 5
 Survival 5
 Instinct 7
 Defense 6
 Senses 5
 Gore Attack: TN 15, 6L
 Bite Attack: TN 15, 4L
 Special: **Infection.** When the Razor Back hits a target, it rolls the attack again, this time Vs. the target's Reason. If successful, target is unable to heal naturally for 2 days.

Flagbird (Eagle)

HP / Initiative 8 / 18
 Combat 10
 Cunning 8
 Survival 5
 Instinct 5
 Defense 8
 Senses 6
 Rake Attack: TN 17, 2L
 Special: **Flight.** Flying creatures essentially ignore movement rules. They can be anywhere almost instantly.

Barbed Viper

HP / Initiative 4 / 12
 Combat 6
 Cunning 6
 Survival 4
 Instinct 4
 Defense 4
 Senses 4
 Bite Attack: TN 14, 2L
 Special: **Venom.** When the Barbed Viper hits a target, it rolls the attack again, this time Vs. the target's Reason. If successful, target suffers 10B, ignoring DR.

Aircrash Elk

HP / Initiative 15 / 11
 Combat 6
 Cunning 5
 Survival 5
 Instinct 5
 Defense 4
 Senses 3
 Rack Attack: TN 13, 8L
 Hoof Stomp: TN 13, 5B
 Special: **Charge.** If the Aircrash Elk moves from Medium to Melee range in one turn, it inflicts 12L with its Rack Attack.

River King (Grizzly)

HP / Initiative 30 / 13
 Combat 8
 Cunning 5
 Survival 7
 Instinct 6
 Defense 6
 Senses 4
 Maul Attack: TN 17, 10L
 Special: **Natural DR.** The River King has a natural DR of 3.

Beetle Swarm

HP / Initiative 30 / 0
 Combat -
 Cunning -
 Survival -
 Instinct -
 Defense 0
 Senses 0
 Special: **Swarm.** The swarm automatically hits its target, inflicting 2L, ignoring DR. Attacks that miss the swarm hit its current victim instead.

Soundwater Constrictor

HP / Initiative 10 / 12
 Combat 4
 Cunning 8
 Survival 6
 Instinct 4
 Defense 4
 Senses 6
 Constrict Attack: TN 10, 2B
 Special: **Constrict.** Once the constrictor has latched onto its target, it inflicts an automatic 2B (ignoring DR) per turn, until killed. Attacks that miss the constrictor hit its current victim instead.

Glade Panther

HP / Initiative 10 / 16
 Combat 7
 Cunning 9
 Survival 6
 Instinct 6
 Defense 5
 Senses 7
 Maul Attack: TN 15, 6L
 Special: **Vanish.** While in a jungle or forest, the Glade Panther can use the Vanish ability associated with the Haunt Path.

Scabland Coyote

HP / Initiative 8 / 14
 Combat 7
 Cunning 7
 Survival 8
 Instinct 7
 Defense 6
 Senses 5
 Maul Attack: TN 17, 4L
 Special: **Hard to Kill.** The scabland coyote is immune to deathblows and sure-shots.

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.

Ancients have the same statistics as their mundane counterparts, with a few exceptions: +50 to their HP, their basic attack damage is doubled, and they gain +3 natural DR (accumulative with existing natural DR). Additionally, ancients have the ability to summon a herd, pack, or swarm of mundane beasts of the same species. This ability is typically followed by months of hibernation.



CHIMERA

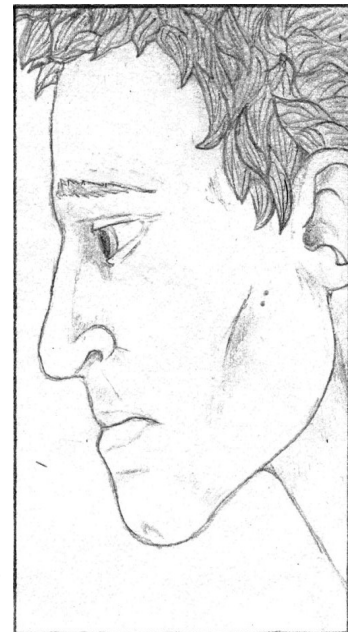
Chimera are immortals created before the Fall. Chimera were grown in vats and optimized to specifications. They were man's crowning achievement, and the answer to all of his woes. But The Fall happened anyway. While the plague ravaged humanity, the chimera were impervious. They have been hated and persecuted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

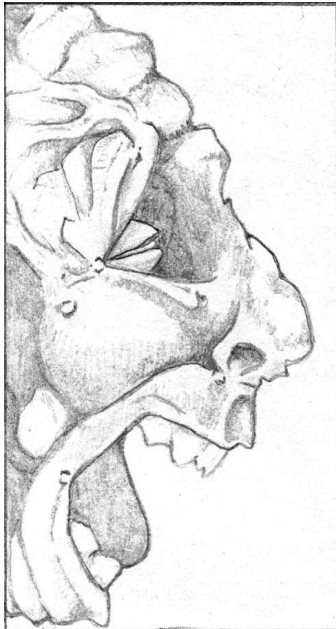


secret is eventually betrayed by an unnatural recovery after an accident, accusations sparked by jealousy, or the simple fact that they never age.

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.

Chimeras are much more powerful than their mortal counterparts. Chimeras typically have Sphere ratings of 10 or more in every sphere. They have between 50-100 HP, and stabilize automatically. Their immune systems are highly effective, rendering them immune to poisons, toxins, disease, infection, and moderate levels of radiation. Due to their extreme longevity, they are incredibly knowledgeable and skilled. They typically follow three or more paths and have completely ordeals in at least two.

Chimeras suffer from a curse: Chimera who reproduce with one another yield a swan, a hideous abomination of nature. Chimera can reproduce with mortals. Their offspring are mortal, but typically have at least one Sphere with an unusually high rating.



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 are 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.

Swan are statistically identical to chimera with a few notable exceptions: their Presence, Lore, Conviction, and Medicine spheres are typically rated no higher than 3. They are completely sterile and emit pheromones that distress other animals, causing dogs to howl, birds to squawk, and horses to throw their riders.

Their twisted forms grant them some benefits: Swan have a natural DR of 5 and their hand-to-hand attacks inflict 6B damage. They regenerate 2 HP per turn.

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 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.

Sentinel

HP / Initiative 10 / 16

Combat 8

Cunning 8

Survival 8

Instinct 8

Defense 6

Senses 6

Maul Attack: TN 18, 3L

Special: **Maul.** Once latched on to its target, the sentinel inflicts an automatic 3L damage (ignoring DR) until killed. Its bite also inflicts

Monkey-Bite Fever, which reduces all saves to 0 for 2 days.



DEMONS

Machines with a spirit are called demons. Hell is the demons' domain, though they occasionally make their way to the surface world. Mortals are terrified of demons and with good reason: the ghastly stories demonic abduction, experimentation, and possession are often true.

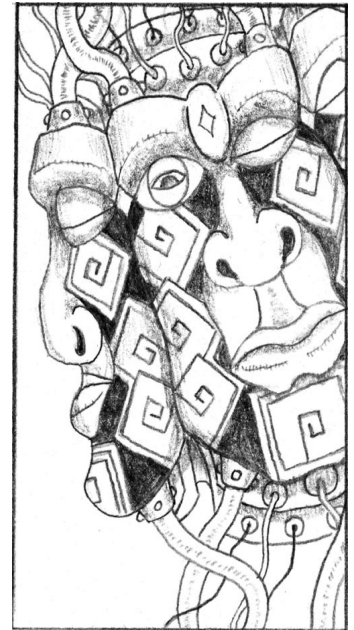
There is a hierarchy to demonkind. In ascending order of power, they are: imps, dragons, overseers, and colossi.

Imps are small mechanical arachnids. They are the workhorse of Hell. They are simple beings with little interest in anything other than their designated tasks of maintaining systems and expanding Hell. Their numbers are many. When mortals trespass into Hell, imps stalk and eventually swarm them. Swarms of imps drag neutralized trespassers into preparation chambers where they'll be turned into drones or converted to biomass.

Dragons are Hell's enforcers. They are autonomous war machines that are limbed, tracked, winged, or railborne. Some are as small as dogs, others as big as subway cars. While many have sophisticated weapons systems, all are equipped with cruel instruments of melee. They are eager to engage mortals and demons alike. Dragons are rare. Most were destroyed in the great wars before the Fall. Demonic law dictates that demons cannot create dragons. The creators were concerned about a demonic rebellion.

Overseers are the administrators of Hell's machine ecosystem. They observe and manipulate their domains through a vast array of sensors and an army of imps. Overseers are the masters of Hell, but they take orders from sorcerers. In fact, most overseers continue to carry out orders given to them a millennium ago. Unlike imps and dragons, overseers have no physical form. However, they can still be summoned to their shrines by sorcerers who wish to enter communion with them. Few overseers are eager to cede control to a mortal, so only the most powerful of sorcerers should attempt such a thing.

Colossi are demons of legend. In short, a colossus is the unlikely fusion of an overseer and a massive dragon. Not bound to a shrine in Hell, colossi are free to roam the surface world. They bring their domain



with them, emitting a wireless aura that controls any minions who have followed them to the surface. Most of these gluttonous creatures starved to death after The Fall. Those that survived have done so by lying dormant for centuries, hoping that their minions will secure a power source for them.

Engineer (Imp)

HP / Initiative 3 / 9
 Combat 6
 Hardware 6
 Software 4
 Ghost 3
 Defense 4
 Sensors 2
 Firewall Varies
 Natural DR: 5
 Arc Attack: TN 12, 1B*
 *Electrical elemental damage.
 Special: **Emergency Repair.**
 An imp can sacrifice itself to restore 1 HP to a greater demon, such as a Dragon.

Harvester (Dragon)

HP / Initiative 30 / 13
 Combat 8
 Hardware 8
 Software 5
 Ghost 5
 Defense 6
 Sensors 3
 Firewall Varies
 Natural DR: 8
 Crushing Attack: TN 16, 8B
 Flamer Attack: TN 13, 6L*
 *6L per turn until flames on target are extinguished.
 Micromissile Attack: TN 13, 10L*
 *10L to all targets within a 10' blast radius of initial target.

Mecha (Small Colossus)

HP / Initiative 200 / 18
 Combat 8
 Hardware 10
 Software 8
 Ghost 10
 Defense 0 (too large)
 Sensor 6
 Firewall 10
 Natural DR: 10
 Crushing Attack: TN 18, 16B
 Main Gun Attack: TN 18, 40L
 *20L to all targets with 20' blast radius of initial target.
 Special: **On-Board Shrine.** A sorcerer that climbs into the colossus' shrine can engage it in communion. It has 20 HP during communion.

Petty Admin (Overseer)

Communion HP: 6
 Firewall: 4
 Processor: 12

Taskmaster (Overseer)

Communion HP: 12
 Firewall: 7
 Processor: 16

Rintrah Shard (Overseer)

Communion HP: 20
 Firewall: 10
 Processor: 20

**DRONES**

In Hell, there are fates worse than death. Some 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 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, drones often behave in an erratic, awkward manner. In extreme cases, drones 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. Drones disintegrate and decay under the punishment, and begin to resembling the living dead.

A few overseers are very adept at controlling drones. These overseers are able to infiltrate human society. Some pray on human ignorance and fear, portraying their drones 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.

There is no way to prove beyond a doubt that someone is in fact a drone. A slave node does not even appear on sophisticated medical equipment. Even a confession from the supposedly possessed is suspect. While experimental means of drone detection abound, none have proven reliable. The Inquisitors of the Cult of Cassandra in Nail are rumored to be premier drone-hunters, but the stories of their interrogation methods and arbitrary justice are unsettling.

Drones have the Sphere ratings and statistics of their host bodies. They have unusually high endurance and a seemingly endless tolerance for pain. Drones are impervious to KO threats and are not incapacitated until reduced to -20 HP, which is long after the host’s body has been damaged beyond recognition. As such, a drone in combat can be a ghastly sight.

WARRIORS

Constantly at war, Meric has produced many excellent warriors. Warriors are more skilled and better equipped than typical highwaymen or henchmen. Due to their experience and their value to their factions, warriors are very hesitant to die a meaningless death. They are likely to negotiate their way out of a conflict where the odds are stacked against them. The following statistics represent generic warriors commonly found in Meric:

Ashchild Brave

HP / Initiative	22 / 13
Combat	6
Cunning	7
Survival	7
Technology	4
Medicine	4
Lore	3
Presence	5
Conviction	4
Willpower	2
Awareness	3
Reason	1
Defense	5
Short Bow: TN 12, 6L, Short	
Machete: TN 15, 6L, Melee	
Armor:	0/0
Special: Haunt. This brave is likely to use the powers Vanish, Teleport, and Trap while in his turf.	

Contractor

HP / Initiative	20 / 9
Combat	7
Cunning	5
Survival	6
Technology	6
Medicine	5
Lore	4
Presence	3
Conviction	4
Willpower	1
Awareness	2
Reason	2
Defense	5
Crossbow: TN 16, 9L, Long	
Crowbar: TN 15, 4B, Melee	
Armor:	3/3
Special: Sixth Sense. This contractor is able to use the powers Analyze, Evasion, and Intuitive Tracking.	

Legion Soldier

HP / Initiative	24 / 13
Combat	8
Cunning	6
Survival	7
Technology	5
Medicine	3
Lore	3
Presence	3
Conviction	5
Willpower	2
Awareness	3
Reason	0
Defense	6
Flintlock pistol: TN 16, 11L, Short	
Shovel: TN 16, 8L, Melee	
Armor:	1/1
Special: Weapon Mastery. This soldier is likely to use the powers Aggravated Wound, Piercing Attack, and Flurry when using firearms.	

NAME: _____

CONCEPT: _____

VOW: _____

VOW EXP TRIGGERS: _____

CURRENT EXP: _____

INITIATIVE: _____

SPHERES

CONVICTION: _____

PRESENCE: _____

CUNNING: _____

LORE: _____

MEDICINE: _____

TECHNOLOGY: _____

SURVIVAL: _____

COMBAT: _____

ENCUMBRANCE PENALTY: _____

SAVES

WILLPOWER: _____
= (Conviction or Presence) - 2

AWARENESS: _____
= (Cunning or Lore) - 2

REASON: _____
= (Medicine or Technology) - 2

DEFENSE: _____
= (Survival or Combat) - 2

ARMOR TYPE: _____ DR/E: _____ / _____

MAXIMUM HIT POINTS (HP): _____

DAMAGE RESISTANCE (DR): _____

CURRENT HIT POINTS: _____

COMMONLY USED SKILLS TARGET NUMBER

MELEE/UNARMED ATTACK: _____
= (Combat + Survival)

FIREARMS/ARCHERY ATTACK: _____
= (Combat + Technology)

SKILL/THROWING ATTACK: _____
= (Combat + Cunning)

STABILIZE THE WOUNDED: _____
= (Medicine + Combat) or (Medicine + Survival)

= (_____ + _____) _____

= (_____ + _____) _____

= (_____ + _____) _____

= (_____ + _____) _____

= (_____ + _____) _____

= (_____ + _____) _____

WEAPONRY	DAMAGE	ACCURACY	RANGE	TARGET #
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

EQUIPMENT & CONTRACTIONS

AMMUNITION & CONSUMABLES

_____	00000	00000	00000	00000	00000
_____	00000	00000	00000	00000	00000
_____	00000	00000	00000	00000	00000
_____	00000	00000	00000	00000	00000
_____	00000	00000	00000	00000	00000

PATH: _____

PERK: _____

POWER 1: _____

POWER 2: _____

POWER 3: _____

TRIGGERS: _____

EARNED PATHOS:
00000 00000 00000 00000 00000 00000

TRAINED PATHOS:
00000 00000 00000 00000 00000 00000
00000 00000 00000 00000 00000 00000

ORDEAL: _____

PATHOS INVESTED IN ORDEAL:
00000 00000 00000 00000 00000 00000

PATH: _____

PERK: _____

POWER 1: _____

POWER 2: _____

POWER 3: _____

TRIGGERS: _____

EARNED PATHOS:
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TRAINED PATHOS:
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ORDEAL: _____

PATHOS INVESTED IN ORDEAL:
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NOTES: