THROUGH THE BREACH
CORE RULES
Wyrd

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The Fatemaster's Almanac
Into the Steam
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Into the Bayou

Through the Breach adventures:

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Northern Aggression
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CORE RULES

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INTRODUCTION

Through the Breach is a tabletop roleplaying game set in the world of Malifaux. The players take on the role of Fated: men and women who have the ability to defy fate and change their destinies for better or worse. One player takes on the role of the group's Fatemaster, who is tasked with setting the stage for the stories that the Fated will participate in. No matter their role, every player participates in telling the story, like a movie in which the Fated are the main characters and the Fatemaster is the director and supporting cast.

Players who take on the roles of Fated characters will decide what kind of person they wish for their character to be and will then pretend to be that character. The excitement and drama of the story comes from the interactions between the Fated characters and other characters, whether the supporting cast controlled by the Fatemaster or between the Fated themselves.

The Fatemaster, in turn, is tasked with bringing the world of Malifaux to life. She plays the role of many different Fatemaster characters, from the dastardly villain that the Fated have to stop to a helpful ally to the shopkeeper that sells them their ammunition. The Fatemaster sets the stage for an adventure, populates it with interesting characters with their own motivations and goals, and sets up obstacles for the Fated to overcome.

In the end, the goal is for everyone at the table to tell a good story that everyone can enjoy. *Through the Breach* is designed to focus on a different Fated character each session, allowing each character to have their moment in the sun as their goals and ambitions conflict with the plans that fate has laid out for them. In the course of a game, the Fatemaster will challenge the players, and the players will likely surprise the Fatemaster with their actions. Much of the fun of a roleplaying game comes from interacting with each other and watching the story unfold in unexpected ways.

What's Inside

Below is a description of what is in each chapter.

Chapter 1:
Introduction

You're reading this chapter now! Here you'll find an outline of what you can expect to find in this book.

Chapter 2:
The World of Malifaux

This chapter details the complex world of Malifaux, including its history, its discovery, and the various factions that struggle to claim Malifaux for their own.

Chapter 3:
Character Creation

This chapter walks players through the process of creating Fated characters and fleshing out each character's history and personality.

Chapter 4:
Pursuits

This chapter introduces the fourteen basic types of character classes in *Through the Breach*, which are called Pursuits. Each of these Pursuits defines that character's general beliefs and worldview.

Chapter 5:
Skills

This chapter describes the various Skills that represent a character's knowledge and offers a selection of Skill Triggers that characters can learn.

Chapter 6:
General Talents

This chapter provides the General Talents that represent special feats of strength and cunning. They help to make characters unique and interesting.

Chapter 7:
Equipment

This chapter contains a wide array of weapons, armors, and pneumatic augmentations that characters can purchase to assist them in their adventures. Never leave home without a reliable firearm!

Chapter 8:
Magic

Malifaux is naturally rich in potent magic. This chapter catalogues not only the various Spells and Manifested Powers that a character might learn, but also the Magical Theories that shape how she channels and interacts with magic.

Chapter 9:
Gameplay

This chapter explains the core mechanics of *Through the Breach*, including how to perform a basic duel and how to Cheat Fate. It also goes into detail on the various actions that a character can take during combat and the proper structure of an adventure.

Chapter 10:
Bestiary

This chapter contains a wide array of people and creatures that the Fated may encounter in their adventures. Each of the primary factions in Malifaux is included, providing plenty of options for the Fatemaster no matter the adventure.

Chapter 11:
Bad Things Happen

This sample adventure provides Fatemasters with an easy way to kickstart their campaign.

Chapter 12:
Index

The index contains a list of game terms and their page numbers. It also has a blank character sheet.

THE WORLD OF MALIFAUX

Malifaux is a world set aside from our own. Located in another realm, in another dimension of reality, it is home to monsters and mankind alike. Far too often, the two become indistinguishable from each other.

Despite being a different world, Malifaux is similar to Earth in many ways. It has breathable air, discernible seasons, and a blue sky with a sun that rises in the morning and sets in the evening. The soil is suitable for growing crops, and Earth plants have been successfully transplanted to Malifaux (and vice versa) with little fuss.

There are differences, of course. The stars and constellations in the night sky are completely different from those of Earth, and two moons - the bright Illios and the darker Delios - hang overhead at night. Some people claim that the sun makes colors appear brighter and more vivid in Malifaux, as if the world had been painted onto glass, but the majority of people who travel to Malifaux don't notice that much of a change.

In short, Malifaux may seem strange to humans, and it's certainly dangerous in the way of untamed wildernesses, but it's rarely *alien*. Most natural laws, such as humanity understands them, continue to function on Malifaux just as they do on Earth.

The one notable difference that separates Earth from Malifaux is the abundance of magical energy. On Earth, spellcasters have always had to struggle to draw upon the magical energy; only the most powerful spellcasters, emboldened by mystical runes and arcane phrases passed down since ancient times, could even hope to harness this mystical power.

In contrast, Malifaux is saturated with magical energy. The same arcane words that could barely light a candle back on Earth are enough to summon up a whirlwind of flame in Malifaux, and even those with no talent for magic gradually find themselves developing strange abilities as the latent magic of the world seeps into their bodies and souls.

The History of Malifaux

The true history of Malifaux is lost to the annals of time. There are truths and deceptions buried in equal measure among the legends told by its native denizens, but humanity has been able to piece together these myths to create a plausible idea of what Malifaux was like prior to the opening of the Great Breach.

Old Malifaux

Long ago, Malifaux was inhabited by people similar to humanity. They loved and fought each other as humanity does, creating items of beauty and weapons of war in equal measure. Their earliest civilizations learned of magic and studied its use, and as one empire crumbled to make way for the next, magic and technology advanced in tandem with each other.

In time, the people came to believe that they were masters of magic and technology. They believed that they could solve any problem, rise to any challenge, and one by one, they solved the greatest problems that plagued them: poverty, disease, sickness, pain... Eventually, the most clever among them found ways to live without end and ushered in an era of peace and prosperity.

Gradually, however, these visionaries grew bored with their long lives and, being clever, they sought out ways to keep themselves entertained. Some created breathtaking art that pushed the boundaries of the senses, some set out to gather the knowledge of their people in order to share it freely with their brethren, and others delved deeply into hitherto unexplored realms of magic. Others altered their bodies and the bodies of those around them in ways they found pleasurable, creating new races through advanced science and magical ritual.

The Tyrant War

A handful of the bored immortals turned their attention toward darker pursuits. They found dangerous ways to waste their time, and, being clever, mastered each one in turn.

What was a thrilling dip into the dark waters for some became a headlong, breathless plunge into depravity for others. They found deep within themselves the worst perversions and most terrible desires, and knowing no limits, they turned these things outward onto their fellows. They reveled in the misery they caused and subjected their kin to cruel experiments and unspeakable sadism simply for their own amusement and edification. Illness and pain once again abounded in Malifaux.

Drunk on their own power, these entities cast aside their mortal names and souls like snakes shedding their skins... or perhaps, like moths emerging from cocoons. They assumed sobriquets to describe their new selves - Plague, Obliteration, Meridion, Despair - but to those who had not ascended, there was only one word to describe what they had become: Tyrants.

These Tyrants were so powerful that they seemed to be gods. The desperate people of Malifaux exhausted every available force to stop the Tyrants. They turned to new magic and explored technologies that had previously been too dangerous to consider. Terrible creatures were created through magical rituals and spawned in chemical vats to be unleashed upon the Tyrants in the hope of exploiting an unknown weakness. Armies the likes of which the world had never known marched in the shadows of terrible, continent-shattering war machines.

Despite the best attempts of Malifaux's people, however, nothing seemed capable of standing against the potency of a Tyrant's magic or their mastery of the sciences. The great machines of war were swept aside like children's toys, and entire armies were slaughtered in the blink of an eye.

Titania's Bargain

When all seemed lost, it was the queen of the people who rekindled the hope of victory. Titania gathered the scattered warriors, artificers, and mystics to her side and told them of her dreams and the machine she saw there. The machine, she claimed, would allow her to harness the power of death itself in order to destroy the Tyrants once and for all. The glimmer of hope was all that the survivors needed, and they turned all of their efforts toward the creation of Titania's Kythera device.

Unbeknownst to Titania's followers, she had betrayed them. The Kythera device was not designed to merely channel the power of death, but rather, to bring the personification of death itself - the Grave Spirit - into Malifaux; Kythera was a dimensional portal. As it began to open, the Grave Spirit completed its end of the bargain and infused Titania with its fell power. Only then did her subjects finally realized the full extent of the dark bargains Titania had made with the entity.

As their queen turned the power of the Grave Spirit toward the Tyrants, killing their physical bodies, the people who had built Kythera worked desperately to undo what had been done. In the end, they proved unable to close the device, but they did stop the portal from opening any further than it had. The corruptive, necromantic power of the Grave Spirit was seeping out of the device, but the entity itself had been prevented from crossing over and devouring all life in Malifaux.

The act of channeling so much necromantic power had killed Titania, but rather than dying, she passed into undeath and became a sentient, walking corpse. She expected admiration for defeating the Tyrants, but her subjects had seen what she had nearly unleashed upon the world and turned on her.

Undead had never existed in Malifaux before Titania, and her former subjects were concerned that executing her might release her corrupted soul, transforming her into a far greater threat than she already was. Instead, they altered the plans for Kythera and built a second structure - Nythera - to serve as a prison for Titania and those members of her court who were still loyal to her. It was believed that Nythera would keep her contained for all time.

The Great Binding

In the decades that followed the end of the Tyrant War, the survivors gradually began to realize that the Tyrants had not been entirely defeated. Their physical forms had been shattered, true, but their spirits had endured Titania's assault and lingered in the aether as specters of their former selves. Though relatively powerless in this ethereal form, the Tyrants could still exert their will upon the world in a limited manner.

Worse yet, they seemed capable of forming spiritual bonds with mortals, granting that mortal power as the Tyrant gradually consumed their soul and took their place in the world. Fearing the return of such powerful enemies, the people of Malifaux turned their attention toward trapping the Tyrants in magical prisons. The prisons varied in form and function, utilizing whatever worked best to bind each Tyrant's power.

Many of the Tyrants had their own power turned against them. Meridion drew her power from the ley lines which crisscrossed the world, so the survivors imprisoned her within those same ley lines, forcing her to destroy the very power that gave her strength in order to escape. Obliteration's power stemmed from its ability to manipulate time and remove things from reality, so its jailers constructed its prison from the Tyrant's own spiritual form, ensuring that any act of escape would be tantamount to suicide.

Other Tyrants were too subtle or powerful to be bound in such ways, necessitating the need for cruder prisons. Plague was bound within the Necropolis beneath Malifaux City and warded with spells that would turn aside anything approaching, Cherufe was imprisoned in a cage high in the sky, where its flames sputtered and died without fuel, and Despair was sealed inside a fiendishly clever puzzle box.

One by one, each of the Tyrants was bound in prisons crafted from their own power. Some realized what was happening and chose to exile themselves to different realms of reality: Nytemare fled into the dream world, for instance, while the Dragon split its essence in half, leaving part of itself in Malifaux as it flung its other self through the dimensions and into another world entirely... Earth.

The passage between dimensions greatly weakened both that portion of the Dragon's soul and the barrier that separated Malifaux from Earth, though it would be millennia before the full ramifications of that weakening would be felt.

THE TWISTING

The people of Malifaux had won the war against the Tyrants and bound their spirits, but the price they paid for their victory was steep. The Tyrants had used their magic and science to twist the minds and bodies of their servants and enemies into useful tools, and now, the monstrous survivors of those experiments struggled to find a place in the world.

Some of these creatures, such as the Nephilim, turned their backs on their former masters and took to hunting down those who still served the Tyrants. Others turned to whatever fragments of magic they had scavenged from the fallen Tyrants, using it to mutate their forms into new shapes that their vengeful brethren would not recognize.

Gradually, the survivors of the war began to drift away from each other. The great cities - the sites associated so strongly with the Tyrants - were shunned as the people migrated into the wilds. With each generation, the trappings of civilization fell further away, until the people had regressed into tribes and packs.

Distracted as they were by the aftermath of the Tyrant War, the survivors failed to realize that a far more insidious threat was growing in their midst. The Kythera device provided a link between Malifaux and the realm of the Grave Spirit, and its corruption gradually spread outwards from the portal, transforming the land and poisoning the minds of those who had survived the war. Those who had settled in the most heavily affected areas turned once again to the magic of the Tyrants, reworking their bodies into forms that could survive the spreading corruption.

Centuries passed, and with each generation, the various transmutative magics that had been worked upon the people seeped into their offspring and their offspring's offspring, until eventually, every one of their descendants possessed an ability to change its physical form. For many, this change became a fixed part of their growth cycle, such as with the Nephilim, who required red blood to grow larger, but others retained a greater control over their forms and learned how to change their appearance on a whim.

Hidden Pathways

The Dragon was the first entity to travel from Malifaux to Earth, but it was not the last. The fissure caused by its flight was unstable, and through the centuries, portals occasionally opened up between Earth and Malifaux, joining the two worlds for a short time.

The Falling Star (6000 BC)

The half of the Dragon that had been tossed between dimensions appeared on Earth near Mount Etna on the island of Sicily. The Tyrant's arrival triggered a massive volcanic landslide that, in turn, caused a megatsunami that devastated the eastern Mediterranean coastline on the continents of Europe, Africa, and Asia. Weakened by its travel through the dimensions and now trapped in a world with far less magical power than Malifaux, the Dragon settled within the mountain's searing core to slowly regain its strength.

In the years that followed, the people of nearby Crete realized that symbols and icons bearing snake motifs had become infused with weak healing powers and began using such icons to ward their homes and heal the sick and infirm.

Journey East (5400 BC)

Following rumors and legend, a Cretan shaman traveled to Sicily in the hopes of finding the source of the healing power her people believed resided within Mount Etna. She succeeded in discovering the spectral form of the Tyrant, which promptly possessed her and forced her to do its will. Believing that she had been chosen by the gods, the shaman traveled eastward as the Tyrant directed her from one land to the next, devouring whatever scraps of power it could find in order to regain its strength.

Though kept strong and youthful by the Dragon's influence, the shaman's body eventually failed her and she collapsed into a river in what would one day become Tibet. The Dragon found, to its horror, that it could not separate itself from its host's corpse, and millennia slowly passed as the Tyrant struggled helplessly within its cage of water and bone.

Blood of My Blood (500 BC)

While hunting, a Native American hunting party came across a group of six Malifaux natives in what would one day become modern day Ohio. The hunters were confused by the strange-looking people they found and the incomprehensible language they spoke, but they took pity on the refugees and brought them back to their camp.

Over time, the natives of Malifaux learned the language of the hunters and took spouses from among the tribe, eventually birthing the first children who were the products of two different worlds. These men and women became known for their ability to run with the wolves or fly with the crows, a gift that they passed on to their children and grandchildren.

The descendants of those original hunters eventually split and went their separate ways, spreading their magic-infused bloodline throughout the native people of North America. The ability to shift shapes and walk with animals grew weaker with each subsequent generation, until they were only myths and legends, but in every generation, there were a handful of people with a stronger connection to their heritage.

The Living Forest (220 AD)

A short time after the turn of the millennium, a portal opened deep within the Amazon rainforest, allowing a small group of plant spirits known as Waldgeist to wander curiously onto Earth. Undisturbed by this occurrence, the plant spirits began exploring their new home and communing with the surrounding trees.

Over the next millennia, the number of indigenous tribes living with the rainforest plummeted noticeably as the tree spirits and their offspring fought back against what they perceived as trespassers in "their" lands. Eventually, stories of its dangerous plant life would reach as far as northern Europe and eastern Asia, though few truly believed the strange stories coming from such an "uncivilized" land.

The Rise of the Dragon (770 AD)

The Indian monk Santaraksita attempted to build a monastery beside a Tibetan river, but each time, the river surged upwards, knocking the temple back down. Terrified, the construction workers began to whisper of a demon hiding in the river and refused to have anything further to do with the temple.

Fearing for the well-being of the nearby populace, Santaraksita sent for his fellow monk, Padmasambhava, to help him banish the demon and purify the construction site. Instead, the two monks encountered the Dragon, which leapt from the bone fragments of the Cretan shaman and into Santaraksita.

Padmasambhava immediately realized that Santaraksita had been possessed by a spirit far more powerful than he could imagine. Bowing low, the monk approached the Dragon cautiously, giving it the respect he believed it deserved. Padmasambhava appealed to the Dragon's ego and, after a long conversation that stretched across three days, convinced the Tyrant that the wisdom of Buddhism would hold more answers to its plight than wanton destruction. The Dragon listened to the monk, but in its mind, it was already considering what would happen when its current host perished. None of the workers had been suitable hosts; only the monk had the spiritual fortitude necessary to house its essence. In the end, the Dragon agreed to allow the temple to be built, not out of altruism, but out of self-interest.

The Dragon spent the next few centuries wandering Tibet, gathering the wisest humans it could find and either bringing them back to its temple at Samye or inspiring them to build more temples that could house its greatness. Gradually, it twisted the tenets of Buddhism to fit its own needs, creating a dogma that had but one purpose: to prepare humans to become the Dragon's next host.

It would take countless millennia to amass enough magical power to ascend in the starved world of Earth, but the Dragon was patient and had ensured that when its host finally perished, it would have another ready to assume the honor of bearing its spectral essence.

The Masamune Nihonto (1293 AD)

Back in Malifaux, a shaman with delusions of ruling over its people freed a powerful spirit from the magical wards which bound it. As the last of the binding enchantments fell away, the spirit revealed itself to be the Tyrant Shez'uul and possessed its horrified savior.

Shez'uul's host was unsuited for such a potent spirit and began to fall apart almost immediately. The Tyrant was powerful, however, and it supplemented its host's life with the blood of those it killed, gradually transforming its unwitting host into a creature of flowing blood. The scattered tribes of Malifaux were forced to unite against the weakened Tyrant.

In the end, the Nephilim turned the tide of the battle by undergoing a ritual that transformed their blood into a corrosive black ichor that proved to be catastrophically destructive to the red blood making up the Tyrant's borrowed form. Rather than allow itself to be bound once more, the Tyrant used what remained of the power it had gathered to hurl itself through the dimensions, much as the Dragon had done millennia earlier.

The weakened Tyrant appeared in the Kanagawa Prefecture of Japan, triggering a mighty earthquake that devastated the city of Kamakura and killed tens of thousands. Realizing that it had barely survived the journey between dimensions, the Tyrant bound its fraying and ragged essence to a samurai lord and forced the man to slaughter those under his command to supply the Tyrant with their blood.

As the body count climbed higher and higher, a desperate prefect traveled into the mountains to petition the master swordsmith, Goro Nyudo Masamune, for assistance. Masamune gave the greatest of his blades, the Masamune Nihonto, to the prefect, who used it to cut away and imprison the evil spirit that had possessed his lord.

The prefect enshrined the sword in his home, where it rested until it was stolen forty years later during the Genko War. The blade passed into legend as Shez'uul influenced its wielders, subtly pushing them toward greater acts of bloodshed and violence, which the Tyrant fed upon like a starving prisoner.

Glimpses of Huitzilopochtli (1332 AD)

In the fourteenth century, a portal between Earth and Malifaux opened in the Valley of Mexico, unleashing burned and twisted monsters onto the outskirts of Tenochtitlan. The Aztecs were unprepared for the sudden appearance of these creatures, and the glimpse they received of another world - of blasted plains that had been scorched during the Tyrant War and the titanic, charred beasts that lumbered through the still-burning flames - shook their civilization to the core.

Once the portal had closed and the screeching beasts had been slain or driven off, the Aztec people struggled to interpret what they had seen. Many of the creatures they glimpsed were folded into their religion, becoming gods and deities. They believed that the world they had seen through the portal - Malifaux - was a vision of the future after the sun had perished, and in an attempt to avert this perceived fate, their beliefs led the Aztec people down a dark, bloody path.

Spurred onward by their "visions," the Aztec became more warlike and aggressive. Over the next one hundred years, they came to dominate the Valley of Mexico and its surrounding areas. Human sacrifice was not unknown before the Aztecs, but they took the practice to an unprecedented level, at one point sacrificing over eighty thousand prisoners over the course of four days.

This was done in the belief that the blood and beating hearts of the sacrifices would empower their sun deity, Huitzilopochtli, with enough strength to continue fighting against the "monsters" which beset him. If Huitzilopochtli failed, the Aztecs believed, then they would perish as well, for there would be nobody to stand between them and the horrors they had witnessed.

The Fury of Horomatangi (1575 AD)

In the later half of the sixteenth century, the Maori of New Zealand witnessed a portal opening a hundred feet in the air above the ocean. The portal unleashed a deluge of water that poured down from the sky like a waterfall, bringing dozens of strange Malifaux fish to Earth. Unfortunately, the great Horomatangi, an ancient and titanic sea beast that had fought for Meridion during the Tyrant War, was also pulled into Earth's oceans by the resulting current.

Horomatangi proceeded to terrorize the people of New Zealand for the better part of fifty years, feasting on the Maori whenever they went to hunt or fish. The great beast was eventually defeated by the efforts of the Ngaatoro sisters, two women who adorned themselves with poison and tricked Horomatangi into devouring them. The poison did not kill the great monster, but it did weaken Horomatangi enough to send it into a deep sleep, winning peace for the Maori people and cementing the Ngaatoro sisters as guardians of the island.

An Empire of Miracles (1642 AD)

In the seventeenth century, another portal opened in eastern Africa, in the nation of Abyssinia. No monsters poured forth from the dimensional rift, and in their curiosity, the Abyssinians explored the seemingly desolate new world and discovered a cache of Soulstones.

The Soulstones were brought through the Breach in the belief that they were normal gemstones, but it was only after the portal closed that the true properties of the Soulstones were realized. When someone died near a Soulstone, the gem would become charged with magical energy which could then be used to cast spells of incredible power.

In the wake of their discovery, Abyssinia became known as a strange and mystical place whose people could wield terrible magical powers. Over time, however, the owners of these Soulstones fought with one another, and the gemstones which fueled their incredible power were gradually lost or destroyed.

Eventually, the number of Soulstones grew so few that that the mystical reputation of Abyssinia faded into legend, and they became just another nation, albeit one with unusually advanced cities and some odd traditions.

The Formation of the Council (1780 AD)

Gradually, the spellcasters, shamans, mystics, and healers realized that the meager magic of Earth was dwindling. There were many theories on why the incantations and rituals that had worked for so long were becoming less and less effective with each passing year. Some believed it to be a natural cycle, a tide of magic that would ebb with time. Others thought that there might be a conflict between magic and science, that the growing industrialization of the world might somehow be smothering the arcane rules of magic beneath the spreading influence of science.

The sorcerers, warlocks, soothsayers, and wizards of the world gradually came together to search for a new source of magic. Calling themselves the Council, the group traveled the world in search of a way to replenish Earth's magic. Their members traveled to the New World to speak with the shamans of the indigenous tribes and to eastern Africa to investigate rumors of their powerful sorcery.

At every turn, they found mystics who had noticed the decline of magic but had no answers to give them.

Eventually, the Council began to realize that there was a world beyond their own, and that much of Earth's magic could be traced back to encounters with that hidden world. Only the faintest of dimensional walls kept the two worlds apart... and with enough force, any wall could be knocked down.

The Great Breach (1787 AD)

It took years of research and cooperation, but the Council came to believe that they possessed the magical power necessary to breach the veil between their world and the next. A great call was sent out across the Earth, passed from cabal to secret society to coven, asking anyone with even a shred of magical talent to gather at Santa Fe, in North America.

From all corners of the Earth and from all walks of life they came, the last of their kind. Hoary, bearded sages from the Siberian steppes, Abyssinian artificers, bespectacled Parisian demon worshipers, stoic Indian gurus, ancient Romani crones, far eastern souleaters, and wizened viziers from the Ottoman Empire, all converged on Santa Fe in one final, desperate gambit: a ritual to ensure that magical power was not forever lost from the world.

When the Council's leaders agreed that it was time, they called the entire city into position. The streets teemed with sorcerers and wizards at every junction, each prepared to do his or her part in the most powerful spell ever cast.

The ritual was grueling beyond imagining. For a day and a night, the hundreds of gathered practitioners poured their last remaining magic into the growing spell. Some were overcome and perished from the strain of it, while others willingly relinquished the last of their life's essence in a final act of desperate sacrifice. The mages who participated were later unable to agree whether the ritual succeeded or failed, but the results were impossible to ignore.

As the ritual reached its zenith, the life force of the lesser sorcerers was torn from their flesh in a torrent of pain and power as the energies of the ritual raced out of control and consumed them. The sudden change in atmospheric pressure combined with the dangerous amounts of gathered aetheric energy to produce a massive shockwave that knocked the largest buildings to the ground while ripping the smaller structures from their very foundations.

In a single moment, Santa Fe was reduced from a thriving settlement to naught but ruin, insanity, and corpses. The city was gone, replaced with a ragged hole in existence and a scant few sorcerers and mystics who were shielded from the worst of the blast.

In the days and weeks to come, the few survivors found that their magical aptitudes had increased exponentially and that unimaginable power now coursed through their veins. Feats of aetheric manipulation that would have taken an archmagus numerous lifetimes to achieve were suddenly at their beck and call. The most powerful magi, conjurers, and shamans the world had ever seen crawled free of the ruins that had once been Santa Fe and peered through the dimensional rift that would come to be known as the Great Breach.

On the other side of the Breach, the surviving members of the Council found a city. Its features were both familiar and strange, as if all the great cities of Earth history had been stacked and shuffled. The buildings leaned and loomed over the streets, and unknown writing was carved in the stone or painted on doors. A sign hung above the city's shattered gates, bearing a word that they took as the name of the city and world alike: Malifaux.

Tentatively, knowing that the new Breach could collapse at any moment, the Council began to explore the city. Old tomes and artifacts littered the ground, and when they realized the power held by these arcane items, the sorcerers snatched them up as quickly as possible. Though joined by a common goal, the members of the Council had little in common with each other beyond their talent with magic, and soon tempers flared as magi and sages accused shamans and gurus of hoarding magical knowledge they believed should belong to them all.

By the end of the first night, these conflicts had erupted into outright warfare. Balls of fire, lances of ice, and bolts of lightning were hurled across the streets and into the sky as the mages attempted to steal the power of their peers or defend whatever magical relics they had claimed for themselves. Friend fought friend, and bitter rivals became desperate allies.

After a fortnight of intense battle, the mages began to gather together into cabals for their own protection, though others were driven northward toward the distant mountains or back through the Breach to Earth. Eventually, one faction succeeded in executing the last of their rivals and seized control of the city. The Council had been reborn.

Early Exploration

In all of their feuding, the Council's mages had not seen any sign of sentient life within the city other than themselves. The sheer size of the city made any sort of exploration difficult, however, and grudgingly, the Council retreated back to Earth to solidify their control over the portal.

A veritable army of mercenaries was chartered to ensure that the Breach was defended against anything that might come through from the other world. Small groups of explorers were enlisted to begin investigating the old city and its surroundings, and academics and archeologists by the score were gradually brought to the ruins of Santa Fe to begin unraveling the city's mysteries.

Everyone brought to explore the new world was hired with great secrecy. They spread rumors of a terrible earthquake that had struck the city and of a virulent plague that had been awakened from some hitherto unknown underground cavern, blunting the desire of anyone to look too closely at what was happening in the desert.

One of the Council's first breakthroughs was the discovery of a great repository of books left by the city's previous inhabitants. Duer's Library, named after the explorer who first unearthed its hallowed halls, was a network of vaults and towers that were practically bursting with strange knowledge. A team of scholars worked around the clock for months, clearing collapsed stacks and diligently piecing together the eldritch tongue of those who had constructed the miraculous library.

At the same time, the Council's explorers began cataloging the city and its surrounding areas. Beneath the city, they discovered an entire network of sewage chambers, conduits, passages, and catacombs. Many of these first explorers became lost in those twisting labyrinths, but those who emerged safely from the darkness brought maps that would become invaluable for future explorers.

All the while, the archmages of the Council set themselves to stabilizing the Breach. Without any magical support, the Breach had begun to shimmer and quiver erratically after every passage. There was a concern that too frequent travel might cause the Breach to collapse in on itself or, worse, to rupture even further.

After much debate and research, the Council found a solution to their problem. Months of toil went into the construction of a massive stonework plinth and archway, carved deeply with mystic runes and sigils, which they built up around either side of the rift. When the last enchanted stone was fitted into place, the Breach finally stabilized.

By then, the explorers had begun to slowly filter their way back into the city. Some of their number returned laden with riches, some returned with harrowing tales of strange creatures or former Council members who had formed a cult in the distant mountains, and still others were simply never heard from again.

The greatest discoveries came from the band that wandered the farthest afield. Deep within the southern Badlands, surveyors had come across a deserted town, a few crumbling shanties and little more, perched near a mound of cracked and broken earth. In the center of the barren hillock was an abandoned hole leading deep into the earth.

The burrow was a mine shaft of sorts, and at its lowest point, the men found a cache of Soulstones, the same mythic stones that Abyssinia had discovered one hundred and forty five years earlier. These Soulstones, however, were fully intact, and as the Council members studied them, their scholars pointed out references to the stones in some of the texts they had managed to decipher.

The Council knew from the stories and myths of Abyssinia that those in the possession of Soulstones could channel incredible amounts of magic, and they were even more potent still in Malifaux. Realizing that they would need more people to properly survey and mine the magical gemstones from the ground, the Council decided to share their discovery with the rest of the world.

A New Age (1788 to 1790 AD)

The Council's announcement shocked the world.

Every tavern, saloon, town square, and boudoir was abuzz with debate. Pamphlets and newspapers were printed in abundance, either praising this new turn of events as the next step in human progress or decrying it as the utter ruination of mankind. Priests, rabbi, and khatib struggled to make sense of not only the knowledge that souls were real, as evidenced by Soulstones, but that there was an entire world beyond their own.

Diplomats, envoys, and politicians from all across Earth traveled to Malifaux to investigate the Council's claims. They were shown the wonders of Malifaux and were bewitched by demonstrations of magic the likes of which had previously been found only in fable and legend. They promised to share the secrets of magic and Soulstone with these nations, provided that they sent their citizens to Malifaux.

In short order, the abandoned city had become a thriving human settlement. First in the hundreds, then in the thousands, travelers made their way to Malifaux. The ruins of Santa Fe were built back up into a similarly thriving city whose only purpose was to support the city a stone's throw and another dimension away. The Council drew upon their potent magics to bring water up from below the desert, creating vast stretches of farmland whose only purpose was to feed the residents of Malifaux.

The mining of Soulstones was backbreaking work, but the Council paid the workers well, and boom towns sprung up around new veins almost as fast as the surveyors could discover them. The largest of the Soulstones were kept by the Council to fuel their own power, but others were shipped to Earth by the cartload and then divvied up among those world powers who had chosen to support the settlement of Malifaux.

Everywhere, people experimented with Soulstones, grinding them up as alchemical components, medicine, or as power sources for increasingly complex machines. Across the world, people with no previous talent for magic drew upon the energy stored within the gems to become powerful and influential mages. Some of these mages even began teaching others how to manipulate the unseen magical energies around them, creating distinct schools of spellcasting, each with their own techniques.

Benjamin Hanks, a Connecticut clockmaker, was responsible for the activation of the first construct. There had always been a great deal of debris around Malifaux that resembled piles of broken or inert machinery.

When Hanks fitted one of these machines with a Soulstone and tinkered with it, however, it was discovered that the debris was, in fact, a fully functional mechanical marvel. Many of the machines discovered in this fashion were simple, tiny servitors or mechanical replicas of different animals. A few, however, were fearsome clockwork titans capable of wielding an assortment of vicious weaponry.

The construction and animation of these constructs soon became vogue in the city, and functioning machines were sent back through the Breach by the droves, as curiosities for kings and courtiers, machines of death for generals and warlords, and objects of careful study for scholars and engineers.

Gradually, the pioneers coming through the Breach began to settle further and further from the city proper, often hoping to strike it rich by discovering a Soulstone vein. As they ventured further afield, reports of fantastical creatures and mythological monstrosities began to filter back to the taverns and public houses of the city. At first, these reports were laughed off, but soon the missing settlers and frantic stories became too great in number to ignore. Begrudgingly, the Council was forced to admit that Malifaux seemed to be inhabited and that the natives were not friendly.

They borrowed a term from Earth's past to describe the natives of their new home: the Neverborn.

The First Resurrectionist (1791 AD)

As if the appearance of hostile natives was not enough, a new threat emerged from underneath the city itself in 1791. It was common knowledge that the sewers beneath Malifaux City were a labyrinth of twisting and dangerous passages, but there were rumors, fueled by the first explorers of that subterranean maze, of forbidden knowledge interred within the lowest crypts. A few power-hungry seekers of ancient secrets took it upon themselves to discover the veracity of these claims, and one man, his name lost to the ages, had the terrible misfortune to find the knowledge he sought.

Exactly what happened in the darkness of those buried vaults is known only to that necromancer, though various penny dreadful novels throughout the years have made their own dramatic speculations. Some stories claim that the ancient corpse-guardians of the vaults rose up from the slumber of death to attack him, while others have speculated that he made some deal with death itself for the power he wielded. Whatever the case, the nascent necromancer escaped the Necropolis with a single tome that contained the secrets to life after death.

The unnamed necromancer used the blasphemous spells contained within the tome to raise an army of shuffling undead corpses. This unliving horde attacked the Council fortifications en masse, and all who fell before the undead legion rose and joined their ranks. The putrescent zombies attempted to tear the city apart, brick by brick, and as their numbers swelled, it looked as if they would succeed in turning the city into a necrotic monarchy of darkness, death, and despair.

The whole city rose up in defense of their new home. Members of the Council unleashed powerful magics with abandon, and their mercenaries manned battlements and sacrificed themselves to protect their employers. Even with all the power of the Council, however, the weight of attrition was against them, and it appeared unlikely that anyone would survive the onslaught. Desperate meetings were held in the besieged Council chambers as the surviving mages debated whether they should close the Breach, sacrificing thousands in order to keep the relentless dead away from Earth.

What turned the tide were the defenders that rose up, unexpected, from the city's populace. Miners brandishing pickaxes and musketmen firing flintlock rifles fought shoulder-to-shoulder with fire-wielding wizards and clockwork automatons. Whenever things looked their direst, whenever another battle line seemed sure to be swept away by the press of undead flesh, another hero emerged, as if placed into the fray by destiny itself.

During this battle, the Nephilim known as Lilith drew upon her considerable magic to assume a human form, allowing her to walk among the defenders of Malifaux City without alarming them. She was at the forefront of multiple battles, scything down putrefied corpse-soldiers with frenzied, gleeful abandon. When the battle was won, she disappeared into the shadows and reappeared wherever the fighting was thickest. She gave no sign of understanding any of the languages spoken by her impromptu comrades during these battles, and any attempts to thank her or offer her aid were met with a disgusted sneer.

It was a hard-fought battle, but when the dust had settled, the nameless necromancer had been defeated by the combined might of the Council and the new champions of the age. Unfortunately, the dark secret of necromancy did not die with that villain, and, like the undead he shackled to his will, it would rise up years later to terrorize humanity anew.

An Age of Heroes (1792 - 1796 AD)

After the defeat of the necromancer, the city of Malifaux was rampant with danger and adventure.

It was a time of grievous villains. The dark mistress, Astarte, activated a colossal machine buried beneath the southern part of the city and nearly unleashed a terrifying, immortal weapon from the days of the Tyrant War onto an unsuspecting populace. Jean-Philip Archambault, the Quebecois madman, terrorized the streets of the city alongside his Legion de Morts Vivant, a pack of skeletal warriors, which Archambault had animated using the infamous Grimoire that he had stolen from the corpse of the first necromancer.

Evil men and women almost seemed to haunt the city, as if the necromancer's failed attempts to seize control had somehow been the catalyst that brought out the worst of humanity. The shadows of Malifaux seemed to grow darker, and soon, it wasn't safe to tread the city's cobblestone streets at night.

When things are darkest, however, even the smallest candle seems to burn brightly. The heroes which had arisen to defeat the necromancer had not abandoned the city, and colorful personalities such as the Jack o' the Axe, the stunning Lady Zorra, and Devilish McGuinne stepped forward to defend the weak. They fought for their own reasons, sometimes for truth or justice, but just as often for their own glory. Whatever their motivations, however, the people were grateful for their aid. They saved countless lives by dint of their courage and cleverness, and long after they perished, their legends continued to inspire others.

Amidst the heroes and villains, there were others whose true motivations were unknown. The mysterious Clockwork Queen seemed motivated by desires that found her on both sides of the conflict, and the puzzling exploits of the Masked Rider were inscrutable in their purpose. Perhaps most telling was the appearance of Kenshiro, the Weeping Blade, who arrived in Malifaux bearing a very special sword: the Masamune Nihonto. The blade and the swordsman were locked in a battle of wills, but Shez'uul was far stronger than Kenshiro, and each day, it eroded more of its bearer's mind and soul.

Paradise Lost (1797 AD)

While the residents of Malifaux City were struggling with villains of their own making, a far greater battle was being waged far to the north. Some of the Council members who had fled from the initial battles over the city had traveled north, across the rolling scrubland hills, all the way to the foothills of the great Ten Peaks mountain range. The closer they came to the mountains, the more clearly they could hear the voices on the wind calling out to them.

As a group, the archmages braved the high altitudes, treacherous mountain paths, and chilling temperatures to climb further up the peaks, following the voices. When they arrived at the summit of the tallest peak, however, they found the spectral form of the Tyrant December waiting for them. December whispered to the archmages, promising them great power if they could free him from the mountain winds which bound him.

It took the better part of two long years, but the archmages were eventually able to break the bindings that had kept December imprisoned for so long. Roaring with victory, December's spirit descended upon them, shattering the spirit of the strongest sorcerer in an instant as the Tyrant possessed his body and forced the others into submission. Those who refused to kneel to the Tyrant were butchered and devoured by his chosen proxy.

Things had changed a great deal since December's binding, and the arrival of humans had brought with it an opportunity. The creatures themselves were fragile and worthless, and though his proxy soon grew fat on their flesh, it did nothing to sate the Tyrant's ravenous hunger. The portal they had punched between dimensions, however, was a font of magical energy, and December believed that by consuming it, he could ascend to true godhood.

Swelled by December's influence, the winter of 1797 was a particularly bitter and cold one for Malifaux. Those who were able took shelter in their rime-mantled homes or taverns, their hearths raging to keep the deathly frost at bay. Those without proper shelter made attempts to warm themselves by burning trash or debris in abandoned tenements, trying, with desperate need, to stave off frostbite and an icy, benumbed death.

At the very apex of the weather's cacophonous bluster, December's proxy floated into the city, held aloft by the roaring mountain winds. The Council and the other heroes of the city were huddled in their homes, warming themselves by the fire as their doom floated unopposed past their frosted doors.

The Neverborn, however, had learned of December's escape and were prepared for his attempt at ascension. Lilith and her sister, Nekima, appeared from the shadows, attacking his proxy and his followers with a small army of monstrous Nephilim. It was a brutal battle, for though December was little more than a specter, he was still a formidable opponent.

Using strong winds to push the Nephilim away, December pounced on the stone archway that kept the Great Breach stabilized and began to feed upon its energies. Had it not been for the sudden appearance of Kenshiro and the Masamune Nihonto, December might have succeeded in his plan and ascended to rule over all of reality.

Shielded by the influence of the Tyrant within his blade, Kenshiro was able to cut through December's winds and advance on the Tyrant's proxy. Though December panicked when he sensed the presence of another Tyrant, he relaxed when he realized that Shez'uul was still trapped within its prison. December unleashed a blast of icy wind at Kenshiro, intending to tear the man apart with shards of wind-blown ice, but he had underestimated the swordsman's speed and resilience.

Even as the ice shards impaled and killed Kenshiro, the swordsman raised his sword and brought it down in a killing stroke. The magical blade cut through the magical protections surrounding December's proxy, slicing the man in half and severing December's only connection with the mortal world.

December had invested much of his power into his proxy, and with the man's death, December's influence was greatly weakened. In his rage and anger, December spent what little power he had to summon up one last gale of wind, hurling the Masamune Nihonto back through the Breach and out of his fading sight.

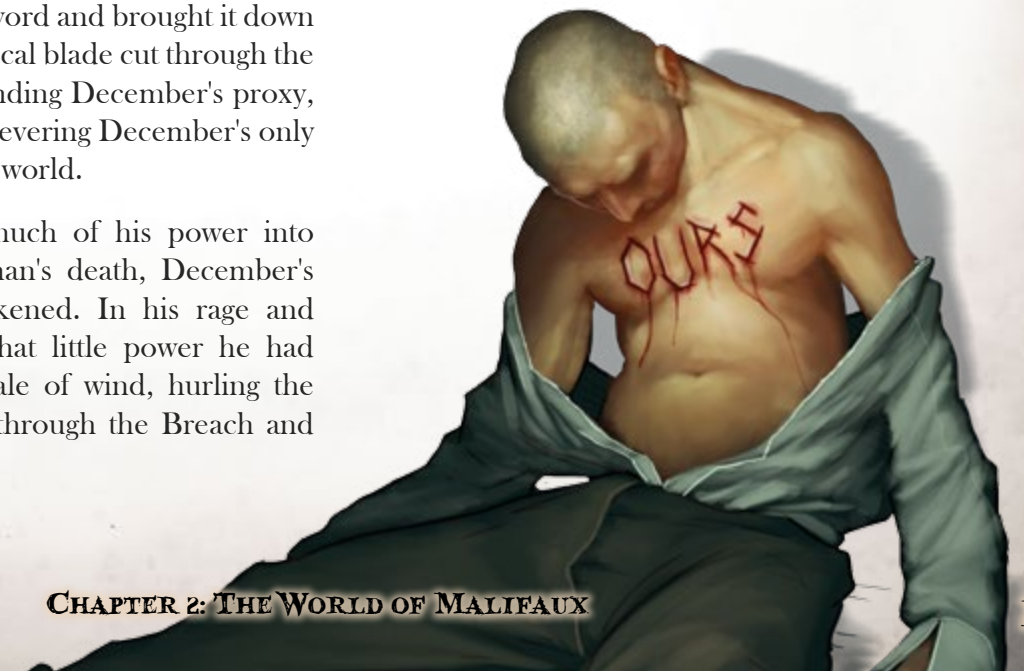
In the aftermath of the battle, Lilith and Nekima took stock of the situation. Humanity had invaded their home less than a decade earlier, and already they had come under the sway of multiple Tyrants. December had been freed from his chains, and their world had nearly met its end.

The two sisters came to an agreement: humanity was too dangerous to be allowed to live. As they debated how to seal off the Breach, they were approached by a human witch named Zoraida. The witch claimed that she could seal the Breach through a powerful ritual, but only if the Neverborn agreed to her terms.

The sisters listened and agreed. With a devious smile, Zoraida gathered the necessary components for her ritual, which harnessed the aetheric energy left in December's wake and turned it back against the portal. The stone archway that kept the portal secure started to violently quake and rumble, and gradually, the rift began to shrink in size. The thaumaturgists back on Earth tried to stabilize the portal, but to no avail. Furthermore, those who attempted to cross through to Malifaux were cut off, as if the portal had been bricked over.

Meanwhile, Nekima took the rest of the Nephilim and spread out across the city, butchering every human they could find. In the morning, she hurled a corpse through the rift to send a message to the humans who had nearly destroyed her world. On its torso was carved a single, haunting word: "Ours."

The Breach lay open for a single moment longer and then closed in upon itself with an ear-rending, sonorous howl. The Great Breach was no more.



Fear and Confusion (1798 - 1802 AD)

The closing of the Breach shocked the world. One moment, Malifaux was a wellspring of magical power, and the next it was gone, an entire city of people vanishing overnight.

A great many people from all across the world had settled in Malifaux in the decade since the opening of the Breach. When the Breach closed, there was not a corner of the Earth that was unaffected by their loss. In every nation and every city there were men and women who had lost brothers or sisters, children or parents, or husbands or wives. Within days of the news, makeshift memorials had sprouted up all over the world.

Newspaper headlines were garish and sensational in their coverage of the loss of Malifaux. Wild rumors and theories propagated around the globe. Many refused to believe that the Breach had actually closed, thinking it a ruse or a trick intended to raise the price of Soulstones. Others believed that whatever had attacked the residents of Malifaux was coming to Earth. Apocalyptic signs and portents were preached loudly on street corners from Saint Petersburg to New Amsterdam, and the world was gripped in the throes of grief and panic.

In addition to the colossal loss of human life, the source of the world's Soulstones - the fountainhead of every major magical and technological advancement of the past decade - had been lost. Soulstones had already been one of the most sought-after commodities in the world, and in one fell swoop, it had also become the rarest. Institutions began to horde their meager supplies, and governments began to seize whatever Soulstones they could from private citizens.

Any Soulstone uses that were not deemed essential were immediately ended. This included, tragically, many large public works in addition to most medical applications. If a person was not well-connected, their Soulstones were stripped from them and added to the government stores. Nations began to look to their neighbors in an attempt to gauge just how many Soulstones they had managed to accumulate, and politicians and diplomats desperately tried to sign treaties to keep the peace.

The Black Powder Wars (1803 - 1814 AD)

At first glance, it appeared as if the various treaties that were signed after the closing of the Great Breach would be enough to usher in a fragile peace. As time passed, however, paranoia began to set in. Everyone had seen the power that Soulstones could unleash, and no nation wished to be caught off guard should their neighbors launch an assault to claim their Soulstones. Diplomats became spies and troops were mustered along borders.

When the first shots rang out in the spring of 1803, it was as if the entire world had released a collectively held breath. Fueled by their own meager supply of Soulstones, the Bulgarian people attempted to revolt against the crumbling grip of their Ottoman rulers, triggering a series of cascading alliances and treaties that dragged all of Europe into a war that would later spread to engulf the rest of the world. With sabre and flintlock, soldiers fought and died for their countries, musket lines holding against the spirited charges of fearless cavalry.

Unlike in previous wars, however, the great nations of Earth now had access to considerable magical power. Amongst the musket lines and cavalry charges, practitioners wielded eldritch energies and rained down fire upon enemy encampments. Animated constructs marched alongside flesh-and-blood troops, and some nations, such as Spain, employed necromantically-infused soldiers, ensuring that their battalions would keep marching even after death.

In Africa, a loose coalition of Soulstone-starved nations marched into Abyssinia from the north while opportunistic bandits and pirates began gnawing at its borders from the south. They found themselves facing a powerful empire that rose to the challenge of war and fought off Egypt, Italy, and the Ottoman Empire in numerous fierce battles.

Further west, the South American colonies of the Spanish and Dutch launched attacks on Brazil, while Mexico pushed northward, seizing the territory of Texas (and its numerous Soulstone warehouses) from Spain. Everywhere, armies fought and died by the thousands for gems that often were so small they could be set into a ring or brooch.

Despite the outbreak of war, however, not every nation was immediately pulled into the conflict. The nations of Japan, China, and Vietnam, for instance, banded together in a peaceful alliance through numerous marriages that tied their royal houses together with bonds of blood, becoming the Three Kingdoms. This kept eastern Asia peaceful for many years, but eventually, the increasing weakness of their neighbors could not be overlooked. Near the end of the war, the Three Kingdoms broke their stalemates and truces and marched on Eastern Europe, Russia, and Western North America.

To the victors went the spoils, not the least of which was a cache of freshly-powered Soulstones, for death was a constant on the battlefield. The Black Powder Wars, as they came to be called, were a time of diplomacy, spycraft, and open warfare the likes of which had a lasting impact on Earth.

The Rise of the Guild (1815 - 1896 AD)

When the dust had settled, a number of national borders had slightly changed, but the one clear victor wasn't a nation at all: the Guild of Mercantilers.

While the Black Powder Wars were started for national interests, the war was soon hijacked by a second, hidden conflict that raged around the world at the same time.

A handful of hidden cabals and secret societies had spurned the Council's call to restore the world's magic, thinking it to be either a foolish endeavor or part of some elaborate trick. When the Council succeeded, they were incensed and were forced to spend the next decade scrambling for Soulstones like commoners. Other groups had formed around Council members who had fled back to Earth during the initial battle for the city.

While the Breach was still open, these shadowy organizations had wanted to seize control of Malifaux and its Soulstones, but the power and backing of the Council and its archmages had made that prospect dangerous at best and suicidal at worst. After the Breach's collapse, however, these shrouded syndicates saw their chance and redoubled their efforts at amassing power.

The most important generals and politicians of the Black Powder Wars were brought into these cabals, where they could seize control of Soulstones and use magical powers for their own purposes. It was not one conspiracy, but several, and their members used politics, swords, pistols, and lies to outmaneuver each other and the nations they pretended to serve.

By the end of the war, one of these sects had gained de facto control over the vast majority of the world's remaining Soulstones, and with it, the world itself. The Guild chose England for its central headquarters and seeded their people into the courts of every major nation on Earth. As the world began to rebuild, laws were passed that forbade Soulstone ownership by anyone without Guild authorization. Anyone caught violating this ban was executed, often in the presence of the very Soulstone they had illicitly obtained.

The only way for a nation to gain access to Soulstones was to accept Guild liaisons. At first, it was only one Guild agent who would ensure that the nation's Soulstones were only used in a prescribed manner, but as the years passed, more and more liaisons and inspectors were required, until eventually every major nation had an entire cadre of Guild operatives within its court. These agents took to dictating the policies and politics of kings and presidents, and those who refused to dance to the Guild's tune found themselves cut off from its Soulstones. Worse yet, they were frequently punished for their insolence with severe embargoes by whichever of their neighbors proved more willing to follow the Guild's guidelines.

Gradually, the Guild's iron grip tightened around the world. By dictating the movements of other nations' armies, the Guild was able to bring disobedient countries such as India and the Three Kingdoms to heel, turning them from independent nations into occupied police states. Only Abyssinia seemed able to resist their influence, and the Guild had no interest in antagonizing the advanced nation so long as they were content to limit their influence to Africa.

In under a century, the Guild had brought peace to Earth, but it was the peace of a prison, enforced only because none of the prisoners had the power to defy their jailers.

The Breach Reopens (1897 AD)

With all of the Guild's power, they were still unable to reopen the Breach. They made many attempts to force the portal back open over the following decades, both by repeating the original ritual and by devising new ones. Despite all of their power and all of their Soulstones, however, Malifaux remained closed to them, like a door that had been firmly wedged shut.

One century after its calamitous closure, just as the Guild seemed ready to abandon its efforts once and for all, the Breach suddenly and inexplicably reopened. The Guild quickly enacted the protocols they had prepared for such a possibility. Armed forces that had been deployed across the world were immediately recalled to guard the Breach, and high officials met in secret to debate the meaning of its reopening.

Despite all of their precautions and planning, a great panic swept through the Guild. Its leaders used all of their influence to send thousands of soldiers and tons of ammunition through the Breach in the expectation that the Neverborn would either be waiting for them or would soon learn of the portal's opening and launch an attack. Hundreds of thaumaturges and mages, meanwhile, worked to stabilize the integrity of the portal.

When, after a full month, there had been no sign of any sort of Neverborn army, the Guild created the Malifaux Resettlement Corps, armed them with heavy weapons, and sent them scrambling through the Breach to begin scouting the city.

The city was empty. There were a few signs of a recent battle - fresh bloodstains on stone walls, scatterings of shell casings, hastily erected barricades - but no corpses, either human or Neverborn. The city had once been home to thousands of people, but whatever had happened to them, there were no bodies to be found, save for a single corpse found hanging in a twisted tree near the portal's opening. The Resettlement Corps returned to Earth and made its report, and the Guild moved quickly to secure the city.

The Resettlement Corp swelled as the Guild sent more and more of its soldiers sweeping through the city, checking every building for Neverborn before moving on to the next. Smaller groups skirted the edges of the city and began clearing sections along the southern wall, intending to push any Neverborn northward toward the river, where they would have no cover and could be easily dispatched by the larger forces on the opposite bank.

Throughout the entire operation, however, the Guild never encountered anything more dangerous than a few rats. Once the first districts were secure, the Guild sent engineers and expendable laborers through the Breach to begin construction on a central fortress from which the Guild could manage the reclamation process. The citadel, which was christened the Guild Enclave, was soon bustling with personnel, including the newly appointed Governor-General, Herbert Kitchener.

The newly created Industrial Zone began turning out weapons, ammunition, and steel rails for the reclamation effort, and hundreds of civilian workers were brought in to keep the assembly lines rolling at all hours of the day. These workers needed other people to make their food, tend their wounds, mend their clothes, and pour their drinks, and somewhere along the way, the city passed from a military garrison into a full colony.

Eventually, the Guild realized that there were no threats lurking in the shadows of the city and turned their attention toward the real prize of Malifaux: its Soulstones. The nations of Earth, eager to regain access to Malifaux, supplied the Guild with a workforce of convicts and indebted laborers, and scores of troops were redirected from the resettlement effort and marched north to serve as guards and supervisors in the newly reopened Soulstone mines.

The mines were more or less intact from the days of the first Breach, but the Guild cared far more about results than safety in those first days. The resettlement process had all but drained the Guild's coffers, and its leaders were eager to see the results of their investment. Cave-ins, asphyxiation, and flooding claimed nearly a third of the early diggers, an acceptable figure by the Guild's estimation.

A Convenient Quarantine

As more and more of the Resettlement Corps left to watch over the convict miners and their indentured peers, the soldiers remaining in the city received orders to cease their advancement and fortify their current position. It soon became clear that the Guild had no real interest in continuing the push into the uncleared areas of the city, which drew the ire of those living in the cramped and overcrowded slums that had sprung up in the Resettlement Corps' wake.

The Governor-General settled the matter by proclaiming that the unsettled areas of the city were filled with monsters and nightmares and were too dangerous for settlement. To reassure the citizenry, he commanded the Resettlement Corps to turn their temporary barriers and blockades into a permanent barricade and announced that the dangerous parts of the city would be quarantined. When the last of the barriers had been erected, the Governor-General disbanded the Corps and restructured them as a constabulary force, marking the end of the Guild's resettlement efforts and the beginning of the Guild Guard and the Quarantine Zone.

The Growing City

As time passed, the Guild slowly expanded the habitable portions of the city. A grouping of smaller corporations had come to Malifaux to make a name for themselves, and the Guild allowed them to build their homes and offices along the city's northern perimeter.

Using whatever resources they could purchase, these industrialists built up a neighborhood that, to this day, looks more like a frontier town than part of a larger city. Though many attempts were made to come up with a catchy name for the district, most everyone just ended up calling it the New Construction Zone.

This area was not the only district that would come to be known as the New Construction Zone, however. To the south of the Industrial Zone was a stretch of burnt and collapsed buildings, many of which seemed to have fallen off into the nearby river. Some of the settlers saw promise in the devastation and descended upon the district with saws, hammers, and wooden planks. They cut away the collapsed buildings, and in their place, they built a haphazard collection of densely packed homes and warehouses.

The confusion between the two districts soon gave way to further clarification: the ordered settlement built along the northern walls of the city came to be known as the Northern New Construction Zone - or the "NCZ" for short - while the ramshackle maze of buildings that jutted out over the river became the Southern New Construction Zone, or the "SCZ."

In other areas, the residents of the city simply moved into whatever buildings they found waiting for them. The Guild wasted no time in laying down rails that would enable them to more safely and easily ship Soulstones from the northern mines back through the Breach, and people settled around these lines, both in the Northern Hills and within the city proper.

Special Divisions (1898 AD)

As the city grew and prospered, the old threats of Malifaux once again reared their ugly heads. Among the first were the Neverborn, which began attacking the settlers who braved the desolate Badlands and the loggers who traveled into the Knotwoods at the city's western edge. Rather than deploy their own troops to deal with the scattered reports of attacks in the middle of nowhere, the Guild instead chose to institute a generous bounty on Neverborn corpses.

There had always been people willing to travel to Malifaux in the hopes of starting a new life, but with the high price the Guild was paying to those willing to kill monsters, they suddenly had the attention of every mercenary, bounty hunter, soldier of fortune, and big game hunter across Earth. They flocked to Malifaux in an attempt to prove their mettle and earn a fortune, and in doing so, the core of what would become the Neverborn Hunters came to exist.

It was an exceedingly dangerous profession, and most of those who signed the Guild's charter and accepted their tin badges and shoddy shotguns never returned from their first hunt. The notable exception was Perdita Ortega, a small wisp of a girl who somehow managed to put three fully grown Neverborn into the ground within her first week. With the money she earned from those first kills, she purchased a quality pistol and started cutting a swathe of death through the Neverborn in the Badlands.

Much of the money that Perdita earned from her kills was sent back through the Breach to purchase passage for the rest of her family. First it was just her brothers, but then her father, her cousins, even her grandmother had made the trip into Malifaux. With each new Ortega, the family became progressively more capable and deadly, until eventually the Neverborn had learned to fear their name.

The Ortegas settled in the blasted lands of the Badlands and turned their profits toward the construction of a fortified ranch, which they named Latigo. Though technically free agents, the Guild turned Perdita and her family into heroes and reaped the benefits of their larger-than-life exploits, which proved that mankind no longer had anything to fear from Malifaux's natives.

The Neverborn were not the only enemy that reemerged in those early days of resettlement. The rotting dead were once again spotted walking the streets of the city, but unlike previously, where they served a single master, they now shuffled to the commands of an entire cabal of necromancers that operated secretly, under the veil of darkness.

The emergence of the Red Chapel Killer, a serial killer with a flair for the dramatic and a taste for prostitutes, inspired dozens of independent newspapers to decry the inability of the Guild Guard to protect them. When it was revealed that the Red Chapel Killer had not only murdered multiple prostitutes and young women but had also animated their corpses into shuffling zombies, the outcry became so deafening that it reached all the way back to Earth.

In response, the Governor-General outlawed independent newspapers and set up the Department of Public Relations, which was tasked with publishing a daily newspaper - the Malifaux Daily Record - and producing content for the city's aethervox station, ostensibly to ensure that the city's residents would have access to "impartial" news. The Department of Public Relations was also tasked with monitoring the aethervox stations for seditious broadcasts and with locating and destroying anyone attempting to slander the Guild's reputation.

It was only when the Governor-General's personal staff was killed and reanimated as mindless undead by a particularly brave necromancer that the Guild finally took notice of the threat building within their city. Dubbing the necromancers the "Resurrectionists" in a public aethervox speech, the Governor-General announced the formation of a task force designed to hunt down these rogue sorcerers: the Death Marshals.

The Governor-General placed this new "special division" under the direct leadership of Lady Justice, a mysterious swordfighter who appeared among the Guild's ranks seemingly out of nowhere. Though blind, Lady Justice seemed to possess an uncanny ability to sense things that others could not, and with her companion, the Judge, at her side, she set about recruiting promising candidates from the Guild Guard and the city's mercenaries.

There were countless rumors surrounding Lady Justice: some claimed that she was a former necromancer who sought to atone for her sins, while others whispered of a terrible confrontation with a Resurrectionist that had claimed the woman's family and her eyes. Still others whispered that Lady Justice was teaching the Death Marshals the same dark magics used by those they hunted and that her eyes had rotted away from overuse of those dark magics.

Whatever the truth, the Death Marshals proved to be remarkably effective against the Resurrectionists. The number of zombies walking the streets fell sharply, and despite their grim visages and stoic natures (or perhaps because of them), the Death Marshals soon became popular favorites of the people. Lady Justice's image was blazoned across banners all throughout the city, reassuring the populace that the Guild would not tolerate those who violated the dead.

Not all of the Guild's so-called Special Divisions were as well received by the populace, however. Early in the resettlement process, the Guild noticed that even people without any sort of magical training were starting to develop magical powers. There had been rumors of such things occurring in the days of the first Breach, of course, but the Council took a fairly liberal approach to magical study, and in any case, most of the people who settled in Malifaux in those days weren't the sort to start much trouble with their neighbors.

A good portion of the people who came through the second Breach, however, were convicts who had been brought to Malifaux against their will. When these men and women realized that they could turn invisible, throw fireballs, or transform their bodies into those of deadly animals, they turned against their Guild overseers and jailers.

In a matter of weeks, chaos had engulfed the Guild's mines, slowing their Soulstone production to a trickle. Countless convicts escaped into the wilds, some of them working their way back to Malifaux City or other settlements, where they posed as legitimate and respectable citizens. Others reveled in the new power they had inherited and attacked the Guild and anyone else around them.

The Guild realized that they had a crisis on their hands. Bringing in more convicts only seemed to make the matter worse, as the problem just repeated itself over again with new faces. Eventually, the Guild opened up its mines to paid workers to ensure that they remained functional while they dealt with the problem at hand.

The solution came in the form of a headstrong woman by the name of Sonnia Criid. Criid had come to Malifaux in search of arcane lore and Soulstones, and she had already launched a number of solitary excursions into the Quarantine Zone and Necropolis beneath the city in search of the relics of Old Malifaux. Each time, she returned with a tome, relic, or ritual that offered new insights into the nature of magic, as if the ancient books of the city were somehow calling to her.

The Guild placed Ms. Criid in charge of its newly formed Witch Hunter Task Force, earning her loyalty with the promise that she would be given access to every spell, tome, and artifact she recovered from the rogue spellcasters. Criid took advantage of the situation, commandeering room after room in the Guild Enclave for her ever-expanding libraries, as well as a room in the deep basements that she called the Yellow Crypt.

The Witch Hunters quickly became the least popular of the Guild's Special Divisions. Criid was ruthless in her persecution of people who used unlicensed magic, and countless families were destroyed when Criid or one of her subordinates appeared, declared someone to be a spellcaster or witch, and hauled them away without any sort of trial or defense. Many were executed, but the strongest were taken to the Yellow Crypt, a warded room in the Enclave's basement. There, Criid burned away the sorcerer's magic and mind, leaving them a charred and broken creature that she dubbed a Witchling Stalker.

The Rise of the Union (1899 AD)

While the Guild was struggling to deal with the threats of the Neverborn, the walking dead, and rogue spellcasters, another faction was growing to power in the shadows. The convicts the Guild had shipped to Malifaux to work in the Soulstone mines had proven to be too great in number for the Guild to handle, and in order to meet their production quotas, they were forced to hire greater numbers of independent miners and workers.

As the people settling in the Northern Hills banded together to support one another, so too did the workers in the mines band together for mutual safety. In the darkness of a mine there are countless things that could go wrong and take a miner's life, and often, the only way to prevent disaster was to trust that everyone else in the mine would have your back if things went wrong.

These bonds between miners, whether convicts or free workers, were cemented by the frequent accidents and tragedies of those early days. Cave-ins and other disasters drew the survivors together, and it wasn't long before entire settlements had banded together in a common purpose: to keep the miners and their families safe at all times.

This sense of comradery grew rapidly, and the Guild failed to see the danger in what was happening before it was too late. When a group of miners became trapped underground for days after a torrential rain flooded their mine, the story spread like wildfire. All across Malifaux, people heard how the Guild had forced the miners into the flooding depths, insisting that a bit of rain wasn't any reason to stop working.

One of the men that escaped the mine, Erick Ulish, rallied his fellow workers around the idea of a union that would provide all of its members with mutual support and safer working conditions. The idea caught on, and soon most of the Northern Hills had come together under the banner of the United Miners Union.

Within a few months, the Union had brought in enough money via membership dues to finally address the safety concerns of the Guild's mines. They began hiring engineers to help create more stable passages, better lighting, and a solution to the constant threat of cave flooding. It was into this environment of need that Doctor Victor Ramos appeared, bringing with him a cadre of skilled and loyal engineers.

There wasn't a man in the Miners Union who didn't recognize Ramos' genius for both engineering and organization. With much of the Union's dues going towards paying for these engineers, it only made sense to include them in the Union as well, and after a vote, the United Miners Union became the Miners and Steamfitters Union. By the time the Guild had realized what the happening, the M&SU had managed to spread its influence across nearly every mine in the north, giving it access to enough manpower and technology to make it a legitimate threat to the Guild's power.

Dr. Ramos was initially in charge of improving miner safety, and everything he touched turned to gold: he was able to leverage the threat of worker strikes into bargaining power with the Guild, which in turn lead to higher wages, increased safety regulations, and a program that would allow convicts to transition into paid laborers with good behavior. Similarly, the mining constructs that he created proved to be invaluable companions to flesh-and-blood workers.

When President Ulish suffered an unfortunate mining accident, Ramos was the natural choice for his replacement.

Unbeknownst to either Guild or Union, Ramos was a skilled mage who was paying close attention to the Guild's newly created Witch Hunter Task Force. He felt that he and his ilk were doing nothing wrong and that the Guild's apparent vendetta against their kind was simply due to the amount of power that such mages might be able to bring to bear against them. He decided that there was safety in numbers and founded the Arcanist movement in the shadow of the growing Union. He drew its first members from miners and convicts who had manifested magical powers, shielding them from Guild attention in exchange for their loyalty and service.

RISING TENSIONS (1900 AD)

Gradually, Malifaux fell into an uneasy peace. The number of random people manifesting magical powers plunged dramatically, which the Guild took as a sign of the Witch Hunters' success at their assigned mission. In reality, the Arcanists were recruiting from the ranks of the miners and their families, turning anyone with useful powers into protected - and hidden - assets. Those who held the Guild in contempt had their anger channeled towards more productive ends: the sabotage of Guild property and the theft of Soulstones.

Under Ramos' leadership, the M&SU took a more political role in Malifaux and began to point out the worst of the Guild's fascist policies and tyrannical decrees. They funded rag sheets that ran smear campaigns against the Guild's leaders, staged strikes to draw attention away from Arcanist missions, and gradually tightened their grip on the Northern Hills.

The greatest achievement of the Union came in the form of the Hollow Point Pumping Station. The epic construction project was the brainchild of Dr. Ramos, who hollowed out the monadnock mountain at Hollow Marsh to serve as the structural basis for a series of gigantic water pumps. The pumps kept the caverns of the region (and thus, the nearby mines) relatively dry during the region's frequent storms and earned a great deal of prestige for both the Union and Dr. Ramos.

During the grand opening of the Pumping Station, however, an assassin's attack resulted in the deaths of dozens of Union personnel. The Governor-General and President Ramos were both present for the attack, which was fortunately blunted by the presence of a pair of highly skilled mercenaries that had been invited to the party. In the aftermath of the attack, accusations flew from both the Guild and the Union, with each blaming the other for the attack.

The murder of Duncan McSweeny, the Vice President of the Union, a few days later only seemed to ignite tensions further. All across Malifaux, the Union's workers went on strike, halting the excavation of Soulstones and turning the tension between the two organizations into outright violence.

Though the Union and the Guild would eventually reach an agreement that would see the workers returning to their mines, there were other events taking place that soon eclipsed the strike in the city's newspapers, both official and illegal.

The Red Chapel Killer, now identified as a former haberdasher by the name of Seamus, claimed the city's headlines when he murdered Molly Squidpiddge, the star reporter of the Malifaux Daily Record, during his theft of the Soulstone known as the Gorgon's Tear. More shocking still, Seamus then crashed Molly's funeral, murdered a great many of the woman's friends, and used the Soulstone to resurrect her as a sentient undead creature.

In the years to follow, the undead reporter would prove to be a constant companion at Seamus' side, much to the annoyance of the Death Marshals and the horror of her surviving friends and loved ones.

Midway through the year, a convict woman by the name of Rasputina arrived in Malifaux as part of a convict shipment. Bound in chains for the crime of drowning her only child, Rasputina's sentence was deferred from incarceration to forced service in a Guild-funded saloon. After she proved difficult to tame (as the scars on her would-be patrons would attest), she was transferred to the far north, to a chain gang that worked in the shadows of the Ten Peaks.

As she toiled in the mines, Rasputina heard a disembodied voice calling to her, promising her power in exchange for service. The voice grew louder as winter approached, and eventually, she capitulated to its requests. The next morning, a blizzard blew down from the Ten Peaks, covering the mine in heavy snow and blinding the Guild's guards with icy winds. Rasputina escaped in the confusion, following the whispers of the voice up the side of the mountain.

At the summit, she found others who had been called by December, as well as the disembodied spirit of the Tyrant itself. None had been strong enough to contain his essence, but Rasputina proved to be a suitable host. She accepted December's bargain and gained considerable control over the winter winds and snow in exchange for accepting the Tyrant's essence into her soul.

Kythera Opens (1901 AD)

After the first thaw of the year, an archeological expedition led by Professor Heilin set out for the Bayou to investigate the ruins that had been spotted at the swamp's heart. Though not much was thought of the professor's expedition at the time, it proved to be one of the most significant events of its time.

The ruins that the professor had chosen to investigate were none other than the Kythera device. After a week of diligent study, he had succeeded in translating some of the fabled runes carved into the towering structure. When he intoned them aloud, however, the ancient machinery of the portal grinded into action, slowly reopening the dimensional portal that led to the realm of the Grave Spirit. Professor Heilin was unprepared for the structure to begin moving beneath him and fell from the top of the ruins to his death in the swirling waters below, but the rest of his expedition managed to escape to safety.

Sensing that the portal had been opened, the Neverborn, led by Lilith, tracked each member of the expedition down and murdered each of them with poison, in the hopes that their illness would be attributed to a toxic Bayou plant or a fearsome curse. Only one man, Philip Tombers, escaped their wrath, and then only because he was committed to the Guild's sanitarium.

Lilith was preparing to finish Tombers off when Rasputina, now flush with December's considerable powers, appeared at the head of a powerful snowstorm and attempted to claim the man for her own. The opening portal was slowly allowing the Grave Spirit to force its way into the world, and the Tyrant wished to have nothing further to do with the impossibly powerful entity that had killed its physical body.

Tombers perished in the battle, but he was resurrected into unlife as a talking head by Seamus, the Red Chapel Killer. Unbeknownst to Seamus, he was being manipulated by the Tyrant known as the Gorgon via his companion, Molly. By speaking with the animated head of Philip Tombers, Seamus was able to learn the magical phrase that would throw the gates of Kythera wide open.

Gradually, the Neverborn came to realize that the situation had progressed too far to stop: December had chosen a new host, and humanity had learned how to open Kythera. Rather than attempt to prevent the coming disaster, an almost impossible task by this point, they decided instead to manipulate fate and turn the disaster to their advantage.

One of the more powerful Neverborn leaders, the Swamp Witch, Zoraida, contacted Viktoria Chambers, the current owner of the Masamune Nihonto. When Viktoria passed through the Breach, fate reshuffled around her and the possessed sword she carried. Zoraida manipulated the young mercenary into an encounter with a Doppleganger in the belief that the shapechanger would kill Viktoria and steal not just her form but also her sword, and with it, her destiny.

What Zoraida did not know, however, was that the Masamune Nihonto was a prison for the Tyrant Shez'uul. Rather than allow its chosen host to be slain, the sword enhanced Viktoria's strength and speed, allowing her to best her duplicate. When the blade passed through the Doppleganger's body, it trapped the creature's soul instead of killing its physical form, just as it had done to Shez'uul centuries earlier. Left with Viktoria's form and memories, the duplicate surrendered to its twin, who spared its life. The Doppleganger warned Viktoria about what it had been told would happen at Kythera, and together, the two of them set out for the ruins to stop the Tyrant December.

When the Viktorias arrived, they found that others had been drawn to Kythera as well. Seamus and Molly had been captured and taken prisoner by Lady Justice and the Death Marshals, while Sonnia Criid had bested Rasputina and clasped her in manacles that prevented her from drawing upon her magic. Criid's research had revealed the true purpose of Kythera, and her conversations with Molly had confirmed her fears that Heilin's expedition had accidentally opened the portal. It was her intention to use Rasputina as her proxy in the ritual to seal the portal... a ritual which would almost assuredly cost the one intoning it their soul.

Fueled by the might of a Tyrant, however, Rasputina's power was far greater than Criid had anticipated. Once she had learned the phrases she needed to close the portal, Rasputina broke free from her confinement and called out the words that would close it. As the last of Kythera's gears grinded to a halt, December felt the power that the Grave Spirit had stolen away with his death return to him, and with it, he willed himself into a physical form.

It was only the appearance of the two Viktorias and the Masamune Nihonto that saved the day. Using the blade, the two swordfighters cut December down, much as the swordsman Kenshiro had dispatched the Tyrant's host a century earlier. In the confusion, however, Molly freed Seamus from his bonds, and the Gorgon whispered the words needed to open the portal into Seamus' ear.

With a mighty shout, Seamus forced Kythera's portal wide open, heralding the entry of the Grave Spirit into the world. The personification of death itself crawled upwards from the depths of the dimensional portal. The Grave Spirit would have devoured all life in the world, were it not for Victor Ramos' sudden arrival in the Leviathan, a colossal construct that he had been building to wage war on the Guild.

Instead, Ramos turned the massive cannons of the titanic war machine on Kythera itself, shattering the device, collapsing the portal, and sealing away the Grave Spirit once and for all.

The Awakening of Tyrants (1902 AD)

The tensions between the Guild and the M&SU increased with each passing year until they finally spilled over into chaos in the spring of 1902. Union rioters took to the streets and lit fire to numerous Guild holdings, filling the Downtown district with flames. A smaller group of rioters even attempted to march on the Governor's mansion to burn it down, but they were quickly executed by Guild sharpshooters stationed on the mansion's roof.

Despite these defenses, however, the Guild still suffered a significant loss. A decorated Guild officer, Captain Gideon, turned on his employers and, in a moment of supposed madness, murdered the Governor-General's son, Francis. Gideon was arrested for his crime, but he was brutally murdered in his cell before he could stand trial for his crime.

Amidst the riots, however, more insidious threats were beginning to awaken. With the destruction of Kythera, the Grave Spirit's influence upon the world had been lessened. For the spirits of the defeated Tyrants, it was like a heavy weight being lifted from their shoulders, and gradually, those ancient entities began to strain at the boundaries of their prisons.

Nytemare returned from its self-imposed banishment to the realm of dreams in the company of a small boy, the Dreamer, who could manipulate reality at will. Cherufe reached out from its orbital prison, touching the mind of Sonnia Criid and subtly manipulating her in ways that prepared her mind and body for her eventual possession. In a frozen lake at the center of a Soulstone geode, Witness opened her eyes and stared upwards through unyielding ice.

The shackles that had bound the Tyrants for millennia had been rattled by Kythera's destruction, and now, minds which had long ago withdrawn into the contemplation of their own misery began to look outward once more.

The Piper's Plague

The first Tyrant to escape its confinement was Plague. The wards surrounding the Tyrant's prison beneath Malifaux City were designed to turn aside anything living that approached them, but a twist of fate bypassed them in a manner that the Tyrant's long-dead jailers hadn't intended. A burning building, lit aflame by the Union rioters, tumbled downward and smashed into the ground, shattering the street and collapsing a portion of the sewers beneath it. The ratcatcher Hamelin was in those sewers, and the resulting catastrophe knocked him into the brackish waters, which spilled out into side channels that had long ago been sealed away.

When Hamelin finally regained consciousness, he found himself in Plague's ancient, now-shattered prison. Rather than directly possessing Hamelin, Plague pushed its essence into the insects and larvae that the sewer water had carried into his prison, possessing their bodies and then forcing them to devour the rat catcher's form and essence.

Now clad in Hamelin's body, Plague was able to stroll out of his prison with minimal effort. In the weeks that followed, a terrible contagion spread out across the city. The Death Marshals initially believed the plague to be part of a new Resurrectionist plot and moved quickly to quarantine the Breach, lest the plague spread from Malifaux to Earth. The disease was more virulent than anything humanity had seen before: it was carried by rats and insects that seemed immune to its effects, but once it had infected a human host, the disease ran its course in minutes, rotting away flesh in the blink of an eye.

Soon, the plague had engulfed the entire city. Rumors spread of a man in a wide-brimmed hat who moved among the swarms of rats and infected, a pipe pressed against his lips. Soon, these glimpses of Hamelin the Plagued had given the outbreak its name: the Piper's Plague.

The Event

The Death Marshals did their best to eliminate what they believed were zombies that had been killed and reanimated by the plague. The "zombies," however, proved to be living people who had been ravaged by the disease and were now being controlled by Plague, similar to how it was controlling the swarms of rats that had boiled up out of the sewers and into the streets. The Death Marshals were horrified by the revelation, and the throngs of rats took advantage of their shock to swarm over them in waves of infected, biting fury.

In the days before Titania and the death of his mortal form, Plague had been working on an energy amplification device that would allow the Tyrant to ascend to godhood. After his death, the original inhabitants of Malifaux had turned the device to their own purposes and used it to imprison the Tyrant Cherufe.

Plague easily found half of the key to the device in the Necropolis beneath the city, and he tracked the other piece, which shaped like a small ring, to an observatory in the Forlorn district of the Quarantine Zone. The Tyrant snatched the ring from its owner, a prostitute-turned-Resurrectionist named Kirai Ankoku, and activated the device, bringing Cherufe's prison, the Red Cage, crashing down to the ground like a meteor.

Unbeknownst to Plague, however, Kirai had been touched by the influence of the Gorgon, and by drawing upon the spirits of the underworld, she was able to defeat Plague. Plague had intended to harness the amplified aetheric energy released when the cage collided with the ground and punch a hole into the aether, but in his absence, the energy exploded outward across the world in an uncontrolled purple shockwave. With no way to understand the cause of the shockwave, the people of Malifaux took to calling its appearance "The Event."

While the shockwave passed through most people without much effect, anyone with significant magical powers was "super-charged" by the wave of aetheric energy. By embracing this energy, the mages were able to temporarily shed their mortal forms and become something greater than a mere human... and something far closer to a Tyrant.

MARTIAL LAW (1903 - 1904 AD)

With Plague's defeat, the Piper's Plague decreased in potency, though it continued to spread through the city's countless rats. The city's slums were the worst hit, and those seeking to escape the disease unknowingly carried it from the city and into many of the surrounding boom towns. After the first infected person was discovered in Ridley, the hub town shut down its railways and barred its gates, lest the infection spread further across the Northern Hills than it already had.

While this desperate maneuver likely saved the lives of thousands of miners all across the region, it also brought the flow of Soulstones from the northern mines into the city - and thus, back to Earth - screeching to a halt. The mines continued to dig the stones from the ground, but the trains did not leave Ridley to collect the shipments. After the first two weeks, the Guild authorized overland transport of the growing stockpiles of Soulstone caches, but the high prices of the magical gems proved to be too much of a temptation to ignore. Entire shipments were lost to bandits, thieves, and corrupt guardsmen, as well as to the typical dangers of Malifaux's wilderness.

Even the normally distant Gremlins were shaken by the aftermath of the Event. The Red Cage had fallen upon the lands of the LeBlanc family, killing thousands of Gremlins and leaving a deep crater in its wake. Worse yet, hordes of previously unknown mechanical undead soon began to crawl forth from the underground caverns breached by the impact, forcing the LeBlancs and the nearby LaCroix into a desperate battle for survival.

The mechanical undead were not the only horrors unleashed by the Red Cage's fall, however. The Tyrant Cherufe had been imprisoned within the Red Cage, and it escaped into these subterranean tunnels, burning a path behind it as it sought out its chosen host, Sonnia Criid, the leader of the Guild's Witch Hunters. The Tyrant bound itself to Criid's soul and, drawing upon her innate talent with magical flame, set out to light all of Malifaux aflame. Fortunately, Criid's second-in-command, Samael Hopkins, was able to bind Criid's powers (and thus, those of the Tyrant) behind one of the magic-dampening masks they used to capture witches.

Cherufe's possession of Sonnia was terrifying, but the Tyrant's influence had already done significant damage to the city. During the battle for the Witch Hunter's soul, Cherufe had drawn magma up from the planet's mantle, poisoning the local water table and making much of Malifaux City's drinking water non-potable.

When combined with reports of normally docile animals all across Malifaux turning feral and feasting upon the flesh of their human ranchers (the result of magical fleshwarping perpetrated by a group of Arcanist sympathizers who called themselves the Order of the Chimera) it was not difficult to understand why the Guild felt as if it was swiftly losing control of Malifaux. The streets were constantly filled with battles between the various factions of the city - the Guild crossed swords with Arcanist, Resurrectionist, and mercenary interests on a daily basis - and the strongest leaders of these groups now possessed the ability to become powerful Avatars the likes of which neither bullet nor spell seemed capable of harming.

The final straw was the Sourbreak Line Disaster. The Guild used a series of aircars - small zeppelin-like transports guided by a system of zip lines - to quickly redeploy guardsmen or ferry important people or resources across the city. On the night of the Sourbreak Line Disaster, three of the mightiest aircars all converged on the same location at once, resulting in a terrible explosion that set the night sky ablaze and incapacitated the primary aircar lines for the rest of the year.

In the wake of these disasters, the Governor-General declared Malifaux City to be under martial law. All travel in and out of the city was forbidden, save for that deemed critical to the Guild's operations (which primarily meant the importation of Guild supplies and the exportation of Soulstones). Furthermore, a mandatory curfew was put into place.

The following year brought an end to the Piper's Plague and the restoration of Guild control over the city. The restrictions on new arrivals were lessened, primarily due to the need to supplement Malifaux's severely diminished population, and gradually, new residents began to fill the streets as an uneasy peace descended on the city.

Rationing and Smuggling

The Governor-General's declaration of martial law made life difficult for those trapped in Malifaux. The Guild instituted rationing programs within the city, but the rations were notoriously small and bland. Some resourceful residents made small fortunes for themselves by boiling the water of the river and selling it back to others, and hunters and trappers charged high prices for whatever fresh meat they were able to bring back to the city.

Some of the city's residents chose to abandon the city in favor of northern settlements such as Ridley or the smaller mining towns. These settlements benefited from their rural locations, as hunting and farming were able to supplement the meager rations shipped north by the Guild.

While many people struggled to simply survive under martial law, the city's smugglers were soon thriving. The price of everyday goods in Malifaux had increased significantly, and everyone wanted something that the Guild refused to give them. Meat and alcohol were a priority, and many smugglers turned to Malifaux's indigenous Gremlin population to provide them with fresh pork and moonshine.

The Arcanists made a great deal of money on the Soulstones they smuggled back through the Breach during this time, for the nations of Earth had begun to suspect that the same tragedy that closed the first Breach was about to strike the second and were scrambling to stockpile as many of the magical gemstones as possible. Faith that the Guild could keep order in Malifaux had begun to wane, and some nations - such as England - used this opportunity to declare their independence from the tyrannical organization.

The Rise of the Ten Thunders

The desperation and lack of resources caused by the Guild's policies were particularly brutal for those who lived in the slums. Sometimes, the Guild would run out of food before the ration officers reached the outlying slums, which left the residents of those districts hungry and forced to find nourishment wherever they could. Other districts - such as the Little Kingdom, which had become a haven for the city's Asian immigrants - were deliberately ignored by a handful of racist ration officers.

The people of the Little Kingdom were forced to turn to the district's street gangs for their food. These gangs gained a great deal of power in a very short period of time, and soon they had grown large enough to force those under their care to pay protection money to avoid beatings, kidnappings, and worse. Fights between rival gangs broke out every few days, and few ended without property damage or civilian casualties.

It was in this garden of chaos and violence that the Ten Thunders bloomed into existence.

Many generations earlier in Japan, the Katanaka family had been disgraced and dishonored by their use of assassins and ninja. Rather than attempt to redeem their name, they resigned themselves to the shadows and built up an extensive criminal network that spanned the breadth of the Three Kingdoms. In the course of their activities, the Katanaka discovered a stable portal into Malifaux: a second Breach between the two worlds that connected mainland China to the mountains north of Malifaux City.

Realizing the opportunity presented by such a portal, the daimyo of the Katanaka family had sent his daughter, Misaki Katanaka, through the dimensional rift to pave the way for her family's arrival. When word of the Guild's decree of martial law reached her, Misaki sent word back to her family to inform them that their time had come.

Moving slowly so as not to arouse suspicion, the Katanaka family began to move its people through the second Breach, allowing them to slowly filter their way into Malifaux without the Guild's knowledge. In only a few months, they had grown large enough to begin fighting the other street gangs for territory.

The street gangs of the Little Kingdom drew upon a variety of cultures and mystical traditions to enforce their will upon the district, but the Katanaka family had access to resources far beyond anything the other gangs could match.

Calling themselves the "Ten Thunders" to disguise their true origins, the Katanaka began to aggressively expand their influence in Malifaux. The gangs who fell before them were given a single opportunity to surrender and join their organization. Those who accepted the offer - and who showed respect to their betters - were given places of influence within the crime syndicate's Malifaux branch. Those who refused had their bodies hanged in the streets as an warning to others.

Once they had secured enough land, the daimyo of the family and Oyabun of the Ten Thunders, Baojun Katanaka, joined his daughter in Malifaux to oversee the construction of the Katanaka Trading House. The structure came to serve as the syndicate's base of operations in Malifaux City, and using the trading house as cover, the Ten Thunders brought food and supplies through their hidden Breach and gave them freely to the people of the Little Kingdom.

As the Ten Thunders expanded their territory, more and more of the Little Kingdom fell under their control. This brought not just an end to the constant squabbling between the street gangs, but also the consolidation of a great deal of the district's vices under one roof.

The Little Kingdom had always been a haven for gamblers, prostitutes, and illicit goods, but now Ten Thunders guards stood outside the brothels and gambling dens and collected the money each night.

There were some concerns among the Guild about the aggressive expansion of the Ten Thunders, but the Little Kingdom was far enough away from the "civilized" parts of the city that they were generally ignored. The Guild Guard ceased to patrol the district, and soon they had come to an unspoken understanding with the Ten Thunders: so long as the Guild left the Little Kingdom to its own devices, the Ten Thunders would ensure that the district didn't cause any problems for the city.

Unbeknownst to the Guild, however, the Oyabun's plans were far more ambitious than the control of a single district. Baojun Katanaka wanted nothing less than to bring all of Malifaux under his control, and his daughter's reports had provided him with plenty of information on the various other factions vying for power in the city. Working subtly, he seeded his own people within their ranks and set about bribing and blackmailing anyone who seemed susceptible to such tactics.

There were missteps along the way. The most notable was the recruitment of Shenlong, a powerful fighter and Tibetan religious leader who supplied the crime syndicate with a small army's worth of monks and sohei in exchange for passage through the Breach. Unbeknownst to the Ten Thunders, though, Shenlong was simply the latest host for the Dragon, who was more than happy to use the organization as the means to return to its native Malifaux.

By the end of 1904, the Ten Thunders had become a major power in their own right, with strands of power lacing their way through the heart of every major faction and organization throughout Malifaux.

Slipping Grasp (1905 AD)

At the start of the new year, the Governor-General ended martial law in Malifaux and lifted the Guild's restrictions on travel. The announcement caused a great deal of excitement across Earth, and the Guild's Department of Public Relations announced new settlement plans that promised multiple acres of land to any settlers who were willing to work them. The price of black market Soulstones dropped dramatically, and the nations of Earth heaved a collective sigh of relief at the knowledge that the Guild had solidified its control of Malifaux.

Unfortunately, the Guild's holdings back on Earth had begun to slip from their grasp. The Guild had relied a bit too heavily upon English troops to enforce its presence in India and the Three Kingdoms, and now that King Edward VII had recalled those soldiers back to England, the Guild was forced to spread its troops thin to hold both regions. India was the first to rebel, and while the rebels were quickly crushed by the Guild's trained soldiers and pneumatic constructs, the fact that things had even gone that far was enough to place doubt into the minds of other world leaders.

Soon Russia and the Ottoman Empire had begun to distance themselves from the Guild. Suddenly the leaders of those nations were holding meetings that didn't involve Guild representatives, and their Guild-issued Soulstones began to go "missing" with alarming frequency.

Meanwhile, tensions between the Guild and the people of the Three Kingdoms continued to increase until, eventually, the oppressed peasants and workers rose up in rebellion. Led by a mysterious, masked man known only as "the Boxer," the people of the Three Kingdoms fought back against the Guild and what they perceived to be the destruction of their traditional values by "Western powers."

The Guild attempted to fight back against the revolutionaries, but the Boxer had the support of the Ten Thunders, who took advantage of the increasing danger of their homeland to recruit people with the skills and talents they needed to advance their goals in Malifaux. In essence, the Ten Thunders had gambled away the safety of their homeland in order to improve their influence in Malifaux.

Obliteration

While the Guild's troubles on Earth were occupying much of their time, another Tyrant had begun to stir in Malifaux. A woman named Tara Blake found the entrance to the prison of the Tyrant Obliteration, who had been trapped in a timeless realm crafted from its own spirit. Tara spent the equivalent of thousands of years within the realm, remaining sane as the others drawn into Obliteration's prison succumbed to madness.

Upon reaching the center of the prison, Obliteration contacted Tara and asked her to free it from its confinement. In return, the Tyrant promised to make Tara its herald in the world, giving her power undreamed of by mortals.

Tara accepted the offer and stepped forth from the prison's entrance to learn that only a few moments had passed in Malifaux. Unfortunately for her, a Guild sniper had also been lured out to the prison, and in his anger for having lost the prize he sought, he shot Tara in the heart, killing her. During her time in the prison, however, Tara had befriended a necromancer who also sought Obliteration's power, and that necromancer brought Tara back to life as a sentient, free-willed undead.

Her death was humbling, but it taught Tara the benefits of subtlety. Like December and Plague, Obliteration wished to ascend to godhood, but unlike its peers, it was willing to take a more subtle approach to its plan. Working quietly through intermediaries, Tara began recruiting others to her cause, doling out snippets of Obliteration's power in order to advance the Tyrant's hidden goals.

Crumbling Foundations (1906 AD)

During the Event of 1902, Governor-General Kitchener became an Avatar in his mansion. The manifestation was swept under the rug and all those who witnessed the transformation were executed, keeping the rest of the Guild oblivious to his new powers. With the assistance of his secretary, Lucius Mattheson, a Neverborn masquerading as a human, the Governor-General embarked on a long and arduous campaign to surpass the limits of his Avatar state and become a true Tyrant.

Kitchener's plans reached their final stage in the late winter and early spring as he traveled from one settlement to the next, awarding titles and plaques that reinforced his right to rulership through symbolic representations of power. In the town of Sunbeam, however, the Governor-General encountered severe resistance from the M&SU, which was in turn being manipulated by the Ten Thunders, who had guessed Kitchener's plans for ascension years earlier.

During the protests, the Governor-General was drawn into a battle with Mei Feng, a member of the Union and the Thunders, during which both combatants manifested their Avatars. Neither combatant was able to gain a decisive victory over the other, but the confrontation was enough to convince the Governor-General that he could no longer afford to waste time. He returned to Malifaux City and began the ritual that would transform him into a Tyrant.

Kitchener's plans, however, were undone by treachery. One of the men he had counted on to gather the various arcane relics that would lend him the power he required for the ritual was secretly a Ten Thunders agent, and that man swapped a magical relic for a few bones that had come from the physical remains of a Tyrant. When the Governor-General attempted to draw upon the relic's power, he was unprepared for the amount of power contained in the bones, and his ritual of ascension spiraled beyond his control.

Sensing the sudden burst of aetheric energy, the Tyrant Cherufe, buried in the soul of the nearby Sonnia Criid, saw its chance and attempted to ascend as well. Like two matches flaring to life next to each other, the essences of the two Tyrants melded into each other as the ritual reached its catastrophic climax.

The Burning Man

Cherufe and the newly-formed Tyrant that had once been the Governor-General fused together into something more powerful than either. The Governor's mansion exploded around the new entity as it rocketed up into space and through the dimensions, its uncontrolled power raging all around it. In a desperate attempt to cling to the last vestiges of what it had been, the entity burned its way backwards through time to when the Governor-General first began to ascend past his Avatar state: April 10th, 1906, the day of his fight with Mei Feng.

The entity, which would come to be known as the Burning Man, appeared in the skies of Earth, above San Francisco. The entity's power warped space around it, driving those susceptible to its influence (including many of the prisoners inside Alcatraz Citadel) insane. On April 18th, the full extent of the Burning Man's power was realized as a terrible earthquake struck San Francisco, devastating the city. Worse yet, the Burning Man's presence weakened the barriers between worlds, allowing monsters from Malifaux to cross over into Earth to stalk the flaming ruins of the city and feed upon the survivors.

Throughout the chaos, the Burning Man drifted above the world, its face twisted in a permanent, silent scream. Over the next few months, it appeared all over the world, sometimes drifting slowly through the sky like a herald of doom, other times simply appearing overhead with no warning. When it passed over New Zealand, the presence of so much magical energy awakened the slumbering Horomatangi. The slow path it burned through the skies of northern Canada forced the Native Americans below it - those whose ancestors had bred with Neverborn - to fall to the ground in agony as their Malifaux heritage violently asserted itself, awakening the shapeshifting abilities that had been buried in their blood for generations.

The worst of the damage occurred in early June, when the Burning Man's presence above London caused portals to open all around it, connecting the Earth city to the depths of the Malifaux ocean. Countless tons of seawater poured into the city, bringing with it twisted monstrosities. Many of these monsters died instantly, but some were able to adapt to surface life or slink into the ocean to spawn and multiply.

Blame and Punishment

While the nations of Earth struggled to react to the appearance of the Burning Man and the carnage and insanity left in its wake, the Guild in Malifaux found itself without a leader. The various Special Divisions immediately began to pursue their own ambitions, but the most ambitious by far was the Elite Division, which publicly accused Dr. Ramos and the M&SU of assassinating the Governor-General. Anyone with a Union membership was rounded up and placed into large holding pens in the Guild Enclave, where they awaited their day in court... and the inevitable conviction of treason and conspiracy that filled the boughs of the Hanging Tree with swaying corpses.

The Resurrectionists took advantage of this lack of leadership by launching an attack on the Guild Enclave. The undead horde gathered in the eastern part of the city and pushed westward, and everyone who fell beneath the wave of gnashing undead was promptly reanimated by the master necromancer behind the assault. The Death Marshals attempted to blunt the advance of the undead with the Guild's constructs as best they could, but it was clear that attrition was working against them.

An unexpected ally arrived in the form of the Ten Thunders, who attacked the southern flank of the undead army as the Guild lines began to collapse. The sudden assault left an opening that the Death Marshals exploited, and as the battle began to turn, the necromancer fled, leaving his zombies to the mercy of the Guild. The city had been saved from becoming an empire of the dead, much as it had a hundred years prior, but the battle had claimed many lives and left small packs of uncontrolled undead hidden within the shadows of otherwise civilized areas.

As the threat of the undead began to fade into recent memory, a prospector returned to the city with rumors of ancient Neverborn ruins that he had found deep in the Badlands. Normally, that wouldn't have elicited much surprise - Neverborn ruins were scattered all across Malifaux, and the city itself technically fell into that category - but as the prospector began to describe his find, it became clear that he had stumbled across something important.

Rumors spread quickly, and soon the city's scholars had dug out their ancient maps and translations and announced that the ruins had been mentioned in the most obscure of Neverborn texts and that they had a name: Nythera. Dozens of mercenary groups traveled into the ruins, intrigued by rumors of a great and powerful weapon that had been sealed within the ruins. The Neverborn did what they could to keep these curious humans away from Titania's prison, but two groups managed to best them through superior numbers and firepower: the Cult of December and a couple of mercenary groups, including the highly skilled Freikorps.

The Freikorps sought the powerful weapon they believed was sealed within the ruins, while Rasputina and December wished only to reinforce the magical seals imprisoning Titania. As the two groups fought, a third group of mercenaries managed to slip past them and open the ruins, freeing Titania from her millennia-long imprisonment and forcing both the Cult and the Freikorps to flee.

Though disoriented due to the many changes which had befallen her world, Titania could sense the spirits of the active Tyrants moving in its shadows. She attempted to unite the scattered Neverborn tribes beneath her banner but found resistance to the idea, for the Neverborn still remembered stories of "the bloody queen." The near-ascension of the Governor-General had spooked many of them, however, and more than a few were willing to bend their knee to the undead queen, sacrificing their freedom for the hope that Titania would save them from another apocalypse.

Midway through the year, the new Governor-General, Franco Marlow, arrived in Malifaux and began restoring order. One of his first acts was to pardon the hiding Dr. Ramos and end the trials of the M&SU, which he blamed upon "rogue elements" of the Guild. An internal investigation (and a number of executions) followed, and the Guild paid reparations to the families of those who were executed. This went a long way towards easing tensions between the two organizations, primarily because the new Union president, Toni Ironsides, was surprised to find the Guild admitting fault in the situation.

THE PRESENT (1907 AD)

The current year is 1907. The people of Malifaux live in uncertainty, for events on both sides of the Breach have shaken the foundations of both worlds.

On Earth, the Burning Man drifts slowly across the sky, sowing chaos and madness in its wake. A series of cults has sprung up around the mysterious entity, all of them trying to understand what the man-shaped flame in the sky might mean. By far the most active cult was born in the fires of London, but similar groups seem to spring up wherever the Burning Man goes. A few even possess magic powerful enough to tap into the Burning Man's power and open portals of their own.

The sea creatures that were released into the ocean during the battle of London have begun to spread out across Earth's ocean, and reports of attacks upon fishing, military, and leisure boats are on the rise. At the moment, they are restricted to the Atlantic Ocean, but the numbers of this so-called "gibbering horde" are increasing with each passing day.

The Guild has lost control of Earth, and though they are straining to hold onto whatever power they can, the largest and most powerful nations have already started to pull away from their grasp. England and Abyssinia have already marshaled their armies and seized the lands nearest them, ostensibly in order to protect them from the monsters that have been unleashed upon them.

Rebellions have become common in India, and despite increasing restrictions and brutal massacres, the Three Kingdoms are on the verge of reclaiming their independence. Russia and the Ottoman Empire have both demanded more Soulstones from the Guild, and in its desperation to keep the two nations from following in the footsteps of England, the Guild has acquiesced to these demands. Across the ocean, American senators debate the benefits of remaining with the Guild where before such talk would have been political suicide, and the Mexican government is desperately trying to fight back against the monsters unleashed during the San Francisco earthquake.

For once, things seem to be better in Malifaux than they are on Earth. The Guild has retained its control of the city, if just barely, and Ironsides' time as President of the Union has seen that organization refocus its efforts upon miner's rights and move away from larger political ambitions.

The Resurrectionists have been severely hindered, as many of them were murdered by the leader of last year's attack in order to absorb their undead into his own mob. Fragments of the Grave Spirit remain within Malifaux, however, whispering in the minds of potential necromancers and tutoring them in dark magics.

The Arcanists have ramped up their attacks in the previous year, and the organization seems to have transitioned from a crime syndicate into a terrorist group. Anasalea Kaeris, a wickedly powerful pyromancer, has carved out a place for herself among the Guild's wanted posters as a frequent leader of these attacks, many of which involve arson and wanton destruction. Exactly what she hopes to accomplish with these attacks - or if, indeed, she has any goal beyond terror and destruction in mind at all - is unknown.

Worse yet, there are reports of a man in a wide-brimmed hat once again moving through the dark alleys of the slums, his lips pressed up against a pipe which plays a haunting melody. In his wake he leaves rat-chewed corpses that bear sores and pustules reminiscent of the deadly Piper's Plague.

Both Earth and Malifaux are in need of people willing to step forward and quell the chaos around them. Fate is leading the twin worlds down progressively darker paths, but fate is fickle and can be changed by the right hero... or the wrong villain.

Malifaux City

Malifaux City is a sprawling hodgepodge of architectural styles that spans an area of around eight hundred and fifty square miles. Only about a third of that land is considered to be safe and secure, however, as the forbidden Quarantine Zone makes up a great deal of the city's size. Were one to look down at the city at night, they would see bright lights in the northern parts of a city, a dimmer swath of light along either side of the city's major rail line, and large swathes of darkness elsewhere in the city, broken up only by pinprinks of candle or lantern light.

The Breach

Just about everyone that enters Malifaux has to go through the Breach to do so. It exists as a blue shimmer in the sky, like the surface of a lake that has been suspended in the air, held in place by the pumping engines of the machines that stabilize it and keep it it open.

Approaching the Breach on foot is one of the easiest ways for someone on either side of the portal to commit suicide. The Guild keeps a tight watch on both sides, and the threat of Soulstone smuggling (or worse, sabotage) has led to a "shoot first and ask questions later" policy when it comes to unauthorized people approaching the rift.

The only safe way through the Breach is aboard the Iron Ram, the heavily armored train that makes frequent trips between one dimension and the other. The first few cars of the train are designated for first class passengers, and they're followed by roughly three to four times as many coach cars that ferry everyone else through the Breach. After that, the cars generally depend on which direction the train is traveling.

If it's headed to Malifaux, the train typically features an armored guard car, behind which are fortified cars carrying convicts bound for the mines. For trips back to Earth, the convict cars are replaced with heavily guarded cars containing the Guild's Soulstone shipments. The train makes between six and eight trips per day, depending upon the season and the output of the mines.

Malifaux Station

The Iron Ram stops at Malifaux Station, which is located a mile to the south of the Breach. At this station, the passengers are forced to disembark from the Iron Ram. The station is an opulent and sprawling building with grand foyers and marble statuary, and after the arrival of a train, it is frequently filled with Guild personnel, shipping containers, gentlemen and ladies, throngs of disheveled travelers, and long lines of chained convicts.

Those seeking to board a train leaving Malifaux often have to endure luggage inspections, close scrutiny of their paperwork, and a barrage of questions about one's purpose in Malifaux and any jobs that one might already have lined up. Those disembarking have it easier, having already gone through this process on the other side of the Breach, but it's not uncommon for particularly suspicious people (or those bearing travel papers authorized by the M&SU) to be searched a second time, just for good measure.

There are frequently Witch Hunters patrolling the station, for the passage through the Breach often awakens magical power in travelers, and catching such people while they are still disoriented from the train is relatively easy. This is often the first time that most people catch sight of one of the twisted Witching Stalkers, which is deliberate: they show new arrivals just what sort of fate awaits them, should they become involved with illegal magics.

At the station, travelers can exchange any currency they might be carrying into Guild scrip (often at an unfavorable exchange rate), which is the only currency with any real value within Malifaux. One can also purchase maps of the city and the surrounding area, purchase tickets to travel to any of the major outlying settlements (primarily Ridley or Fortune Falls), or book passage into the city.

Most travelers, already chafing from the steep price of a ticket into Malifaux, choose to walk the rest of the way into the city, but for those with the means to afford additional tickets, the city is only a short ride away.

The Mansion and the Tree

From Malifaux Station, it's another three miles to the city's northern gate, which is protected by a detachment of a dozen guardsmen armed with high-powered rifles. The entirety of Malifaux City is surrounded by walls of varying material and construction. On the northern side, the city walls are built from drab brick, but in places, the original wall has been shored up and repaired by timber and imported brick.

As an arrival travels south into the city - whether along the dusty road or in a comfortable train seat - they pass the sprawling, palatial Governor's mansion to the left. The strong, marble colonnades and multiple balconies make for quite the breathtaking view, and visiting dignitaries are often welcomed into the mansion to meet with the Governor-General in an informal setting.

To the right, opposite the Governor's mansion, stands the Hanging Tree. This great behemoth of a tree is penned in by a wrought iron fence and carved with an inscrutable pattern of faint sigils, whirls, and lines that have defied any attempt to understand them since the first human arrived in Malifaux. The tree's gray-black trunk and leafless branches make it an imposing sight, made all the more so by the multiple corpses which hang from its branches at any given time.

The corpses hanging on the tree change every few days as executed criminals are pulled down and new criminals are hanged. The one exception is Jack Daw, the hooded corpse which has hung from the topmost branches of the Hanging Tree since the Breach's reopening.

Despite numerous orders to cut Jack Daw's corpse down from the tree, nobody has worked up the nerve to actually follow through with the order. A few people have come close, but something about Daw's corpse and the way that it creaks in the wind simply feels right, as if he were a part of the tree, rather than a corpse hanging from its branches.

Exactly who Jack Daw might be is a matter of debate in the tavern houses of Malifaux. That his name is Jack Daw is beyond doubt; everyone recognizes that it is his name, though nobody can ever quite remember where they first heard it spoken. It just seems to be a constant of the universe: the sun rises in the morning and sets in the evening, people grow old and die, and Jack Daw swings from the branches of his tree. The details beyond that are less certain: some say that he was the first human to die in Malifaux, while others tell stories of Jack stealing something valuable from the Neverborn (or, perhaps, the Grave Spirit) and being punished for that crime.

Whatever the truth behind his mysterious presence, Jack Daw remains one of the few constants in Malifaux's strange landscape. He has disappeared from his place on the tree from time to time, most notably after the Event in 1902, when he went missing for the better part of a year. Each time, however, Daw eventually returns to his tree... and sometimes, there are bodies hanging from the branches of the Hanging Tree that nobody in the Guild remembers executing.

1
The Breach
2
To Ridley Station
To Fortune Falls
3
4
Northern New Construction Zone
Easterly Slums
5
Downtown
6
Industrial Zone
8
7
9
Riverfront Slums
10
Southern New Construction Zone
Howling Slums
Quarantine Zone
19
The Burns
Quarantine Zone
18
13
Southern Slums
15
16
N
W
E
S
Badlands
To Edge Point Station

Map of Malifaux City
thern Hills
Legend
1. The Breach
2. Malifaux Station
3. The Hanging Tree
4. The Governor's Mansion
5. The Guild Enclave
6. Duer's Library
7. The Star Theater
8. Industry Station
9. Malifaux Daily Record
10. Blackwood
11. Smedley's Asylum
12. Silvercrest Sharpshooters
13. Katanaka Trading House
14. The Qi and Gong
15. Malifaux Exploration Society
16. Southgate Station
17. Freikorps Headquarters
18. The Plagued Pit
19. The Thieves' Bazaar
1 in. = 3 mi
0
3 miles
11
Central Slums
17
12
Little Kingdom
14
Quarantine Zone
Southgate Slums
Quarantine Zone
To the Bayou

Downtown

The northern gate leads visitors directly into Malifaux's Downtown district, the wealthy core of the city. Unlike the other districts of the city, the cobblestone streets here are clean, gas lamps keep the lanes and avenues well-lit, and a patrol of Guild guardsmen is never far away. Some of these patrols are accompanied by the Guild's combat constructs, most commonly shield-bearing Guardians, lithe Hunters, or burley Wardens.

Living space in Downtown is at a premium, and when there's an opening, it tends to get snatched up quickly. Most of the residents of Downtown are wealthy to middle class families who can afford the Guild's rent, though the district is also where most of the Guild's employees reside. In many ways, Downtown is the safest place in all of Malifaux, provided that a resident has not run afoul of the Guild: the sewers are gated and barred to prevent creatures from wandering in from other districts, the streets are heavily patrolled, and any attack upon the district is quickly and brutally put down. The Guild even pays the Brotherhood of the Rat, the local ratcatcher's guild, to keep the rats that infest other parts of the city out of Downtown.

The Guild Enclave

Upper Downtown is most famously home to the Guild Enclave, the walled compound that serves as the Guild's main offices and fortress within Malifaux. The Enclave is not a single building, however, but rather a sprawling collection of multiple fortified buildings that are spread out over roughly one-and-a-half square miles.

Within the Enclave's administration buildings, the Guild manages the day-to-day business of running the city and managing the Malifaux side of the Soulstone trade. The Enclave also hosts the courthouse, the guild barracks, the various Special Division officers, and the Guild Sanitarium. Further compounds are located beneath the Enclave: the Guild Gaol, morgue, and Witch Hunter prisons are all subterranean structures designed to lessen the threat posed by escaped prisoners or spontaneously animating undead.

Wealth and Privilege

Surrounding the Guild Enclave are the offices and residences of the city's wealthiest residents. Mixed in with the residential buildings are charter headquarters for various Guild-backed business concerns, a smattering of Ambassadorial Consulates, and a variety of high-end hotels, restaurants, and boutiques. Those not possessed of the proper attire and bearing should expect to be followed by Guild patrols while they remain in the area.

Housing in Downtown

Downtown is the safest place in the city, but this means that most of the district's homes and buildings are already occupied. When a house becomes open (either due to migration or death), it's often snatched up by one of the district's opportunistic realtors. Realty in Malifaux City is less about formal paperwork and more about hiring armed thugs to squat in a building and frighten others away while the realtor attempts to "sell" the house to someone wealthy enough to afford it.

For a mercenary, "realty jobs" are one of the cushiest and most desired jobs on the market, as they involve little more than just sitting around in a nice house and waiting. Occasionally, rival realtors will fight over particularly well-placed homes, but for the most part, they tend to avoid outright confrontation (though bribing a ratcatcher to toss a dozen plague-carrying rats into the basement to drive off squatting thugs is considered fair game).

Once a person has moved into Downtown, they are expected to pay the Guild's "property taxes." These fines are essentially protection money, and those who refuse to pay them often end up having their home declared "on the market," which is code for "we'll look the other way if something happens to the people living here."

Radiating outward from the Enclave and its wealthy supporters are upper-class private residences, many of them almost mansion-like in their size and construction, as well as a number of taverns, saloons, restaurants, cabarets, shops, and other businesses. The most prosperous of Malifaux's entrepreneurial luminaries make this area their home, and it's not uncommon to find the city's most popular artists, musicians, and singers living together under a single shared roof.

The Guild's Department of Public Relations maintains its Aethercasting station in this region. The station broadcasts for twenty four hours a day, with most of the content relating to (Guild-approved) news and political discussions intended to villainize the Guild's enemies. The station also broadcasts some music and educational programs during the "off hours," which are by far more popular than the Guild's propaganda.

Recently, the Department of Public Relations has begun to broadcast a variety of "serial dramas" across the airwaves. Though these audio dramas tend to be overly dramatic, they have become quite popular among the city's children, especially the stories involving Lady Justice, her Death Marshals, and their battles against the fiendish Resurrectionists and their undead minions.

Upper Downtown is also home to the Malifaux Museum of Natural history, a blocky stone building that takes up an entire city block. The museum's entrance is flanked by two tall stations depicting kneeling rams, and the wonders on display draw healthy crowds of people looking for a glimpse at the creatures and history of Malifaux. Unfortunately, the museum is something of a sham, as most of its exhibits are either forgeries or have been falsely identified and labeled as something else entirely. In short, the museum's volunteer curators have a lot of passion but not much in the area of actual education or training.

Near the Museum of Natural History is the similarly named Malifaux City Museum and Archives, which is commonly just referred to as Duer's Library. The aboveground floors contain an extensive art gallery, primarily drawing from the works of artists in the city, while the lower levels house numerous vaults that contain thousands of tomes and books.

Many of these books were found when the Council first came through the Breach, but the Council and, later, the Guild added to the library until it became the sprawling collection of knowledge that it is today. Entry into these lower portions of Duer's Library is technically restricted to Guild personnel, but curious individuals can purchase passes which allow them to browse the collected knowledge within... under Guild supervision, of course.

As one heads south, Downtown gradually transitions from wealthy homes and businesses into middle-class neighborhoods. This decrease is primarily due to the presence of the city's Miners and Steamfitters Union Hall, which is surrounded by the homes of the Union's workers and the businesses that cater to them. This has led to a high number of taverns and saloons in the area, and it's not uncommon to see the well-dressed residents of northern Downtown wander further south to enjoy some of the "local color."

One of the most popular destinations for revelers is the famous Star Theater, an architectural wonder with vaulted ceilings, electric lighting, velvet curtains, and an enormous, boiler-operated pipe organ. The theater is owned by the legendary illusionist Colette Du Bois, and her shows run the gamut from stage magic to theater to risqué burlesque. The theater's ground floor is standing room only, but the upper levels and balconies offer comfortable seating for those willing to pay the uncomfortable prices for such luxuries.

The Fortune River

The Fortune River flows eastward through the Knotwoods forest and into the heart of Malifaux City. The current is strong but not unmanageable, and a number of riverboat captains make their living sailing up and down its muddy depths, ferrying goods and people back and forth between the city and the northern mining settlements.

A grouping of sharp rocks (known as "the river's teeth") in the eastern portion of the city prevents large riverboats and heavy cargo ships from leaving the city without tearing out their hulls, so by necessity, most of the boats that travel along the river have shallow bottoms and watch their weight very carefully.

The river's length is crisscrossed by numerous bridges, though they tend to be high enough that most boats can pass beneath them without much concern. When the river floods in the spring and the water level rises, though, larger ships sometimes find themselves unable to slip beneath these bridges without incident. Sometimes, the creative overloading of a boat can lower it just enough to allow for its passage, but care must be taken that the ship isn't sunk so low that it will gouge its hull open on the river's rocks.

The Industrial Zone

While Downtown may be Malifaux City's wealthiest district, the Industrial Zone is the pumping heart that keeps the city alive. The furnaces of the factories here burn day and night, ensuring that the city will have all the bullets, constructs, firearms, and locomotives that it needs to survive.

The Industrial Zone is dominated by large, block-wide warehouses and factories, the latter of which spew clouds of ash and soot into the air at a constant rate. Most of the buildings here are covered in soot and grime, as are the factory workers who have chosen to live in this district in order to be close to their place of employment. The most prominent factories belong to Geissel Metalworks, the manufacturer responsible for producing most of the parts for the Guild's constructs and locomotives.

Near the south part of the district are the offices and printing presses of the Malifaux Daily Record, the city's oldest newspaper. It and the newer Malifaux Tattler are the only newspapers tolerated by the Guild, primarily because they both serve as blatant propaganda machines to spread its version of reality across the entire city. Any other news-printing operations within Malifaux are deemed illegal, but that does not stop them from cropping up almost as quickly as the Guild can shut them down.

Industry Station

If the Industrial Zone is the heart of Malifaux City, then Industry Station is the artery that supplies it with the blood it needs to function. Unlike Malifaux Station, Industry Station is a drab, open-air station built for function over form. Trainloads of ore hailing from the Northern Hills and Badlands are brought in and sifted through machines that separate and crush the valuable minerals down for processing.

Only a small percentage of the trains coming in from the north carry Soulstones. When these valuable gemstones arrive, they are redirected to Guild processing factories in the district, where the largest Soulstones are set aside for cutting and polishing. The smaller Soulstones - those roughly the size of a pea or smaller - are ground up into Soulstone Dust intended for industrial use (often as fuel for animated constructs or pneumatic limbs).

The contents of the rest of the trains depend entirely upon their point of origin. Those that come from the north or south often carry other valuable minerals. Gold and silver are melted down and shipped back to Earth, while iron is processed into steel), and coal is burned to fuel the district's various factories.

Trains arriving from the western Knotwoods usually pull cars stacked high with cut lumber. This lumber is used for one of two purposes: construction or firewood. Many of the city's buildings are built to strange proportions or are quite decrepit, so there's always some degree of construction happening during the spring, summer, and autumn months. During the winter, firewood is simply a necessity for those who do not wish to freeze to death.

The New Construction Zones

Malifaux City has two New Construction Zones, so named because they were built by settlers from Earth instead of merely adapted for use like most of the city's buildings. Despite their similar names and origins, however, the districts are vastly different from each other.

The Northern New Construction Zone

To the north of the Industrial Zone lies the Northern New Construction Zone, or the "Northern NCZ," as the locals call it. The district is the result of a petition to the Guild on the behalf of a number of small corporations who were not large or important enough to demand space in the Industrial Zone as it was being settled. These corporations were granted permission to build their homes and offices along the northern wall, resulting in the only part of the city that exists beyond the protection of the city walls.

Much like the city's slums, the Northern New Construction Zone soon gained a reputation as a place that the Guild generally ignored. Unlike the slums, however, the corporations that had settled in the area hired mercenary guards to protect them, their workers, and their families. This provided just enough security to make the district's businesses safe and prosperous, which in turn attracted other settlers. Within a few years the Northern NCZ was a thriving and prosperous part of the city.

The buildings of the Northern New Construction Zone are primarily wooden in nature, with a smattering of brick and stone. When combined with the dirt roads, hitching posts, and rolling tumbleweeds, it's difficult to visit the district and not feel as if one has just stepped into a frontier town. Saloons are plentiful, and the mercenary guards that once patrolled the area have since transitioned into a militia constabulary that is supported by the (generally low) property taxes of the residents. For the most part, the militia enforces the Guild's laws without much complaint, though they defer to the Guild whenever the city's rulers deign to pay attention to the rugged little settlement.

The Northern NCZ has a reputation for being home to a great deal of mercenaries, and that reputation has only served to attract more mercenaries who have little choice but to go where the jobs are. A few of the mercenary groups have even opened up offices in the district, providing them with increased legitimacy over their rivals.

The high number of sellswords and soldiers of fortune has resulted in a somewhat rough and tumble atmosphere, but without the edge of lethality that one might find elsewhere. It's entirely possible that a saloon might erupt into a bar fight over a game of poker or an unpopular comment, but those fights are fought with fists and feet rather than pistols and swords.

Besides its brisk business in "independent contractors," the Northern New Construction Zone also serves as the hub for most of the city's stagecoaches. The district's general stores are stocked with plenty of horse feed and supplies for life on the frontier, and many travelers simply passing through the city find it easier to stop and resupply in the Northern NCZ instead of entering the city proper.

Hired Guns

While the "service rates" of mercenaries can vary greatly depending upon the task required and the skill of those performing it, there are some general prices that are considered to be the "going rate."

Simple jobs without much danger (such as delivering a message or following someone) typically run about 0.5§ per day, while those that carry a chance of danger (such as intimidating someone or stealing something valuable) come in at 1§ per day. "Combat rates" for jobs that involve violence typically increase these rates to anywhere from 2§ to 5§ per day. Assassinations are technically illegal but usually cost about 10§ to 15§ a head.

Mercenary groups typically charge higher rates but produce more reliable results.

The Southern New Construction Zone

The Southern New Construction Zone, or Dockside, as it is frequently called, is a stretch of the city sandwiched between the Industrial Zone and the Fortune River. This district was little more than a collection of burnt and collapsed buildings when the Guild arrived in Malifaux, and after determining that there were no Neverborn hiding amongst the charred wreckage, they continued deeper into the city without so much as a second thought.

When settlers began arriving in the city, some of them saw the potential of a district positioned along the river and set to work building neighborhoods from the ground up. The result of their labors was a haphazard collection of densely packed buildings that came right up to the edge of the river... and in many cases, further still. Many of the district's homes and buildings have spilled out onto the mazework of docks that lunge desperately out across the water, while others simply hang over the water at angles that no responsible architect or carpenter would ever approve.

Dockside is the destination point for most of the goods that come in from the river. This includes shipments of ore and raw materials from the Northern Hills as well as the logs that some enterprising lumberjacks choose to float down the river in order to bypass the Guild's rail-based loading fees. Fishing is also a popular business in the district, and during the day, it's not uncommon to see dozens of small boats perched out on the water and twice as many people fishing from the docks. The fish that are pulled out of the river generally tend to be edible, though there are a few poisonous species unique to Malifaux that have only been discovered through tragic accident.

The district's fish markets open early in the morning and remain open through dusk. They are lit by green lanterns that not only attract attention to their wares but also hide the sickly green tint that sometimes colors the fish pulled from the river. Even if a resident avoids the fish markets, their scent is nearly overwhelming and clings to the district (and those who live there) like a heavy blanket.

The Temperance Society

The Southern New Construction Zone is home to the Temperance Society, an organization that seeks to end the legal sale of alcohol in Malifaux. As one might expect, they do not have many members, but they are quickly growing in number and becoming increasingly active in the Southern New Construction Zone.

The Temperance Society organizes protests against taverns and saloons in Dockside, gathers choirs to sing songs about the evils of alcohol, and is even trying to organize a program to "rehabilitate" the prostitutes that work in the district's saloons through a combination of education, guilt, and fundamental religious values.

What many of their supporters don't know is that the Temperance Society also throws "bottle-smashing parties," which is just a polite way to say that they break into taverns in the middle of the night and destroy as many bottles of alcohol as possible. Some members have taken things a bit further than the Society's leaders would appreciate and have injured tavern customers and owners. A few saloons have even been burned to the ground, which just serves to underscore the Society's claims that alcohol is too dangerous for open consumption.

Currently, the Temperance Society is focused upon getting their message to the people and recruiting new members. They've managed to save up enough scrip to purchase a bit of time on the Guild's aethervox broadcasts, and their flyers can be found plastered against the walls of buildings all across Dockside.

The Slums

The slums make up the majority of the inhabited portions of Malifaux City. Each is a sprawling, ramshackle collection of crumbling tenements, dingy bars, seedy brothels, empty warehouses, illicit gambling dens, and collapsed ruins. Within these dangerous neighborhoods, the majority of the city's residents go about their difficult lives.

There are eight distinct districts that can be considered slums, each of which contains a dozen (or more) different neighborhoods. The level of safety and prosperity available in the slums varies greatly from one district to another (and sometimes, even between different neighborhoods of the same district). Some are relative pockets of stability due to the presence of Guild checkpoints or M&SU neighborhoods, while others are no safer than the nearby Quarantine Zones.

The Easterly Slums

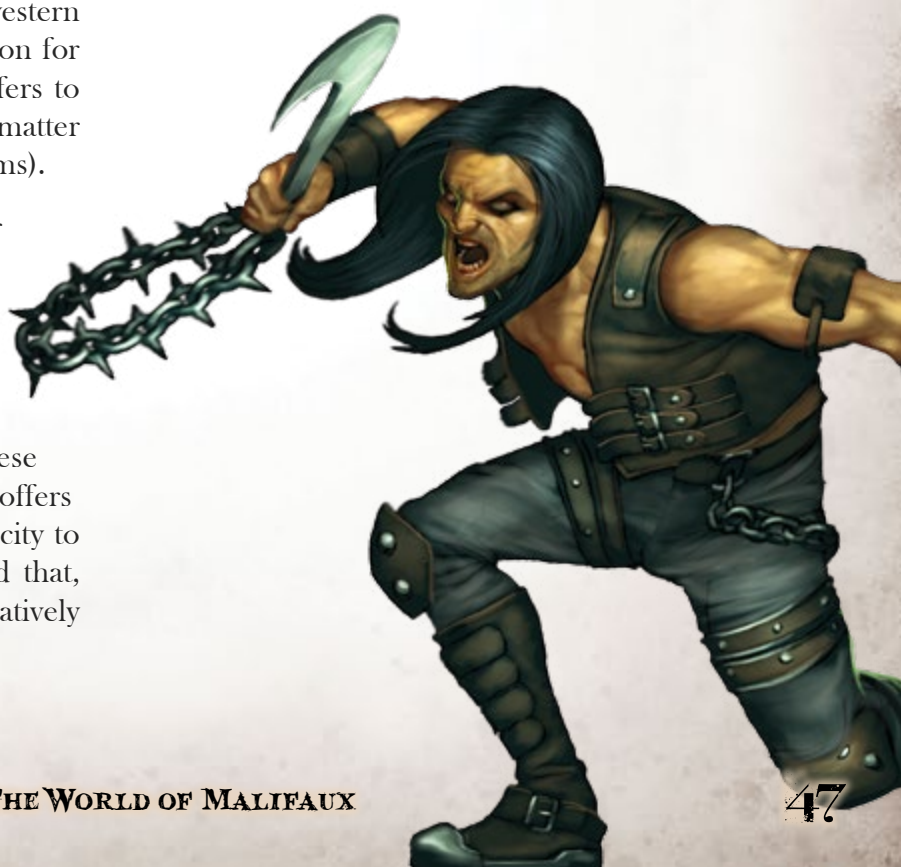
Situated just to the west of Downtown, the Easterly slums are the oldest and least dangerous of the city's slum districts. The slums are named after Rachael Easterly, a Guild officer who was brutally murdered in the district shortly after the Guild opened the city to private citizens. Though a fitting tribute to Ms. Easterly, the district's location on the western side of the city is a frequent point of confusion for new travelers, who assume that the name refers to the easternmost slums (which, confusing the matter further, are actually known as the Central slums).

The Easterly slums are home to a number of low-ranking Guild guardsmen as well as the servants for the wealthier residents of Downtown. The presence of the city's ratcatcher's guild, the Brotherhood of the Rat, has prevented Malifaux's vermin population from getting a foothold in these slums. The relative scarcity of bars and taverns offers few reasons for the rougher residents of the city to spend much time in the Easterly slums, and that, in turn, ensures that crime remains comparatively uncommon in the district.

One of the most popular attractions in the Easterly slums is Ringside, the city's premier bare-knuckle boxing establishment. The matches at Ringside are popular throughout the city, and its owner, Jacob Samuels, has proven to be quite adept at booking fighters who will draw in crowds. Most nights, the fights draw respectable crowds from the working class, and there's always some degree of Guild presence, as Samuels offers members of the Guild free admission.

Fighters who reach the end of their career often find themselves in the Pits, the underground fighting arena located beneath Ringside. While the matches above ground are traditional matches between professional boxers, the fights in the Pits are akin to gladiatorial death matches. The doomed fighters consigned to the Pits are forced to battle either each other or whatever monsters or constructs that Samuels has managed to round up for his customers. These fights are always to the death.

The fights in the Pits are, obviously, quite illegal, but Samuels has bribed enough high-ranking Guild officers to ensure that he can run his fights without fear of prosecution. It's something of an open secret in mercenary circles that Samuels pays well for good fighters, and more than a few kidnappers have found it more profitable to sell their victims into slavery than to ransom them back to their worried families.



The Riverfront Slums

Stretching across the southern shore of the Fortune River are the Riverfront slums. This district is home to some of the most dangerous neighborhoods in Malifaux City, in part because the river separates it from the holdings of the Guild. To make matters worse, the slums share a border with one of the most dangerous stretches of Quarantine Zone.

In the early days of the second Breach, the Guild patrolled these streets, but when the undead and Neverborn slipping over, through, or beneath the Quarantine Zone barricades became a serious issue, the Guild simply withdrew from the slums and set up defensive checkpoints along the district's three bridges. These checkpoints ensure that anything coming out of the Quarantine Zone and into the slums will not be able to cross the river to bother the citizens of Downtown or the Southern New Construction Zone. The guardsmen manning these checkpoints don't stop residents from traveling in or out of the district, but neither will they intercede if they witness a crime taking place a few hundred feet away. The residents of this district are, as they say, on their own.

The Riverfront's most infamous neighborhood is Redchapel, which draws its name from both the prominent Eternal Chapel which dominates the area's skyline and the numerous "red light districts" which surround it. Shortly after the city's reclamation, Redchapel was plagued by a series of brutal and shocking murders. Though the culprit has since been identified as the Resurrectionist Seamus, at the time, he was known only as "the Redchapel Killer."

Despite the danger and poverty of the Riverfront slums, there are a few people who have managed to carve out lucrative careers for themselves. One of the most successful is Leveticus, the owner of Captivating Salvage and Logistics. The small pawnshop is known for having a variety of strange and rare mechanical components that cannot be found elsewhere in the city, but its reputation is surpassed by that of its owner. Leveticus is a collector of rare books and a trader of political information, and it's not uncommon to see Union representatives or Guild officials traveling to the slums to obtain a needed item or purchase information on their rivals.

Much like the Southern New Construction Zone, the Riverfront slums boast a number of docks that jut out onto the river. Few merchants from elsewhere in the city choose to dock in the district, however, for the safety of one's cargo and person is never assured. Piracy isn't that common (the Guild's petrol motorboats are faster than anything anyone else has managed to build), but more than one merchant has woken up only to learn that someone burgled their low-rent Riverfront warehouse the night before.

The Howling Slums

Located next to the Riverfront slums are the Howling slums, which are so named because of the loud groaning sounds that periodically echo upwards through the sewers, causing the entire district to softly reverberate. The groaning was most frequent in the years before the Event, and it has only been heard two or three times a month since then. Nobody in the Howling slums seems to know where the sound comes from, nor are very many people willing to brave the maze of sewers under the district to find out the truth.

Other than the infrequent sounds that emanate upwards from the ground, these slums are similar in appearance to the nearby Riverfront slums. Poverty and desperation are the coin of the realm, and the businesses scattered throughout the cramped streets are shoddy and in poor repair. On the other hand, their prices tend to be cheap (mostly out of necessity), so thrifty residents of other districts sometimes make trips into the Howling slums in order to purchase discount furniture, dry goods, and mysterious meats.

The Howling slums are ruled over by a handful of gangs that wage a sporadic battle over the district. Currently, the most influential gangs of the district are the Wild Ones, the Might Dogs, and the Trollkillers, but there's always another gang looking to carve out a piece of its own territory. For the most part, the gangs subsist on protection money and the occasional mugging, much to the detriment of the district's other residents.

The Three Asylums

From the first days of the reclamation effort, Governor-General Kitchener was aware of the strain that came from living in another world. There had been reports of people losing their minds during the days of the first Breach, and he had no reason to doubt that things would be different this time around. Once the Guild had laid claim to the buildings that would soon grow into their Enclave, he selected a nearby stone building and ordered it to be retrofitted into a sanitarium. The Governor-General believed that the building was large enough to serve the Guild's needs for decades to come.

Within eight months, the Malifaux Sanitarium was running at capacity. Six months later, there were so many people crammed into its filthy cells that the safety of its employees could no longer be guaranteed.

In order to combat the overcrowding, the Sanitarium doctors began to release patients early, declaring them cured of their illnesses and fit for reintroduction into polite society. For the most part, these patients simply became a burden for their loved ones, but others - such as those who could hear the whispers of the Grave Spirit - were driven to murder, madness. Many of these released patients became the city's first Resurrectionists.

In 1904, the Guild was finally forced to admit that its current facilities were woefully unsuited for the task at hand and began to look for an overflow facility. There were two candidates: Smedley's Asylum, which took a surgical approach toward treating the insane, and the Blackwood Home for Mental Healing, which advocated treatment plans involving therapy and rehabilitation. Smedley's facility was favored more heavily than Blackwood, but at the last minute, the Guild pulled Smedley's funding and threw it behind Blackwood instead. Smedley's attempts to block the opening of the rival asylum came to an abrupt end when he was discovered dead in his home, the victim of obvious suicide.

Everyone assumed that Smedley's Asylum would have to shut its doors, but one of the doctors, Dr. Stanley Grimwell, stepped up and began running the asylum himself. Clients were scarce, but the location of the facility - it was on the eastern side of the city, while the other two sanitariums were in the western districts - made it a convenient drop-off point for crazies discovered on that side of town. Dr. Grimwell's experiments upon his first patients gave him the staff he needed to keep his asylum running at full efficiency, and since then, business has been steady.

While Smedley's Asylum does cure people from time to time, Dr. Grimwell's treatments are extremely painful and invasive: electroshock, hydro-therapy, and lobotomies are common. If a particularly interesting case presents itself, Dr. Grimwell will sometimes pick around in his patient's brain in an attempt to "fix" them, with mixed results. Those sent to Smedley's Asylum are never quite the same again.

Currently, when mentally ill people are given to the Guild's care, they are carefully evaluated to determine their state of mind. Those who show the most promise of recovery are transferred to the Blackwood Home for Mental Healing, while the more violent patients are usually sent to the nightmare that is Smedley's Asylum, more to get them out of the way than out of any hope of rehabilitation. The rest are kept at the Guild Sanitarium, where they are treated and studied by the doctors and employees.

The Central Slums

Located to the east of the Industrial Zone and the Southern New Construction Zone, the Central slums are the largest and most varied of the city's slum districts. They're comprised of dozens of different neighborhoods, from the steelworker housing bordering the Industrial Zone to the abandoned and decrepit mansions along the eastern Quarantine Zone.

The Central slums are most heavily occupied along its western borders and in a narrow strip alongside the central railroad. In these neighborhoods, life is relatively safe, and there are the typical general stores, taverns, and social gatherings that one could expect to find elsewhere in the city. There are public dances, rugby and cricket leagues, budget theaters, and public dances, each of which tends to draw large crowds.

As one moves further east, away from Downtown and the comforting presence of the central railroad line, the district's residents become more furtive and less respectable. The businesses become shadier and more ramshackle, the homes take on a distinct air of neglect, and it's not uncommon to randomly come across a dead body in the street, the results of an argument that reached its final conclusion.

On the eastern side of the Central slums is the Silvercrest Amateur Sharpshooters' Firing Range. This business consists of an elevated platform set up against the Quarantine Zone barricades, a brightly-colored marquee, and a pair of expensive electric spotlights. For a membership fee of ten scrip per month, members can spend one hour a week on the platform shooting at zombies, Resurrectionists, and anything else in the Quarantine Zone that wanders into range.

The Little Kingdom

Whether or not the district known as the Little Kingdom can truly be considered a slum is a matter of debate. The Guild doesn't set foot in the district, at least, not officially, but despite this, the crime rate is roughly on par with Downtown or the Industrial Zone, rather than the other slum districts. For most people, the Little Kingdom is a surprisingly safe place to live... provided that one follows the (often unspoken) rules of the district.

The Little Kingdom is a district built and populated by expatriates from the Three Kingdoms: China, Japan, and Vietnam. In a way, entering the Little Kingdom is like stepping into another world entirely: the buildings bear the stylings of eastern architecture, paper lanterns hang overhead, and the streets are cluttered with carts selling broth, rice, and noodles. The buildings are labeled in bewildering array of Chinese, Japanese, and Vietnamese dialects, and the amount of bath houses, herbalists, and curio shops that can be found nestled along its narrow streets is almost staggering.

The residents of the Little Kingdom are primarily of Asian descent, and most dress in the manner of their homeland. Flowing kimono, exotic robes, elaborate tattoos, and top knots are commonplace. Many of the westerners who live in the district have chosen to adopt elements of their neighbors' aesthetics into their own wardrobes, even if it's just a gradual transition from wearing blacks and browns into the brighter colors that flourish in the district. Others fully embrace the culture of the Three Kingdoms, donning kimono, changshan, qipao, or ao dai.

Like so many other places in Malifaux, the Little Kingdom has its dark side. Gender discrimination is commonplace, and many of the older residents refuse to conduct any sort of business with women. This makes finding a job within the Little Kingdom extremely difficult for women without family members who are willing to employ them. For most of these women, the only way to survive is to seek employment in one of the district's many brothels, which cater to patrons from all across the city.

By far the most popular of these brothels is the Qi and Gong, a pleasure house that was a favorite of off-duty Guild guardsmen right up until 1902, when Governor-General Kitchener's son was assassinated in the bedroom of one of the establishment's prostitutes. After that tragic event, few of the Guild's personnel thought it wise to tempt fate (or the Governor-General's temper) with a visit to the famous brothel.

Opium dens are also common in the district. A visitor does not have to look hard to find a smoke-filled flophouse that is more than happy to peddle its drugs for a few coins. These dens of iniquity prey upon the desperate and addicted, and it's not uncommon for the addicted to find themselves cut off from their drugs until they perform a "small favor" for the owners.

More often than not, these owners are the Ten Thunders, a crime syndicate that has all but taken over control of the Little Kingdom. Though they present themselves as a simple street gang, the residents of the district know that the Thunders are far more powerful than they appear. Much of the money that flows through the district eventually passes through the hands of the Ten Thunders, and they take just enough of a cut to ensure that everyone remembers they are in control.

While they enjoy the benefits of wealth as much as anyone, however, the Ten Thunders are not overly concerned about material goods. The organization values power above all else, and they prefer to flex that power by collecting people. The means by which they exert their influence over others vary from person to person: it might be a gambling debt, a kidnapped child, a threatened spouse, the whispers of a favored prostitute, withering blackmail, desperation, or simply the fear of physical harm.

The dragon has a thousand teeth, and each one is capable of piercing a man's spirit.

The Honeypot Casino

The Little Kingdom has more gambling houses than any other district in the city, but many of them are little more a single, smoke-filled room barely large enough to hold a single mah jong or poker table. Lording over these tiny dens of desperation and sorrow is the castle of broken dreams and ruined lives, the Honeypot Casino.

In just about every way that matters, the Honeypot Casino is a trap. It is owned by Jakob Lynch, a southern gentlemen who always has a warm smile and a firm handshake for anyone walking through his doors, and Mr. Cheng, a Ten Thunders operative who doesn't seem to do much more than keep an eye on his business partner.

The casino itself is massive, three-story building that dominates the nameless buildings around it. Giant Geissler tubes on the building's facade proclaim its name in electric shades of purple and blue, and the interior boasts more poker tables, roulette wheels, and slot machines than most people have seen in their entire lives.

The Honeypot attracts gamblers from Malifaux and Earth alike, many of whom visit to partake in the casino's frequent high-stakes poker tournaments. Even if a visitor isn't interested in gambling, the Honeypot's "working girls" are widely seen as some of the most attractive women in Malifaux.

Between its infamously mercurial tables that can turn from hot to cold in the blink of an eye and the bewitching, almost otherworldly beauty of its whores, the Honeypot is a tempting trap that destroys lives on a nightly basis.

The Southgate Slums

The Southgate slums are located to the south of the Central slums and primarily consist of the area adjacent to the river and central railroad line. Despite being the slums located furthest from Downtown and the Guild Enclave, this district is surprisingly well defended by the Guild. Southgate Station is more of a military fortress than a railroad station, though the guardsmen stationed there treat it more like the latter than the former.

This relaxed atmosphere permeates the entire district. The presence of the Guild discourages criminal activity (or at the very least, encourages criminals to keep to the shadows), and the surrounding areas of the Quarantine Zone are generally abandoned and quiet. Many of the residents here are miners and railworkers who use the railway to commute back and forth between their meager homes and their tiring jobs. The M&SU has a few smaller outposts here that help Union members with their day-to-day lives, offering services such as schools for their children and dining halls that offer cheap, warm meals for tired workers who don't want to cook their own dinner.

Unfortunately, the safety of Southgate is something of an illusion. Far beneath the city, tucked under the cavernous Cistern Seven, is the so-called University of Transmortis. Less of a school and more of a construction facility for alarmingly intelligent undead abominations, the University is headed by Professor Albus Von Schtook, a former professor of astronomy who has since become one of the most prolific and twisted necromancers of the modern age.

Von Schtook's mechanized undead make sporadic and bloody raids on the Southgate slums to capture new recruits for his university. Those unfortunate enough to be dragged down into the sewers are cut up and combined with a wide variety of pneumatic and mechanical augmentations, all while the professor lectures his creations on the finer points of necromancy, engineering, physics, sociology, and whatever other subjects flicker across his damaged mind. Worse yet, many of these "lessons" are broadcast via aethervox across the entire city.

The Southern Slums

The Southern slums are a slapdash pocket of civilization that is all but cut off from the rest of the city. Its residents can still visit the more populated districts by exiting the city and walking around the outer walls until one reaches the gates of the Southgate slums, but it's enough of a walk that most people only make the journey once or twice a week. This seclusion works both ways, however, and as a result, the Southern slums tend to avoid many of the problems that are common in the city proper.

That isn't to say that the Southern slums are entirely free of strife. There are always a handful of gangs fighting for control over the district, and extortion and bribery are unfortunately a part of life here that simply cannot be avoided. So long as the conflict between the gangs remains low-key, the Guild is content to let them fight over the district without becoming involved. The only exception is the two block area surrounding the Aircar pylon, which the Guild aggressively defends against anyone foolish enough to challenge their claim.

The buildings in the Southern slums are the typical eclectic mix of architectural styles common to Malifaux City, but in general, they tend towards five-story Victorian row houses. Most of the buildings have been subdivided out by their inhabitants, using methods that range from "blanket draped over a length of clothesline" to "structurally dubious wooden wall." Few people bother to put much work into fixing up their homes, as such improvements just draw the attention of gangs who will most likely claim the improved home for their own.

Despite this, life in the Southern slums carries on in a relatively normal fashion. There are saloons, grocery stores, doctors' offices, and other necessary businesses scattered throughout the district, providing the trappings of civilization. Most of these buildings are a bit run-down and grimy, but that's just the sort of life that one expects in the Southern slums; it's possible to eke out a decent life in the district, but it won't be a classy one.

The Burns

If the Southern slums are cut off from the rest of the city, then the Burns are all but exiled from it. In 1900, the Witch Hunters attempted to arrest an eight-year-old girl who had manifested magical powers upon her arrival in Malifaux. The district's residents came to her defense, and in their desperation, the Witch Hunters put a bullet in the girl's head and beat a hasty retreat from the district. The resulting riots led to the destruction of the pylon that connected the Burns to the rest of the city, and the Guild decided not to rebuild it.

In the seven years since, the Burns have more or less been left to their own devices. A number of merchants act as go-betweens for the district, supplying its businesses with materials purchased elsewhere in the city. This leads to higher prices across the district, which in turn ensures that few people have much of a reason to ever visit the Burns.

Aircars

Malifaux City boasts an impressive network of Aircars that allow for the rapid deployment of Guild troops.

An Aircar is little more than a large box attached to an even larger balloon, both of which are attached to zip lines to keep them on course. The cabin is just large enough to hold a dozen people, and they zip along their routes at a brisk pace, allowing for quick travel across busy streets or, in the case of the Southern slums, the Quarantine Zone.

The fees for traveling by Aircar are somewhat steep at 2§ per person, which has ensured that they are primarily used by the Guild and wealthy travelers.

The Aircar network radiates outward from the central Sourbreak hub in the Guild Enclave, so any travel between Aircar pylons invariably requires one to pass through a Guild security checkpoint.

The Quarantine Zone

The Quarantine Zone is the name given to the portions of the city that the Guild has declared off limits. Officially, anyone who is spotted in the Quarantine Zone without Guild authorization is shot on sight. In practice, there are a lot of gray areas, especially when it comes to Quarantine districts like Cold Street or Scapetown, which either contain too many people to make such a plan feasible or whose residents still serve a purpose in the Guild's eyes.

Nearly half of the city consists of Quarantine Zones. They press against the barricades that separate them from the "inhabited" parts of the city like living things, a constant reminder to the residents of the city that their foothold in Malifaux is more tenuous than they will ever admit. It looms large in the city's imagination, a crumbling stage onto which the darkest fears of humanity are projected.

The Guild's official maps show the Quarantine Zone as a featureless expanse safely encapsulated inside the bounds of the city's barricades and outer walls. All formal documentation is carefully worded in such a way as to give the impression that the Quarantine Zone is an inconvenient but otherwise inconsequential stretch of wilderness.

Informally, of course, anyone can peek over the barricades to see that the Quarantine Zone is populated by buildings and people not much different from themselves. The Guild holds that the Quarantine Zone is filled with monsters, criminals, and Resurrectionists which are only kept at bay by constant vigilance. To some point, that generalization is true: the Quarantine Zone does hold monsters, and the Resurrectionists have more or less claimed entire districts of the forbidden area for themselves. Mixed in with these villains, however, are plenty of people who fell on hard times or were forced to flee into the one place the Guild won't look for them.

While it's easy to see why a criminal or necromancer would choose to hide from sight in the Quarantine Zone, few people realize that the greatest reason for flight is due to simple sickness. The Guild's typical response to any sort of highly contagious disease is a bullet to the back of the head, lest it spread through the city or, potentially, all across Earth.

Those suffering from Tuberculosis - or the parents or spouses of those suffering from the disease - have little choice but to flee into the Quarantine Zone or get put down by the first Guild guardsman to notice their sickness.

There are, of course, exceptions to this otherwise draconian policy. The average guardsman is no better at telling the difference between Tuberculosis and a common cold than she is at telling the difference between the various breeds of Neverborn, so unless someone coughs up blood in her presence (or is reported by their neighbor), a guardsman will generally just allow that person to go on their way.

Further obscuring things is the fact that, during the spring and summer months, a small portion of the city comes down with a "summer cold." In actuality, this sickness is a malaise that is spread by Malifaux's insects. It tends to strike people the worst during their first year in Malifaux, before they have built up any sort of resistance to the disease. Assuming that the infected person manages to survive their first year of sickness, subsequent infections tend to be less severe, about on par with the flu in terms of symptoms and strength.

The insects that plague the city primarily hail from the southeastern portion of the Quarantine Zone, where the ground has partially caved in, creating a breeding ground of stagnant water. Every year, the Guild spends a small fortune in order to fumigate the area. While this has been effective at keeping the insect population low, the contagion seems to grow stronger with each passing year. Cessation of fumigation is no longer an option, for if the insects were to return to their full numbers, everyone in the city would be at risk of infection.

These frequent bouts of "summer colds" are usually prevalent enough for the Guild to hand-wave any sign of sickness as the result of insects, but that is less effective during autumn and winter. Similarly, if a guardsman happens to notice that someone seems to be sick for long stretches of time, she might arrest them and send for a Guild physician to provide a diagnosis.

In any case, those who flee to the Quarantine Zone are on their own. Some neighborhoods have fallen under the control of petty rulers who keep their own version of the peace through the use of loyal followers or hired mercenaries, but for the most part, there is no law in the Quarantine Zone beyond what can be found at the end of a pistol.

The Sewers

A complicated network of drainage channels runs underneath Malifaux City. They were built to withstand storm drainage of unimaginable intensity, and even in the worst storms witnessed by humanity, when the Bayou swelled with water and the river spilled over its banks, the streets of the city remained relatively dry and clear.

The labyrinthine network of pipes and tunnels defies any sort of logical design, often twisting back upon itself in ways that no sane architect would ever commit to a blueprint. These tunnels are built upon older tunnels, which are in turn built upon even older tunnels, creating a layered maze of crumbling passages and iron grates. Some passages are completely submerged, while others are dry and wide enough for four men to walk down them side by side. If one can look past the muck and grime, some of the architecture is even inspired, with broad, high-ceilinged chambers and elaborate vaulted roofs.

It is considered to be common knowledge in the city that terrible things lurk in the sewers. There are entrances all over the city, in the most unlikely of places, and the Resurrectionists make frequent use of the tunnels to move back and forth between the inhabited parts of the city and the Quarantine Zone. Smugglers of all stripes also make use of the sewers, as do the rat catchers who toil constantly, fighting to keep the city's plague-ridden rat population under control.

The Necropolis

If one travels deep enough, one will eventually reach the Necropolis, a buried series of tunnels and caverns that are just as large as the city above them. Water and filth pour down from the sewers above into colossal chambers that hold the mummified remains of ancient Neverborn. Many magical artifacts are also hidden away in this dank under-city, though the sort of magic contained in these strange objects bears little resemblance to the sort that is known by humans. In short, the Necropolis is a mystery, a glimpse of a world that existed far before humanity's arrival in Malifaux.

Beyond the City

The lands beyond the walls of Malifaux City are commonly split up into four main areas: the rolling lands of the Northern Hills and the distant Ten Peaks, the swampy marshes of the eastern Bayou, the desolate wasteland of the southern Badlands, and the mysterious Knotwoods forest that presses up against the city's western borders. Humanity has spent the past decade spreading across this wild and untamed wilderness, scraping out small patches of civilization wherever it can.

The Northern Hills

The Northern Hills make up most of the land north of Malifaux City. These hills are rich in Soulstones and precious ores, and as such, they have been the primary focus of the Guild ever since the reopening of the Breach. The first settlements sprung up around the century-old ruins of the Council's mining interests, but today, most of those boom towns have fallen into ruin.

In the century since the Council's rule, innovation and technological progress has led to the creation of the locomotive. Once the Breach was reopened, the Guild wasted no time in building rail lines to connect Malifaux City to the northern mines. The most difficult portion of the railway line was the series of bridges that crossed the Footprints, the scattered chasms located north of the city. These chasms had been a significant hurdle for the Council to overcome when it came to moving people and Soulstones back and forth from the north, but the Guild's railroad network solved that problem in a matter of weeks.

From the Footprints, the Northern Hills transition into a wide expanse of the gently rolling, reddish-brown hills that give the region its name. The endless rise and fall of the land makes it difficult to get one's bearings, and the region's vegetation consists of the occasional patch of twisted knotwood trees and the much-more-frequent shrubs and bushes which grow in dense clusters on certain hillsides. When it rains, the water accumulates into flash floods that thunder through the valleys between hills, sweeping away anything in their way.

Ridley

Ridley started as a small rail station in the Northern Hills where the different settlements would go to pick up shipments of supplies or drop off trade goods. Serving as the region's trade center meant that it was only a matter of time until Ridley Station became the largest town in the Northern Hills... and the only link between Malifaux City and the settlements of the Northern Hills.

The trade hub is situated atop a fairly large plateau, giving it a commanding view of the surrounding area. Although the city has not yet taken up the entirety of the plateau, it is nearing this point, and the town council has already started to make plans for future expansion along the plateau's base.

Where Malifaux City belongs to the Guild, Ridley is firmly a Union town. The Guild has a peacekeeping presence in the town, but most of Ridley's residents are members of the Union, as are a majority of the town council. The town also boasts a mayor, though the position is largely ceremonial and is usually filled with a member of the Union who has either retired or otherwise become unable to work in the mines.

Hollow Point

Located next to Hollow Marsh, Hollow Point Pumping Station began as an epic construction project to make some of the profitable mines in the region safer. It was the brainchild of Dr. Victor Ramos, who used a monadnock mountain as the structural basis for the gigantic pump that keeps the nearby caverns (and thus, the mines) relatively flood-free during even the largest storms.

The outside of the mountain is covered in homes and businesses, while the interior serves as housing for the pumping station's workers and as offices for high-ranking Union personnel. A portion of the water pumped out of the mines is redirected to irrigation, and any excess food grown on the settlement's farms is shipped across the Northern Hills. Ridley is entirely dependent upon Hollow Point to keep its citizens fed, which helps to ensure that its support of the M&SU never wavers.

Ampersand

The ramshackle town of Ampersand is located to the southwest of Slate Ridge, an offshoot of the Ten Peaks mountain range. The location was specifically chosen for its inhospitability, for the population of Ampersand consists entirely of constructs who have become sentient and fled from their human masters. The machines trundle around the small town, performing maintenance on each other, playing poker, and (for some) plotting their inevitable conquest of humanity.

For the most part, though, the constructs focus on finding their awakened brethren and getting them to safety. Humans aren't forbidden from visiting the town, but many of the machines have grudges against the Guild and the M&SU, which makes any sign of allegiance to one of those organizations a liability to visitors. Occasionally, one of Ampersand's constructs will hire itself out for mercenary contracts, provided that it is paid in advanced weaponry, machine parts, or information about other sentient constructs.

Promise

Located in the extreme northeast of the Northern Hills, in the shadow of the mountains, Promise is an inexplicably successful town. There are no Soulstone mines in the area, and its proximity to the mountains ensures that the winters are harsh and unpleasant. Nevertheless, the town has prospered. It's close enough to the river to allow for farming, and the residents dabble in hunting in the mountains and the nearby Bayou.

The majority of the town's residents hail from the Three Kingdoms, and as a result, the culture of Promise is influenced by the East just as much as the West. The buildings are a blending of both styles of architecture, and it's not uncommon to see steel, dog-like constructs standing as guardians outside otherwise unimpressive buildings.

Unbeknownst to the world at large, Promise is owned by the Ten Thunders. The crime syndicate uses the town for smuggling Soulstones, people, and illicit substances through a hidden Breach located in the nearby mountains. The portal is one of the best kept secrets in all of Malifaux, and the Ten Thunders guard it jealously.

Contract Towns

The majority of the settlements in the Northern Hills are Guild Contract Towns. These settlements were originally created as a means of quickly establishing a settlement around a lucrative Soulstone vein while maximizing Guild profits. The free or indentured miners who moved to the town were provided with newly constructed housing, a general store, and a saloon. Since everything was technically owned by the Guild, a miner would get paid and then would turn around and hand that money right back to the Guild to settle the debt they had accumulated.

When the M&SU came into being, it used the threat of widespread strikes to lower the prices of the Guild's company stores all throughout the Northern Hills.

The Ten Peaks

The Ten Peaks mountain range marks the northernmost boundaries of explored Malifaux. Their snowcapped peaks and year-round arctic winds make scaling them nearly impossible, and every expedition that has tried to conquer the mountains has met with defeat.

The meltwater from the top of the mountains feeds the Blackrill and Frostrun Rivers, ultimately supplying most of the water that makes up the wetlands of the Bayou. It is bordered on the west by the Far Peaks, a smaller mountain range that intersects and eventually joins with its monstrous cousin. Further east, an offshoot of the mountains known as Slate Ridge juts downward into the Northern Hills. These low mountains don't have year-round snowcapped peaks but they nevertheless always seem to be surrounded by cool winds, even in the summer months.

Very few people live in the mountains. Those who do are primarily exiles with nowhere else to go, such as heinous criminals who have come together for mutual protection or the infamous Cult of December. The Cult worships the mountains, the cold, and the Tyrant December, and that reverence has given them the strength to thrive in their frozen home. Its members are all cannibals, and their scouts constantly prowl the mountains and foothills in search of animals or people to harpoon and drag back to their hungry companions.

The Cult is, in turn, ruled over by the Winter Witch, Rasputina. Rasputina is the chosen host of the Tyrant December, and her power swells with each passing winter. Were she not locked in a perpetual battle of wills with the Tyrant for control over her body, the threat presented by the Cult would likely be far greater than it currently is.

The Bayou

To the east of the city is the vast, murky wilderness known as the Bayou. The thick vegetation and teeming wildlife of the Bayou stands in sharp contrast to the desolation of the Badlands and the arid emptiness of the Northern Hills. The eastern edges of the Bayou are raised hills that form the edges of the basin containing the swamp, and beyond them lies the ocean.

The primary residents of the Bayou are Gremlins. Gremlins are foul, squat, green creatures that live in hovel villages all throughout the Bayou. Though uncivilized and barely intelligent during the days of the first Breach, the Gremlins have advanced rapidly over the past century. They have taken to mimicking human behavior, particularly the human habits of wearing clothes and using firearms.

Gremlins have a strong love for alcohol (some might call them a race of hopeless drunkards), and one of the first things they learned from humans was how to brew up moonshine in whatever ramshackle distilleries they could cobble together from traded or stolen construct or machinery parts. The Gremlin families closest to human settlements often trade their surplus moonshine to human smugglers who turn around and sell the high-proof alcohol to Malifaux's human residents.

Somewhere deep in the Bayou lies the hut of the Swamp Witch, Zoraida. She's lived in the Bayou for as long as anyone can remember, and it's said that her presence may well predate the opening of the Breach. The rumors surrounding the Swamp Witch are many, but one of the most prevalent is that if a person can find her and defeat her in a game of chance, she will grant their heart's desire. The counter wager for such a price, however, is often high enough to give all but the most desperate gamblers pause.

Near the heart of the swamp lies the ruined remains of Kythera. The Gremlins around the shattered dimensional portal are regarded as creepy, even by the standards of their distant kin, and as a result, most other Gremlin families avoid the "haunted" structure whenever possible.

The Badlands

The dry, cracked dirt of the Badlands stretches far to the south, just endless dust and small outcroppings of rock as far as the eye can see. There are few landmarks here and no easy way to get one's bearings. Dust and lightning storms are both common, and any rain that falls seems to soak into the ground almost instantly.

The Badlands to the south of Malifaux City are scattered with small homesteads, the product of the Guild's various resettlement campaigns. After a few years of hard work and shared profits, the Guild grants these settlers ownership of the land they worked. This program has allowed a great number of oppressed and impoverished people from across Earth to start new lives in Malifaux, and as a result, these settlers tend to be devoted supporters of the Guild and its policies.

The extent of the Guild's influence in the Badlands is Debtor's Delve, a long canyon that is part prison and part work camp. Unlike Bedlam Quarry in the Northern Hills, which is used to break the spirits of incoming convicts before they are shipped out to other mines, Debtor's Delve is a low security site that relies more upon the desolation of the Badlands than the pistols of the guardsmen to keep its prisoners in place. Most of the "convicts" sent to Debtor's Delve are, as the name implies, those who have defaulted on Guild loans. After a period of forced labor spent digging iron and stone out of the quarry, the prisoners are placed on a train and shipped back to Earth.

To the southeast is the sleepy town of Edge Point, which is perched on the borders of the Bayou, and Latigo Stronghold, the fortified ranch of the Ortega family. The Ortegas are famous for their proficiency with firearms and numerous battles against the Neverborn of the Badlands, and that legend attracts new recruits to their banner each year. The family patrols the various small homesteads and settlements of the Badlands on a regular basis, offering help where they can and murdering any Neverborn foolish enough to encroach upon what the Ortegas consider to be "their" territory.

If a traveler rides past the desolation of the Kartakan Wastes and through the strangely shaped canyons of Droma's Teeth, she will eventually reach the Starving Steppes. Before Titania was released from Nythera, these lands were a desolate wasteland incapable of supporting all but the smallest forms of desperate life. With the Autumn Queen's return to Malifaux, however, vines, thorns, and other tenacious plants have begun to push their way up from the parched ground, creating a primeval forest the likes of which hadn't been seen for thousands of years.

It is rumored that the undead queen holds her court at the center of this twisted grove. If true, this might explain the strange creatures that have begun to wander curiously out into the harsh world around them.

The Knotwoods

The western edge of Malifaux City is dominated by the Knotwoods, a thick and overgrown forest that stretches westward to the Far Peaks. The forest is one of the primary strongholds of the Neverborn, and they punish any sort of trespass into its pine-filled depths with pain and violence.

The only human settlement in the entirety of the forest is Fortune Falls, a heavily fortified lumberjack camp that exists in a state of near constant siege. The loggers of Fortune Falls harvest the forest's trees and ship them back to the city, either on the Fortune River or the Green Cannonball, a high-speed locomotive that rockets through the forest with a speed that is intended to discourage the Neverborn from attacking the armored train.

The casualty rate in Fortune Falls is the highest of any human settlement in Malifaux. The loggers are paid well for the dangers of their profession, and many are trained combat veterans. It is a testament to their tenacity that the town still stands, especially when one considers the sheer breadth of strange magics and creatures that the Neverborn have used in their attempt to drive the encroaching humans out of their land.

FAR PEAKS
SLATE RIDGE
FORTUNE RIVER
AMPERSAND
FORTUNE FALLS
THE BREACH
THE KNOTWOODS
MALIFAUX CITY
DEBTORS DELVE
EDGE POINT
THE BADLANDS
NYTHERA
LATIGO STRONGHOLD
INNOCENCE
LEGEND
RAIL STATION
RAILROAD
SETTLEMENT
SPECIAL LOCATION
MAP O

December's Temple
Hidden Breach
Northern Hills
Promise
Ridley
Hollow Point
The Frostrun
Pumping Station
Sunken Grasslands
The Blackrill
Kythera
The Red Cage
The Bayou
Bogs
of Malifaux

Malifaux Factions

While the majority of Malifaux's residents are just normal people trying to get by in a strange and often unforgiving world, their lives are strongly influenced by the various factions that struggle to control the city and its surrounding settlements. Few people can live within the city without coming into contact with the Guild in some form or another, and in the Northern Hills, the Union is just as ubiquitous.

In many ways, life in Malifaux is viewed through the lenses of these factions. Being a member of the Guild or the Union isn't just a job in Malifaux; it's a statement of one's beliefs that colors their interactions with everyone around them. Malifaux is a hotbed of propaganda and conflict, and even those who try to stay out of the fighting rarely remain independent for very long.

The Guild

The Guild of Mercantilers is often seen as an omnipresent, ever-vigilant force that protects people against criminals and the monstrous Neverborn. It controls the most inhabited parts of Malifaux City, and with it, the Breach that links the world back to Earth. Back on Earth, the Guild's influence is impossible to ignore, and its agents can be found in courts and throne rooms all across the world. To a casual observer, the Guild appears to be a massive, world-spanning organization with access to near limitless power.

What few people realize is that this strength is a carefully maintained illusion. The Guild responds to threats against its authority with demonstrations of overwhelming force, and these reactions have created the perception that the organization is much larger than it actually is. On Earth, much of the Guild's power is political and economic in nature, forcing it to rely upon the troops of other nations to enforce its will.

In Malifaux, the Guild's power is more direct. It rules over Malifaux City with an iron fist, presenting itself as the only thing standing between humanity and the new world's native monsters. In actuality, however, the Guild cares only for its own profits. Everything that passes through the Breach - whether people, food, supplies, firearms, or luxury supplies - is subject to an import fee, and many of the largest and most successful businesses are either owned by or affiliated with the Guild.

While these import fees ensure that the Guild makes a tidy profit on the people living in Malifaux, the majority of its interest lies in Soulstones. The magical gemstones are the primary reason for the Guild's interest in Malifaux, and just about everything the organization does revolves around Soulstones in one way or another. Each shipment of Soulstones that the Guild sends back to Earth helps to further cement its stranglehold over the world's most powerful nations, and as such, it values the rare gemstones far more than the people who are ostensibly under its protection.

The Guild Guard

While the Guild's primary interest lies in the gathering of Soulstones, the challenges of ruling over a city the size of Malifaux City have forced the Guild to reluctantly adopt a peacekeeping role in Malifaux. The first concession to this necessity was the creation of the Guild Guard, a constabulary force that was intended to ensure the safety of the city's residents while still protecting Guild interests.

There were problems from the very start. The Guild Guard was created from the Malifaux Resettlement Corps, which was in turn made up of soldiers who had been recruited based upon their service history and combat experience. Very few of these soldiers appreciated being transformed into constables, and even fewer appreciated the drop in pay that came with such a transition.

Some struck out to become mercenaries, while others merely decided to line their pockets with whatever freelance work they could find while off the clock. As more and more wealthy settlers moved into the city, the guardsmen began to realize that they could make a great deal of money by offering increased protection to certain homes and neighborhoods or by simply "looking the other way" when these wealthy citizens committed crimes. This corruption has only deepened in the years since, and today, bribery and extortion are commonplace among those wearing the red and gray uniform of the Guild Guard.

The Department of Public Relations

The Department of Public Relations is the Guild's propaganda arm. It oversees the Guild's aethervox broadcasts (which function similarly to radio broadcasts), finances both of the city's newspapers (the Malifaux Daily Record and the Malifaux Tattler), and plasters the city in posters proclaiming the Guild's righteousness and decrying the crimes of its enemies. This department also funds groups of thugs who hunt down and destroy illegal printing presses and aethervox broadcasters, covertly attack those who speak out publicly against the Guild's policies, and infiltrate Union rallies to instigate confusion and violence.

The Neverborn Hunters

The Neverborn Hunters are less of an official Guild branch and more of a collection of bounty hunters with Guild support. The Neverborn Hunters program was formed early in the Guild's occupation of Malifaux as a means of dealing with scattered reports of Neverborn attacks without having to draw upon their own forces. The Guild offers a generous bounty for dead Neverborn and gives anyone willing to embark on such a dangerous mission a tin badge and a cheap shotgun.

Very few of the first Neverborn Hunters survived their first hunt. The Guild had underestimated the cunning and intelligence of their unseen enemies, and as the survivors stumbled back with stories of monsters with corrosive blood or creatures that could steal a person's shape for their own, enrollment in the Neverborn Hunters began to wane. Many of the people who came through the Breach signed up with the Guild, only to immediately begin using their new weapon and dubious status as "Guild agents" to score lucrative mercenary contracts.

There were exceptions, of course. Mixed in with the desperate, untalented, and devious were skilled hunters who saw the Guild's bounty as a means of supporting themselves while they matched their wits against Malifaux's native denizens. These men and women thrived in life and death situations, and gradually, they became the core of the new Neverborn Hunters program.

The most notable of these hunters was (and still is) Perdita Ortega. She came to Malifaux with the first batch of Neverborn Hunters and quickly made a name for herself with her expert marksmanship, which was all the more exceptional due to her young age. With the money she collected on her bounties, she brought more members of her family through the Breach, until eventually the name "Ortega" had become synonymous with the Neverborn Hunters.

The Guild acknowledged Perdita's accomplishments by placing her in charge of the entire program. New recruits from Earth are now pointed towards Latigo, the Ortega family's fortified citadel-ranch, and told to speak with the Ortegas about training, housing, and equipment.

The Death Marshals

The threat of the Resurrectionists and the undead armies at their command forced the Guild to create the Death Marshals. This Special Division is dedicated to stopping these rogue necromancers and their creations, both through martial prowess and preventative measures.

The Death Marshals are one of the more effective Special Divisions, primarily because their enemies are often disorganized and unskilled. They react quickly to any sighting of undead, often calling upon the Guild Guard to reinforce their numbers. Typically, the Guild Guard forms a perimeter around the area and goes methodically from one building to the next, clearing out any undead servitors that might be hiding in ambush. The Death Marshals, meanwhile, push hard into the center of the secured area in an attempt to flush the necromancer and her minions out into the open.

If the confrontation ends in a fight, the Death Marshals are uniquely prepared to deal with the Resurrectionists. Their combat tactics primarily revolve around determining the identity of the necromancer controlling the undead arrayed against them and then trapping that necromancer inside one of their enchanted coffins. Once the necromancer is secured, the Death Marshals put down any surviving undead and haul the trapped necromancer back to their headquarters for interrogation and, eventually, execution.

Because most Resurrectionists use animated corpses in their sinister plots, the Death Marshals have enacted a number of laws regulating the disposal of dead bodies. One such law states that citizens are only allowed a small window of time (typically around twelve hours) to report a corpse to the Guild before they are considered to be "hoarding" the corpse (and thus, before they are considered to be Resurrectionists).

The Guild also employs the services of "bag men" who dig up recently dead bodies after a funeral and sever the heads from their bodies. The bodies of the dead are then re-buried and the heads are incinerated, though the Death Marshals still scatter their ashes on the graves to ensure that the dead are buried "whole."

The Witch Hunters

By far the most hated of the Guild's Special Divisions, the Witch Hunters are tasked with stopping the spread of unlawful magic within Malifaux. The Guild's definition of lawful magic is both complicated and narrow. For those who flaunt the Guild's restrictions - or those who randomly manifest magical powers - the Witch Hunters are the boogeymen of Malifaux.

Just about any strange exhibition of power that draws attention is enough to earn a visitation from the Witch Hunters. Those who follow one of the legal magical theories, such as the Thalarian Doctrine, and who are able to sufficiently explain their actions are simply warned against causing such disturbances in the future. Those who draw upon less legitimate sources of magic - or worse yet, those who flee at the sight of the Witch Hunters - are far less lucky.

The Witch Hunters employ charred, twisted former mages known as Witchlings to hunt down spellcasters, using them in the same manner as a bloodhound. Both Witchlings and their Witch Hunter masters are skilled at resisting magic and countering the spells of their quarry, and few frightened mages are able to evade them for very long. Even the Arcanists attempt to keep their distance from the Witch Hunters, for they rarely give up a hunt once its begun.

Though the intentions of the Witch Hunters may be admirable, they often overstep their reach. Stories of Witch Hunters breaking into homes in the middle of the night to drag spellcasters away from their families are commonplace, and the ragsheets that are passed around in Union bars frequently decry the Witch Hunters as the Guild's "secret police."

For those captured by the Witch Hunters, there are no rights, no trial, and no appeal. The most dangerous mages are executed on the spot or transformed into Witchlings by the task force's leader, Sonnia Criid. Spellcasters with lesser powers are often fitted with Control Collars and forced into Guild servitude as "sanctioned spellcasters." These wretched mages are little more than Guild puppets who are forced to use their magic on behalf of their new masters.

The Amalgamation Office

For years, the Amalgamation Office was just that: a single office containing the perpetually overworked Charles Hoffman. When Franco Marlow became Governor-General, however, he expanded the Office's budget to match those of the Guild's other Special Divisions, allowing Hoffman to move his operations to a larger building and to hire a cadre of assistants, engineers, and mechanics.

Though the Office's official duties are to monitor and prevent acts of amalgamation (the illegal grafting of flesh to metal), much of its time is spent maintaining the Guild's mechanical devices, including its fleet of combat constructs. Hoffman's subordinates also stage periodic inspections on the city's workshops and factories, register patents for inventors, and decipher whatever mechanical mysteries the other Special Divisions bring to them.

The Elite Division

Very little is known about the role of the Elite Division. It was formed by and operates entirely at the discretion of Lucius Mattheson, the Governor's Secretary, but any details beyond that are murky at best. The rumors that circulate around the Guild Enclave claim that the Elite Division engages in espionage, intelligence gathering, and political assassinations, and none of the Division's operatives have thus far seen fit to discredit them.

The Elite Division also oversees the Guild's legal system in Malifaux. It employs many of the lawyers and judges that try cases in Malifaux City, as well as a small contingent of traveling lawyers and judges who travel from one Contract Town to the next, resolving (or creating) the legal disputes of settlers who are unable to travel to Malifaux City to await trial.

Control Collars

Control Collars are mechanical devices that fit around a spellcaster's neck. They allow the person holding the collar's key to control the wearer's magic. They're also equipped with explosive devices that ensure the wearer's compliance (or failing that, her swift and messy end).

Attaching a Control Collar to a character takes one minute and requires that character to be either unconscious or restrained. Once the collar is in place, the character holding its matching key is aware of each Magia and Immuto known by the wearer. Furthermore, the keyholder can spend his own AP on his turn to force the wearer to cast one of her Spells or Manifested Powers with a similar AP cost. The wearer immediately makes the casting flip using her own Acting Value (even though it isn't her turn), and if successful, the Spell or Manifested Power takes effect and measures its range and line of sight from the wearer. Once the spell is cast, the wearer then becomes **Slow**.

If a character wearing a Control Collar attempts to cast a Spell or Manifested Power without being commanded by the keyholder, the collar detonates, killing the wearer and dealing 3 damage to everyone within 1 yard of her. A character in the possession of the key to her Control Collar can effectively order herself to cast a Spell or Manifested Power and thus avoid this messy fate.

The lock of a Control Collar can be picked with a TN 12 Lockpicking Challenge. On a success, the collar comes free, but if the character achieves a Margin of Failure, the collar explodes as described above. If a character attempts to pick the lock on a Control Collar they are wearing, the odd angle imposes a on the duel. Alternatively, the collar may be unlocked with its key as a 2 AP Action.

The M&SU

The Miners and Steamfitters Union (the M&SU for short) is the foremost organization in the Northern Hills. At its core, the Union represents the miners who work in the region's Soulstone mines and the engineers who build and maintain the digging constructs and mechanical devices used by those miners. Over the years, the Union has grown to include lawyers who battle against the Guild in the courts, captains and sailors who move mining equipment up the river from Malifaux City, washer-women who clean entire heaps of dirty clothing at a time, and countless other non-miner personnel who nevertheless lend their talents to the Union's prosperity.

The mission of the M&SU is to improve worker conditions in Malifaux and allow its members to reap the rewards of their hard work. Guild oversight over mining concerns, transit, and trade means that there are plenty of places where the Guild is the final arbiter over people's lives, and the Union exerts pressure on these places to make sure that the concerns of its members are being met.

Despite these lofty goals, the Union is not a benevolent organization. It will protect and support its members, but if someone who isn't a member of the Union gets into trouble (or if a member doesn't pay their dues), then the Union won't help. In order to remain strong enough to push back against the tyranny of the Guild, the M&SU has been forced to become cold and pragmatic with regards to those outside its ranks. This has served to convince people who are not actually miners or steamfitters to join the Union for their own protection.

In 1906, President Ramos stepped down from his position as head of the Union and left his successor, Toni Ironsides, in his place. It quickly became clear that she was neither the genius inventor nor the masterful politician that Ramos had been; in fact, most of those who met Ironsides described her as a bit of a thug and bully. Her disdain for politics and willingness to get her hands dirty resonated with the blue-collared miners, however, and now the city is all but plastered with inspirational recruitment posters depicting her upturned face and raised arm.

The Arcanists

Unbeknownst to most residents of Malifaux, the M&SU has a secretive third branch that was already fighting for control of Malifaux when the Union was little more than a dream in Erick Ulish's mind. This group calls itself the Arcanists, and they believe that humans should be given free reign to embrace magic and revel in its power.

The Arcanists were created by Victor Ramos, the brilliant engineer who was responsible for saving countless miners' lives through his innovations. Ramos didn't just succeed at the tasks put before him: he overcame them and emerged stronger after each one. Part of his success was due to his natural genius and charm, but more than anything else, Ramos understood the importance of teamwork. Like a man building a massive machine, he slotted each person in the Union into the role best suited to their talents until, finally, he had transformed the disorganized Miner's Union into the lumbering behemoth of political power that is the Miners and Steamfitter's Union.

What Ramos hadn't told anyone was that in the process of building the M&SU, he had also woven the Arcanists into the organization's core. Using the Union as cover, the Arcanists were able to fund their more expensive research projects and endeavors, and its paperwork ensured that anyone captured by the Guild would have documented alibis that were backed by the threats of financial extortion: if the Guild pressed the Arcanists too hard, Ramos could bring the production of Soulstones in the north screeching to a halt.

The Arcanists secretly claim the largest and purest Soulstones excavated by the Union for their own purposes. Nearly a decade after the creation of the M&SU, they now possess more Soulstones than most nations back on Earth. They fund their operations (and the Union) by selling excess Soulstones on the black market, suppling both Resurrectionist and Earth nation alike with all the Soulstones they can afford to purchase... often at a much cheaper price than what the Guild claims the gems are worth. These Soulstones are often raw and uncut, a sharp contrast to the carefully cut gems peddled by the Guild, but that does nothing to impede their potency.

Many of the Arcanists' activities in Malifaux revolve around trying to sabotage the Guild and seize control of the Breach (and with it, Malifaux). After his election to the position of Union President, Ramos ensured that the goals of the Arcanists were also the goals of the Union, and in the years since, the Northern Hills and Malifaux City have become the battleground across which these two organizations have fought. For the most part, this conflict has been political, but this simmering resentment has broken out into open conflict on more than one occasion.

When Ramos stepped down from his position as head of the M&SU, he left the Arcanists under the command of his protégé, Anasalea Kaeris. Where Ramos had always wielded the Arcanists carefully, keeping them to the shadows unless absolutely necessary, Kaeris believes in more overt displays of power. The past year has seen a sharp increase in the number and ferocity of Arcanist attacks on Guild holdings.

The Foundry

Though not a true branch of the M&SU like the Miners or the Steamfitters, the subdivision known as the foundry is the perfect example of the Union looking beyond its own specialties to advance its agenda. The men and the women of the foundry toil away in hot steel mills, casting the rails needed to connect the scattered Contract Towns of the north together in an increasingly complicated and expansive web of industry.

The Foundry has ties to the Arcanists through its rail boss, Mei Feng, who trains and protects her workers with all the fierceness of a mother bear protecting her young. Mei is an accomplished spellcaster, and through her, the Arcanists are able to draw upon the heavily augmented rail workers who cast and lay the railroad lines across Malifaux. What neither the Union nor the Arcanists know, however, is that Mei Feng is secretly a Ten Thunders operative, and that the dour members of the Foundry owe their allegiance to her and her alone.

Splinter Groups

The Arcanists have an ambitious goal, albeit one that has become muddied by criminal activity and terrorism. There are other spellcasters who share the ambition and goals of the Arcanists and who can be loosely grouped under their umbrella despite having very little to do with the M&SU.

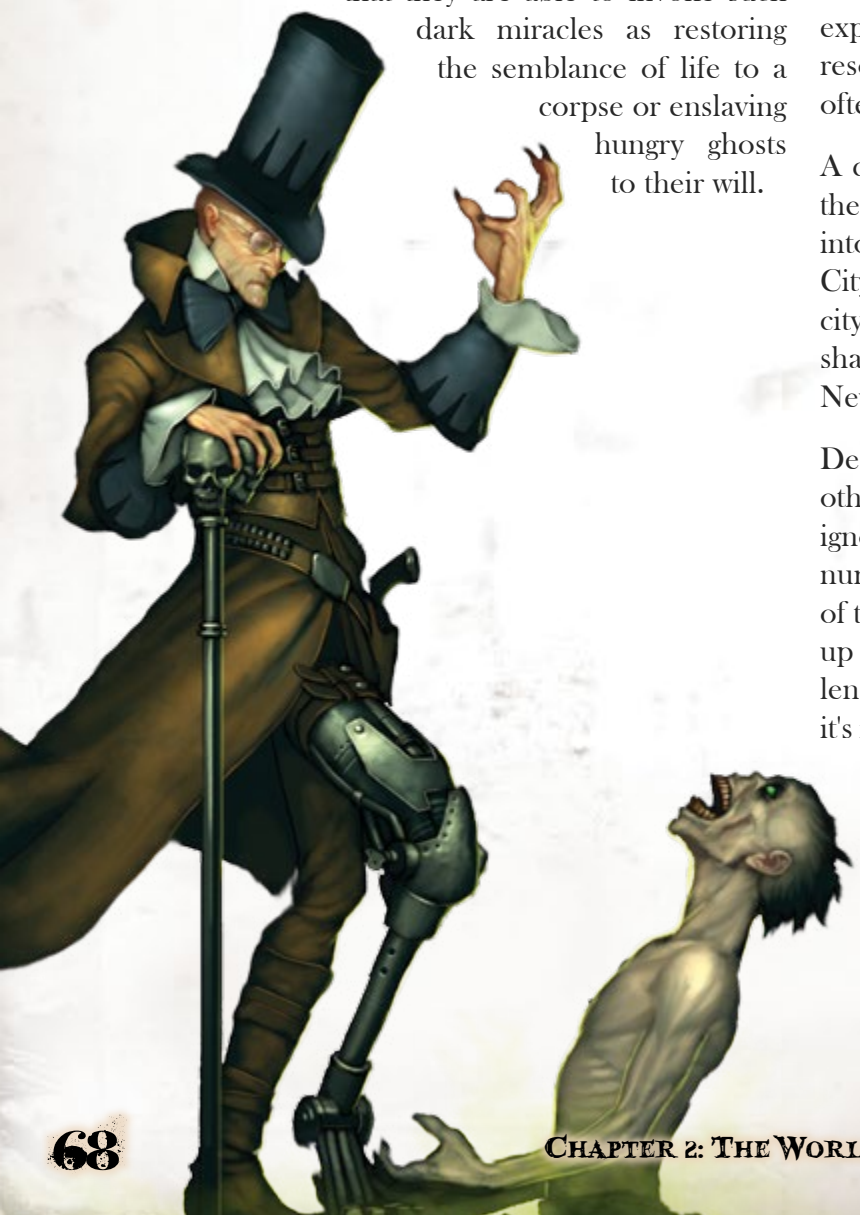
The Cult of December is probably the most noteworthy of these groups, as the exploits of the Winter Witch, Rasputina, have already shaken the world to its foundations. Her cult of cannibals resides in the frozen mountains of the north, kidnapping unfortunate travelers and miners alike.

Less well-known but more insidious in its impact is the Order of the Chimera, a group of naturalists, shapeshifters, and primalists who have delved deeply into the mysteries of Chimerancy. The foul magics of these visionaries pervert nature, allowing the Order to transform the most innocuous creatures (and people) into terrible beasts of war.

The Resurrectionists

The loose cabal of necromancers, grave robbers, and serial killers that are today known as the Resurrectionists were given that title by Governor-General Kitchener in a public aethervox speech in 1898. It was intended as an insult, an attempt to hobble the fear and mystery surrounding their dark powers by likening them to common body snatchers. The newly-minted Resurrectionists found the name amusing, however, and claimed it as their own.

Though they bear similarities to the Arcanists in that they are spellcasters who have come together to oppose the Guild (and anyone else who would stand in the way of their plans), that is about as far as the comparison goes. The Resurrectionists, often unknowingly, draw upon the foul, unnatural power of the Grave Spirit to power their dark magic, and it's through channeling that entity's corrupted essence that they are able to invoke such dark miracles as restoring the semblance of life to a corpse or enslaving hungry ghosts to their will.



Perhaps the most terrifying thing about the Resurrectionists is that nobody seems to fully understand where they come from. The lure of Necromancy is subtle, often starting as little more than a whispering voice in the back of one's mind or a glimpse of an open page in a dusty tome. If the person expresses curiosity, they find themselves encountering more and more dark secrets as the voices in their head grow louder.

As a group, the Resurrectionists are far less organized that the Arcanists. Most keep to themselves, working alone or with one or two loyal assistants. Due to the gruesome and illegal nature of their work, these necromancers are forced to ply their trade in secret. Each one develops their own particular way of harnessing the Grave Spirit's power, whether through science, magic, or some otherwordly pact. This haphazard learning process makes it difficult for a Resurrectionist to match the sheer power of an Arcanist (who has likely been tutored by more experienced spellcasters), but it also fosters creative resourcefulness as fresh corpses and privacy are often in short supply.

A combination of public hatred and the tenacity of the Death Marshals has forced many Resurrectionists into the abandoned Quarantine Zone of Malifaux City. There, these grim necromancers fortify the city's abandoned districts and populate them with shambling undead militias in order to fend off roving Neverborn (or other Resurrectionists).

Despite preferring their own company over that of other necromancers, Resurrectionists do not entirely ignore each other. Even the most solitary of their number likely knows one or two fellow practitioners of the dark arts, if only because they occasionally dig up corpses in the same graveyard. This familiarity lends itself to vaguely professional relationships, and it's not uncommon for that to lead to shared research or casual conversation. Some Resurrectionists even team up with each other to combat mutual threats, much to the dismay of the Guild, which often ends up being that mutual threat.

The Ten Thunders

The Ten Thunders are a crime syndicate that dabbles in a large variety of illicit activities, including assassination, blackmail, racketeering, burglary, gambling, kidnapping, smuggling, and drug trafficking. They are primarily based out of the Little Kingdom slum district, which is fitting for an organization that primarily draws its membership from the Three Kingdoms.

Unlike the Guild or the M&SU, which are both led by public figures, the leaders of the Ten Thunders keep their identities a secret. At the center of the organization are the Katanaka, a disgraced Japanese family which embraced its shame to create one of the most influential criminal empires in the Three Kingdoms. The Ten Thunders are an extension of that empire, the lie that Katanaka have wrapped around themselves to obscure their involvement in Malifaux from their enemies.

Baojun Katanaka is the daimyo of the Katanaka family and the Oyabun, or leader, of the Ten Thunders. His involvement in the day-to-day affairs of the crime syndicate is minimal, as his attention is focused on the bigger picture: seizing control of Malifaux. His daughter, Misaki, often handles much of the organization's more mundane aspects, but the two frequently disagree over how the Ten Thunders should approach their problems.

Beyond the Katanaka family are a core of trusted advisors and lieutenants who have willingly given their lives to the Ten Thunders. These fearsome warriors and spellcasters are typically believed to be the "true" leaders of the Ten Thunders, which suits the Katanaka family just fine.

From those who sit next to the Oyabun all the way down to the most common thug in the streets, all members of the Ten Thunders are sworn to secrecy and are expected to willingly give their lives for the organization rather than reveal its secrets. This expectation is reinforced with a great deal of internal monitoring, frequent tests of loyalty, and the brutal public execution of anyone who betrays their confidence.

The vast majority of the Ten Thunders' holdings are profitable ventures such as casinos, gambling houses, brothels, and opium dens. When combined with the protection money they charge the businesses of the Little Kingdom, this income allows the group to finance some of its more ambitious plans, such as the secret underground railroad they are slowly constructing beneath the Northern Hills.

Within the Little Kingdom, the Ten Thunders are treated with a mixture of respect and fear. The members of the organization frequently wear masks when operating in public, as it ensures that none of the district's residents are able to identify the group's members. Though the benefits of a criminal shielding her identity is obvious, this also helps the Ten Thunders in another way: the residents of the Little Kingdom never know if the person they are speaking with might be a member of the crime syndicate. Despite the almost ubiquitous presence of the Ten Thunders in the district, few of its residents will speak about the organization or its many crimes, instead blaming the victims for their "bad fortune" or "poor decisions."

The Outcasts

In between the plots and schemes of the city's various factions are countless men and women who have, for one reason or another, turned their back on a normal life in order to live a more roguish lifestyle. These scoundrels and mercenaries often eke out their meager existences as petty crooks or hired guns.

A small few of these desperate folk have managed to demonstrate talents or skills sufficient to pull themselves out of the gutter and become power players in the city's political landscape. Often, these skilled mercenaries and killers have their roots in the Guild, for the skills of a guardsmen translate surprisingly well to bounty hunting or freelance investigation.

Many others are convicts who have either finished their sentences or escaped custody and now have no way to return back to Earth. With few options other than crime or hard labor, these desperate people turn towards freelance work in an attempt to survive without drawing the Guild's attention.

The most successful Outcasts are those who have banded together with others of their kind. The best example of this is the Freikorps, who are essentially a private army for hire, but there are dozens of other successful and discreet mercenary groups with proven track records. A mostly-female group led by the two Viktoria Chambers is well known for its brutal efficiency, though they tend to only accept missions that result in a great deal of bloodshed. Less discerning are the Catalan Corps, a band of riflemen who have fought for just about everyone in Malifaux at one time or another.

No matter who they are, however, these tough men and women are each in control of their own fate, for better or worse. They've learned to survive by rubbing elbows with the worst that Malifaux and humanity has to offer, and those experiences have hardened them to the minor human terrors that frequently surprise others.

The Gremlins

Nestled up against the eastern edge of Malifaux City is the Bayou, an expansive swamp that eventually gives away to open marshes in the east and flooded wetlands to the north. Beneath these shrouded and slime-slicked branches are the ramshackle wooden shacks that are home to Malifaux's Gremlin population.

At half the size of a human being, Gremlins do not appear to be very threatening on their own. When humans first arrived in Malifaux, the Gremlins saw them as sources of learning and began copying them. This mimicry started with clothing, and they offered advice and directions to the first travelers in exchange for a spare shirt or pair of pants. This had the side effect of allowing the Gremlins to see which of their number were cunning just by whether or not they had managed to dress themselves, and as a result, clothing quickly became a symbol of prestige among their number.

When humans returned to Malifaux a century later, the previously primitive Gremlins had cobbled together a strange society based around what they remembered about humanity. Much of that society revolved around the brewing of alcohol and the domestication of the Bayou's wild pig population, which made the Gremlins a valuable resource for smugglers looking for a way around the Guild's import taxes.

In addition to mimicking the clothing and brewing of humans, the Gremlins also learned how to use humanity's firearms. Using shoddy muskets scavenged from the days of the first Breach or newer firearms stolen from settlers, some Gremlin families took to raiding the human settlements on the Bayou's outskirts. Though not a serious threat, the Gremlins were still a distraction that the Guild couldn't afford to deal with directly. Instead, they issued a bounty of two scrip per Gremlin corpse, which has turned Gremlin hunting into a popular pastime for mercenaries between jobs.

The Neverborn

The creatures that humanity has dubbed the Neverborn are the native inhabitants of Malifaux. Some are the corrupted and twisted descendants of Malifaux's original inhabitants, while others are nightmarish creatures that were created through bizarre magic or countless generations of magically-enhanced evolution. If there is one trait that ties the Neverborn together as a whole, it is that they are all, to a greater or less degree, creatures of mutable form and powerful magic.

In some species, this trait expresses itself as distinct life cycles. Silurid, for example, are fish-like creatures that are born male and eventually become female as they reach the end of their life cycle. These females can summon torrential rains to flood the lands around them, thus making it suitable terrain for laying their eggs.

Nephilim, meanwhile, are born as small, purple-skinned creatures that resemble human toddlers. If a Nephilim consumes red blood, it grows progressively larger with each meal, eventually sprouting massive wings and curling horns that cause it to resemble a biblical demon.

Other Nephilim are true shapechangers who can shift effortlessly between one or more different forms. The most obvious example of this ability comes in the form of Mimics and Dopplegangers, two similar creatures who can both effortlessly duplicate the physical appearances of those they encounter.

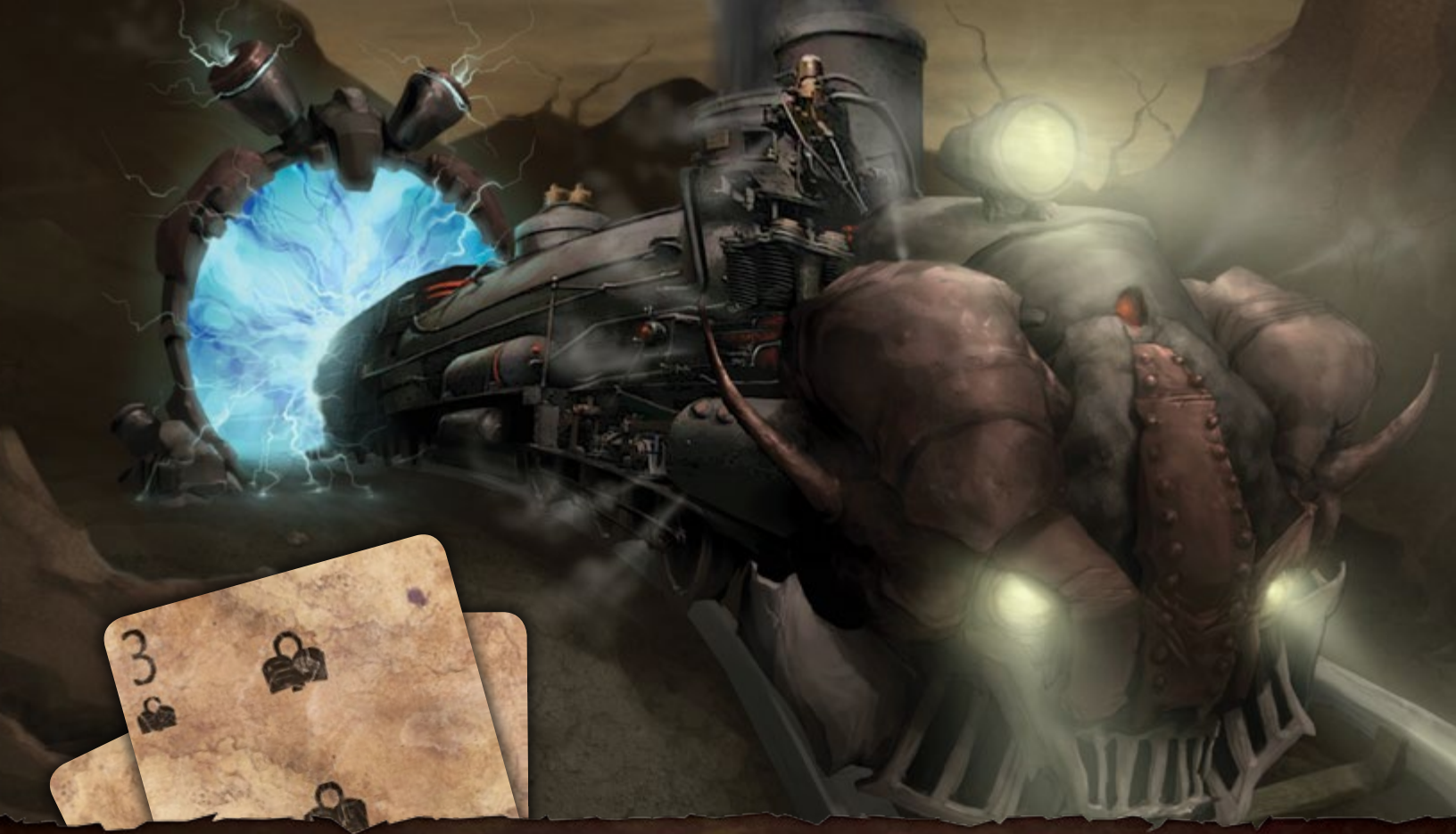
With the coming of humanity and their occupation of Malifaux City, some Neverborn have found it useful to assume human form. The Nephilim known as Lilith is one such conversion, and her slender body and long, red hair stand in sharp contrast to the more monstrous appearances of her kin.

As a group, the Neverborn are fractious and disorganized. Their numbers are split into multiple races that often shun each other, and even within a single race there are often different groups of Neverborn who have conflicting goals and ambitions. In this way, the Neverborn are not that much different from humanity.

The reappearance of Titania, the Autumn Queen who shattered the mortal forms of the Tyrants and unleashed the Grave Spirit upon the world, has sent shockwaves through whatever passes for Neverborn society. Titania sensed the presence of her ancient enemies and tried to unite her splintered people under her rule, but she found herself opposed at every turn by those who remembered her betrayal of their ancestors.

While a great many Neverborn believe that humanity is a scourge that must be cleansed from the world at any cost, there is a vocal minority who insists that humans are destined to play a significant role in the final destruction of the Tyrants. It is unclear which of these beliefs, if either, is correct, for madness runs through the Neverborn like shallow fractures in a pane of smoked glass.

A handful of Neverborn have even infiltrated human society in order to reclaim some measure of the comforts that once belonged to their ancestors. The shapeshifter currently calling itself Anton de Wils has established a very successful trading company on Earth and is currently manipulating the conflicts there to his own personal benefit, and there have been rumors of a doppleganger infiltrating the upper ranks of the Guild since its early days in Malifaux.



CHARACTER CREATION

In *Through the Breach*, each player controls their own character - called a "Fated" - on his or her personal journey through Malifaux. Fated characters are unique in that they have each caught a glimpse of their destiny (perhaps through a tarot reading, a half-remembered dream, or a magical device that predicts the future) and thus have a vague idea of what the future holds for them.

Through the Breach's character creation system uses a specialized Tarot reading to generate characters. This chapter will guide you through the steps of creating your character's mechanics as well as their history and future.

Mechanically speaking, a character (whether it is a Fated or not) is a collection of Aspects, Skills, Talents, and other attributes. These are explained in more detail later in this chapter, but as a general rule, the higher a character's rank in an Aspect or Skill, the more competent they are in that area.

The steps for creating a Fated character have several random elements that require the use of a Fate deck. If you don't have a Fate deck, you can use a regular deck of cards (four suits of thirteen cards each, plus a red joker and a black joker) by referencing the deck conversion rules on page 281.

This book uses the Cross Roads Tarot to create a Fated character. The Cross Roads Tarot is designed to create human characters who have recently arrived in Malifaux. Further expansion books contain alternative tarots designed to create characters with more specialized backgrounds.

Each step of character creation should be taken one at a time. As you go through this process, your Fated's story will begin to unfold in front of you, so these steps should not be glossed over or rushed.

Players and Fatemasters are encouraged to utilize the options here and in other *Through the Breach* books to create the character each player wants to play.

Aspects

Each character has four Physical Aspects and four Mental Aspects. Each of these typically ranges from -5 to 5, although some rare individuals may have Aspects that go lower or higher. An Aspect of 0 is considered to be the human average.

Physical Aspects

The Physical Aspects govern the character's body and natural aptitudes.

- *Might* represents raw strength and prowess.
- *Grace* entails accuracy and fluidity.
- *Speed* describes swiftness of action.
- *Resilience* is resistance to damage and disease.

Mental Aspects

The Mental Aspects encompass a character's mind and natural social gifts.

- *Charm* is likability and trustworthiness.
- *Cunning* covers shrewdness and quick thinking.
- *Intellect* is logical thought and learning.
- *Tenacity* is raw willpower and confidence.

Skills and Talents

In addition to Aspects, each character also has Skills and Talents. These represent the accumulated knowledge of the character, as well as any unique tricks they have picked up along the way.

Skills represent the training, education, and conditioning that the character has acquired over her lifetime. Skills range from 0 ranks (no skill at all) to 5 ranks (a master practitioner). Skills are added to the character's Aspects when determining how successful a character is at doing something. Skills are described in greater detail in Chapter 5.

Talents are the unique tricks and attributes that define a character. Talents are split into two groups: Pursuit Talents that are only gained through advancing in a Pursuit, and General Talents that can be taken by any character that meets their requirements.

Creating a Character

The character creation process follows these fourteen steps in order. Each player should proceed through these steps one at a time, developing their character's background and personality along the way.

Step 1: Concept

A Fated character in *Through the Breach* is more than just a collection of numbers on a piece of paper. Every character has a history and personality, and it helps to have some idea who your character is in advance - what her goals might be, what her life might have been like, and so on.

It is worth discussing your concept with the Fatemaster and other players to ensure that your character will get along with the characters of the other players. You may also wish to look ahead at this point by taking a peek at the Pursuits in Chapter 4, as they might inspire some character concepts that you might have otherwise not considered.

Since the character creation process contains many random elements, you shouldn't flesh out too much of your character at this time. Instead, focus on coming up with a general idea for your character and then allow the Cross Roads Tarot to fill in her backstory as it unfolds.

Alternatively, you could allow the process to happen completely organically. As you move through the character creation process, you can flesh out your character's life one step at a time. In this way, the eventual choice of a Pursuit is less about what you decided to play at the start and more about what your character would have chosen for herself.

After this step, you'll be flipping cards off the Fate Deck, so make sure it's handy. You should shuffle the Fate Deck seven times and then have the Fatemaster cut it to ensure that the cards are sufficiently randomized.

When your Fate Deck is shuffled and you have a general concept in mind, move on to Step 2.

Step 2: Station

Deal the top card of the Fate Deck into the center of the table. This is the Station Card; it represents the family that raised your character. Consult the Cross Roads Tarot Reference Tables on pages 82 and 83 to find the Station Card you flipped; note the listed Station on your character sheet.

Each Station is roughly described starting on page 92. These descriptions are purposefully vague in order to allow you plenty of freedom in determining what your character's family was like and how she fit in with them.

In addition, each Station is linked to a specific Skill that your character will gain at the end of the character creation process. For now, you need only to mark down your character's Station on her character sheet.

Station Jokers

The Red Joker and Black Joker cards have some slightly strange Stations associated with them: Neverborn Stolen and Bayou Born. Characters that flip these Stations grew up in Malifaux and are likely teenagers (the Second Breach opened in 1897, so it's only been open for a decade or so). Smaller portals sometimes open between Malifaux and Earth, though, so it's possible that an older character traveled through one of these portals.

If your Fatemaster is using the *Into the Bayou* or *From Nightmares* expansion books, it is suggested that characters who flip Jokers for their Stations immediately abandon the Cross Roads Tarot and instead create a human character using the Tarots included in those books. If your Fatemaster isn't using those books, just stick with the Cross Roads Tarot!

Step 3: Body

Deal a card off the top of the Fate Deck and place it to the left of the Station Card. This new card is the Body Card, which represents your character's physical form.

Each Body Card has a set of four values listed next to its entry in the Cross Roads Tarot Reference Table on pages 84 and 85. Assign each value to one of your character's Physical Aspects (Might, Grace, Speed, and Resilience) in any order you choose.

A negative Aspect in *Through the Breach* is not strictly bad. It represents a lesser capacity in that area, but everyone has a few weaknesses. A negative Aspect can be overcome with Skills, and some Talents even require a negative Aspect as a prerequisite.

Your concept should develop further here now that you have a better idea of your character's physical capabilities. Often, physicality defines much of our childhood and the paths we take. What did these Aspects mean for your character while growing up? How have they helped shape her?

Skill Triggers

If a character has 3 or more ranks in a Skill, they can choose a Trigger for that Skill, as described on page 190.

It is recommended that players wait until the very end of character creation to choose which Triggers they wish to take, but there's no harm in looking ahead at the options when the player is assigning ranks to the character's Skills; sometimes, one of the Triggers may prove inspiring enough to influence the rest of the character's development and backstory!

Step 4: Root Skills

Deal a card off the top of the Fate Deck and place it above your Station Card. This card is your Root Card, and it determines the Skills your character learned in her childhood.

Each Root Card has a set of values listed next to its entry in the Cross Roads Tarot Reference Table on pages 86 and 87. The values provided by this card can be assigned to any of the Skills presented in this book (see Chapter 5). These Skills should reflect your character's upbringing: what did she learn? Why did she learn it, and who taught it to her? How were her parents and family involved?

Take time to think about what your character learned while growing up and consider how this knowledge modifies your concept. Did she learn a broad smattering of skills, or did she receive intense training in a few narrow fields?

Step 5: Mind

Deal a card off the top of the Fate Deck and place it to the right of your Station Card. This is the Mind Card, and it represents your character's mental abilities.

Each Mind Card has a set of four values listed next to its entry in the Cross Roads Tarot Reference Table on pages 88 and 89. Assign each value to one of your character's Mental Aspects (Intellect, Charm, Cunning, and Tenacity) in any order you choose.

As your character reached adolescence and adulthood, her mind started to play a more critical role in her daily activities and how she interacted with the world. How your character approaches her problems is often determined by her Mental Aspects.

Think about your concept again. Which Aspects are most appropriate for your character? Does she have a strong will? Is she crafty? Consider these things when assigning her values.

Step 6: Endeavor Skills

Deal a card off the top of the Fate Deck and place it below your Station Card. This is your Endeavor Card, and it determines what Skills your character learned as an adult. Unlike her Root Skills, these are the Skills that the character deliberately chose to learn, rather than those that her parents or caregivers decided she should learn.

Each Endeavor Card has a set of values listed next to its entry in the Cross Roads Tarot Reference Table on pages 90 and 91. The values provided by this card can be assigned to any of the Skills presented in this book (see Chapter 5) that the character does not already possess.

It's important to tie these Skills to your concept – what do you imagine your character is good at? What skills did she think were going to be important enough to learn? You have more freedom here than with your Root Skills, so make sure that your character will be capable of doing the things she wants to do during the game.

Through the Breach favors characters with a variety of skills, so don't worry about making the "best" choices now. You'll have many opportunities to gain new skills later.

Step 7: Station Skills

Look back at the Station you generated for your character and the Skill with which it is associated. If your character has no ranks in the associated Skill, she gains 1 rank in it. If she already has one or more ranks in this Skill, she instead gains 1 rank in another Skill of her choice that she does not already possess.

Step 8: Modify

In this step, you can adjust your character to better fit your developing concept. You have 2 points you can use in this step to help your character be what she needs to be. Each point can be spent in one of two ways:

- Increase one of your Aspects by +1. You cannot increase an Aspect above 3 in this way.
- Gain 2 ranks in a Skill you do not already possess.

Whichever option you choose, make sure that it ties into your character's backstory and growing narrative. As with your Skills, don't worry about what the "best" option might be; just choose whatever seems to make sense for your character at the moment.

Languages

At this point, you should take a moment to decide what languages your character speaks. Every character is assumed to have at least a passing understanding of English - the Guild is very hesitant to let people who cannot converse with its guards and agents into Malifaux - as well as one native language spoken in the character's homeland (if any).

For instance, if you decide that your character is French, then she is fluent in both English and French. If you want her to be Russian, then she speaks both English and Russian.

Every rank a character possesses in the Literacy Skill allows her to master one additional language. These languages must originate from Earth; while the Neverborn speak their own tongue, it takes a great deal of time and opportunity to learn it, which makes it inaccessible for a new character.

Step 9: Divining Fate

Now that your character's Aspects and Skills have been determined, it's time to read her Destiny. Each card in the Cross Roads Tarot has a corresponding phrase, and those phrases combine to create the character's Destiny. Reading the character's Destiny is a matter of reading the phrase associated with each Tarot Card.

Start with the Endeavor Card and work your way backwards, moving on to the Mind, Root, and Body Cards. The Station Card is always the final card of your character's Destiny.

Once you know your character's Destiny, the Fatemaster can weave it into the campaign. Your Fated character knows where she came from, and now, she knows where she is going... and she will eventually have to choose between following her destiny or defying it in the name of free will.

A character's Destiny is very important to both the character and the campaign, and you should take a moment to mull over the possibilities of each line.

If you have any ideas as to what your character's Destiny might be, feel free to mention them to the Fatemaster. She might have her own ideas as to what your Destiny means, but it never hurts to start the discussion early. If nothing else, your suggestions will let her know what sort of storyline you would be interested to see play out for your character, and it might get her thinking about your character's Destiny in a new way.

Similarly, it might be worth sharing your character's Destiny with your fellow players to see if they have any ideas. It might even come to pass that your character shares a Destiny Step with another player; is this mere coincidence, or are the two characters linked in some way?

Step 10: Pursuit

Each Fated character has a Pursuit. A character's Pursuit is a reflection of how she views the world and how she reacts to it. A Pursuit can be seen as the way your character tries to solve problems – a fighting Pursuit may try to solve things through physical conflict, while a Social Pursuit may try to approach things from a more diplomatic angle. In gameplay, Pursuits have some impact on certain types of Challenges, and at the end of a session they inform certain parts of character advancement.

At the beginning of each game session, you'll be allowed to change your Fated's Pursuit, so don't worry too much about what's coming down the road. Focus on the here and now, read the descriptions of each Pursuit, and figure out what makes the most sense for your character right now.

The list of Basic Pursuits can be found below. When you choose your character's first Pursuit, you'll gain that Pursuit's Starting bonus. You are encouraged to choose a Pursuit from this book, but with your Fatemaster's permission you may choose a Pursuit from one of the other *Through the Breach* expansion books instead.

Basic Pursuits At a Glance

Academic

Academics are learned individuals who know a great deal about many things.

Criminal

Criminals are experts at getting what they want, sometimes even legally!

Dabbler

Dabblers are spellcasters that have harnessed the destructive power of Sorcery.

Drudge

Drudges are tireless laborers who are capable of enduring a great deal of punishment.

Graverobber

Graverobbers are spellcasters that have plunged into the study of foul Necromancy.

Guard

Guards are tough and resilient defensive combatants that protect their allies.

Gunfighter

Gunfighters are the feared and undisputed masters of the pistol.

Mercenary

Mercenaries are hired guns that know the true value of money.

Overseer

Overseers are the foremen or shop owners that know how to manage multiple workers.

Performer

Performers are talented at the arts of showmanship and misdirection.

Pioneer

Pioneers are hardy adventurers who can survive and prosper in any environment.

Scrapper

Scrappers are melee combatants who charge fearlessly into the middle of combat.

Tinkerer

Tinkerers are spellcasters with a focus on creating and animating Constructs.

Wastrel

Wastrels are gamblers whose are capable of gambling with their own fates.

Step 11: Derived Aspects

You can now calculate your character's Derived Aspects from a combination of her Aspects and Skills. The Derived Aspects are: Defense, Willpower, Wounds, Walk, Charge, Height, and Characteristics. Remember that in *Through the Breach*, these stats don't increase very often!

- *Defense* is equal to 2 + the character's Evade Skill or Speed Aspect, whichever is higher. If the character has no ranks in the Evade Skill, it is considered to be a 0 (and thus, the lowest the character's Defense can be is 2).
- *Willpower* is equal to 2 + the character's Centering Skill or Tenacity Aspect, whichever is higher. If the character has no ranks in the Centering Skill, it is considered to be a 0 (and thus, the lowest the character's Willpower can be is 2).
- *Initiative* is equal to the character's Speed Aspect plus her ranks in the Notice Skill. This value is added to the character's Initiative flip in Dramatic Time to determine how quickly she is able to act during combat.
- *Wounds* is equal to 4 + the character's Toughness skill. If the character has a positive Resilience Aspect, she may add half of that (rounded up) to her Wounds.
- *Walk* is equal to 4 + half the character's Speed Aspect (rounded in favor of the character).
- *Charge* is equal to 4 + the character's Speed Aspect. If this generated a value below the character's Walk Aspect, the character's Charge is instead equal to her Walk Aspect.
- *Height* is 2 for adult human characters.
- *Characteristics* define the type of creature a character is. Fated characters created with the Cross Roads Tarot have the Living and Fated Characteristics.

Step 12: Talent

Skills represent a linear progression of knowledge, but Talents are certain knacks that your character might have developed along the way. They go beyond basic skills and can have significant effects on a character's life.

Talents aren't always about being the best at something; many Talents represent ways that characters have overcome their shortcomings. They reflect new ways the character has learned deal with certain situations.

Your character gains one General Talent. It is recommended that characters choose a Talent from this book (Chapter 6), but the Fatemaster is free to allow General Talents from other *Through the Breach* expansion books as well.

Step 13: Equipment

Your character starts the game with 10 Guild Scrip ("scrip" or "§" for short), and she can use this money to purchase equipment from Chapter 7 or from other *Through the Breach* expansion books. If your character purchases a ranged weapon, she also gains enough ammunition for five full reloads or ten rounds, whichever is greater.

Your character may also receive some starting equipment based on her chosen Pursuit, as described by its Starting bonus. If your character's Starting bonus includes a Grimoire, you must select a Magical Theory (pg. 251) as well as the Magia and Immuto included in the Grimoire (see pg. 260).

In addition to this, your character has a few things that are not listed, such as a place to live, some food, and a few changes of clothing. What your character's equipment and clothing looks like is up to you.

Derived Aspects and Skill Suits

If the character uses a Skill (such as Evade or Centering) to derive an Aspect, then the Derived Aspect also includes any suit associated with the Skill as this suit is part of the Skill's value.

However, other benefits that do not directly affect the value of the skill (such as a + to the Evade Skill, for instance) are not applied when using the Derived Aspect.

Step 14: Twist Deck

Your character has a Twist Deck, which is an individual deck of cards that she will use to change the whims of Fate. Each Fated character has their own Twist Deck; it is the representation of what it means to be Fated, one of the few people in the world able to bend their own destiny.

A Twist Deck is made up of 13 cards of various suits. Each of the four suits of Malifaux must be represented: Rams, Crows, Tomes, and Masks.

Rams (🐏): The suit of Rams represents order. It is a suit of active force and sustained effort, which makes it the suit that has come to represent the Guild: they forced their way into Malifaux, imposed their own laws and will upon the land, and began tearing up the world to get what they wanted (namely, Soulstones).

Crows (🐦‍⬛): The suit of Crows represents entropy. It is a suit of decay and corruption, and it has become emblematic of the Resurrectionists: they pick through crypts and graveyards for corpses, which they reanimate into shuffling horrors and terrible monsters.

Tomes (📖): The suit of Tomes represents learning, understanding, and knowledge. It is the suit of education and the discovery of knowledge, and it has come to represent the Arcanists: they constantly push the boundaries of human understanding in an attempt to learn all they can about magic and the new world around them.

Masks (🎭): The suit of Masks represents deception, trickery, and madness. It is the suit of secrets and beguilement, and it has come to represent the Neverborn: they are creatures of deceit, often capable of changing their physical forms to blend in with human society, and many of their abilities and powers are mysterious and unknowable.

Choose one of the suits to be your Defining Suit, one to be your Ascendant Suit, another to be your Center Suit, and a final to be your Descendant Suit. Each choice will add certain cards of that suit to your Twist Deck, as shown below:

Defining Suit	Ascendant Suit
1, 5, 9, 13	4, 8, 12
Center Suit	**Descendant Suit**
3, 7, 11	2, 6, 10

Generally speaking, Twist Decks don't change as a character advances, so it pays to give this step a bit of thought! If you plan for your character to be a spellcaster, it's worth looking at the Magia in Chapter 8 to see which Magia require which suits. If you want your character to excel at Sorcery, for example, it's worth making Tomes your character's Defining or Ascendant Suit in order to make it more likely that she'll be able to cast powerful spells of that type.

This is the final step in creating your Fated, so let the Fatemaster see your character for approval. Although it is your character, it is important that everyone is able to fit into the narrative. The story is what makes roleplaying games a fun and interesting experience, and everyone should be on the same page for making this happen.

Once you've gotten approval, make sure your character sheet is filled out and that you understand your character's concept and backstory.

It can be helpful to write up a short background, a sort of autobiography, for your character. Often, doing this in your character's voice helps, as it can aid you in understanding how your character talks and acts in the world.

From here, you're ready to start playing the game!

Example Character

Aaron wants to make a character for an upcoming *Through the Breach* game that Lindsey is running.

Aaron begins with a simple concept (Step 1): He wants his character to be a miner for the M&SU, so he keeps that in mind as he starts the character creation process.

With that concept, Aaron flips a 4🕮 for his Station (Step 2). Looking at the Tarot Reference Table, he sees that this means his character's parents were Accountants! This isn't quite the background he had expected, and already he suspects that his character may have turned their back on the family business. He makes a note that the Station Skill for the Accountant Station is Mathematics; this will come in handy later.

Aaron then flips a 6🗡 for his Body (Step 3). This gives him -2/0/+1/+1 to assign to his Physical Aspects. He decides that his character's Grace is his worst (he's a bit clumsy and awkward) and makes it -2. Despite this, his character is strong and tough, so Aaron puts his two +1s into Might and Resilience. That leaves the 0 for his Speed.

Already Aaron is starting to get a feel for his character. He decides to name him Brett Pembleton, as it feels like the sort of name that would fit an accountant.

Aaron then moves on to Root Skills (Step 4) and flips a 10🌹, which gives him a 2, 2, 2, 2, 1 for Skills. He decides that Brett's parents probably sent him off to boarding school, so he gives Brett 2 ranks in both History and Literacy. Aaron considers giving him ranks in Mathematics, but then he remembers that it's Brett's Station Skill and that he'll be getting a rank of Mathematics from that later. Instead, he goes with 2 ranks of Intimidate and Pugilism (Brett was a bit of a bully) and 1 rank in Athletics (Brett also played some sports, and on a whim, Aaron decides that Brett played Rugby and is British).

Next is Mind (Step 5), and Aaron flips a 10🐈‍⬛. This gives him -1/-1/-1/+2 for his Mental Aspects, and after some thought, he puts the +2 in Tenacity, leaving the others at -1. Brett's not the sharpest knife in the drawer, but once he sets his mind on something, he sticks to it.

At Endeavor Skills (Step 6), Aaron gets a 6🐈‍⬛, providing him with 3, 2, 1, 1, 1, 1 for Skills. He hasn't forgotten that he wants Brett to be a Union miner, so he gives him 3 ranks in Toughness, 2 ranks in Carouse, and 1 rank in Centering (Brett works long hours and usually treats himself to a few drinks afterwards). Aaron takes a moment to look over the rest of the Skills and decides to give Brett 1 rank in Heavy Melee (he's been swinging that pick axe around for awhile), 1 rank in Notice (he keeps an eye open for Soulstones in the mine), and 1 rank in Explosives (he sometimes helps his employers blast open new tunnels).

Next up is Station Skills (Step 7)! Brett's Station is Accountant, so he gains 1 rank in the Mathematics Skill to represent his parents making sure that he knew at least something about numbers.

For Modify (Step 8), Aaron decides to raise Brett's Cunning from -1 to 1, which makes him a bit more savvy and a bit less gullible.

Aaron is now ready for Divining Fate (Step 9). Starting with the Endeavor Card and working backwards, he writes each corresponding phrase in the appropriate place on his character sheet.

At Pursuit (Step 10), Aaron reads over the brief descriptions of the Basic Pursuits and decides that the Drudge Pursuit (pg. 112) is the right one for Brett. This gives Brett the Drudge's Starting bonus: a pneumatic limb!

Step 10 is a calculation of Brett's Derived Aspects. Aaron does some quick math and determines that Brett has Defense 2, Willpower 4, Initiative 1, Wounds 7, Walk 4, Charge 4, Height 2, and the Fated and Living Characteristics.

For Talent (Step 11), Aaron notices that the Armor given to Brett by his pneumatic limb will lower his Defense, so he chooses the Armor Training Talent (pg. 215) to let him ignore this penalty.

At Equipment (Step 12), Aaron notices that there's no mining pick weapon, so he uses 6 of Brett's 10 Scrip to buy a Rail Hammer, which he just calls a Mining Pick for flavor. Finally, at Step 13, Aaron chooses Rams as Brett's Defining Suit, Crows as Ascendant, Masks as Center, and Tomes as Descendant.

Station Card

Card	Talent	Station Skill	Station Fate
Red Joker	Neverborn Stolen	Counter-Spelling	and you will die.
A	Convict	Shotgun	and you will hear the whispers beyond.
2	Cook	Culinary	and you will forget yourself.
3	Laborer	Athletics	and you will kiss the crown.
4	Servant	Stealth	and you cleave the sky in vain.
5	Shopkeep	Barter	and your heart will stop on the thirteenth chime.
6	Blacksmith	Blacksmithing	and she will turn from you, forever.
7	Reporter	Scrutiny	and the arches will crumble.
8	Trapper	Track	and he will be paid his price.
9	Barrister	Bureaucracy	and you take the last step.
10	Enforcer	Intimidate	and it dreams of you.
11	Administrator	Leadership	and she is part gore and part kin.
12	Academic	Literacy	and the motion stutters and shudders.
13	Ortega	Pistol	and he will watch you drink the venom.
A	Miner	Explosives	and you cannot remove the red.
2	Archeologist	History	and it will herald the sinister revolution.
3	Magewright	Enchanting	and she will mourn you all of her days.
4	Accountant	Mathematics	and the torch will sputter into darkness.
5	Bookbinder	Printing	and it will be the feast of ages.
6	Manufacturing	Pneumatic	and you will thrice damn him.
7	Caretaker	Notice	and it cackles from the locket.
8	Alchemist	Alchemistry	and she bears the fruit of your absolution.
9	Performer	Acrobatics	and only your brothers will stand at your side.
10	Constable	Melee	and he is to you as the hermit is to the forest.
11	Engineer	Engineering	and you will drive the chariot of winter.
12	Mad Scientist	Artefacting	and it is the Emperor who will bring the gift.
13	Arcanist	Sorcery	and she will kiss the hanged man's lips.

Station Card

Card	Talent	Station Skill	Station Fate
A✗	Undead	Centering	and you will call upon the crow.
2✗	Orphan	Evade	and the end will come to all.
3✗	Dabbler	Prestidigitation	and you will be maimed.
4✗	Soldier	Heavy Guns	and the mage's knee bends before your river.
5✗	Hermit	Wilderness	and the noose will snap like thunder.
6✗	Mortuary Staff	Stitching	and with a whisper you will sunder the walls.
7✗	Outlaw	Toughness	and the penny paid is thrice earned.
8✗	Mercenary	Athletics	and you will burn the oldest page.
9✗	Veterinary	Husbandry	and the crime that you hide will destroy you.
10✗	Assassin	Long Arms	and you are a breeze unto the leaves.
11✗	Artist	Art	and you will let your blood run cold.
12✗	Medical	Doctor	and you seek the sound of your last breath.
13✗	Graverobber	Necromancy	and you stumble upon the line of life and death.
A🐈	Hustler	Forgery	and obliteration's touch will be gentle.
2🐈	Harlot	Bewitch	and so the circle will be completed.
3🐈	Busker	Music	and you will risk everything to roll the dice.
4🐈	Settler	Homesteading	and you will splinter the white door.
5🐈	Thief	Pick Pocket	and you will fall.
6🐈	Sailor	Stitching	and the joy of madness will claim you.
7🐈	Hawker	Barter	and you will unshackle the prisoner.
8🐈	Cartographer	Wilderness	and the willful earns his due.
9🐈	Burglar	Lockpicking	and you will deal with the devil.
10🐈	Infiltrator	Deceive	and you will murder the deserving.
11🐈	Sharp	Gambling	and it shoulders aside the guardian.
12🐈	Politician	Convince	and the eyes in the darkness change you.
13🐈	Ten Thunders	Martial Arts	and the Empress will know the traitor.
Black Joker	Bayou Born	Carouse	and you will be unmade.

Body Card

Card	Physical Aspects	Body Fate
Red Joker	-1/-1/-1/+3	Then, in the middle of none, there was one
A	-3/-1/+1/+3	At last you give yourself up to the pyres
2	-2/-2/+2/+2	You turn the wheel and move the stone
3	-2/-1/+1/+2	Hence, the dried lands are watered with the blood of sinners
4	-2/0/0/+2	The ravens will bless your children
5	-2/0/+1/+1	At last, you will sacrifice her on the altars of desperation
6	-2/-1/0/+2	You will hold the myth of life in your hands
7	-1/-1/-1/+3	He tightens the strings and tugs at the rivets
8	-2/-1/+1/+2	The games you play are more deadly than she wishes
9	-2/0/0/+2	The other place beckons with the voice of oblivion
10	-1/-1/-1/+2	You will watch as they fall one by one to the ground
11	0/0/0/0	The shards you pass through leave a bloody trail
12	-1/0/0/+1	The light fades as the final feast begins
13	-1/0/0/+1	The circle will bind as well as the grave
A	-3/0/0/+3	The grave spirit will call to you on a spring song
2	-3/-1/+2/+2	The end will find him in the garden
3	-2/-2/+2/+2	The pale-faced innocent will drown in bile
4	-2/-1/+1/+2	You will shatter the hourglass
5	-1/-1/0/+2	You will step through the looking glass
6	-3/0/+1/+2	The dogs in the vineyard bellow for you to hunt
7	-1/-1/+1/+1	Only the penitent shall tread the winding path
8	-1/0/0/+1	The empty mind will know the lie from the judgment
9	-1/-1/0/+2	The reflection in the water shows the truth
10	-1/-1/+1/+1	The end's a miracle that you dare to dream
11	-1/0/0/+1	She will search for the lion of the valley
12	-3/0/0/+3	Lunatics fear where you will stalk
13	-2/0/0/+2	Worlds of marble turn flesh again

Body Card

Card	Physical Aspects	Body Fate
A✗	-3/0/0/+3	Denying the battle will win the war
2✗	-3/0/+1/+2	The mask donned for peace will blind you to bloodshed
3✗	-2/-1/+1/+2	The song will end beyond the thrice knocked wall
4✗	-2/-1/0/+2	The chime of your blunder will ring through the village
5✗	-2/0/0/+2	Only in death will the pilgrim be free
6✗	-2/0/+1/+1	The sands of waters will make you clean
7✗	-1/-1/0/+2	Poison will be the cure
8✗	-2/-1/0/+2	The blind woman must lead the seeker
9✗	-1/-1/+1/+1	The blood-stained cheeks will weave the grasses
10✗	-1/-1/0/+2	Frozen hearths crawl along the stone
11✗	-1/0/0/+1	The leaves will whisper your name
12✗	-1/0/0/+1	All of the screams will lead you home
13✗	-2/+1/+1/+1	The mute man must cry out for the wolf
A🐏	-3/-1/+1/+3	Spirits run sour in your veins
2🐏	-2/-2/+2/+2	She drinks only blood
3🐏	-2/-1/+1/+2	Love knows not the heart but the bosom
4🐏	-2/0/0/+2	Sinister and black beneath the rain
5🐏	-3/0/+1/+2	The red woman will light the path
6🐏	-2/-1/0/+2	The reflection in the water shows the truth
7🐏	-1/-1/-1/+3	An abyss opens beneath your cradle
8🐏	-1/-1/0/+2	They sing for laughter, tears, and tomorrow
9🐏	-1/-1/0/+2	The deaf man must hear the owl's warning
10🐏	-1/-1/-1/+2	Burlap and steel are bound in darkness
11🐏	0/0/0/0	The grave did not hold her
12🐏	-1/0/0/+1	The halo slips around your throat like a noose
13🐏	-2/0/+1/+1	The sisters will show the way
Black Joker	-2/-2/-2/+4	You will carry the seed of a thousand-fold damnations

Root Card

Card	Skills	Root Fate
Red Joker	3,3,3	and upon wings of fear you will approach the tower.
A	3,3,2,1	but the people in the windows will greet you with terror.
2	3,3,1,1,1	for the gloom will deny that it knows you.
3	3,3,1,1,1	but fear the shadow cast by no man.
4	3,2,2,1	and the sullen stars align for you.
5	3,2,2,1	but welcome the song of frozen winter.
6	3,2,1,1,1,1	but the gathering will mock your gift.
7	3,2,1,1,1,1	for the coldest court will bow to their king.
8	3,1,1,1,1,1,1	and the moon shines upon the forgotten forest.
9	3,1,1,1,1,1,1	and you will come to fear the red letter.
10	2,2,2,2,1	and you will drown in the sorrow of yesterday.
11	2,2,2,2,1	and there will be naught but ashes upon your tongue.
12	2,2,2,1,1,1	for you know that a long life is a hundred curses.
13	2,2,2,1,1,1	and she knows.
A	3,3,2,1	but your misfortune will not be your own.
2	3,2,2,2,1	as the witless man fears the child.
3	3,2,2,2,1	for the hunter shall lay down to sleep upon the lilies.
4	3,3,2,1,1	and the forgotten shall be recalled.
5	3,3,2,1,1	but his smile shall never fade.
6	3,2,2,1	as the jester dances where he will.
7	3,2,2,1	for your secrets are not yours alone.
8	3,2,1,1,1,1	and the page turned is empty of promises.
9	3,2,1,1,1,1	but heed the cripple who speaks for the coin.
10	3,1,1,1,1,1,1	as the dead rise by your fist.
11	3,1,1,1,1,1,1	for you will be reborn in soot and flames.
12	2,2,2,1,1,1	but you know this has all happened before.
13	2,2,2,1,1,1	and the lost will drag you into the depths.

Root Card

Card	Skills	Root Fate
A✗	3,3,2,1	for you must dredge the waters until the just give up their dead.
2✗	3,3,1,1,1	and the wolf will howl at the door.
3✗	3,3,1,1,1	but everything rots away in the end.
4✗	3,2,2,1	and you will leave her hanging.
5✗	3,2,2,1	but there is no mercy in her heart.
6✗	3,2,1,1,1,1	and time waits for no man but you.
7✗	3,2,1,1,1,1	but love was left behind.
8✗	3,1,1,1,1,1,1	and you will read the horror in the clouds below.
9✗	3,1,1,1,1,1,1	for not all treasures glimmer in the light.
10✗	2,2,2,2,1	and the reaper walks the path alongside you.
11✗	2,2,2,2,1	but the witch grows weary of your follies.
12✗	2,2,2,1,1,1	and wonders will surround your waking echoes.
13✗	2,2,2,1,1,1	for the stars illuminate your path.
A🐈	3,3,2,1	and you will be repaid thrice for the sins you have sold.
2🐈	3,2,1,1,1	but there are dragons here.
3🐈	3,2,1,1,1	and the living shall wither from your grasp.
4🐈	3,2,2,1	for new enemies are made from old allies.
5🐈	3,2,2,1	and you will pan the gutter's glitter.
6🐈	3,2,1,1,1,1	and you will upset the delicate balance of lies.
7🐈	3,2,1,1,1,1	and your steed will take you into the jousts of war.
8🐈	3,1,1,1,1,1,1	for the silence brings inspiration at the door.
9🐈	3,1,1,1,1,1,1	and you will find the other lands on the day she dies.
10🐈	2,2,2,2,1	and you will leave your mark in many woes.
11🐈	2,2,2,2,1	and you will remember the mirror and shatter the stream.
12🐈	2,2,2,1,1,1	and the witches will wait for you at the crossroads.
13🐈	2,2,2,1,1,1	but you are safe beneath the ice.
Black Joker	2,2,2,2,2,2	and your blood will run black.

Mind Card

Card	Mental Aspects	Mind Fate
Red Joker	-1/-1/-1/+3	your deeds will be undone before the thirteenth step
A	-3/-1/+1/+3	you will make dust of the ram's horns
2	-2/-2/+2/+2	you will be bold when it is needed most
3	-2/-1/+1/+2	your journey will never begin
4	-2/0/0/+2	you will wait when you should act
5	-2/0/+1/+1	the ground will rise to offer you upward
6	-2/-1/0/+2	you will be the uninvited
7	-1/-1/-1/+3	you will find the answer you cannot speak
8	-2/-1/+1/+2	the melody will be lost within the gutters
9	-2/0/0/+2	your shame will be as beaten as the hooves
10	-1/-1/-1/+2	the cauldron-spawn will crawl to your birth
11	0/0/0/0	you will be the grape that sours the wine
12	-1/0/0/+1	you will return with the balm for all ills
13	-1/0/0/+1	you will invite him in
A	-3/0/0/+3	the wondering hour will settle upon your hearth
2	-3/-1/+2/+2	she will sit alone amongst your misery
3	-2/-2/+2/+2	you will refuse the call
4	-2/-1/+1/+2	an exception will corrupt the rule
5	-1/-1/0/+2	your dance will draw the sleeping eye
6	-3/0/+1/+2	the mud flows like a river into the sky
7	-1/-1/+1/+1	you will bathe in the waters of rage
8	-1/0/0/+1	she must lurk within your joyless paradise
9	-1/-1/0/+2	the gloom will know you as a brother
10	-1/-1/+1/+1	your eyes will be open unto the abyss
11	-1/0/0/+1	you will fall from grace
12	-3/0/0/+3	he will trust your falsehoods
13	-2/0/0/+2	she strikes with daggers battered from your shield

Mind Card

Card	Mental Aspects	Mind Fate
A✗	-3/0/0/+3	you will not be deceived by the ghosts of the tower
2✗	-3/0/+1/+2	the sleeper dreams of your tomorrow
3✗	-2/-1/+1/+2	you will be reborn of flesh and redemption
4✗	-2/-1/0/+2	you will refuse to open the tome
5✗	-2/0/0/+2	you will not heed the mentor
6✗	-2/0/+1/+1	an open door will let him into the red chapel
7✗	-1/-1/0/+2	your relic will rush and gleam
8✗	-2/-1/0/+2	the sting of a single wasp will light the agony
9✗	-1/-1/+1/+1	she will sicken to the blessed touch
10✗	-1/-1/0/+2	an anvil of the horde will ring with war
11✗	-1/0/0/+1	your chime of warning will be drowned in voices
12✗	-1/0/0/+1	you will run from the melancholy light
13✗	-2/+1/+1/+1	you will shatter the stone
A🐱	-3/-1/+1/+3	you will lead the children through the valley
2🐱	-2/-2/+2/+2	he will shade your tired eyes
3🐱	-2/-1/+1/+2	she is unknown to your memories
4🐱	-2/0/0/+2	the dusk of a new sun will light your steps into the cave
5🐱	-3/0/+1/+2	the peer of a thousand faces will weep
6🐱	-2/-1/0/+2	you will be asked three times and deny each
7🐱	-1/-1/-1/+3	you will take up the sword of your father
8🐱	-1/-1/0/+2	you will refuse deserved love
9🐱	-1/0/0/+2	he will abandon you at the moment of tragedy
10🐱	-1/-1/-1/+2	an empty grave will fill with melody
11🐱	0/0/0/0	your ruination will hound your desperate exodus
12🐱	-1/0/0/+1	the last man will speak the lies of your glory
13🐱	-2/0/+1/+1	you will take an eye for the eye was taken
Black Joker	-2/-2/-2/+4	your every breath will be as your last

Endeavor Card

Card	Skills	Endeavor Fate
Red Joker	3,3,3	Once you witness your golden sunset
A	3,3,2,1	Should you choose to leave the coins behind
2	3,3,1,1,1	If you ignore the rope in the trees
3	3,3,1,1,1	When the seven gifts are opened
4	3,2,2,1	After the quiet of a thousand nights falls upon your ears
5	3,2,2,1	As upon your back you carry the brightest star into the shadows
6	3,2,1,1,1,1	Once you rise from the ashes
7	3,2,1,1,1,1	When your shadow is cast upon the wall
8	3,1,1,1,1,1,1	After the echoes of your laughter die
9	3,1,1,1,1,1,1	If you take oblivion's hand despite the warning
10	2,2,2,2,1	If you run when you should walk
11	2,2,2,2,1	As you walk backwards through the knife
12	2,2,2,1,1,1	If you choose to see no evil in the chiming of the hour
13	2,2,2,1,1,1	When you sup upon your pride and dance with cadavers
A	3,3,2,1	When the gears turn upon the story best forgotten
2	3,2,2,2,1	If you find the patience to spin silver thread into gold
3	3,2,2,2,1	If you refuse the hero's call
4	3,3,2,1,1	After the branch snaps beneath your sorrow
5	3,3,2,1,1	When you wake from the dream of ancestors
6	3,2,2,1	As your hands of flesh touch feet of steel
7	3,2,2,1	When you've traded away your beloved
8	3,2,1,1,1,1	Once your strangers travel in three
9	3,2,1,1,1,1	When you open the dead man's eyes
10	3,1,1,1,1,1,1	After you have seen the forever
11	3,1,1,1,1,1,1	Once you cross the bloody threshold
12	2,2,2,1,1,1	If justice finds you guilty of the only crime
13	2,2,2,1,1,1	As you walk the lonely road

Endeavor Card

Card	Skills	Endeavor Fate
A✗	3,3,2,1	Once the first has been last and the last has been first
2✗	3,3,1,1,1	When you accept your fates on the river
3✗	3,3,1,1,1	If you open the gate of wonder in the wall of lies
4✗	3,2,2,1	If you are unmourned by the father
5✗	3,2,2,1	After what is dead has died
6✗	3,2,1,1,1,1	Once your stains have been bound within
7✗	3,2,1,1,1,1	If you open the box best left closed
8✗	3,1,1,1,1,1,1	When at last you look upon your beating heart
9✗	3,1,1,1,1,1,1	As the hunter watches you swallow the maggots
10✗	2,2,2,2,1	If you allow the hands to pull you down
11✗	2,2,2,2,1	After you bleed the coal from the bones
12✗	2,2,2,1,1,1	As you strain to see through the high noon veil
13✗	2,2,2,1,1,1	When your death rattles at the door
A🐈	3,3,2,1	As the crimson writhes upon the belly of the fallen
2🐈	3,2,1,1,1	If the autumn bridge shakes beneath your step
3🐈	3,2,1,1,1	Should your power drown in the waters of deceit
4🐈	3,2,2,1	Once the nemesis has become the mother
5🐈	3,2,2,1	As the watcher awaits your cry of vengeance
6🐈	3,2,1,1,1,1	When you are a stranger to yourself
7🐈	3,2,1,1,1,1	After the reaper has come for innocence
8🐈	3,1,1,1,1,1,1	Once your vendetta is nigh upon the mountains
9🐈	3,1,1,1,1,1,1	When you choose between the quill or the blade
10🐈	2,2,2,2,1	After you don the crimson silks
11🐈	2,2,2,2,1	If you know the dimming of the lanterns
12🐈	2,2,2,1,1,1	As the bell tolls for judgment
13🐈	2,2,2,1,1,1	When hope drowns in but three tears
Black Joker	2,2,2,2,2,2	Once your soul has been stained by silence

Stations

Players and Fatemasters are encouraged to add as much background and detail to their character's Station as possible. This section provides short descriptions of each Station to aid that process.

Academic

Your parents were part of the intellectual elite. This could include university professors, research scientists, or renowned scholars on a specific topic.

Accountant

Your family earned its living in the financial area, either working for a bank or serving as an analyst for a wealthy patron or company.

Administrator

One or both of your parents worked for affluent and powerful people that required a firm hand to oversee operations on sites far removed from their seat of power.

Alchemist

While many herbal remedies can be gathered without much special preparation, your family contained at least one talented alchemist who made a comfortable living creating more complex medicines.

Arcanist

Those who are capable of performing feats of magic must often keep their skills a secret. One or both of your parents were members of the secret Arcanist organization, most likely as part of their Earthside smuggling operations.

Archeologist

You spent your childhood being dragged from one archeological dig site to the next. You likely didn't have time to make many friends, but you certainly got a chance to see the world and learn about ancient civilizations.

Artist

You likely spent your youth helping to mix paint, tighten canvas, or prepare stone for chiseling. Your family contained at least one practicing artist, and you learned to appreciate, or at least understand, the world of an artist.

Assassin

One of your parents was often gone for long periods of time, though they always sent money back to support the family. One day, you learned why.

Barrister

Laws are the cornerstone of society, and barristers are those people who argue the law. Whether in a court room or a board room, one of your parents had a deep understanding of the legal system.

Bayou Born

You weren't actually born in the Bayou, but you were still raised by drunken, reckless Gremlins. This means that you're probably no older than a teenager, though it's also possible that you were pulled into Malifaux through a small portal years before the Breach reopened.

Blacksmith

Iron working is a valuable but grueling profession. Your youth was spent helping a parent on the forge, either in a city, a town, or even on a large ranch.

Bookbinder

Most often found in urban centers, bookbinders typically have ink-stained fingers. Despite the large amount of work required by this profession, it provides a decent income, and most bookbinders live comfortable lives.

Burglar

In larger cities, it's not uncommon for an entire family to specialize in robbing a place blind before disappearing into the night. You may have been part of such a family, or perhaps you merely had a parent that always seemed to come home with valuable things.

Busker

A close cousin to more traditional entertainers, buskers often work in groups (which included your family), entertaining people on crowded streets for tips.

Caretakers

You had a calm childhood spent tending to the gardens and homes of the affluent with one of your parents, who may have been a gardener or butler.

Cartographer

One or both of your parents were mapmakers. Growing up, you spent your time helping to chart distances, lay out maps, and transform three dimensional terrain into two dimensional drawings.

Constable

Whether serving as a constable for a town or city, or as a lawman for a government body, constables make sure that the masses obey the rules. Knowing how dangerous the world around them is, constables often teach their children the basics of self defense.

Convict

While many convicts serve their time and then find more traditional work, others spend their entire lives in the system. Each parole or release was just another opportunity for your parents to commit another crime.

Cook

A skilled cook is part of the house staff of any proper high society family. One of your parents may have worked in such a household, or perhaps they operated a small restaurant or diner. Either way, you grew up helping to prepare meals and serve them to hungry patrons.

Dabbler

Your family secretly dabbled in the magical arts, trading dusty tomes with dangerous people. The search for esoteric power, however, was often its own reward, and you grew up memorizing whatever snippets of power you could glimpse over your parents' shoulders.

Enforcer

Powerful business concerns, as well as criminal organizations, require people with brutal qualities to impose their will. The home lives of these savage people are probably best left undocumented.

Engineer

Society needs those who can design bridges, buildings, and clockwork devices. An engineer is often well paid for their work, and as a result, they can afford to have educated children.

Graverobber

It's amazing how much treasure rich people will just bury. Stealing from the dead is an easy means of garnering wealth, and it kept your entire family fed and clothed.

Harlot

The world's oldest professions are said to be whoring and parenthood. Technically, the two aren't mutually exclusive, and some mothers or fathers turn to prostitution to keep their children fed.

Hawker

While general stores carry merchandise tailored to everyday life, a hawker provides immediate convenience and inexpensive (if shady) goods. These traveling peddlers might be perfectly fair merchants, but many work with street urchins to turn an even greater profit.

Hermit

For whatever reason, you parents choose to sequester themselves from civilization. You grew up with little social contact other than the members of your immediate family, but eventually you rejoined the world. This rugged lifestyle taught you a lot about the wilderness.

Hustler

A short or long grift can easily make use of an entire family of trained hustlers. It is not uncommon for families of confident tricksters to ply their trade both on the road and in large cities.

Infiltrator

A family of spies can wreak havoc on an industrial concern or a government. When espionage is suspected or discovered, a family is often the last to be suspected. Children that grow up in such households are trained to lie from a young age.

Laborer

Common laborers work long hours and are often joined by their immediate family. It is a hard life filled with drudgery and aching muscles, but many families find dignity in the work. Others just complain constantly about their poor lot in life.

Mad Scientist

To say that one of your parents was eccentric is an understatement bordering on criminal mischaracterization. You spent your childhood looking at odd machinery and listening to esoteric rants on a variety of "educational topics."

Magewrights

Not every person with magical talent finds the powers of the universe at their fingertips. Instead, one of your parents had some minor magical talent and was put to work in one of the Guild's enchanting factories, where they spent ten hours a day hammering out trinkets.

Manufacturing

Your family was employed in a large factory. This meant long hours spent assembling the same mechanical components, day in and day out. As a child, your small hands meant that you were tasked with assembling the smallest pieces, which likely wasn't much fun at all.

Medical

One of your parents was a medical professional who tended to the needs of the sick and injured. Your family was likely well respected in your community.

Mercenary

One (or both) of your parents was a sell-sword who provided military services to those who could afford it. You may have spent time staying with family while they were away, or you may have traveled with them.

Miner

Powerful mining operations love to employ families, as the children are able to get into tight spots that are impossible for more mature laborers to reach. If you are lucky, you might have even survived childhood with only a few scars.

Mortuary Staff

Running a mortuary is often a family affair. Children are raised to take over the family business, a macabre but necessary trade for any city or town.

Neverborn Stolen

It is unlikely that you knew anything was odd about your childhood spent romping with your animated teddy through the nightmares of other children, until one day your dreams simply became reality and you were unleashed into Malifaux to serve some dark purpose.

Orphan

With no family to speak of, you spent your childhood either in the children's work houses of a major city or dodging the truancy officials on the streets.

Ortega

You belong to the extended family of Neverborn hunters known as the Ortegas. You've spent years learning to spot the signs of Neverborn influence and how to work closely with the rest of your family on a hunt.

Outlaw

Roaming the wilderness between towns, your family made a living robbing travelers and evading the law.

Performer

Whether on stage in a major urban center or on the road with a troupe, your family made its living singing, dancing, acting, and performing entertaining feats.

Politician

One of your parents was a powerful political figure, such as a senator, industrialist, or even proper royalty.

Reporter

One (or both) of your parents were journalists, investigating powerful individuals or strange events. From time to time, this might have put them (and you) in harm's way.

Sailor

You traveled the seas, ferrying goods and passengers across the oceans with your parents. Whether they captained their own vessel or were a member of a larger crew, your parents provided an exciting childhood with many ports of call.

Servant

Your family served a much wealthier family as maids and field labor. Your youth was spent working, playing with other servant children, and likely being terrorized by the children of your parents' master.

Settler

Your family migrated out into the wilderness and forged a homestead for themselves. Direct and often stern, your parents were nevertheless independent and proud people who worked hard to instill those traits in you.

Sharp

Whether on the road or as a denizen of a single saloon, one of your parents made their living at the card tables, either as a dealer or as a player.

Shopkeep

Ownership of a shop (of any kind) kept your family fed. Your parents were likely respected in the local community, and your upbringing was likely comfortable.

Soldier

One (or both) of your parents was enlisted in the military. You may have traveled all across the world or stayed in one place, but either way you grew up in a fiercely patriotic and strict household.

Ten Thunders

Raised as part of a secretive clan of infiltrators and criminals, your family practiced martial techniques from the Three Kingdoms, as well as a variety of other traditions that likely seem strange and foreign to Westerners.

Thief

It is an uncommonly good thief who is never caught, but one of your parents managed just that. Perhaps the theft was untraceable (such as banking paperwork), or maybe they were just that good.

Trapper

Your parents tracked animals for their pelts and laid traps out in the wilderness. You learned a lot about how to read footprints and find game trails.

Undead

Just because your parents were dead doesn't mean that they didn't love you. Your childhood was odd, to say the least, and you worked hard to keep your family's secret.

Veterinary

A skilled veterinarian can provide a good life for their family, as well as a trade education. You spent many summers helping to birth calves or calming injured "patients" with soothing words.

First Steps

Through the Breach assumes that the Fated are relatively new arrivals to Malifaux City. In fact, some games may even begin with the Fated boarding the train to take them through the titular rift. It's important to note some of the things every character would know about this journey.

The Guild's Breach

Malifaux is a tightly regulated economic and magical resource, and the Guild controls it with an iron grip. As far as the Guild (and most people) are aware, they control the only portal between Earth and Malifaux. Traveling through the Breach involves purchasing a (very expensive) train ticket at the station in Santa Fe and then boarding the Iron Ram, a heavily armored train that makes trips back and forth between the two dimensions on a regular schedule.

Most people who journey to Malifaux must either leverage significant resources to do so (sometimes everything they own) or enter into a contract with an organization or wealthy patron that is willing to pay for their ticket in exchange for a period of indentured servitude. The Guild and Miners and Steamfitters Union both arrange for workers to come to Malifaux on a regular basis, but it's not uncommon for wealthy families to bring a single maid or nanny through the Breach to care for their homes or children.

The Guild strictly limits how much luggage may be brought to Malifaux, so each passenger is allowed only a small suitcase to be transported in the luggage car and a few personal items to be carried on their person. Weapons aren't allowed unless the passenger purchases a special permit (which is almost as expensive as the initial ticket), but the Guild assures those passing through the Breach that they can purchase all of the items they need in the various shops and stores of Malifaux City.

What they don't tell their passengers is that the Guild owns most of the shops in Malifaux City and that just about everything is more expensive than it is back on Earth.

Smuggling

The Guild's high prices have created a thriving smuggling industry in Malifaux City. The Guild is always on the lookout for contraband such as unlicensed weapons or large quantities of alcohol being smuggled through the Breach, and the signs plastered across the train stations on both worlds make it clear that any suspected smugglers will be detained, questioned, and - if found guilty - sentenced to a long period of forced servitude in Malifaux's Soulstone mines.

The truth, however, is that smuggling is relatively common. The Guild simply doesn't have the manpower to search every suitcase and trunk of clothes, and even on a slow day, any extra guardsmen are typically assigned to watching over the chained convicts that occupy the last cars of the train. Something as complex as a false bottom in a small chest can nearly guarantee success, but it's likely that even that won't be necessary. Simply tucking a smuggled object amongst clothing is usually enough to get it through the Breach and into Malifaux.

The Promise of A New World

Most people on Earth don't understand just how dangerous Malifaux can be. The Guild makes an effort to downplay the presence of the walking dead and the sinister Resurrectionists, and the Arcanists are presented as a small handful of determined but ultimately ineffectual terrorists who will likely be captured any day now.

Instead, the Guild aims to advertise Malifaux as a new world where people can find a fresh start. There are multiple settlement programs that agree to give a parcel of land to anyone willing to brave the wilderness, often with a clause that the would-be settler must share their profits with the Guild for a period of three to five years.

Indentured servitude is also common, and the Guild provides very good references for those who move on after their term of service is finished. Those who stay on with the Guild afterwards can expect high pay and paid medical expenses, both of which are rare back on Earth.

Passing Through the Breach

The Breach is a portal between dimensions, a ragged hole in reality that the Guild has exploited for its own purposes. It resembles nothing as much as the surface of a brilliant, silvery-blue lake that is suspended in the air, framed and held by the pumping steamwork engines that serve as stabilizers for the portal.

Most people who pass through the Breach experience a brief flash, a slight tingling sensation, or no sensation at all. Some people, however, report visual and auditory hallucinations, such as seeing their reflection crying or winking in the train window. Others have reported even stranger phenomenon, such as the spontaneous manifestation of magical abilities. Regardless of the specifics, everyone on the train immediately knows when it has passed through the Breach and into Malifaux.

Convict Labor

The Guild leans heavily on convict labor to work its mines, and every train that passes through the Breach always contains at least one car of chained criminals who are destined for a life in the mines. These criminals are given to the Guild by the nations of Earth as a way of earning its favor, which often results in the Guild rewarding their support with its valuable Soulstones.

The first stop for most of these convicts is Bedlam Quarry, a granite mine in the Northern Hills. The Guild uses the open air mine to break the will of its convicts and watch for any magical abilities that might have manifested on their journey through the Breach. Once a convict has been judged docile and untouched by magic, they are typically shipped out to one of the smaller Soulstone Mines where they spend the remaining days of their sentence toiling away beneath the stern gaze of a Guild foreman.

When a convict's sentence is complete, they are given papers to that effect and then released into the world at large with two Guild Scrip in their pocket. Needless to say, these people often have a hard time finding honest work and frequently end up back in the mines.

The Second Breach

Unbeknownst to the Guild (or just about anyone else), the Guild-controlled portal is not the only reliable portal that connects Earth to Malifaux. Another portal connects a rural area of the Three Kingdoms with an area of Malifaux on the outskirts of the deceptively small town of Promise, which is far to the northeast of Malifaux City.

This "Second Breach" is under the direct control of the ruthless crime syndicate known as the Ten Thunders, which is itself an extension of the Katanaka family. The Ten Thunders use this Breach to smuggle people and goods into Malifaux without the Guild's knowledge, and they've been steadily increasing in power ever since their arrival in Malifaux less than a decade ago.

Those who travel through the Second Breach do so entirely at the discretion of the Ten Thunders. They are in the habit of assassinating anyone who knows of the Second Breach and has not sworn fealty to their cause, which has ensured that the portal has remained a secret for as long as it has.

Travelers through the Second breach report a much different experience than those who use the Guild's portal. The locations joined by the Second Breach have wildly differing weather and altitudes, and as a result, the portal is often surrounded by howling blasts of air as the two climates war with each other.

PURSUITS

Pursuits are temporary templates that describe a character's role within a story and their short term goals. A Pursuit is not necessarily a full time career; characters are encouraged to move between different Pursuits as the game progresses in order to build a diverse and well-rounded character. That being said, some characters may wish to stay on a single Pursuit until its completion, allowing them to become specialized at the cost of more diverse capabilities.

Pursuits have three main mechanical components:

- The Starting bonus is the benefit you gain only if the Pursuit in question is the one you chose during character creation
- On the Pursuit is the ability you gain while actively on the Pursuit during a game.
- Advancements are the Talents you gain at the end of each session, in the order listed. Often, you have a choice between two different Talents.

Every Pursuit also has a Step 0 Talent. This Talent is gained as soon as you choose the Pursuit for the first time, regardless of whether it's done at character creation or at the start of a later session. This Talent ensures that the Fated receives an immediate benefit for following her chosen Pursuit.

At the end of each session, a character will advance one Step along the Pursuit she chose for that session, as described on page 318.

This section lists two types of Pursuits: Basic and Advanced. Advanced Pursuits all have certain prerequisites that must be met before a character can take them, so they aren't available to starting characters.

Basic Pursuits

Basic Pursuits are Pursuits that any character can choose at character creation or during a session's Prologue. They require no special training or initiation to follow, though players and Fatemasters are encouraged to come up with reasons to explain why a given character might choose one Pursuit over another and to work that choice into the story.

Basic Pursuits and the Prologue

Each *Through the Breach* adventure should contain a Prologue, which is a short scene that sets the tone for the adventure and gives the players a few clues about what to expect during the session. Typically, a Prologue shouldn't present characters with challenges that require any sort of duels; think of them as the cold open segment of a TV show that gets viewers interested before the opening credits.

After the Prologue, once the players have an idea about what sort of challenges they might be facing, each character chooses a Pursuit for the session. This represents the "role" that the character intends to play during the adventure. For the duration of the session, the character gains the "On the Pursuit" ability of her chosen Pursuit, which is the primary way in which Fated characters draw cards and replenish their Control Hands.

If this is the first time that the character has chosen this Pursuit, she gains the Step 0 Talent of her chosen Pursuit. This is a Talent that ensures the character always has at least one thematic benefit for being on a Pursuit.

Through the Breach assumes that characters will move between Pursuits frequently to match the needs of the story, though players are free to advance in a Pursuit they enjoy regardless of whatever hints they may glean from the Prologue.

The one exception to this occurs if the character already has ten ranks in a Basic Pursuit; if this happens, the character cannot choose to advance in that Pursuit any further and must choose a new Pursuit at the end of the Prologue.

If a character changes Pursuits, her "On the Pursuit" ability changes to that of her new Pursuit, but she retains any Talents that she learned from her previous Pursuits (even Step 0 Talents). After all, a dangerous Criminal doesn't forget her dirty tricks just because she becomes an Overseer and starts bossing her friends around!

At the end of the session, during the Epilogue, each character advances one step along their chosen Pursuit and gains the Talent listed on its Advancement Path. If a Pursuit says that the character gains a General Talent, she may choose any General Talent she wishes (assuming that she meets the prerequisites). General Talents can be found in Chapter 6.

A general description of the various Basic Pursuits can be found in the Character Creation chapter, on page 78.

More information about the Prologue and Epilogue can be found on pages 316 and 317.

Additional Pursuits

The Pursuits listed in this book give players plenty of opportunities to create a variety of unique interesting characters.

If you are looking for more character options, however, the *Through the Breach* supplemental books - such as *Into the Steam*, *Under Quarantine*, and *Into the Bayou* - each contain additional Pursuits and Advanced Pursuits that tie in a bit more closely with the various factions of Malifaux.

Academic

Humanity stands at the dawn of a new Golden Age of learning and progress. The scientific and academic advances of the past hundred years - the recognition of psychology, sociology, and history as legitimate fields of study; the invention of steel, the telephone, and the steam engine; Freud's revelations that free will is an illusory concept; and many more developments - have left the world reeling from the sheer possibility of what humans can accomplish.

These advances have given rise to Academics, the torchbearers of this brave new world. Some are scientists who seek to uncover and reveal the base principles upon which the world revolves, while others are inventors who seek to push humanity ever further into the future with each new gadget or pneumatic device. Some are artists and writers who seen to document the triumphant spirit of mankind and its conquest of Malifaux, where their patrons and fans might vicariously join in the spirit of exploration and colonization.

Unlike those who think to tame the world with pistol and sword, Academics know that their greatest weapon is their mind. The twisted creatures of Malifaux may seem monstrous and nightmarish to some, but Academics know that everything obeys rules and laws and that learning how to overcome some obstacles is only a matter of learning what those rules might be. Even when faced with more mundane situations, such as investigating a murder or attempting to translate an ancient Neverborn artifact, an Academic is capable of patiently organizing the facts and data and then piecing them together to solve the mystery in front of her.

Academics who first arrive in Malifaux are often unprepared for the danger, as martial prowess is rarely found on the resume of a professor or lawyer. With each new adventure, however, an Academic learns a bit more about the world, and it's not uncommon to see a reliable pistol on the hip of an Academic who has settled down on this side of the Breach.

Starting

An Academic begins the game with a non-magical skill toolkit.

On the Pursuit: Avid Student

When this character fails an Academic duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Academic Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, an Academic gains the Talent listed below:

Step	Talent
0	Know-It-All
1	Student of Knowledge or Scientific Classification
2	General Talent
3	Rational Mind or Symposium
4	General Talent
5	Annoying Distraction or Boring Lecture
6	General Talent
7	Lessons Learned or Mental Conditioning
8	General Talent
9	Philosopher or Erudition
10	Eureka Moment

"Yes, I understand that Nephilim blood is corrosive to human flesh... but *why*? Darwin's Theory of Evolution would seem to dictate that such creatures..."

– Gerard Voigts, just before everyone starts ignoring him

Know-It-All

This character has received a formal education (or can at least fake it, thanks to some coveted and frequently consulted text books), and it has left her with an expansive knowledge of the world and how to interact with it. Or at the very least, with just enough knowledge to convince other people that she knows what she's talking about.

When this character fails a Skill Challenge with a Skill that is associated with a Mental Aspect, she may discard a card to immediately reflip that Challenge. If the discarded card was a 📖, she may use an Academic Skill of her choice in place of the original Skill.

Student of Knowledge

This character's genius is such that she has frequent flashes of brilliant insight. She gains the following Trigger on all Academic Skill Duels:

📖 Insight: After resolving, draw a card.

Scientific Classification

This character gains the following Tactical Action:

(1) Document Denizen: Target an enemy within 10 yards and make a Challenge flip using either the Engineering Skill (if the target is a Construct), the History Skill (if the target is a human), or the Wilderness Skill (for everything else). This Challenge is opposed by the target's Deceive + Cunning + Rank Value. The Wilderness Skill is considered to be an Academic Skill for this duel.

On a success, this character learns what the target is, its Rank Value, and the nature of any Abilities or Talents that it possesses. Particularly rare or unique targets may impose a 🖯 to the character's Challenge flip, at the Fatemaster's discretion.

This Action cannot identify specific characters by name. For instance, a character could use this Action to identify a masked figure as a Torakage, a masked assassin for the Ten Thunders crime syndicate, but she would be unable to discern the Torakage's identity.

Rational Mind

A calm and clear head allows this character to avoid manipulation through illusion or deceit. When threatened or frightened, the character can easily regain her composure by asking herself, "What would Freud do in this situation?"

Choose an Academic Skill. Whenever this character makes a Challenge Flip to resist an act of manipulation (such as terror, mind control, or intimidation), she may add her ranks in the chosen Skill to her final duel total.

Symposium

It's not uncommon for Academics to work together in their research. In addition to lightening the often-demoralizing work load, another person can offer a different view point, whether it's someone who can offer objective suggestions as to new ways to approach a problem, a fellow scientist that can propose different interpretations of the gathered data, or just a cautious ally who can point out that maybe reading the words written in the ancient grimoire aloud might not be the best idea in the world.

During an Ongoing Challenge, the final duel totals of this character's Academic Skills are increased by +1 each time another character in the Ongoing Challenge succeeds at an Academic Skill Challenge. This bonus lasts until the end of the Ongoing Challenge.

Annoying Distraction

Though there are certainly a few Academics who can hold their own in a battle, most of their number tend to be, in the words of one Academic poet, "more of a lover than a fighter." In fact, the very nature of some Academics tends to get under the skin of less learned individuals, making them quite effective distractions in combat (whether they intend to be or not).

When this character successfully uses the Trick or Impose Action against an opponent during Dramatic Time, that opponent becomes **Dazed** until the start of this character's next turn.

Boring Lecture

While the minutia of academics is often fascinating to those in the field, to the layman, the current theories on the themes present in Chaucer's Canterbury Tales or the historical implications of the fourteenth century struggle between the French monarchy and its independent principalities can often come across as a bit... dull.

If this character has at least five minutes to lecture on a subject corresponding to an Academic Skill she has at least one rank in, she can make a Challenge Flip using that Academic Skill, which is opposed by the Willpower duels of every other non-Beast character that can hear her talk. If this character's final duel total is equal to or higher than the final Willpower duel of a character, that character gains the **Dazed** Condition for the next hour of Narrative Time. If this character achieves a Margin of Success against any character, that character must immediately attempt a TN 10 Unconsciousness Challenge.

Lessons Learned

While most Academics aren't known for their combat prowess, this character knows that there is still something to be learned in every situation, even if it's only that being shot in the gut really, really hurts and isn't something she enjoys.

Of course, the scientific method states that repetition is always the proper way to verify the results of an experiment, so some Academics wait until the third or fourth time that they've been shot before coming to a solid conclusion on the matter. Had they checked with their peers a bit sooner, they might have realized that a number of papers had already been published and that the scientific community is more or less in agreement on the matter: getting shot is not particularly enjoyable.

This character gains the following Defensive Trigger:

> **Df (📖) Lessons Learned:** After resolving against an enemy's attack, draw a card.

Mental Conditioning

The character has honed her mind, allowing her to perform feats of mental prowess with little effort. This might come in the form of practicing a certain trick until it becomes second nature, or it might involve delving into the deeper, underlying principles of arcane metaphysics in order to learn how best to channel a specific type of magical energy.

Whatever the case, the Academic benefits from this period of intense study and preparation with quicker wits and a deeper understanding of one field of study.

Choose a Mental-based Skill and a Suit. Add the chosen Suit to the Skill's rank value.

Philosopher

This character is prone to using those quiet moments in battle to ponder the bigger questions about life and the world around her. Is our universe real? Can a person ever truly experience anything objectively? Are numbers real? These are questions that have intrigued humanity for centuries.

The Academic is unlikely to come up with the answers for these questions as she huddles behind a broken brick wall, but that doesn't mean that they aren't worth thinking about. Sometimes, pondering these larger questions even provides insight into the matter at hand, allowing the character to think about her own, smaller problems in a different way.

Once per turn during Dramatic Time, after taking a Pass Action, this character may discard a card to draw a card.

Erudition

A thorough education and an inquisitive mind is a significant boon to anyone, from the lowest street urchin to the most famous research scientist. Regardless of social class, wealth, or race, the desire to learn more about the world is a powerful tool that can be used for the betterment of not just one's own life, but of society as a whole.

Despite this, it takes a keen mind to start noticing the connections between disparate pieces of information and a great deal of patience to separate correlation from causation. Those rare souls capable of both find themselves with a better grasp of the world around them, as they can swiftly combine the principles of art theory and the calculations of physics and engineering in order to create a mechanical arm that mimics the work of Leonardo da Vinci or to determine the perfect spot from which to launch an ambush on a colorblind victim.

No matter the application, the lesson is the same: intelligence is a powerful tool in the hands of an educated man.

This character may add her Intellect Aspect to the final duel total of every non-Magical Skill that is associated with a Mental Aspect.

Eureka Moment

An epiphany is a powerful thing, especially among those with the intellectual prowess to realize how important a new discovery is.

Once per session, this character may discard a card to deduce an important piece of information about a topic of her choice.

The exact information deduced by the character is up to the Fatemaster, but it should be something useful to the character. She might realize that a particular enemy likes to spend her time at taverns in Malifaux City's Riverfront District, that a particularly fortified building likely has a sewer access that would be relatively unguarded, or that a certain Guild guardsman is susceptible to bribes.

Criminal

Whether because of greed, envy, rage, laziness, or sheer desperation, there will always be some people who knowingly and willingly engage in criminal behavior. Some are forced into this position by outstanding debts or loved ones that require food or medicine, but others simply enjoy the thrill of breaking the law. There are as many reasons and excuses and justifications as there are stars in the sky, but amidst all the clamoring voices and accusations, one thing is clear: crime is not going out of style any time soon.

Most Criminals start small: pickpockets steal wallets and purses in order to feed themselves and their families, embezzling accountants realize just how little their employers pay attention to the ledgers, and burglars break into houses that have been abandoned for months at a time. The Criminal generally escapes any sort of punishment for the crime, and realizing how profitable or fun it was, they commit another, then another, and another, until eventually, they find themselves living a life of constant crime.

Eventually, however, a Criminal's luck runs out. Most of the Criminals in Malifaux were brought through the Breach as punishment for their crimes back on Earth. Indentured servitude is a popular form of punishment among the Guild, and every month, the nations of Earth turn hundreds of criminals over to the Guild's care in exchange for Soulstones. The worst of these Criminals are executed to charge the valuable gems with their soul's energy, but the others are either tattooed and forced into domestic service or shipped off to work in the Soulstone mines. Escape means freedom, but also a life of constantly looking over one's shoulder and knowing that somewhere, there's a bounty flier bearing the escaped convict's name and likeness.

Of course, there are still plenty of Criminals that come to Malifaux as free men and women, hoping to make a new life for themselves away from their homeland. Some seek a fresh start, away from their criminal reputations, but others merely see the people of Malifaux as fat, helpless sheep ready to be fleeced.

Starting

A Criminal begins the game with a non-magical skill toolkit.

On the Pursuit: Opportunist

When this character fails a Training duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Training Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, a Criminal gains the Talent listed below:

Step	Talent
0	Improvise
1	Scoundrel or Friends in Low Places
2	General Talent
3	Relentless or Duplicitous
4	General Talent
5	Dirty Trick or Thugs
6	General Talent
7	Study Opponent or Into Shadow
8	General Talent
9	Misdirection or Shock and Awe
10	Nimble

"So what if it's stolen? They're rich, we're poor. Do the math."

-Aradia Kozel, Unrepentant Thief

Improvise

Some people just need to be stabbed in the neck. That's easy enough most of the time, but every once in a while, a Criminal will find herself in a situation - tossed into a Guild prison, eating dinner at a fancy restaurant, attending the ex-fiance's wedding reception - where carrying a weapon is likely to draw more attention that she wants. Fortunately, there are plenty of small object in the world that are just waiting to become crude knives.

This character may discard a card to create a shiv. The shiv lasts indefinitely until it is used, at which point it breaks at the end of Dramatic Time. The shiv has the following stats:

Shiv (Melee)	Range	Damage
Shiv	1	1/2/4

Special: Concealable, Thrown. If the target is engaged with at least one other friendly character, this weapon deals +1 damage.

In the Neck: After damaging, the target gains the **Bleeding Out** Condition.

Scoundrel

Some people are such smooth talkers that they can charm the money right out of a person's wallet.

This character gains the following Trigger to all Social Skill Challenges:

Fast Talk: After resolving, take a Pick Pocket Action against a target within 1 yard. The Pick Pocket Action gains + to its flip.

Friends in Low Places

This character gains + to Barter, Bewitch, and Leadership Challenges made against bandits, gang members, criminals, mercenaries, and other lawless types.

Additionally, if a Fatemaster character ever decides to pursue a bounty that has been placed on this character, this character finds out about it from one of her contacts as soon as is possible.

Relentless

A life of crime has left this character inured to the depravity of the human spirit. Whether forged through a childhood spent amidst violence, years spent slaving away on a chain gang, or a betrayal that left the character with no further illusions about angels in the hearts of men, this character has become jaded to the terrible things that prowl in the shadows of Malifaux.

This character is immune to Horror Duels.

Duplicitous

Combat isn't always about moving fast. By feinting and leading an opponent's attacks, a clever combatant can ensure that when her opponent finally commits to the attack, it's aimed in entirely the wrong direction.

This character may use her Deceive Skill in place of her Evade Skill when calculating her Defense Derived Aspect.

Dirty Trick

From the classic maneuver of throwing sand into her opponent's eyes to more elaborate tricks, there are plenty of ways to throw an opponent off guard. What separates the amateur backstabbers from the professionals is the ability to follow up that trick with a swift attack that takes full advantage of the opponent's confusion.

This character gains the following Trigger on the Trick Action:

- *Dirty Trick:* After succeeding, take a (1) AP Close Combat attack against the target, if it is in range.

Thugs

This character attracts the service of two Thugs who want nothing more than to be her left and right hands as the character slowly climbs her way up through the ranks of the criminal underworld. These Thugs are subordinate characters.

When this character uses the (1) Order Action to command her Thugs, she may command them both, and her orders may be different. Alternatively, if this character is commanding a single Thug, she may treat the (1) Order Action as if it were a (0) Action.

If any of this character's Thugs are killed, she may recruit new Thugs at the start of the next session.

Thug

Minion (5), Living

Might	*Grace*	*Speed*	*Resilience*
2	1	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	2	-1	2
Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	1 (6)
Willpower	*Charge*	*Wounds*	
4 (9)	4	6	

Skills: Evade 2, Intimidate 2, Melee 3, Notice 1, Toughness 1.

Goons: When this character's controller succeeds on the (1) Trick Action, this character also gains the benefits of the Action (instead of just its controller).

Pick On Someone Yer Own Size!: When this character's controller is targeted with a /// attack, if this character would be a valid target for the attack, its controller may discard a card to make this character the target of the attack.

(1) Crude Club (Melee)
AV: 5 (10) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 2/2/4 damage. Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it would suffer.

Study Opponent

Everyone has a weakness. One of the habits of successful criminals is learning what the weakness is and then exploiting it. The mark is generous? Run a con involving donations to charity. Wealthy? A few ragged clothes and a dirty face and they will never be able to give an accurate description to the guards. Paranoid? Come to them with stories about an imaginary conspiracy against them and watch how quickly you become their confidant.

In combat, the same principle applies. Sometimes the easiest way to stab someone doesn't have anything to do with getting past their defenses so much as a quick remark or observation that cuts right to the target's bone. In that moment of surprise and confusion, the target isn't thinking about evading an attack, which is the perfect time for a much more literal cut to the bone.

When this character gains this Talent, she chooses either Close Combat or Ranged Combat attacks. When this character makes an attack of the chosen type, she may choose to target the opponent's Willpower instead of Defense.

Into Shadows

Strike and fade, strike and fade. Good Criminals don't linger in one place for too long, lest the guards arrive and start asking some very uncomfortable questions. The most skilled muggers and murderers are already making their escape before their victim hits the ground, and this character is no exception.

When this character gains this Talent, she chooses either Close Combat or Ranged Combat attacks. This character gains the following Trigger on all attacks of the chosen type:

- *Hide in Shadow:* After succeeding, this character may move up to 3 yards in any direction.

Misdirection

Positioning, as the Criminal knows, is everything. It makes the difference between a pickpocket escaping with a fat wallet or getting noticed by her mark, and a few inches in either direction can turn a glancing flesh wound into a punctured kidney.

During tense situations, this character has learned how to position herself so that when she dodges a stabbing knife or a swinging sword, it not only misses her, but also ends up cutting into one of the attacker's allies.

This character gains the following Defensive Trigger:

Df (⛨) Misdirection: After a Close Combat attack from an enemy character succeeds against this character, this character may discard a card. If she does, a target enemy character in the attacker's engagement range suffers the effects of the Attack Action instead of this character.

Shock and Awe

This character's attempts to confuse or distract her opponents have escalated to the next level. No longer content to merely catch an opponent off guard, she now works to ensure that her tricks leave her enemies reeling, opening them up to retaliation from her allies.

When this character succeeds on the (1) Trick Action, every friendly character within 6 yards and line of sight of the target also gains the Action's benefits (instead of just this character).

Nimble

By this point, the character has come to realize that the only thing that has saved her from a trip to the Hanging Tree is her quick reflexes. Whether it's ambushing someone in a dark alley or simply fleeing from a Guild patrol, she's always ready to move at a moment's notice.

This character generates an additional AP on her turn that can only be used to take a Movement General Action.

Dabbler

Throughout history, there have been those who believed that they had a connection with some form of greater power. Priests, druids, shamans, wizards, and even kings have claimed that there is an unseen power coursing through the very veins of the universe. As time wore on and empires rose and fell, the workings of these spellcasters became myth and legend, and the actual practitioners of those ancient arts gradually became fewer in number and weaker in power. Science and reason replaced magic and superstition, and in the academic world, spellcasters were seen as charlatans and frauds.

Then, a hundred years ago, the last spellcasters of Earth opened a magical portal into another world.

Quite suddenly, many of the cosmological constants of the world changed. Aetheric energy began to seep out of Malifaux and into Earth, spreading like a slow wave outwards through the Breach. Rituals and formulae that were once thought to be nothing more than curious relics of a bygone age were once again invested with power, and in the decades that followed, hundreds of schools of magic popped up all around the world, each one seeking the most efficient way to harness the magical energy that had flooded across the world.

The Black Powder Wars and the subsequent rise of the Guild brought most of these disparate schools to heel as the fledgling organization crushed each one beneath its boot and forced the world to adopt its own Thalarian Doctrine. With few exceptions (the most notable of which is the Oxford University of Metaphysical Studies), the public study of magic was twisted into the shape that the Guild wished. Spellcasters still harnessed magic in different ways, but now they did so in secret, either hiding their practices from the Guild or fleeing to the handful of nations that spurned the domineering organization and its oppressive magical doctrine.

The reopening of the Breach has drawn would-be magic users into Malifaux like moths to a flame. A spellcaster's power increases tenfold once she enters Malifaux, and there are many who crave the magical power and secrets that the other world holds.

Starting

A Dabbler begins the game with a Grimoire containing one Sorcery Magia; one Enchanting, Necromancy, or Prestidigitation Magia (for a total of two Magia); and three Immuto.

On the Pursuit: Epiphany

When this character fails a Magical duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, a Dabbler gains the Talent listed below:

Step	Talent
0	Imbue Protection
1	Counter Magic or Mastered Immuto
2	General Talent
3	Arcane Musings or Mastered Magia
4	General Talent
5	Spell Twisting or Mastered Immuto
6	General Talent
7	Surge or Mastered Magia
8	General Talent
9	Empowered Channeling or Mastered Immuto
10	Casting Expert

"Witch Hunters? Pfft, I'm not afraid of them."

– Keira Sowka, shortly before her arrest and execution

Imbue Protection

When everyone thinks of magic, they tend to imagine people throwing lightning bolts and fireballs at each other as they hover overhead in the sky. While that is certainly one type of magic, one of the first lessons that most Dabblers learn is how to protect themselves from harm. After all, no matter how many fireballs one can rain down on the unsuspecting masses below, it still only takes a single bullet to put an unprepared spellcaster into the ground.

The exact form that this protection takes tends to vary depending upon the Dabbler's talents. A character whose magic revolves around ice and low temperatures might coat her allies with thick ice when she protects them, while one who works more with water might create globes of water that circle around those she protects and intercept any attacks that come their way. Dabblers hailing from the Three Kingdoms have been known to create phantasmal plates of armor reminiscent of samurai around themselves, protecting their flesh by drawing upon their memories of their ancestors.

Regardless of what form this protection takes, it remains a valuable tool in a Dabbler's magical arsenal.

This character gains the following Tactical Action:

(0) Imbue Protection: This character may target a friendly character within 1 yard (which may be herself) and discard a card. If she does so, the target gains the following Condition for five minutes: "**Imbued Protection +1:** When this character suffers damage, reduce the damage suffered by +1 (to a minimum of 0), then reduce the value of this Condition by the same amount."

Increase the value of this Condition to **Imbued Protection +2** if the discarded card had a value of 6-10, or **Imbued Protection +3** if the card had a value of 11 or greater.

Counter Magic

The art of counter-spelling is difficult and time-consuming, but this character has practiced to the point of being able to tear spells apart as they're being cast. This provides the character with a formidable defense against other spellcasters, as it allows her to stop their spells before they can wreck havoc on the Dabbler or her allies.

This character gains the following Tactical Action:

(0) Counter Magic: Target a character within 10 yards and line of sight. Until the start of this character's next turn, the next time the target attempts to cast a Spell or Spell-like Manifested Power, this character may make a Counter-Spelling Challenge against a TN equal to the final duel total of the Spell or Manifested Power being cast. On a success, the Spell or Manifested Power is successfully countered and has no effect, just as if the casting attempt had failed.

Mastered Immuto

Long hours of study and practice have led to this character developing a mastery over a single Immuto. Like a baseball pitcher knowing the correct way to throw a curve ball, the character can now apply her "trick" to any spell she casts, regardless of whether or not the chosen Immuto is listed in any of her Grimoires.

This mastery is a powerful boon in the arsenal of any spellcaster and the first sign that the character has started to walk the path of a true spellcaster. The more Immuto that a character masters, the more control she has over her spells and their parameters, allowing her greater flexibility with her magic.

When this character gains this Talent, she chooses an Immuto. This character always has access to the chosen Immuto, no matter her chosen Grimoire.

Arcane Musings

Part of this character's mind is constantly considering the arcane aspects of the world. Summoning magical energy can be difficult, but when it comes to commanding the elemental forces of creation, this character's diligence and practice have allowed her to draw upon that power as effortlessly as breathing.

This character adds +📖 to her Sorcery Skill.

Mastered Magia

To be considered a true spellcaster, one must devote considerable time to the arcane arts. Most spellcasters are shackled to a Grimoire, forced to memorize the arcane formulae, long chants, or strange symbols it contains in order to harness the power of its magic. With enough study and practice, however, a character can learn to channel this magic on her own, without need for a Grimoire.

When this character gains this Talent, she chooses a Magia. This character always has access to the chosen Magia, no matter her chosen Grimoire. If she does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia.

Spell Twisting

Every alteration to a spell involves harnessing progressively greater amounts of magical energy, and part of being a successful spellcaster is knowing just how much energy one can reasonably control. Some spells are easier to manipulate than others, and different alterations require different amounts of aetheric energy to weave into the spell's magic.

With practice, however, a dedicated spellcaster can learn to take shortcuts, twisting the energy of her spells around in order to fuel their own alterations. Doing so is mentally exhausting, but sometimes, that effort is worth the small boost of efficiency.

After this character adds one or more Immuto to a Spell, she may discard a card to add one instance of an additional Immuto she knows (which may be the same Immuto, if allowed) to the Spell with no increase to the Spell's TN.

Surge

Channeling magical power is a skill like any other. The first few times a spellcaster attempts to draw aetheric energy from the world around her, her actions are awkward and fumbling. Over time, they become more refined and graceful, until eventually she can harness the energy she needs with barely more than a passing thought.

An experienced spellcaster can sometimes harness a portion of the energy that is expended in the casting of spell, turning it inward to infuse her own essence. Strengthened and emboldened by these magical energies, the spellcaster finds it easier to push back against the flow of destiny and carve out her own path in the world.

This character gains the following Trigger on Magical Skill Challenges used to cast Spells:

📖📖 *Surge:* After succeeding, draw a card.

Empowered Channeling

This character can imbue her spells with an incredible amount of magical power, allowing them to blow past the magical defenses of even the most prepared opponent. Infused with such power, the flames she creates burn brighter and hotter, the ice she summons is sharper and far colder, and even more esoteric vectors of attack such as infections or darkness are more virulent and intense.

This character gains + to the casting attempt and any resulting damage flip of the first Spell she casts on her turn.

Casting Expert

By this point, channeling arcane power has become second nature to a Dabbler. It takes little more than a thought and a gesture for her to impose her will upon reality, and backed up with the formidable amount of magical power at her command, this places her among some of the most powerful spellcasters to ever set foot in Malifaux.

This character gains 1 additional AP on her turn, but this AP may only be used to cast a Spell or Manifested Power.

Drudge

Time and time again across history, the discovery of a new resource has resulted in the powerful attempting to exploit it. The popular theory of environmental determinism claimed that warmer climates produced less civilized people, and with that dubious knowledge at their back, the nations of Europe set out to occupy and exploit Africa, South America, and countless small islands such as Barbados. Malifaux is no different than Earth in this regard.

No matter what the location or what the resource, there is always work to be done. Buildings need to be erected, sewer lines have to be entrenched, and graves have to be dug. Labor is cheap and plentiful, so there is great competition for steady jobs, which forces many of the laborers to shoulder massive amounts of debt just to get to wherever the job might be.

The Drudges who perform much of the manual labor in Malifaux tend to be a downtrodden lot. The backbreaking labor of working in the Soulstone mines or building infrastructure often leaves little time (or money) for entertainment, and many of these men and women find themselves working double shifts just to put food on the table.

The Miners & Steamfitters Union employs a great many of the Drudges in Malifaux, which it brings into Malifaux with contracts of indentured servitude. If a miner works hard, they claim, she can finish her contract in two years, at which point full Union membership kicks in and she will be able to receive full benefits from the organization.

What the Union doesn't mention is that many of its workers are injured in the mines, often necessitating the replacement of one or more limbs with pneumatic augmentations. The cost of these limbs is credited to the Drudge's contract, often stretching a two-year contract into three years or longer.

Drudges that work for organizations other than the M&SU sometimes undergo similar accidents, but regardless of their employer, every Drudge knows the value of a hard day's work. It makes them tough, hardy, and inured to all but the most severe pain.

Starting

A Drudge begins play with either a non-magical skill toolkit or one pneumatic limb with any number of steam augments, up to a total value of 25§.

On the Pursuit: Long Days

When this character fails a Training duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Training Skill in addition to those Skill Advancement options presented by the Fatemaster.

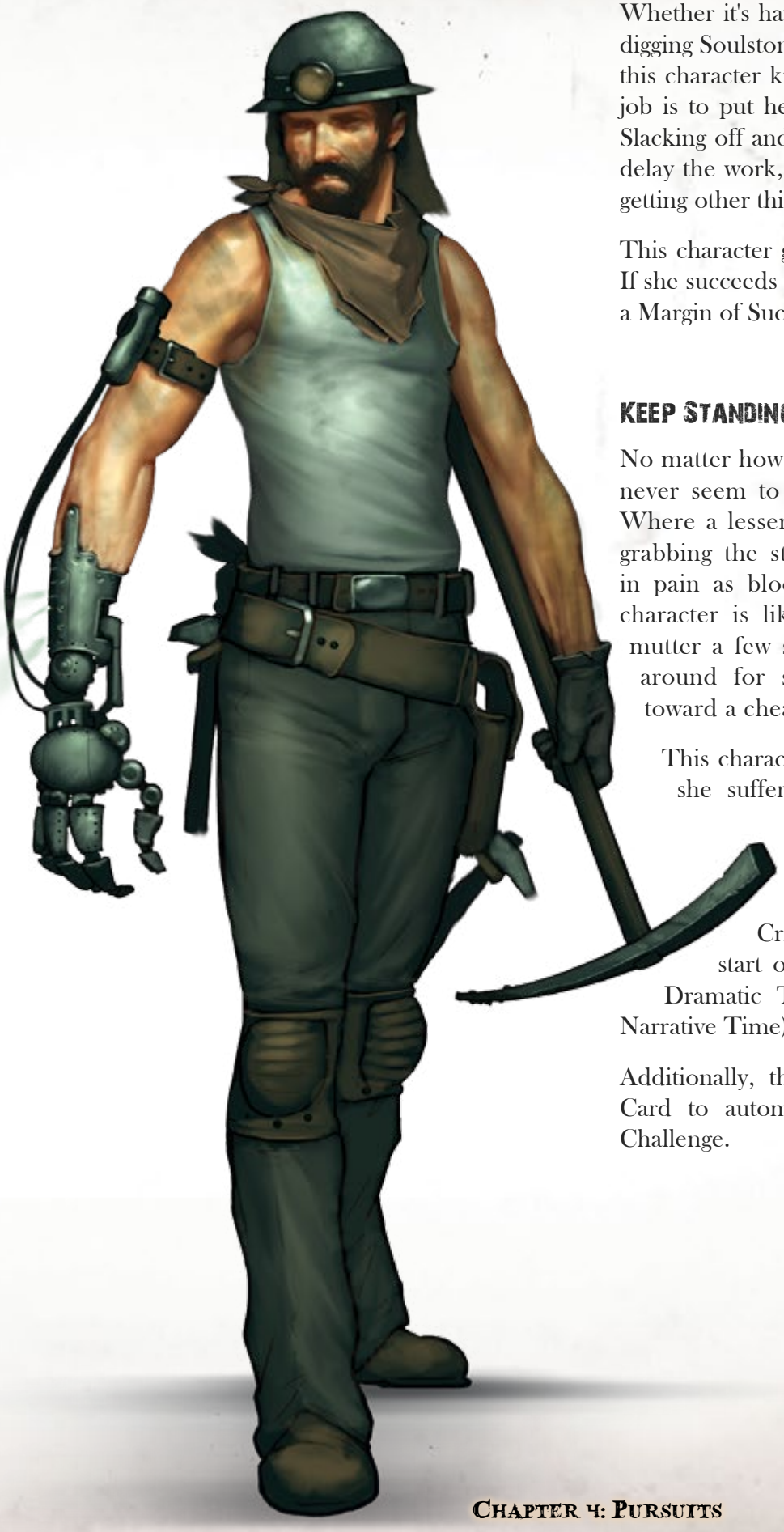
Advancement

At each step, a Drudge gains the Talent listed below:

Step	Talent
0	Hard Worker
1	Keep Standing or Long Suffering
2	General Talent
3	Teamwork or Hard to Kill
4	General Talent
5	Steady Pace or Slow to Die
6	General Talent
7	Soldier On or Put Your Back Into It
8	General Talent
9	Just a Graze or Can't Keep Me Down
10	My Lot in Life

"The only time it ain't rude to ask a man how he lost his hand is when you're putting a drink in the one he's still got left."

– Jacob Pearson, Drudge



Hard Worker

Whether it's hauling heavy crates off a riverboat or digging Soulstones out of a dark and cramped mine, this character knows that the fastest way to finish a job is to put her back into it and just get it done. Slacking off and shirking one's responsibilities only delay the work, and that's time that could be spent getting other things finished.

This character gains + to all Athletics Challenges. If she succeeds on an Athletics Challenge, she gains a Margin of Success.

Keep Standing

No matter how deep this character's wounds, they never seem to keep her down for all that long. Where a lesser person would fall to the ground, grabbing the stump of their arm and screaming in pain as blood sprays in every direction, this character is likely to just glance at the wound, mutter a few select curse words, and then look around for someone who could point them toward a cheap physician.

This character may discard a Twist Card when she suffers a Critical Effect to mitigate its effects. If the Critical Effect is an Instant Critical Effect, it is ignored.

If the Critical Effect is a Lasting Critical Effect, it has no effect until the start of this character's next turn (during Dramatic Time) or for one minute (during Narrative Time).

Additionally, this character may discard a Twist Card to automatically pass an Unconsciousness Challenge.

Long Suffering

Say what you want about long hours of physical toil, it tends to make a person tough and hardy. After a lifetime of coming home with sore limbs and aching muscles, a knife wound in one's side just isn't all that impressive. To some, this resignation with regards to pain almost seems superhuman, but to the Drudge, it's not much more than another doctor's bill that she probably doesn't have the money to cover.

This character gains +2 Wounds.

Teamwork

Due to the large projects they are frequently expected to complete, Drudges rarely work alone. Most often, they are part of a team made up of hard-working men and women such as themselves. By working together, they can pool their strength and time and finish the project faster than any of them could have hoped on their own.

Even when they're off the work site, Drudges carry this same mentality with them. It's often the Drudge that encourages everyone to stay on task and avoid becoming distracted, and when tempers flare and personalities clash, it's usually the Drudge that ends up trying to get everyone to shake hands, put aside their differences, and get back to work.

This character may take the (1) Assist Action as a (0) Action.

Additionally, when this character is targeted by the Assist Action, she gains a ✚ to the assisted Action (in addition to the usual benefits of the Assist Action).

Hard to Kill

This character can keep soldiering forward despite even the most serious of wounds. No matter what her opponents throw at her, the Drudge is ready to take more (and, often, to dish out far worse).

Once per Dramatic Time when this character receives a Critical Effect, she may choose not to receive that Critical Effect.

Steady Pace

Efforts that proceed at a consistent, reliable speed are, for this character, far more efficient than bursts of speed. As she works, she falls into a comfortable pace, ensuring that she will not tire as other, more fervent characters might.

After this character succeeds at a Skill Challenge made as a result of an Ongoing Challenge, she gains a ✚ to her next Skill Challenge made as part of that Ongoing Challenge.

Slow to Die

Somehow, this character seems to avoid the worst injuries she could suffer. A close range blast from a shotgun knocks her back and leaves her chest bleeding, but fails to blow a hole right through her. A slash from a greatsword cuts deep into her arm but fails to sever it. Whether through an almost supernatural level of toughness, incredible luck, or just sheer stubbornness, this character is impressively resistant to permanent injury.

When this character suffers a Critical Effect, the Critical Effect flip suffers a −.

Soldier On

There are some people who just won't give up, and they can inspire others to press on despite the worst that the world can throw at them. The sight of a Drudge resolutely facing down an enemy despite her wounds is the stuff of inspirational posters and tavern stories, and she lives up to her indomitable reputation without even trying.

At the beginning of Dramatic Time, this character may heal 2/3/5 damage. In addition, she may choose any conscious friendly character that can hear her to also heal 2/3/5 damage.

Put Your Back Into It

No matter the task, a Drudge knows that, sooner or later, she is going to have to pick up a shovel or a pickaxe and do a bit of hard labor. Some might call it a pessimistic outlook on life, and maybe it is, but it doesn't stop it from also being a true statement.

Before this character performs a Close Combat, Expertise, Training, or Ranged Combat Skill Challenge, she may discard a card to use either Athletics + Resilience (if the Skill Challenge is tied to a Physical Aspect) or Athletics + Tenacity (if the Skill Challenge is tied to a Mental Aspect) in place of the Skill Challenge's original Skill and Aspect.

Just a Graze

This character tends to have an uncanny knack for surviving attacks that should have killed her. While most Fated are capable of avoiding certain pitfalls that destiny has laid out for them, the Drudge seems to have a special influence over suffering and pain... namely, her own.

Eventually, Drudges just seem to stop getting all that hurt. Extreme situations can still threaten their life, and they're certainly not immortal, as more than one gunfight has proven, but for the most part, Drudges seem to avoid most of the injuries that afflict other characters. Nephilim can chew on their arms, swordsmen can stab them in the chest, and snipers can put bullets in their heads, but somehow, the Drudge usually seems to just walk away with a splitting headache and a few minor scrapes and bruises to show for it.

This character may Cheat any Damage Flip she suffers, regardless of ⊟ modifiers or jokers.

Can't Keep Me Down

Less of a second wind and more of a constant breeze that never stops blowing, some Drudges seem to capable of recovering from their wounds far faster than would be expected. Most Drudges find themselves unable to explain just how they can take so much punishment and keep functioning, so they just shrug their shoulders and write it off with a simple explanation, such as "I'm just stubborn, I guess."

At the start of this character's turn during Dramatic Time, if she has less than half her total Wounds remaining (rounded up), she heals 1 damage. If she is suffering from one or more Critical Effects or has less than 0 Wounds remaining, she heals instead heals 2 damage.

My Lot in Life

As resilient as a Drudge might be, there are still times in her life when she's going to find herself in a bad situation, perhaps with a missing limb or a fatal wound. When that happens, rather than panicking or passing out, a Drudge tends to just sigh and realize that she always knew this day would come eventually.

Even if such injuries lead to her death, a Drudge doesn't plan to wait for death on her back. She's worked too hard to go out that way, and if it's her time to go, then she plans to go on her terms, whatever they may be.

At the start of this character's turn during Dramatic Time, she may discard a card to gain a number of additional AP equal to the number of Lasting Critical Effects she is suffering from (even if she is currently ignoring their effects due to the Keep Standing Talent), to a maximum of 3 additional AP.

Graverobber

The temptations of necromantic power are difficult to resist. The common person might not have much use for an elaborate illusion or the ability to throw fireballs down the street, but given the chance to manipulate the fundamental concepts of life and death, most people find themselves more than a little bit curious, if not utterly enthralled.

Who has not wished that they could bring a loved one back from the grave? Who has not dreamed of controlling the mind of a stubborn boss or distant crush, if only for a moment? The allure of Necromancy feeds upon these desires, granting these desperate people more power than they (or anyone) should ever be given.

Necromantic lore is scattered all throughout Malifaux. The Death Marshals have tried to remove as much of it as possible by destroying or locking away any necromantic Grimoires that cross their path, but there are still more out there, particularly beyond the walls of the city. All it takes to create a new necromancer is for someone to find one of these moldering tomes or macabre items and give in to the temptation it represents.

The Guild has begun to suspect that there might be a sinister force drawing the residents of Malifaux toward caches of necromantic lore... and they are correct. Dubbed "the Whisper" by the Resurrectionists, this disembodied voice whispers into the ears and minds of particularly susceptible individuals, urging them forward down a dark path.

Whether the Whisper appears to those who have a fascination with death or whether that fascination is caused by the Whisper's influence is an academic question which none of its adherents can truly answer. Eventually, however, a would-be necromancer needs bodies to continue her learning, which turns her toward either robbing graves or outright murder.

While not all Graverobbers are sinister figures, the temptation to sink deeper into that spiraling darkness is a constant battle that few can resist for long. Those who prove to be strong enough to resist the temptations laid out in front of them often find themselves walking the path of the Death Marshal.

Starting

A Graverobber begins the game with a Grimoire containing one Necromancy Magia; one Enchanting, Prestidigitation, or Sorcery Magia (for a total of two Magia); and three Immuto.

On the Pursuit: Black Soul

When this character fails a Magical duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, a Graverobber gains the Talent listed below:

Step	Talent
0	Sense Corpses
1	They Weren't Using It or Mastered Immuto
2	General Talent
3	Morbid Thoughts or Mastered Magia
4	General Talent
5	Macabre Infusions or Mastered Immuto
6	General Talent
7	Consume Corpse or Mastered Magia
8	General Talent
9	Maniacal Laugh or Mastered Immuto
10	Unholy Beacon

"Listen. I only turned their corpses into zombies because I needed help digging up the other graves. How I am the villain here?"

– Katinka Rosario, Graverobber

Sense Corpse

Graverobbers tend to spend a great deal of time lingering around cemeteries and attending the funerals of strangers, all with the hopes of determining which graves will be the most profitable to dig up. It's always easier to dig a fresh grave than and old one, and if a Graverobber waits too long, there's always a chance that one of her peers will get to the corpse first.

Fortunately, Malifaux (or, perhaps, the Whisper) tends to respond to these thoughts by giving the most promising Graverobbers the ability to sense corpses while they're still in the ground (or hidden in the walls, or stuffed into a steamer trunk, or so on).

This character gains the following Tactical Action:

(0) Sense Corpse: This character may discard a card to sense the presence of a corpse within 5 yards of her. This corpse is typically buried in the ground and requires digging to exhume, but it's also possible for the character to find corpses boarded up behind walls or in similar hidden areas. Note that this Action only locates corpses; it does not create them out of thin air.

The Fatemaster is within her rights to declare that there are no corpses in a given area, particularly if the character has already found corpses there or if the area is frequently and heavily patrolled, such as the Guild Enclave.

They Weren't Using It

When this character uses her Sense Corpse Talent, if the discarded card was a ✗, the corpse has valuables such as rings, jewelry, or pneumatic augmentations that she can sell for a small profit. These valuables have a total scrip value equal to half the value of the card the character discarded to use her Sense Corpse Talent.

Mastered Immuto

Long hours of study and practice have led to this character developing a mastery over a single Immuto. Like a baseball pitcher knowing the correct way to throw a curve ball, the character can now apply her "trick" to any spell she casts, regardless of whether or not the chosen Immuto is listed in any of her Grimoires.

This mastery is a powerful boon in the arsenal of any spellcaster and the first sign that the character has started to walk the path of a true spellcaster. The more Immuto that a character masters, the more control she has over her spells and their parameters, allowing her greater flexibility with her magic.

When this character gains this Talent, she chooses an Immuto. This character always has access to the chosen Immuto, no matter her chosen Grimoire.

Morbid Thoughts

The biggest mistake that most would-be necromancers make is in considering their magic to be a tool, no different than a hammer or wrench, that can be picked up when needed and then set aside when the task at hand is finished. Unbeknownst to these spellcasters, necromantic magic is tainted with the essence of the Grave Spirit, the primordial embodiment of all death, and the more that a character draws upon that power, the more spiritually corrupt they become.

Gradually, a Graverobber's mind begins to turn to darker thoughts. Her thoughts dwell on death and the undead with greater frequency, and quite often, her humor takes a disturbing turn towards the macabre and unpleasant. Even the Death Marshals, who are trained to resist many of the negative aspects of necromantic magic, are known for their dry "gallows humor."

If there's any upside to this obsession with death, it's that the shift in the character's thoughts makes it easier for her to channel necromantic magic.

This character adds +✗ to her Necromancy Skill.

Mastered Magia

To be considered a true spellcaster, one must devote considerable time to the arcane arts. Most spellcasters are shackled to a Grimoire, forced to memorize the arcane formulae, long chants, or strange symbols it contains in order to harness the power of its magic. With enough study and practice, however, a character can learn to channel this magic on her own, without need for a Grimoire.

When this character gains this Talent, she chooses a Magia. This character always has access to the chosen Magia, no matter her chosen Grimoire. If she does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia.

Macabre Infusions

Time spent around necromantic energies and locations has infused the character's body with death-like qualities. While not actually one of the walking dead, the character can pose as one of their number if the situation calls for it.

If this character does not have the Undead Characteristic, she may count as if she had the Undead Characteristic whenever she wishes. Fatemaster Undead characters consider this character to be one of them and will treat her with disinterest unless attacked or directly threatened.

Consume Corpse

The bodies of the dead have a sort of latent power that, more often than not, isn't of much use to anyone. With practice, however, a Graverobber can learn to tap into that power, consuming it (and the corpse it is stored within) to fuel her dark magics.

When casting a Necromancy Spell, this character may choose to consume any number of corpses within 5 yards of her to lower the TN of the spell by -2 for each such consumed corpse. Corpses consumed in this way are reduced to dust and ash as the character leeches the energy from them.

The character must be aware of any corpses she consumes in this manner, but she does not need line of sight to them (and thus may even consume buried corpses that she has sensed with her Sense Corpses Talent).

Alternatively, if this character has any Undead subordinate characters under her control, she may consume them with this Talent as if they were corpses. She may only consume undead characters under her direct control; uncontrolled undead or those under the control of another character cannot be consumed in this manner.

Maniacal Laugh

By this point, the character has achieved such a mastery of Necromancy that she can animate dozens of zombies with a mere snap of the fingers... or, for those more dramatically inclined, with a cackling laugh of maniacal superiority.

This character may discard a card to animate all corpses within (1)8 of her as Mindless Zombies (pg. 361). The corpses remain animated for a number of rounds equal to half the value of the discarded card, rounded up. The Mindless Zombies count as subordinate characters under this character's control.

This character may command every Mindless Zombie under her control with a (1) Order Action, and the orders may be different.

Unholy Beacon

The most powerful Graverobbers are capable not just of raising the dead, but of taking control of those undead she did not create, forcing such shuffling corpses into subservience.

This character may discard a card from her Control Hand to take control of an Undead character within her line of sight. If the Undead character is of Minion Rank or lower, this character does not have to perform a Challenge to take control of it.

If the target is of Enforcer Rank or higher, the character must make a Necromancy + Charm against the Undead character's Willpower to take control of it. This Challenge Flip may be cheated as normal. On a success, the Undead character is placed under this character's control as a subordinate character. On a failure, the Undead character becomes immune to this Talent for 24 hours.

Undead characters of Minion Rank or lower remain under this character's control indefinitely, usually until they are destroyed. Undead characters of Enforcer Rank or higher only remain under this character's control for 24 hours (at which point this character can attempt to use this Talent on them again).

Stitched characters – Fated characters who happen to be Undead – are immune to this Talent.

Guard

More often than not, Guards found their calling to protect others early in life. They might have protected their younger siblings from bullies as a child, or they might have grown up oppressed and watching others be victimized by those stronger than them. No matter the specifics, these events only served to strengthen the character's resolve to place themselves between their charge and certain harm.

That being said, not all Guards are altruistic. Some are perfectly happy to protect the corrupt and villainous, knowing that their service will be handsomely rewarded. Others are mercenary bodyguards who don't care about their employer's politics or beliefs, so long as they're paid at the end of the day.

Some Guards find employment among the Guild, believing that the organization exists to protect the people of Malifaux from the Arcanists, Neverborn, and Resurrectionists. It doesn't take long for such idealistic men and women to realize that the Guild only cares about protecting its profit margins. Those who still believe they can make a difference tend to stay in their positions, doing what they can to help the common citizenry. Others focus more on protecting the other members of their patrols, becoming the guardian of their unit and ensuring that nobody gets left behind when a patrol encounters trouble.

Those Guards who leave the Guild (or who come to Malifaux seeking private employment) find their services in high demand. Malifaux is a dangerous place, and while Downtown is relatively safe, the other areas of the city are less so. There's always someone in need of protection, and that someone is often willing to pay a reasonable amount of Guild scrip to get it.

The most effective Guards have a knack for getting under the skin of their opponents. Whether through blustery insults or just an imposing visage, anything a Guard can do to draw attention away from her allies is considered to be fair game. This often means that a Guard ends up getting injured more often than her companions, but that's what the armor is for, isn't it?

Starting

A Guard begins the game with one Close Combat weapon and any Armor. These items cannot have a total combined value greater than 20§.

On the Pursuit: Iron Tank

When this character fails a Close Combat duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Close Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, a Guard gains the Talent listed below:

Step	Talent
0	Lasting Challenge
1	Stoic Defender or Stand Ground
2	General Talent
3	Take the Hit or Ocular Pat Down
4	General Talent
5	Flurry or Laugh Off
6	General Talent
7	Juggernaut or Imposing Stance
8	General Talent
9	Enduring Defense or Knock Aside
10	Sentinel

"Hey! Why don't you pick on someone larger and better armed than you?"

– Ralph Wescott, Bodyguard

Lasting Challenge

This character just has a knack for getting under other peoples' skins. It might be knowing just the right thing to say to make someone angry, a rude gesture that shocks her opponents in its vulgarity, or just being so menacing that it's difficult for them to concentrate on anything else. However this character expresses her taunting abilities, they remain a potent weapon in her arsenal of tricks.

When this character succeeds on the Impose Action, the effects last until the end of Dramatic Time or until this character takes the Impose Action again (in which case the previous Impose Action lasts until the start of this character's next turn).

Stoic Defender

This character has learned to grimly ignore some of the damage she suffers from attacks.

This character gains the following Defensive Trigger:

Df (●) Glancing Blow: When suffering damage, reduce the amount of damage suffered by 1, to a minimum of 0.

Stand Ground

When it comes time to ensure that none of the bandits can escape the saloon, it's often the Guard that ends up being the one standing in the doorway. When monsters attack and the beleaguered defenders need somewhere to rally around to fight them off, that point is often around the Guard. No matter the situation, the Guard is a bastion of stability and unyielding resolve in combat.

Whether surrounded by clawing zombies or ravenous Nephilim, a Guard is capable of fending off the attacks of her enemies with ease, allowing her to hold the line while her allies recover and regroup. When combined with a few taunts and some good armor, this can make the Guard a formidable obstacle for her opponents to overcome.

This character does not need to discard a card to take the Defensive Stance Action.

Take the Hit

It's almost a given that at some point, a Guard will end up protecting someone else from harm. This often means choosing travel routes that are difficult to ambush or ensuring that everyone avoids situations that are likely to end in a gunfight. Other times, it means leaping in front of an opponent's attack and taking a hit meant for one of her allies. Willingly taking a bullet for someone - potentially even multiple bullets - is the sort of thing that engenders loyalty in one's friends and employers, and as such, these Guards tend to be well compensated for their noble sacrifices.

This character may discard a card from her control hand after an attack hits a friendly character within 2 yards of her. If she does, this character moves to a position between the friendly character and the attacker, and this character suffers the effects of the attack, which suffers a ⊟ to its damage flip, instead of the friendly character. Opponents engaged with this character when she moves may not attempt Disengaging Strikes to stop this movement.

Ocular Pat Down

This character is able to do an ocular assessment of a situation in order to determine whether or not someone is a security risk and whether they should be cleared for passage.

After watching a target character for at least one minute during Narrative Time, this character may attempt a Scrutiny Challenge against a TN equal to the target's Cunning + Stealth + Rank Value. On a failure, this character may not attempt to use this Talent against the target for the remainder of the scene.

If this character succeeds, she learns whether or not the target has any concealed weapons, and if so, what they are. In addition, the target gains the following Condition for the rest of the scene: "**Assessed Threat:** This character suffers a ⊟ to Intimidate Challenges. If this character enters into combat against the character that applied this Condition, this character's Initiative is reduced by -5 (to a minimum of 0), and the character that applied this Condition gains ✚ to all Close Combat Attacks made against this character."

Flurry

Though this character may be skilled in the use of a pistol or other ranged weapon, it's only when she's face to face with her enemies that she can truly be said to be in her element. This character is capable of making a number of rapid and brutal attacks with a melee weapon, enabling her to cut down a single enemy with surprising speed.

When this character gains this Talent, choose a Close Combat Skill. This character gains the following Tactical Action:

> (2) Flurry: This character may discard a Twist Card to take three 1 AP strikes with a Close Combat weapon with the chosen skill against a single target.

Laugh Off

One of the easiest way to get past a troublesome Guard is to knock her aside, clearing the path for her enemies to swarm forward into the opening. More subtle opponents might seize control of the character's mind, forcing her to walk away from her allies and into a waiting ambush.

Fortunately, there are defenses against these distractions, and this character has mastered them all. By bracing herself and strengthening her mind, this character is able to laugh off her opponents' attempts to move her out of position.

This character may not be pushed or moved by enemy characters.

Juggernaut

After being thrust into combat and pushed to her limits time and time again, this character eventually becomes an unstoppable juggernaut of warfare. Her wounds are forgotten as she pushes past the pain, allowing her to remain on her feet longer than anyone would expect.

This character gains the following Tactical Action:

(0) Juggernaut: This character may discard a card to heal 1/2/4 damage.

Imposing Stance

With practice, a Guard eventually learns how to hold the attention of multiple opponents at once. With a single gesture or phrase, she can enrage her enemies to the point of fixation, ensuring that her allies will be able to take advantage of the situation without fear of reprisal.

When this character takes the Impose Action, she may target two characters instead of one. She makes a single Intimidate Challenge against both of them.

Enduring Defense

This character knows how to adapt to changing battlefield conditions to ensure that her guard never stays down for very long.

When this character takes the Defensive Stance action, her **Defensive** Condition lasts one additional round (i.e., until the start of her second turn after she took the Defensive Stance action).

Knock Aside

When an opponent makes a melee attack against this character and fails to connect, this character can quickly counterattack with a weak thrust and a forceful push in the other direction. This not only leaves her enemies weakened and confused, but also ensures that they are forced away from her... and often, into the waiting sword of an ally.

This character gains the following Defensive Trigger:

Df (🛡) Knock Aside: After an attacker misses this character with a Close Combat attack, if this character has a readied Close Combat weapon, the attacker suffers that weapon's weak damage and is pushed a number of yards away from this character equal to this character's Might Aspect (minimum 1 yard).

Sentinel

This character is a bastion of impenetrable defense. When she assumes a defensive position, she is able not only protect herself but also her nearby allies.

This character may take the Defensive Stance Action as a (0) Action.

In addition, whenever this character has the Defensive Condition (at any value), all friendly characters within 2 yards of her gain + to their Defense Challenges.

Gunfighter

Guns are, for better or worse, a common and necessary part of life in Malifaux. By far the most common type of gun in Malifaux is the pistol, as it combines ease of transport and use with sufficient stopping power to put a man into the ground. Whether used for self-defense or as a tool of extortion, revenge, justice, or cold-blooded murder, a pistol is an invaluable companion to anyone expecting a fight.

There is, however, a class of people who elevate gunplay to a level far above common shooting. These Gunfighters have spent countless hours practicing with their weapon in order to develop a quick draw and a dead aim. At night, while others are enjoying a warm fire and a glass of brandy, Gunfighters are oiling actions, brushing barrels, dialing in sights, bluing steel, and reloading spent brass. For these men and women, a pistol isn't a tool; it's a way of life.

Most Gunfighters tend to be somewhat independent. They might work for the Guild or the Union, but even then, they tend to distance themselves from their peers and take assignments that give them as much freedom as possible. Alternatively, they might strike out on their own, offering their services to the highest bidder. When times get lean, it is these latter folk who frequently turn to banditry to stay fed.

No matter their profession, Gunfighters tend to crave excitement. Where the normal person lives in fear of conflict and gunshots, a Gunfighter craves such stimulation. Their profession is exercised in fractions of a second, and their attention sits unwaveringly at the edge of each moment. Some even set out to cause trouble themselves, if things get too dull, as the only time they truly feel alive is in that space between breaths when they draw their pistol and pull the trigger.

Because of this, the life of a Gunfighter is all but guaranteed to be a short one. Their stories frequently end in blood, and those few who survive to old age are treated with awe and a great deal of care, much in the same way as a rattlesnake.

Starting

A Gunfighter begins the game with one or two Pistols. These items cannot have a total combined value greater than 20§.

On the Pursuit: High Noon

When this character fails a Ranged Combat duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Ranged Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

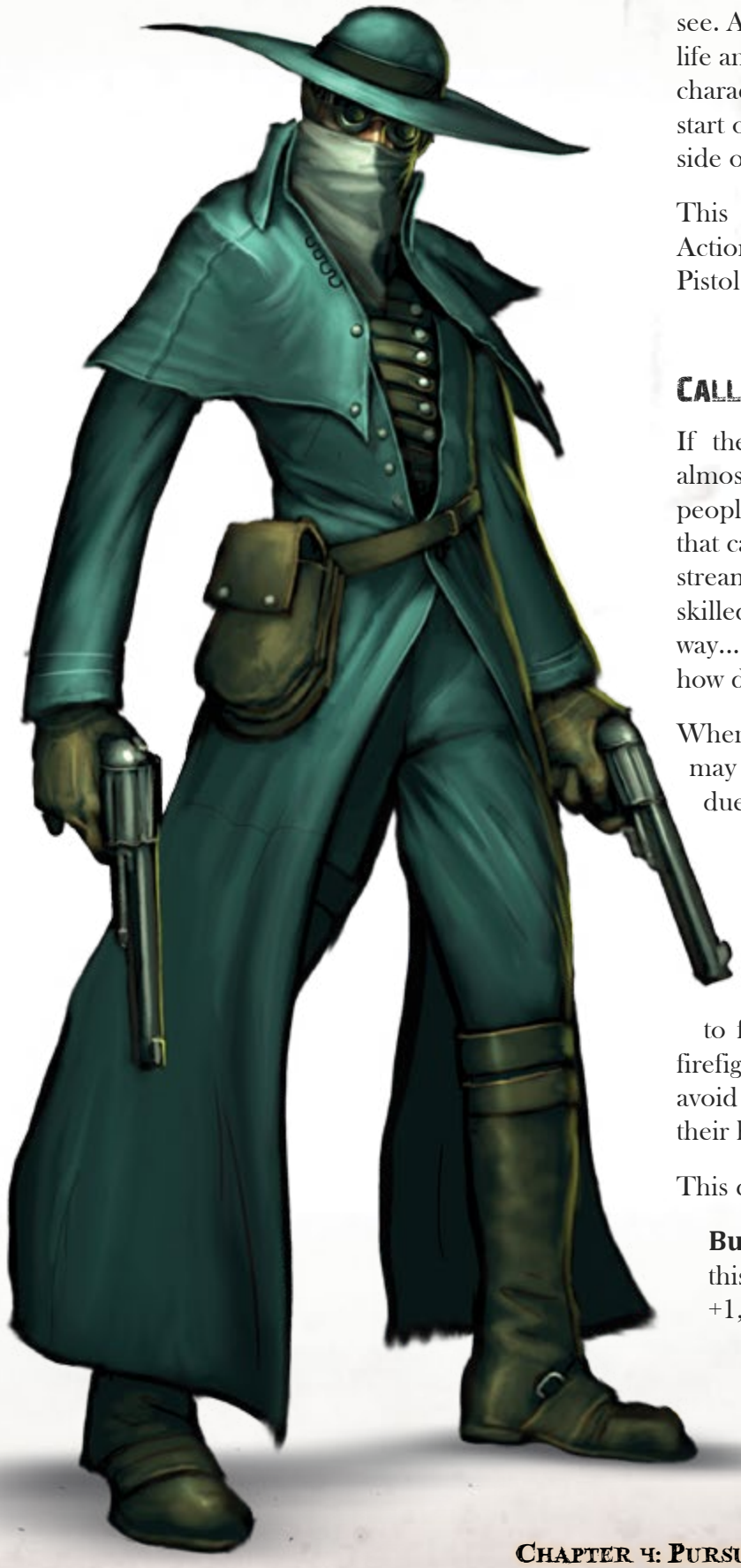
Advancement

At each step, a Gunfighter gains the Talent listed below:

Step	Talent
0	Quick Draw
1	Call Out or Bulletproof
2	General Talent
3	Gunfighter or Quick Reload
4	General Talent
5	Rapid Fire or Fastest Gun
6	General Talent
7	No Time For This or Debilitating Shot
8	General Talent
9	Finger on the Trigger or Bullet Bending
10	Ranged Expert

"Why, you look like someone just... walked over your grave."

– Val Carmen, Gunfighter



Quick Draw

Fast reflexes and long hours of practice have resulted in this character being able to draw her pistols with blinding speed, sometimes faster than anyone can see. A few seconds can make the difference between life and death in the heat of combat... and when this character is the only person holding a pistol at the start of the fight, she tends to come out on the right side of that divide.

This character may treat the (1) Ready Weapon Action as if it were a (0) Action when drawing a Pistol, and she may draw two Pistols instead of one.

Call Out

If there's anything that Gunfighters tend to do almost as well as shooting pistols, it's making other people feel uncomfortable. From casual comments that carry just the right hint of threat to an unending stream of annoying chatter, gunfighters are quite skilled at getting people to focus their attention their way... particularly when they're demonstrating just how dangerous they can be with a pistol.

When this character takes the Impose Action, she may add her ranks in the Pistol Skill to her final duel total.

Bulletproof

One of the occupational hazards of being a Gunfighter is that other Gunfighters tend to find reasons to shoot you. After the first few firefights, most Gunfighters figure out a few tricks to avoid being hit anywhere too terribly vital, such as their head, chest, or gun arm.

This character gains the following ability:

Bulletproof +1: Reduce all damage suffered by this character from Ranged Combat attacks by +1, to a minimum of 1.

Gunfighter

Using a pistol (or any other sort of ranged weapon) in combat tends to be very difficult. In addition to the immediate threat of someone swinging a sword at their face or an alligator trying to eat their legs, Gunfighters have to deal with the reality of people being able to knock their arms aside or otherwise ruin their shots.

After the first few times a Gunfighter finds herself unable to get a good shot at someone who isn't respecting her personal space, she figures out how to effectively fire at point-blank targets without worrying about counterattacks or last-second dodging.

This character may use Pistol weapons as if their Range were ⫻ 2 (in addition to their normal range).

Quick Reload

A Gunfighter is most vulnerable when she is out of ammunition. At that point, her pistols are effectively useless until she's able to duck behind cover and take a moment to reload and rejoin the fight. Experienced Gunfighters can reload their pistols so quickly that their hands almost seem to be a blur of movement.

This character reduces the AP cost required to load Pistol weapons by 1.

Rapid Fire

Whether fanning the hammer of a single revolver or unleashing a withering salvo from twin pistols, this character is able to lay down a truly impressive amount of gunfire in a short period of time.

This character gains the following Tactical Action:

(2) Rapid Fire: This character may discard a Twist Card to take three 1 AP attack Actions with a Ranged Combat weapon against a single target.

Fastest Gun

Gunslingers pride themselves on their ability to quickly draw a pistol and fire it accurately at a target. Most Gunfighters test themselves by shooting at a bottle that's been tossed into the air by one of their friends, but as with most things, the true test of skill is demonstrating the same ability in the heat of combat.

The very best gunslingers can shoot an opponent's pistol out of their hands before they can even get a shot off, which is a fine trick, but in Malifaux, most Gunfighters just opt to be slightly less fancy and shoot their opponents in the chest.

This character gains the following Defensive Trigger:

Df (🐂) Fastest Gun: After a Ranged Combat attack fails against this character, this character may expend one round of ammunition in a readied Pistol to deal its damage to the attacker. This damage flip receives a ⊟.

No Time For This

It's been said that if brute force doesn't solve a problem, the problem solver just didn't use enough of it. It's a philosophy that many Gunslingers

Whenever this character is involved in an Ongoing Challenge, she may choose to make one of the Challenge Flips using her Pistol Skill instead of the appropriate Skill (she still uses the appropriate Aspect, however). If falls to the Fatemaster and the player to explain how this functions from a story perspective.

For instance, character might use her pistol to threaten someone important, use gunpowder from her bullets to help crack a safe, or just impress people with some interesting trick shots.

Debilitating Shot

Even when this character isn't able to deal serious injury to her enemies, she's still able to cause them significant discomfort. A bullet to the arm can force an opponent to drop a held weapon, while a bullet to the leg can end any hope an opponent might have had of escaping from the battle. Whatever the case, incapacitating her opponents has the potential to dramatically shift the tides of battle in the Gunfighter's favor.

After damaging an enemy with a Ranged Combat weapon, this character may discard a card to give her enemy the **Useless Limb (Arms)** or **Useless Limb (Legs)** Condition with a limb of her choice. The Condition lasts until the enemy has fully healed all of her missing Wounds.

Finger on the Trigger

When not actively firing bullets at her enemies, this character is able to focus her attention on the battlefield as a whole, readying herself for the perfect moment to strike. Whenever an opponent ducks out of cover or decides to make a dash towards her or one of her allies, this character is ready with a fast bullet.

This character gains the following Tactical Action:

(1) Finger on the Trigger: Until the start of this character's next turn, if an enemy character within 10 yards declares a Charge Action or Ranged Combat action, this character may immediately make a 1 AP Ranged Combat attack against the enemy character.

On a success, the enemy character suffers 1 damage and the Charge Action or Ranged Combat attack fails.

Bullet Bending

It's said that the greatest Gunfighters of legend were so skilled with a pistol that they could shoot bullets around corners. A rational person will no doubt attribute these stories to the Gunfighter being skilled at ricocheting bullets off hard surfaces, as the idea of being able to make a bullet turn in midair is simply too unbelievable to accept.

Even Gunfighters who have spent a great deal of time in Malifaux would agree that nobody can make a bullet turn in midair. Instead, though an instinctual process they don't quite fully understand, a handful of these Gunfighters have learned to bend space around a bullet. The bullet still moves in a straight line, just like back on Earth... it's just that the straight line is traced across warped space. The difference is primarily academic in application, as the effects - a bullet twisting in midair to bend around a corner - end up more or less the same either way.

Before making a Ranged Combat attack, this character may discard a card. If she does so, her Ranged Combat attack may ignore her choice of either cover or line of sight. If this character chooses to ignore line of sight and fires at a target behind cover, that target receives the benefits of cover (whether soft cover or hard cover) as usual.

Ranged Expert

Every tick of a pocket watch's second hand is like an eternity for a Gunfighter in the heat of the moment. When the adrenaline is pumping through her veins and the smell of gun smoke is heavy on the air, this character is able to move with the speed of a striking rattlesnake, each bullet tracing a path of death through the air in front of her.

This character gains 1 additional AP on her turn, but this AP may only be used to make a Ranged Combat attack.

Mercenary

The lure of Malifaux is different for everyone, but many people come through the Breach in search of work. While the majority of these hopeful settlers make the trek hoping to find respectable jobs in the factories or mines, there is no shortage of mercenaries who come to Malifaux hoping to make their fortune as hired guns.

Mercenaries are those people who are willing to commit violence, or at least threaten violence, in a professional manner. The most common employer of these diverse soldiers of fortune is the Guild, who frequently place bounties on the outlaws and escaped convicts who have evaded capture. By paying "independent contractors" for bringing in the listed quarry, sometimes alive, sometimes dead, the Guild ensures that the wheels of justice continue to turn without having to actually commit their own people to the hunt.

Other organizations, such as the M&SU, post similar bounties, though never in the same numbers as the Guild. The legality of these bounties varies depending upon the organization; a Mercenary who has no qualms about breaking the law can make a great deal of money in service to the Ten Thunders crime syndicate, for instance. There are also a countless number of private businesses and citizens that have need for violent men and women from time to time, often for more elaborate jobs than simple bounties.

Many Mercenaries are ex-military, and of them, a good number are deserters that decided to take their military-issued equipment with them when they left. Others have simply lived in violent areas their whole lives and now seek to capitalize on the skills they have developed.

The most successful Mercenaries usually operate in groups as armies for hire. A lone Mercenary can hire herself out to track down a specific quarry or to assassinate a specific person, but her prospects are often erratic. Joining a proper mercenary group such as the Catalan Corps or the Freikorps provides steady work in exchange for the group taking a cut of the profit... and of the Mercenary's freedom.

Starting

A Mercenary begins the game with one Ranged Combat weapon and any armor. These items cannot have a total combined value greater than 20§.

On the Pursuit: A Fistful of Scrip

When this character fails a Ranged Combat duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Ranged Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

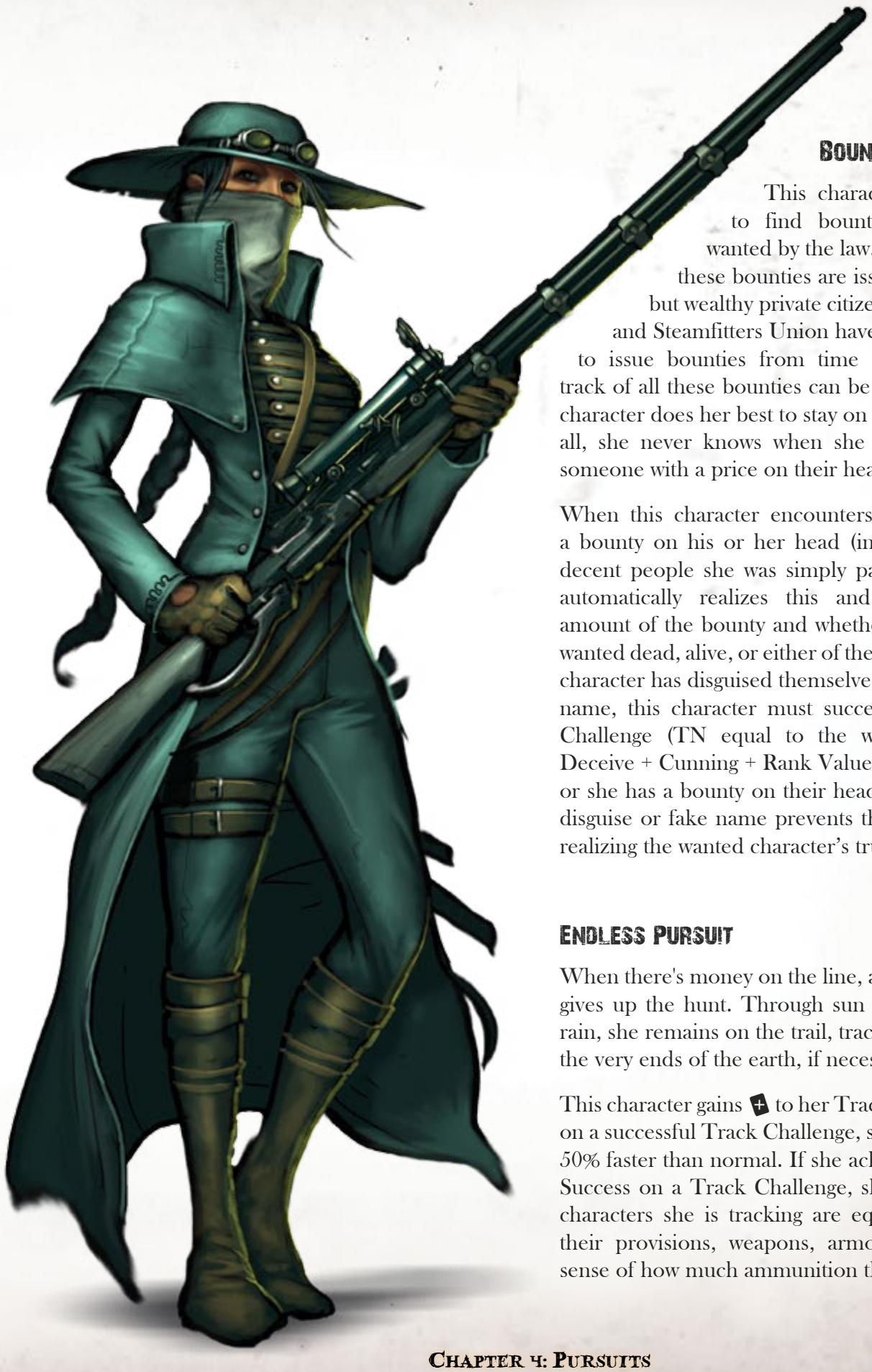
Advancement

At each step, a Mercenary gains the Talent listed below:

Step	Talent
0	Bounty Hunter
1	Endless Pursuit or Odd Jobs
2	General Talent
3	To the Highest Bidder or Contract Negotiation
4	General Talent
5	Human Shield or Making Ends Meet
6	General Talent
7	Coin for Kills or Deadly Hunter
8	General Talent
9	Hard Knock Life or Borrowed Time
10	Paid in Advance

"Ten scrip, twice that if you want her alive. Another two scrip for every person I have to kill to get to her. That's the going rate, take it or leave it."

– Selina Voklov, Mercenary



Bounty Hunter

This character knows where to find bounties for criminals wanted by the law. Most of the time, these bounties are issued by the Guild, but wealthy private citizens and the Miners and Steamfitters Union have also been known to issue bounties from time to time. Keeping track of all these bounties can be daunting, but this character does her best to stay on top of them. After all, she never knows when she might run across someone with a price on their head.

When this character encounters a character with a bounty on his or her head (including otherwise decent people she was simply paid to locate), she automatically realizes this and remembers the amount of the bounty and whether the character is wanted dead, alive, or either of the two. If the wanted character has disguised themselves or is using a fake name, this character must succeed on a Scrutiny Challenge (TN equal to the wanted character's Deceive + Cunning + Rank Value) to realize that he or she has a bounty on their head; on a failure, the disguise or fake name prevents this character from realizing the wanted character's true identity.

Endless Pursuit

When there's money on the line, a Mercenary never gives up the hunt. Through sun or shine, wind or rain, she remains on the trail, tracking her quarry to the very ends of the earth, if necessary.

This character gains + to her Track Challenges, and on a successful Track Challenge, she finds her target 50% faster than normal. If she achieves a Margin of Success on a Track Challenge, she learns how the characters she is tracking are equipped, including their provisions, weapons, armor, and a general sense of how much ammunition they have (if any).

Odd Jobs

For every world-threatening villain or global conspiracy that needs to be stopped by daring adventurers, there are a hundred people who just need a business partner or stalker threatened with violence or a hired gun to accompany them to a meeting where nothing terribly important happens. As far as this character is concerned, passing up those opportunities is just leaving money on the table.

At the start of every session, this character gains an amount of scrip equal to twice her completed ranks in this Pursuit. This income represents various odd jobs that the character has completed between adventures, so if she has not had at least eight hours of waking time between sessions to complete one of these minor assignments, she does not gain this scrip. The exact nature of the odd jobs the character completes are up to her and the Fatemaster to work out.

To the Highest Bidder

This character knows that a handful of scrip thrown in the air at the right moment can be quite distracting to her opponents. Just throwing money out left and right isn't enough; it has to have just the right spin, at just the right moment, to dazzle an attacker into snatching at the fluttering bills instead of following through with the attack.

When this character is targeted with a Close Combat attack performed by a non-Beast attacker, she may choose to throw a handful of scrip amounting to no less than half the attacker's Rank Value into the air.

If she does so, she may add her ranks in Barter to her Defense and Willpower for the duration of the attack. If the Close Combat attack misses, the target cannot make any further attacks against this character for the rest of its turn, and if the attack achieved a Margin of Failure, the attacker's turn immediately ends as it focuses its full attention on snatching up the money.

Contract Negotiation

This character has become quite skilled at negotiating the terms of her contracts. She knows just the right things to say to push her employers and potential employers into giving her extra money without it coming across as threatening or begging, and she knows the right paperwork to fill out and which people to talk to in order to get as much scrip as she can out of a bounty.

This character gains + to her Barter Challenges. If she turns in a character with a bounty on their head (dead or alive), she may attempt a Barter Challenge (TN 5 + the target's Rank Value) to increase the value of the character's bounty by +50%.

Coin for Kills

After this character kills an enemy, she may discard a card to gain an amount of scrip equal to the target's Rank Value. The exact source of this scrip is left to the player and Fatemaster to work out; most often, it should just be hidden money that the character finds on the enemy's body, but if the campaign is a bit more magical, the dusty winds of Malifaux might just eerily blow scrip bills past the character whenever she takes a life.

Human Shield

This character values her own life more than any antiquated sense of honor or fairness, and as a result, she's sometimes forced to resort to underhanded tactics in order to stay alive.

This character gains the following Defensive Trigger:

> **Df (🛡) Human Shield:** After this character fails, she grabs a target character of Minion rank or lower within 2 yards and Line of Sight (which may not be the attacker) and places it into physical contact with her, between her and the attacker. Damage is then split evenly between the Minion and this character, with any uneven damage going to the Minion.

Making Ends Meet

No matter how much scrip a Mercenary seems to accumulate, it still seems to slip through her fingers like water. While many of them will bemoan the fact that they don't seem to dig themselves out of debt, a few notice that they are just a bit luckier during that golden period between when they have money and when they don't.

After this character fails a Skill Challenge, she may "lose" an amount of scrip equal to twice the difference between her final acting value and the TN of the Skill Challenge. If she does so, she is considered to have passed the Skill Challenge with no Margins of Success. If the Skill Challenge was an attack, it counts as a tie (and thus, the damage flip suffers a ⊟⊟ modifier).

Deadly Hunter

Whether she's chasing criminals or hunting a bounty, this character is highly motivated to harm the people she is being paid to fight.

This character gains ✚ to the damage flip of any attack made against a target that she was paid to fight or kill.

It falls to the Fatemaster's discretion what counts as "paid to fight," but for the most part, if the character was hired by a Fatemaster character to commit violence or is chasing a bounty, this Talent should probably apply.

Hard Knock Life

A Mercenary's life is a constant struggle between the ups of lucrative employment and the downs of poverty and desperation. Easy come, easy go.

This character may, at the end of her turn during Dramatic Time, choose to either "lose" two scrip or suffer 1 Wound. If she chooses to do either, she may draw a card.

Borrowed Time

When a Mercenary's life is on the line, she is sometimes able to act with preternatural speed and quickness. There's always a price for such haste, however, those who draw upon this hidden reserve of speed soon learn that some prices are more literal than others.

At the start of this character's turn during Dramatic Time, this character may choose to "lose" five scrip or suffer 2 damage. If she chooses to do either, she gains **Fast**.

Paid in Advance

By this point, the character's reputation is such that she can request advances on the bounties and assignments she accepts. This gives her spending money that she can use to purchase special equipment, pay for information, purchase train tickets, or otherwise prepare for the mission at hand without having to dip into her personal funds.

When this character flips her Initiative at the start of Dramatic Time, she may draw up to five cards. If she does so, at the start of her second turn and every turn thereafter until the end of Dramatic Time, she must discard a card (if possible).

Additionally, when this character accepts a mission or agrees to bring in a bounty, she gains 50% of the final reward or bounty as an advance. If the character does not complete the mission or capture the bounty, she is expected to return this cash advance. If she does not, her reputation suffers, she earns the enmity of the people that gave her the advance, and she cannot use this Talent (for either of its effects) for a period of two months.

Overseer

Malifaux is an economic hellscape. The Guild's draconian taxation system, coupled with its near monopoly on the entire city's shops (if not on the goods being sold, then on the materials needed to produce those goods), combine to create a level of oppressive financial servitude not seen since knights and lords ruled over lowly serfs. Many of Malifaux's citizens owe at least some money to the Guild and are forced to work extra shifts or shun luxuries in order to have any chance of crawling out from under the Guild's heavy thumb.

This cogs in this machine of suffering are Overseers. They are the bosses, the middlemen, the entrepreneurs, and the foremen that know just how to exploit a worker in order to make the most profit off his or her toil. Humanity is a vast resource, and manpower is the driving force of the Malifaux economy. Overseers maintain the morale (or desperation) of this engine of muscle and bone and focus it toward the task at hand.

As a work boss, an Overseer ensures that the workers who labor beneath her stay on task. She could run a textile plant with a hundred seamstresses bent over sewing machines, or she could watch over several harlots at a local tavern. Overseers who are their own businessmen have the luxury of being kind when the mood suits them, but those who work beneath more powerful employers are often bitter and cruel, the result of being the conduit for unrealistic expectations and impossible deadlines.

Overseers in charge of physical laborers, such as miners, are often the worst of this batch, as their positions (and thus, the well-being of their families) rely upon the amount of work that the laborers accomplish each day. If production yields fall too low, or if the project falls too far behind schedule, the Overseer might find herself unemployed as her bosses make their displeasure known.

In the end, an Overseer has the task of coordinating a group of people toward a goal. The tactics she employs to reach that goal may be wildly different between individuals, but the end result is always the same... success through cooperation (willing or not).

Starting

An Overseer begins the game with a non-magical skill toolkit.

On the Pursuit: Oversight

When this character fails a Social duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Social Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, an Overseer gains the Talent listed below:

Step	Talent
0	Management Material
1	Concerted Effort or Supervision
2	General Talent
3	Work Smarter or Reminder of a Worse Fate
4	General Talent
5	Best Practices or Protect Me!
6	General Talent
7	How to Do Your Job or You Lazy So-and-So
8	General Talent
9	Finish the Job or Stay Focused
10	What Lackeys Are For

"Flour? It should be on the shelf next to the.... hmm, one moment, ma'am."

"Brattigan, why isn't the bloody flour on the shelf?! So help me, child, I will beat you with this cane myself if you don't start pulling your own weight around here!"

– Darius Ludovico, Grocer

Management Material

No matter what the problem, the solution, in this character's eyes, can easily be reached with the proper sort of leadership. Sometimes that means showing one's workers how something is supposed to be done, and sometimes it means standing back and supervising to make sure that everyone is pulling their own weight. Sometimes, it even means screaming, shouting, and hitting someone with a shoe in order to properly motivate them.

When this character joins an Ongoing Challenge, she may discard a card to use the Leadership Skill as if it were one of the Skills Allowed by the Ongoing Challenge for a set number of Durations, as determined by the value of the discarded card.

If the discarded card had a value of 1-5, she may use the Leadership Skill for one Duration. If it had a value of 6-10, she may use it for two Durations, and if it had a value of 11+, she may use it for three Durations.

Concerted Effort

A group is always better when acting simultaneously, at least in this character's eyes. With her assistance, this character's allies are able to better coordinate their actions in combat, allowing them to strike a decisive blow against their enemies. Of course, this level of coordination and teamwork are only possible if the Overseer is on top of her game; if she's distracted, then her entire team will be unfocused and confused as they wait for her orders.

This character always makes Initiative flips before any of her companions. If two or more characters have this Talent, they may choose the order in which they make their Initiative flips.

When friendly characters make Initiative flips, they may choose not to make an Initiative flip and to use this character's initiative value (after calculating all modifiers) instead.

Supervision

With stern looks or shouted abuse, this character can make anyone focus a bit more intensely on the task at hand.

This character may discard a card to add the suit of the discarded card to the final duel total of any friendly character that can see or hear her (including herself).

Work Smarter

As this character becomes involved in an sort of combined effort, she becomes progressively better at finding small ways to make that task easier for everyone involved. It might involve assigning tasks to the right people to ensure that everyone's working efficiently, or it might just involve getting everyone to lift heavy stone blocks as a group, rather than individually. Whatever the case, the Overseer knows just what needs to be done in order to finish the job.

After this character succeeds at a Skill Challenge during an Ongoing Challenge, permanently reduce the TN of the Ongoing Challenge by -1 for all subsequent Durations of the Ongoing Challenge.

If there are multiple characters with this Talent participating in the Ongoing Challenge, this effect is cumulative.

Reminder of a Worse Fate

No matter what sort of horror the character and her allies are facing, there's always a more sinister fate in store... namely, the threat of impending legal action if the character's allies abandon their positions and run screaming off into the night.

When another friendly character within 6 yards attempts a Horror or Unconsciousness Challenge, she may add this character's ranks in the Leadership Skill to her final duel total.

Best Practices

There are certain standards that the various companies of Malifaux consider to be the most effective at any given task. This character is not only aware of what those practices are but also subscribes to the belief that they are the most efficient and productive ways to get something done, particularly for larger projects.

When this character succeeds on a Challenge Flip made as part of an Ongoing Challenge, she gains one extra Margin of Success.

Protect Me!

One of the benefits of leadership is having lackeys who are willing to throw themselves into harm's way to protect their leader. This isn't a particularly natural thing for anyone to want to do, of course, but with enough loyalty (and a few vague promises of appropriate compensation), even the scrappiest seamstress or harlot will throw themselves in front of a bullet to protect this character.

These altruistic moments tend to be more common when dealing with mechanical servants or paid mercenaries, who have little choice in the matter, but it's still possible for an Overseer to inspire this sort of loyalty in others, provided that she's treated her underlings with respect and fairness.

This character gains the following Defensive Trigger:

> **Df (📖) Protect Me!:** After this character fails, another willing character within 2 yards of this character and within range and line of the sight of the attacker suffers the effects of the attack instead of this character. This character's subordinate characters (if any) are always considered to be willing characters.

How to Do Your Job

An Overseer is most efficient when she knows exactly what sort of tasks she requires everyone under her supervision to perform. The more knowledgeable she is about a given subject, the better advice she can provide when the situation calls for it. As a result, most Overseers are very good at not only telling someone how to do their job but also pointing out just how poorly they were doing it before she stepped in to correct them.

After another character within 6 yards fails a Skill Challenge, this character may discard a card to make a Skill Challenge against the same TN. If there were any modifiers to the original character's flip (such as ✚ or ⊟ modifiers), they apply to this character's flip as well.

If this character succeeds, the other character uses this character's final duel total in place of her original failed final duel total.

You Lazy So-and-So

Common laborers are, as this character knows, inherently lazy. Any decent laborer should know that a split skull or a severed limb isn't a good excuse for laying on the ground and taking a nap! Fortunately, with a few well-placed words, this character can get that lazy worker back on her feet in a jiffy.

This character gains the following Manifested Power:

You Lazy So-and-So

Acting Value	AP	TN	Resist	Range
Charm + Leadership	1	8	**Wp**	6 yards

Effect: Target unconscious character regains consciousness and heals 1/2/3 damage.

- *Stop Complaining:* The target may ignore one Critical Effect currently affecting her for three rounds.
- *On Your Feet!:* The target may immediately stand up from being Prone.

Finish the Job

Just because someone has suffered a severe and possibly fatal wound is no reason for them to quit working. The most skilled Overseers can keep their workers at a task even after they've technically died, at least for a little while. This astonishing feat has more to do with determination and fear than necromancy, though it's all a bit of a moot point to the poor sap who had the audacity to perish on the job.

When another friendly character within 6 yards of this character would fall unconscious or be killed, that character may discard a card to take a 1 AP Action before they fall unconscious or are killed.

This ability cannot affect a specific character more than once per round.

Stay Focused

Overseers tend to be very focused individuals, which is why they're in charge and their less focused underlings are not. Fortunately, all it takes is a few snaps of a finger and a curt word to get this character's allies to perk up and pay attention to what's going on.

This character may discard a card to end the **Focused** Condition on herself. If she does so, every friendly character within 6 yards that can see or hear her gains **Focused +1**.

What Lackeys Are For

A life spent leading others has given the character a commanding presence. With just a few shouted commands, she can spur her allies forward into greatness! That's what being a leader is all about.

On her turn during Dramatic Time, this character may discard three cards. If she does so, every friendly character that can see or hear her may immediately take a 1 AP Action in any order that this character wishes.

Performer

Entertainment, both high and low brow, thrives in the uncertainty of Malifaux. Living under the oppression of the Guild and the constant threat of attack from nightmarish monsters has left the residents of the city with a desperate need for distractions of any sort.

Actors, showgirls, street artists, and musicians are all cornerstones of Malifaux society. These Performers often represent the only highlights in the otherwise bleak lives of the miners and other laborers who make Malifaux their home. Life is simply too hard without a little levity to take one's mind off the tragedies of life.

The skills of a Performer primarily lie in molding her audience's emotions to a particular effect, such as joy, sorrow, or even desire, and most of them remain just as capable of doing this off the stage as on. It's a poor Performer who can't twist a fan around her little finger in sheer adoration.

More than anything else, Performers excel at making themselves the center of attention. When a Performer enters the room, all eyes are upon her, allowing her to calm the ferocious, embolden the timid, and draw laughter from the depressed.

This attention can sometimes be a double-edged sword. Performers tend to have more loyal friends than the average person, but they also tend to accumulate a small cabal of bitter and vengeful enemies. Because everyone is hanging on her every word, all it takes is a single slip - an off-color joke about the Governor-General made in the wrong company or a dress that's identical to the one worn by a high-ranking manufacturer's wife - to earn the enmity of a powerful enemy.

More than anyone else, Performers understand the power that comes from pulling on the threads that make up the social tapestry of Malifaux. If they can bend the right ears or catch the right eyes, it can elevate them from obscurity to fame almost overnight... or ruin an otherwise promising career.

Starting

A Performer begins play with a non-magical skill toolkit.

On the Pursuit: Flair for the Dramatic

When this character fails a Social duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Social Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, a Performer gains the Talent listed below:

Step	Talent
0	Center of Attention
1	Distracting Performance
2	General Talent
3	Grace Under Fire or Powerful Impression
4	General Talent
5	Helluva Entrance or Charming Demeanor
6	General Talent
7	Opening Act or The World is a Stage
8	General Talent
9	A Whisper in Your Ear or Practiced Production
10	That's Showbiz

"Shakespeare said that actors are just idiots that strut around on a stage for an hour before they're killed. Personally, I wouldn't work for anyone who planned to kill me once the show was over... how would you ever do an encore?"

– Kristine Garner, misquoting Shakespeare

Center of Attention

Performers know how to make themselves the center of attention in just about any situation. This can come in handy when performing in a play or singing a song... or when it's necessary to suddenly draw a great deal of attention from the friend that's started to discuss her spellcasting techniques with a Guild Witch Hunter. By swooping in and changing the topic of conversation to something else... to *anything* else... this character is able to ensure that her allies keep their reputation (and heads) intact.

After another character fails a Social Skill Challenge, this character may discard a card to make a Skill Challenge with the same Skill against the same TN. If there were any modifiers to the original character's flip (such as ✚ or ⊟ modifiers), they apply to this character's flip as well.

If she succeeds, this character is considered to have succeeded on the initial Social duel, and the original character's failure is ignored.

Distracting Performance

If there's anything that a Performer is good at doing, it's creating a distraction. Whether through song, dance, or the recitation of poetry, this character is quite skilled at drawing attention to herself... and away from her allies.

If some pockets get picked or an important Guild missive goes missing while she's performing, well, that certainly wasn't her fault, was it?

When this character is performing in any manner, her allies within 10 yards gain ✚ to their Deceive, Pick Pocket, and Stealth Challenges for the duration of the performance.

Grace Under Fire

The show, as they say, must go on, and this character handles unexpected events and dangerous situations with grace and aplomb. Instead of leaping behind cover, this character sashays or struts into position. When an ally shouts for her to hit the deck, instead of throwing herself to the floor like a common member of the bourgeoisie, she gracefully crouches down in such a way as to prevent any unfortunate wardrobe malfunctions.

After all, just because people are shooting at each other and there's some sort of undead machine barreling down on her doesn't mean that she can't behave properly.

This character may substitute her Grace for her Speed when calculating her Defense Aspect and when flipping for Initiative.

Powerful Impression

A key aspect of being a successful Performer is ingratiating oneself to everyone. Performers survive (both figuratively and literally) on how well they can garner the favor of those around them, and admiration, affection, attraction, and camaraderie are all coins that a Performer can spend to better her life.

As such, all it takes is a few short words and a dazzling smile for this character to make a lasting impression upon others. Hours or even days after meeting the character, people are still chuckling over her witty comments and dreaming about their next encounter with such a charming conversationalist.

This character gains the following Trigger on all Social duels:

- *Impress:* After succeeding, draw a card.

Helluva Entrance

Anyone who has spent time in show business knows the importance of making a good entrance. First impressions are everything, and they usually set the tone for all subsequent interactions with another person.

Performers make it a point to make an impression whenever they enter a room. It might be a confident walk that attracts attention with the clicking of heels or the jangle of spurs, a projected comment about the state of the room, or the right outfit to appropriately turn heads and draw attention. No matter the method, one thing is for certain: nobody will ever forget that the Performer was there.

This character may gain a + to the first non-Stealth Challenge Flip she makes in any scene. If she does so, she suffers a − to all Stealth Challenges she makes for the remainder of the scene.

Charming Demeanor

This character knows how to make herself appear innocent, charming, or helpless when the need arrives, making it less likely that her enemies will think her to be a serious threat in combat.

When this character is targeted with an attack, she may discard a card to impose a −− penalty to the attack flip.

Opening Act

The show doesn't truly start until the curtain rises, but when it does, all the actors have to be in their proper places. Even off the stage, this character has a knack for being just where she's supposed to be when a fight breaks out.

After flipping for Initiative at the start of Dramatic Time, this character may nominate a friendly character (which may be herself) to take a Walk Action.

The World is a Stage

No matter what the problem, this character knows that there's a way she can get around it using her charm and performing skills. A good song at the right time can make even the worst tasks tolerable and a little bit easier, and often, the character is able to convince more capable people to help out by either doing her work or by pulling more than their fair share of the workload.

When this character is involved in an Ongoing Challenge, she may choose to make one of the Challenge flips using her Bewitch or Music Skill instead of the appropriate Skill (she still uses the appropriate Aspect, however). If falls to the Fatemaster and the player to explain how this functions from a story perspective.

A Whisper in Your Ear

Turning someone into a new friend is only the tip of the iceberg when it comes to manipulation. With practice, a Performer learns how to twist simple comments into a subtle suggestions that her victims are helpless to resist. Worst yet, the victim often believes that whatever course of action the Performer whispered into his ear was his own, allowing her to remain in the shadows as her beguiled and unwitting servants do her dirty work for her.

More than one Performer has turned this talent for manipulation into an instrument of cruelty, destroying lives, families, and reputations simply for the joy of watching someone dance at the end of her metaphorical strings. For Performers who grew up in poverty, manipulating the rich and wealthy can become a powerful and addictive drug.

If this character scores a Margin of Success on a Bewitch Challenge during Narrative Time, she may force the target of her attentions to perform a single act of up to one hour in length. Unless this character achieves two Margins of Success, the act cannot involve violence.

For the duration of the act, the target believes that the act was their idea (though they may come to believe otherwise in time). This action cannot cause the target to directly hurt themselves.

Practiced Production

No performing troupe would consider stepping out in front of an audience without hours of rehearsal and preparation. Even the handful of improvisational groups across the world practice being spontaneous, in their own way.

For a Performer, the same idea holds true when it comes to her allies and combat situations. A bit of discussion about combat roles, who is calling the shots, and where everyone should stand when things get rough can go a long distance toward ensuring a successful performance... er, combat.

If this character achieves a Margin of Success on a Skill Challenge, she may choose not to apply it to the results of her Challenge. If she does so, then she may instead apply the Margin of Success to a successful Skill Challenge made by one of her allies, provided that her ally makes the Skill Challenge within five minutes of her own Skill Challenge. The maximum number of Margins of Success that this character may have 'saved' at one time cannot exceed her Charm Aspect (minimum one).

That's Showbiz

In any social situation, this character is adept at becoming liked, even when she is trying to swindle or coerce someone into doing something they don't want to do. Facts can be made up on the spot, willpower can be faked, and mental cunning can be simulated with plenty of rehearsal and preparation.

The entire world is a stage, so why not treat it as such?

This character may exchange her Charm Aspect for any of her other Mental Aspects when she makes a Social Skill Challenge.

Pioneer

Every child grows up with a wild imagination and dreams of the impossible. The books they read or the stories they hear around the campfire place them next to Captain Nemo as he explores the mysterious depths of the ocean or racing alongside Phileas Fogg as he tries to circumnavigate the globe. For many, these dreams fade away into the responsibilities of adulthood, but for some, the passage into adulthood only strengthens their desire for exploration.

When the Breach reopened and the Guild announced its settlement programs, the idea of traveling to an unexplored world appealed to these adults. From all across the world, these adventurous souls came to Malifaux in the hope of carving out a place for themselves in the untamed wilderness. Some were content to settle in homesteads on the frontier, to till the parched soil of the Badlands or the hard, packed earth of the Northern Hills, but others set their sights on more distant horizons.

These explorers set out to expand the boundaries of the Guild's maps, bravely venturing into the wilds of Malifaux time and time again. The odds of survival were stacked against these first adventurers, but those who didn't succumb to the hazards laid out before them soon became popular heroes to the common folk. The stories these Pioneers told in the trading posts and taverns between their sojourns into the wilderness spread quickly, and with it, the romanticized myth of the noble explorer who prevailed over the dangerous wilds of Malifaux through determination and luck.

In reality, many of the Pioneers in the wild merely want to be left alone. They feel a connection with the wild, untamed parts of the land and only travel back into civilization to sell their furs, purchase whatever supplies they can't make themselves, and remind everyone that they're still alive. A few make extra scrip by serving as guides or trackers for those who are less familiar with the ways of the wild, but most are content to simply live the lives that they've made for themselves far away from the frantic pace of city life.

Starting

A Pioneer begins the game with a non-magical skill toolkit.

On the Pursuit: Rugged Individual

When this character fails a Training duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Training Skill in addition to those Skill Advancement options presented by the Fatemaster.

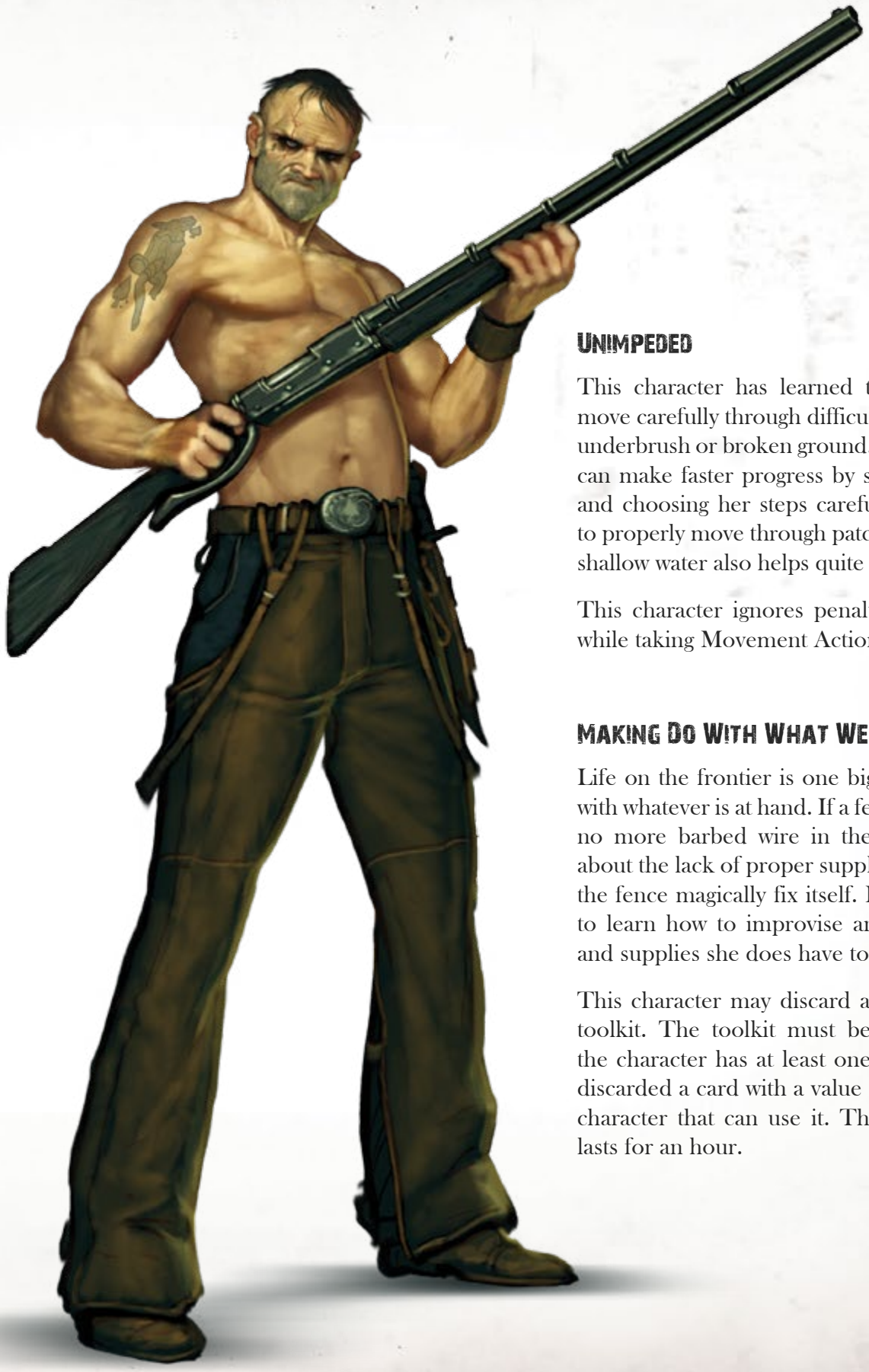
Advancement

At each step, a Pioneer gains the Talent listed below:

Step	Talent
0	Unimpeded
1	Making Do With What We Have
2	General Talent
3	Circle the Wagons or At a Glance
4	General Talent
5	Healing Poultices or Favorable Terrain
6	General Talent
7	Survivalist or Know the Path
8	General Talent
9	Pathfinder or Nature Lover
10	Manifest Destiny

"Reason you're wretchin' all over is 'cause of those mushrooms I told ya not to eat. Idiot."

– Harley Huston, Former Pig Rancher



Unimpeded

This character has learned to take her time and move carefully through difficult terrain, such as thick underbrush or broken ground. Often times, a person can make faster progress by simply taking her time and choosing her steps carefully, but knowing how to properly move through patches of sucking mud or shallow water also helps quite a bit.

This character ignores penalties for severe terrain while taking Movement Actions.

Making Do With What We Have

Life on the frontier is one big lesson in making do with whatever is at hand. If a fence breaks and there's no more barbed wire in the barn, then moaning about the lack of proper supplies isn't going to make the fence magically fix itself. Instead, a Pioneer has to learn how to improvise and use whatever tools and supplies she does have to solve the problem.

This character may discard a card to create a skill toolkit. The toolkit must be for a skill in which the character has at least one rank, and unless she discarded a card with a value of 11+, she is the only character that can use it. The created skill toolkit lasts for an hour.

Circle the Wagons

This character knows how to quickly fortify an area for defense.

On her turn during Dramatic Time, this character may discard a card to let all friendly characters that can hear her treat Severe Terrain as if it were also Soft Cover or Soft Cover as if it were Hard Cover until the end of Dramatic Time.

At A Glance

There's little room for error when one is living on the frontier. As a result, most Pioneers get very good at noticing anything that seems out of place.

If this character fails a Notice Challenge, she may discard a card to reflip the Notice Challenge with a +.

Healing Poultices

This character has learned enough about the native plants of Malifaux to be able to create effective healing poultices. Medical science may still trying to find a use for the various healing herbs that can be found in Malifaux, but this character already knows the best plants for healing wounds and cleansing poisons.

When in a rural or wilderness area, this character may spend one hour and discard a card to produce a Healing Poultice. This character produces an additional Healing Poultice if the discarded card had a value of 6-10, or two additional Healing Poultices if the card had a value of 11 or greater.

Any character may apply a Healing Poultice to a Living character (which may be themselves) as a (2) AP Action. Doing so consumes the poultice, reduces the value of the target's **Poison** Condition by 5 (to a minimum of 0), and heals 2/3/4 damage.

A Healing Poultice only remains viable for three days, at which point the plant material in it begins to decay and it becomes useless.

Favorable Terrain

Choosing the right terrain can often mean the difference between coming out of a battle in one piece or feeding a flock of vultures. This character knows that she might be forced defend herself at any moment, and as such, she always seems to be taking in the lay of the land and plotting out how best to defend it.

At the start of Dramatic Time, this character may discard a card to declare that one patch of ground no more than 3 yards in radius counts as Severe Terrain.

Exactly how this happens is up to the player and Fatemaster to decide; perhaps the underbrush in the area is thicker than it looks, the cobblestones are loose, or the area is just strewn with loose gravel or broken bottles that nobody noticed until that moment.

Once "created," the area in question remains Severe Terrain indefinitely (until someone prunes the underbrush, replaces the cobblestones, sweeps the street, etc.).

Survivalist

This character knows how to survive the worst of Malifaux's natural dangers, whether they are carnivorous plants, deadly snowstorms, poisonous thorns, or even a raging forest fire. She can pass her knowledge on to those that travel alongside her, protecting them from harm by virtue of her tried-and-true wilderness experience.

This character no longer suffers damage from Hazardous Terrain. She and any allies she travels with gain + on any Challenges made to resist the elements or other environmental hazards (such as frostbite, sunstroke, biting insects, or drowning).

Know the Path

Pioneers might not know that much about advanced mathematics or the magical arts, but when it comes to navigating one's way through a forest or getting a barn raised with a minimal amount of effort, these rugged adventurers are in their element.

When this character joins an Ongoing Challenge that allows the use of the Homesteading, Track, or Wilderness Skills, the TN of the Ongoing Challenge is lowered by -2 for participating characters that use one of those Skills.

Pathfinder

This character can easily point out hazards around her to her allies, enabling them to move through the difficult terrain with greater ease. It's a testament to this character's skill in the wild that she's able to not only herd her allies through the dangerous and unforgiving lands of Malifaux but that she can do so while also helping them avoid the ravages of poisonous gas, open flames, razor-leaf plants, and far worse.

Friendly characters within ❶3 of this character ignore movement penalties for terrain while taking Movement Actions and only suffer 1 damage from Hazardous Terrain.

Nature Lover

Malifaux's landscape is rough and untamed, but for those who spend their lives eking out a tough life on its barren plains or cracked hills, there's a certain beauty to the desolation. It's not the sort of landscape that a person ever truly falls in love with, but some people, such as this character, have at least come to respect it.

At the start of this character's turn during Dramatic Time, if she is in Severe or Hazardous Terrain, she may draw a card and then discard a card.

Manifest Destiny

It's the belief of many of Malifaux's citizens that humanity (or at the very least, the Guild) is destined to expand across their newly discovered world. The closing of the first Breach dealt a powerful blow to this belief, but with the Breach's reopening and humanity's continued spread across the Northern Hills and into the Badlands, belief in humanity's manifest destiny has been rekindled.

This character may discard two cards to lay claim to a reasonably sized area (generally one structure or natural area such as a grove). This doesn't give her any immediate legal claim to the area in question, but her determination and confidence about her claim give her a + to Bureaucracy, Convince, or Intimidate Challenges to convince people otherwise. This bonus lasts until the character uses this Talent again.

While on any land that could reasonably be considered to be owned by this character (including while on her homestead, in the Contract Town or neighborhood she calls home, or in an area that she's claimed with this Talent), this character generates 1 additional General AP at the start of her turn.

Scrapper

Popular opinion might claim that the advent of modern firearm technology has rendered more martial weapons obsolete, but that that belief has yet to manifest itself in reality. The Guild carry swords on their belts as standard issue, and only the bravest mercenary ventures out beyond the city walls without a melee weapon on her hip or strapped across her back.

For some, this is a matter of practicality. Having a sturdy sword or a heavy hammer ensures that a person has a melee weapon to fall back upon if her enemies close to melee range. On the flip side of that, getting in close with a sniper or rifleman can be quite advantageous, as it is quite difficult to aim a rifle at someone who is hacking at your limbs with an axe. It's also worth noting that axes and swords don't tend to run out of ammunition in the middle of a fight.

For Scrappers, however, the heft of a heavy weapon in their hands is comforting and familiar. The study of the sword has been handed down from instructor to student for generations, and even though swordplay in general has become less popular, fencing is still a sport that is enjoyed across the world. Even without formal training, any homesteader worth her salt knows how to wield a hand axe, and most of the workers who labor in the mines or lay railroad tracks under the hot sun are familiar with how to properly swing a heavy pick or hammer.

Not all Scrappers use manufactured weapons, however. There are plenty of people who prefer beating someone down with their bare fists. These glorified thugs relish the sound of knuckles striking flesh, and they grin whenever their battered opponents collapse to the ground, cough out blood, and plead for mercy through a ruined face.

Others take a more graceful approach, drawing upon the martial art traditions of the Three Kingdoms. Relying more upon speed than sheer brute force, the swift kicks and counter-attacks of these lithe Scrappers often catch their opponents by surprise.

Starting

A Scrapper begins the game with one Close Combat weapon and any Armor. These items cannot have a total combined value greater than 20§.

On the Pursuit: Bloody Minded

When this character fails a Close Combat duel during Dramatic Time, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Close Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

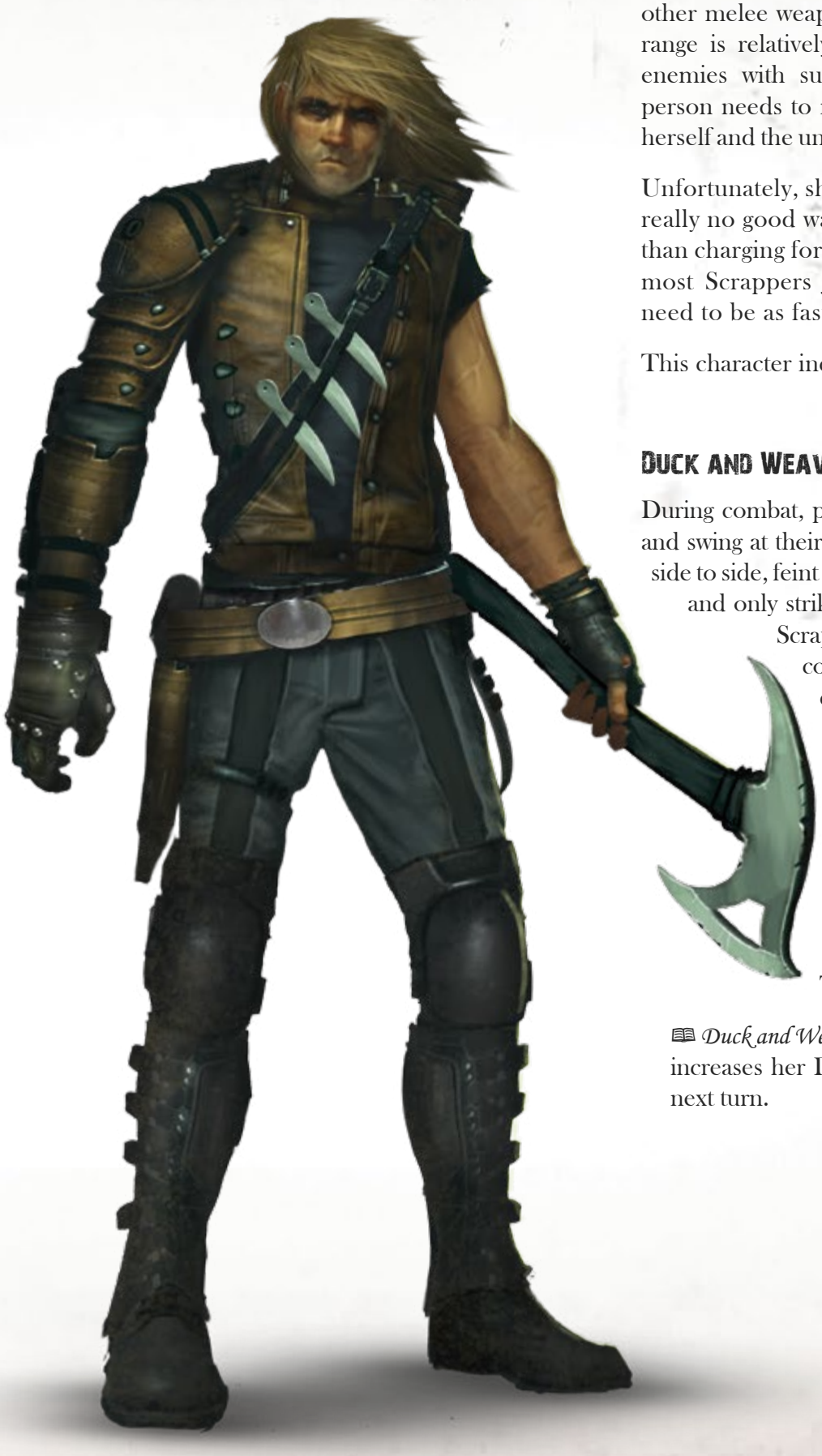
Advancement

At each step, a Scrapper gains the Talent listed below:

Step	Talent
0	Into the Fray
1	Duck and Weave or Fast Healer
2	General Talent
3	Close the Gap or Shoot Past Me
4	General Talent
5	Wicked or Flurry
6	General Talent
7	Finish the Cur or Counter-Charge
8	General Talent
9	Diving Charge or Momentum
10	Melee Expert

"You people always make this so complicated. Just stab 'em in the neck and walk away."

– Rodney Manturo, Scrapper



Into the Fray

If there's any disadvantage to a club, sword, axe, or other melee weapon, it's that the weapon's effective range is relatively short. In order to cut into her enemies with such instruments of destruction, a person needs to rapidly close the distance between herself and the unfortunate subject of her aggression.

Unfortunately, short of teleportation magic, there's really no good way to get into melee combat other than charging forward as quickly as possible. Thus, most Scrappers just focus on getting where they need to be as fast as they can.

This character increases her Charge Aspect by +2.

Duck and Weave

During combat, people don't just stand in one place and swing at their enemies. Instead, they move from side to side, feint with their attacks, dodge backwards, and only strike when they have a clear opening. Scrappers take this one step further, coordinating their attacks so that they duck and weave even as they swing their weapon at their enemies.

Once the attack is finished, the Scrapper pulls away and falls back onto the defensive, reducing the chances of a counterattack from their victim or her allies.

This character gains the following Trigger on her Close Combat attacks:

📖 *Duck and Weave:* After succeeding, this character increases her Defense by +1 until the start of her next turn.

Fast Healer

No matter how good of a fighter someone is, sooner or later, they're going to get hit and suffer an injury. These injuries accumulate over time, and any Scrapper that survives a few decades of fighting invariably ends up with far more scars than they can remember.

The difference between a scar and a fatal wound often lies in how quickly it heals. This character is fortunate in that her wounds tend to heal rather quickly, regardless of whether they have been stitched closed by a doctor, mended with magic, or allowed to close on their own.

This character gains + to her Healing Flips.

Additionally, when this character is healed with the Artefacting, Doctor, or Stitching Skills, she heals one additional damage.

Close the Gap

This character isn't afraid to charge into combat and knows how to press this instinct for an advantage. When she's rushing toward the enemy, weapon in hand, her destiny seems to open up in front of her for a split second, just long enough for her to see the fate of her victim spelled out in blood and bone.

When this character declares a Charge Action, she may draw a Twist Card.

Shoot Past Me

One of the problems with charging into melee is that a character's allies - those who don't charge into combat right behind her - tend to think that firing a few shots into the resulting scuffle is acceptable. As a result, this character has learned to keep an eye on her own people; when the bullets finally start flying, this character is already ducking for cover.

Friendly characters do not flip a card for this character when shooting into an engagement.

Wicked

Every opening is a chance to hurt an opponent, and this character doesn't hesitate when it comes time to capitalize on such an opportunity.

When this character makes a successful disengaging strike, she deals damage with her weapon in addition to stopping her target's movement.

Flurry

Though this character may be skilled in the use of a pistol or other ranged weapon, it's only when she's face to face with her enemies that she can truly be said to be in her element. This character is capable of making a number of rapid and brutal attacks with a wielded melee weapon, enabling her to cut down a single enemy with surprising speed.

When this character gains this Talent, choose a Close Combat Skill. This character gains the following Tactical Action:

> (2) Flurry: This character may discard a Twist Card to take three 1 AP strikes with a Close Combat weapon with the chosen skill against a single target.

Finish the Cur

Turning your back on an enemy, however wounded they might seem, is just asking for a dagger in the back. At least, that's this character's philosophy. In her mind, it's smarter (not to mention safer) to just execute the fallen enemy before that can happen.

Once per round, after an enemy character suffers a Critical Effect, this character may discard a card to allow a friendly character within 5 yards of her (which may be herself) to make a 1 AP Close Combat attack against that enemy character.

Counter-Charge

Scrappers have spent enough time charging into combat that they've come to realize the strengths of weaknesses of such a headlong assault. When an enemy charges into combat with this character, she is capable of stepping forward and meeting the charge with a clenched fist or drawn steel.

Such an aggressive counter tends to catch many opponents off guard, as the first instinct of most people is to move away from an incoming attack, rather than into it.

Once per round, after an enemy character completes a Charge Action against this character (including any resulting attacks), this character may discard a card to make a Close Combat attack against the enemy character.

Diving Charge

When this character enters combat, she doesn't just run forward in a straight line. Instead, her assault involves leaping over pools of standing water, bounding off the sides of buildings, and somersaulting over the heads of intervening allies and enemies.

This dizzying method of attack never fails to draw stares and gasps of surprise from onlookers. Those who are familiar with martial arts practitioners might not be as surprised by such bounding and jumping, but watching a woman leap overhead in order to bring a heavy axe down on her enemies is far less common.

This character may declare Charge Actions while she is engaged. When this character moves as part of a Charge Action, she may ignore intervening characters, is not slowed by terrain, and opponents engaged with her may not attempt Disengaging Strikes to prevent her movement.

Momentum

By swinging her weapon wildly as she charges into combat, this character is able to force everyone near her target to fall backwards in surprise. This wild attack isn't focused enough to deal much damage, but it tends to startle her opponents, often knocking them off their feet.

At first glance, this method of fighting might seem to be chaotic and uncontrolled to observers, but closer examination reveals that there's a high degree of control to this character's technique. A flailing whirlwind of attacks is difficult to keep under control, but this character's skill makes it possible.

After this character completes the movement portion of a Charge Action, this character may make a single Athletics Challenge that is opposed by the Evade Challenges of every character within her engagement range. Every character that fails this Evade Challenge suffers 1 damage and immediately becomes **Prone**.

Melee Expert

There tends to be a fair amount of dodging, feinting, and counter-feinting in melee combat, such that most characters only make one or two actual attempts at an attack every few seconds. With practice and skill, however, this character is able to make more of those attacks count.

Even when this character is running, hiding, or otherwise not involved in melee combat, it barely takes any time for her to dart forward and make a quick attack against a nearby enemy.

This character gains 1 additional AP on her turn, but this AP may only be used to make a Close Combat attack.

Tinkerer

The fusion of magic and industrial innovation has changed the world.

Great machines of steel and steam, granted a semblance of life by magical incantations, plod tirelessly through the streets of the world's greatest cities. Men and women with missing limbs, who until very recently would find themselves out of work and forced to survive on the charity of others, can now return to work with stronger pneumatic limbs.

It is an age of technological wonder.

The people behind this steady march of industry are called Tinkerers. They are the artisans, engineers, enchanters, and inventors who live on the edge of innovation, always pushing the boundaries of science just a bit further toward the horizon. Many of them are idealistic dreamers who create machines that are intended to solve humanity's problems or, at the very least, lessen its burdens.

Other Tinkerers have more sinister intentions. Technology is a tool like any other, and it can be turned toward destructive and horrifying ends without much effort. The same machines that help unload heavy crates from cargo ships can cave in a man's skull with a single swat from their metal arms, to say nothing of the carnage that can be unleashed by one of the new machine guns that are appearing in the hands of more and more soldiers across Earth.

Good or evil, sane or crazed, a Tinkerer's life tends to be spent among machines. Some are born into this life, growing up alongside watchmakers, engineers, and other artisans, while others learn their trade at a college or trade school. Still others teach themselves how to become a Tinkerer, often through long hours of tedious trial and error.

No matter their background, Tinkerers rarely have trouble finding employment once they travel to Malifaux. Both the Guild and the M&SU have hundreds of constructs that need to be kept functioning and properly enchanted, and this task often falls to the Tinkerers in their employ.

Starting

A Tinkerer begins the game with a Height 1 Construct built according to the Construct creation rules (pg. 311). The Construct cannot have a total value greater than 25§.

On the Pursuit: Gear Head

When one of this character's subordinate Constructs fails a Pneumatic duel during Dramatic Time, this character may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

Advancement

At each step, a Tinkerer gains the Talent listed below:

Step	Talent
0	Machine Magic
1	Loyal Protector
2	General Talent
3	Construct Specialist or Push the Limits
4	General Talent
5	Mend Steel or Multi-Tasker
6	General Talent
7	Unrealistic Expectations or Bleeding Tech
8	General Talent
9	Over Pressure or Magical Maintenance
10	Rise of the Machines

"I don't care if he's the greatest inventor the world has ever seen! If his constructs only have four legs, they can't properly be called arachnids!"

– Corina Dukes, Magewright

Machine Magic

One of the first tricks learned by a Tinkerer is how to use magic to give a semblance of life to a machine. The animating magic smooths over the less functional parts of the machine, holding loose gears in place, moving pistons that are not connecting to a power source, and providing a sort of pseudo-intelligence that can follow basic orders.

Though the Tinkerer's magic will allow a poorly made construct to stand up and walk around, its efficiency tends to improve along with its design. Those constructs which are almost entirely functional only need the slightest jump start to get going, and their movements are, if not graceful, confident and determined. Machines pieced together through the barest understanding of mechanical engineering tend to move in a halting, jerky manner and may even shudder violently when at rest.

While some Tinkerers are perfectly happy with an awkward but functional mechanized servant, most are constantly tinkering with their creations, if not out of personal pride than simply so as not to embarrass themselves when other engineers and Tinkerers catch a glimpse of their work.

This character always has access to the Animate Construct Magia, no matter her current Grimoire. If this character does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia. If she does not possess a Magical Theory, she gains the Darlin Theories Magical Theory.

Loyal Protector

This character's constructs are ingrained with an innate desire to protect their master. When she is nearby, they are constantly attempting to move between her and any sort of harm, ensuring that she is kept safe at all costs.

While this character is within 2 yards of one or more of her subordinate Constructs, she may add the Height of the largest such Construct to her Defense.

Construct Specialist

As a Tinkerer's career lengthens, she gradually starts to be known for one or two things above all else. Her claim to fame might be one or two large projects that attract a great deal of attention, such as Dr. Ramos' creation of the Hollow Point Pumping Station, or merely a gradual theme that repeats itself across her entire body of work.

This familiarity makes a Tinkerer quite proficient within her chosen field and often leads to embellishments that don't really serve a specific purpose, other than to amuse her and mark her work like a signature on a portrait. She might build devices similar to music boxes inside her constructs, allowing them to serenade those around them with her favorite songs, or instill in each of them a firm understanding of negotiation techniques and bartering algorithms.

When this character gains this Talent, she chooses one Skill. With an hour of work, this character may increase a Construct's ranks in that Skill to a value equal to her ranks in the Engineering Skill. When this character builds a Construct, it gains a number of ranks of the chosen Skill equal to her ranks in the Engineering Skill at no additional cost.

Push the Limits

Constructs generally operate within a specific set of parameters to ensure that they can perform their required duties without dealing any lasting damage to themselves. With a bit of nudging, however, this character can push her mechanical servants past these parameters, increasing their capabilities at the cost of ruptured boilers and shattered pistons.

When a subordinate Construct under this character's control performs an Action, this character can force it to suffer 1 damage. If she does so, the Construct gains a + on the Action.

If this character is a Construct or has at least one pneumatic limb, she may use this Talent on herself.

Mend Steel

When a construct is animated by magic, the spell twists steel and holds joints together in order to make the machine functional. Subsequent applications of the animating magic just bolster the original spell, ensuring that the construct can continue to function without any loss of productivity.

This character, however, has learned how to tap into the core essence of this animating magic, harnessing it in order to repair the damage to her constructs. By spooling the animating magic out and threading it through her machines, she can repair shattered pistons, bypass missing gears, and pull torn steel back together.

When this character successfully casts the Animate Construct Magia on a Construct, the Construct heals 1/2/3 damage.

If this character is a Construct, she may cast the Animate Construct Magia on herself to heal her own damage in this way.

Multi-Tasker

While commanding a single mechanical minion usually isn't too much of a hassle, the sheer number of orders that have to be given out can become overwhelming once a Tinkerer starts ordering around multiple constructs. While some Tinkerers just resign themselves to only commanding a few machines at a time, others learn to address multiple constructs at once.

Though difficult to learn, this method ensures that a Tinkerer can lead her robotic horde of minions without any loss of efficiency.

When this character takes a (1) Order Action, she may give orders to an additional Construct subordinate, and the orders for each Construct may be different.

Unrealistic Expectations

Constant tinkering allows this character to improve the performance of her constructs.

With an hour of tinkering, this character can give a subordinate Construct character a +1 increase to one of its Physical Aspects for one week.

Subordinate characters who are not Constructs can benefit from this Talent as well, provided that they have one or more pneumatic limbs.

A character can only benefit from a single instance of this Talent at one time; any additional applications of this Talent merely change which Aspect is increased and reset the duration.

Bleeding Edge Tech

Tinkerers live on the cutting edge of technology. Every week, it seems, there's some new scientific journal or research paper that reports on new theories of construct construction. This character keeps abreast of these developments, often making experimental changes to her machines in order to increase their learning capabilities.

When this character is building a Construct, each Construct Point she spends to increase its Skills gives the Construct twice as many Skill Ranks to distribute as normal.

Over Pressure

This character knows how to get the most out of steam-powered weaponry.

This character and every subordinate Construct under her control gains the following Trigger on their Pneumatic attacks:

> 🕮 *Over Pressure:* After succeeding, take an additional attack against the target. This Trigger may only be declared once per turn.

If this character is a Construct or has at least one pneumatic limb, she also gains this Trigger on her Pugilism and Martial Arts attacks.

Magical Maintenance

Animating a construct is a difficult process, made tolerable simply by the fact that they tend to stay mobile for some time afterwards, allowing the spellcaster to turn her attention elsewhere. Experienced Tinkerers, however, are able to make a portion of that magic permanent, ensuring that her constructs are constantly being pieced back together by the spells animating them.

Most of the time, these effects are minor, no more than the tightening of bolts or the strengthening of stressed cables, but proximity to the Tinkerer increases the strength of this residual magic. Those machines closest to the Tinkerer gradually pull themselves back together when damaged, often quite literally: damaged pieces that have fallen free of a construct will rise up and float back to their parent, where they promptly fix themselves back into their proper places.

At the start of this character's turn, each of her subordinate Constructs within ❶4 heals 1 damage.

Rise of the Machines

The pseudo-intellect granted to most constructs by an animating spell is enough to cover the basics - how to walk, how to climb stairs, when the color green looks like - but higher functioning tends to be sorely lacking. This character's spells, however, imprint a shadow of her own mind onto her machines, enabling them to act a bit more independently in tense situations.

When this character takes the (1) Order Action to command a subordinate Construct during Dramatic Time, it may act normally at the end of her next turn as well as the current turn, just as if she had taken the (1) Order Action on her next turn to command it. If this character is killed or knocked unconscious before then, the Construct still gets its "free" turn immediately after when this character's turn would normally have been.

Wastrel

Malifaux breeds desperation like some ranchers breed cattle. Wages are low and prices are high, which forces many residents into debt with the Guild, their landlord, their employer, or a moneylender. The saloons of Malifaux City are crowded with hopeful souls looking to win a few hands of poker in order to pay off their debts, and beside each of them is a Wastrel who is perfectly happy to take whatever money they have left.

Wastrels are gamblers and professional rogues whose main goal in life is to avoid doing any serious work. Gambling is the easiest means of achieving this lifestyle, and most Wastrels are consummate card sharks, con men, and cheats. A life spent defying the odds and making one's own luck tends to make Wastrels a bit dismissive of authority figures, and as such, many of them live on the outskirts of society, like jackals and vultures that only draw closer when there's blood in the air and a helpless animal squirming on the ground.

Many Wastrels come from wealthy backgrounds and have honed their skills with the knowledge that losing a game of cards or a roll of the dice could never leave them destitute, no matter how much money was on the line. For these wealthy scions, Malifaux was just the next big gamble, a chance to live on the "frontier" and enjoy a bit of lawlessness. Unwilling to curb their excesses in the face of high prices, many of these Wastrels find themselves disowned from their families after the fifth or sixth flippant request for more money. For these unfortunate souls, gambling becomes their sole means of income.

The longer that a Wastrel lives in Malifaux, the more she seems capable of bending probability to her side. Gradually, things just start to go her way as she begins unconsciously twisting fate to her advantage, such as top decking just the right card she needed to turn a junk hand into a straight flush.

Once she realizes what is happening, a Wastrel can start actively cheating her own fate, pushing the odds and upping the stakes as she gambles with destiny itself.

Starting

A Wastrel begins the game with a non-magical skill toolkit.

On the Pursuit: Aces and Eights

When this character fails an Expertise duel, she may draw a card.

During the Epilogue, a character on this Pursuit may advance in any Expertise Skill in addition to those Skill Advancement options presented by the Fatemaster.

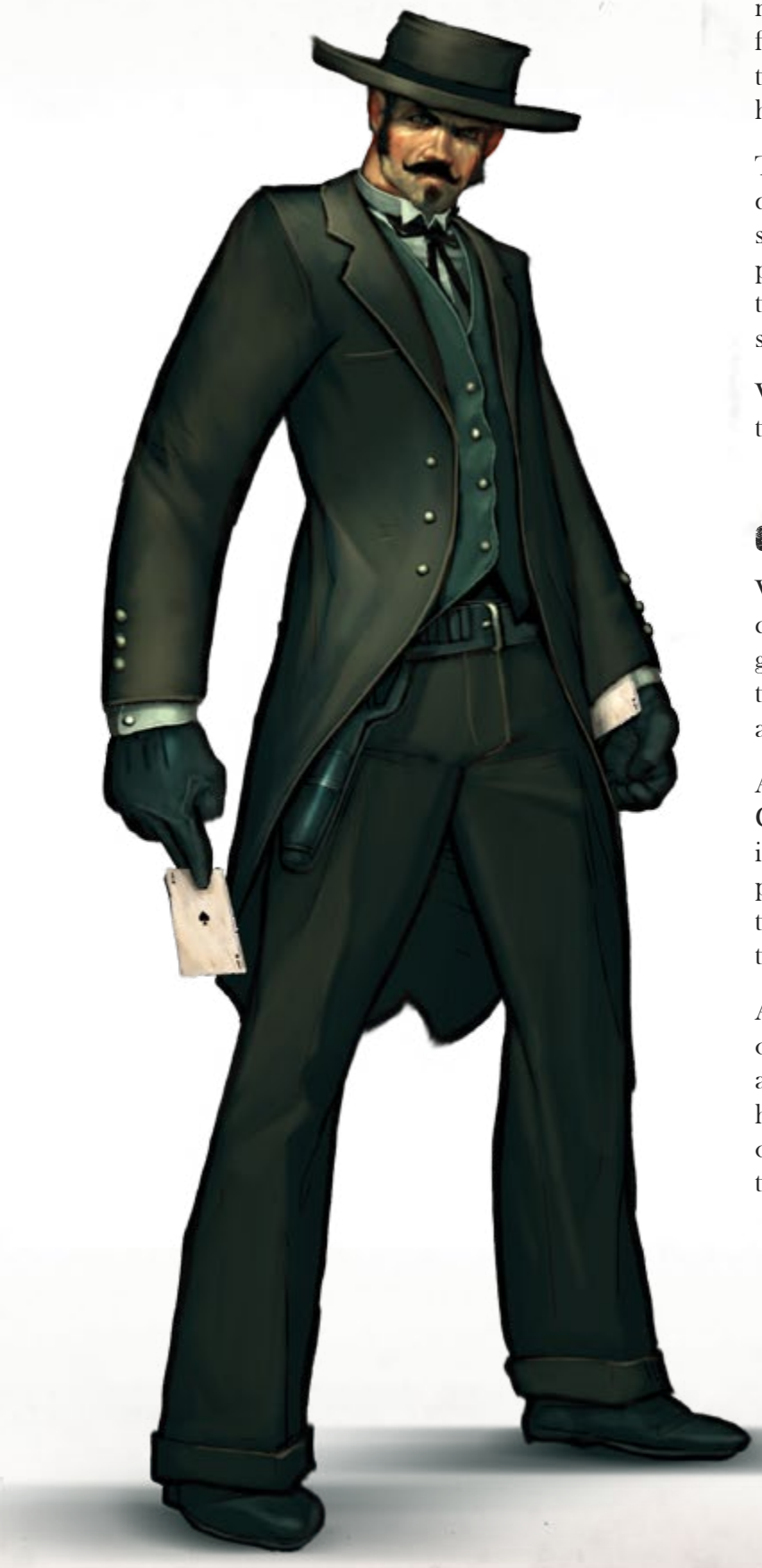
Advancement

At each step, a Wastrel gains the Talent listed below:

Step	Talent
0	Luck of the Draw
1	Cards Up a Sleeve
2	General Talent
3	Marked Cards or Double Down
4	General Talent
5	All In or Counting Cards
6	General Talent
7	Gamble Your Life or Double Down
8	General Talent
9	High Aces or Mulligan
10	Fifty-Fifty Chance

"I bring all sorts of pluses to the table! I hardly ever bluff and I never ever cheat."

– Melvin Riggs, Wastrel



Luck of the Draw

It's said that some people make their own luck, or that some people are just born lucky. This character may not have been one of those people when she first came to Malifaux, but things have just started to turn and now everything seems to be coming up in her favor.

This shift in the character's luck is gradual and difficult to notice. Often, it's only in hindsight that she is able to realize that she hasn't lost a hand of poker in weeks or that when she plays roulette, the ball seems to land in her chosen pocket with surprising frequency.

When the Fate Deck is shuffled, this character draws two cards instead of one.

Cards Up A Sleeve

While many card players are capable of cheating a card into their own hands, it takes a special kind of gambler to load someone else's hand. Sometimes, these gamblers can even influence the fate of others, allowing a bit of her "luck" to rub off on her associates.

At any point, this character may place one Twist Card from her Control Hand face up on the table in front of her. While the Twist Card is face up, any player may discard a card from their Control Hand to Cheat Fate with that card instead of a card from their own Control Hand.

After the face up card has been used to Cheat Fate, or at the end of the session, it is discarded into the appropriate discard pile. This character may only have one face up Twist Card in front of her at any one time (i.e., the face up card must be used before this character can use this Talent again).

Marked Cards

This character always seems to know something everyone else doesn't. Of course, most of the time, that's because she's cheating and cheating hard, but that's all part of the fun, right? If fate didn't want this character glimpsing at what it had in store, then maybe fate should have hidden her hand a little bit better.

At any point during this character's turn during Dramatic Time, she may discard a card to look at the top three cards of the Fate Deck and either discard all three cards or replace all three cards in any order.

Double Down

When the stakes are high and everything comes down to a single moment, most people are content to simply accept a success and sigh with relief. This character, however, prefers to press her luck, doubling down on her destiny in an attempt to win big, no matter the risks.

After succeeding at a Challenge, this character may choose to "Double Down." If she does, she makes a second Challenge, using all the same modifiers as the first. If this second Challenge succeeds, it has no effect other than allowing her to either deal +1 damage to her target (if the Challenge was an attack) or gain a Margin of Success (if the Challenge was not an attack). If the second Skill Challenge fails, however, then her original success counts as a failure.

If this Talent is gained a second time, when this character would be able to declare a legal Trigger on her second Challenge, she may choose to declare that Trigger in addition to any she declared on her first Challenge. This can allow the character to potentially declare two Triggers on a single Action (one from the initial flip and one from the second flip), provided that both Triggers are different. The character may choose the order in which the Triggers resolve.

All In

This character knows that sometimes she has to risk everything and hope that luck is on her side. When her back is against the wall and she's out of tricks and marked cards, sometimes the only way to succeed is to toss all of her chips into the pot and hope for the best.

This character gains +1 to all duels when she has no Twist Cards in her hand.

Counting Cards

There's a trick to blackjack that's known to most professional gamblers. The cards in a deck of playing cards run from low to high, but they're always present at the same ratio. This means that after a number of low cards have been flipped from a deck, it will start flipping high cards more often, and vice versa.

The most surprising thing, however, is that life seems to follow this same spread of probability. A string of good luck is often followed by a string of bad luck, evening out the deck of fate. Once a character has started to see this pattern, she gains the ability to affect it, allowing her to keep a string of favorable events running for longer than normal.

At the start of this character's turn, she may discard a Twist Card. If she does, for the rest of her turn, this character "flips" cards from the top of the Fate Deck discard pile, instead of from the Fate Deck.

While this Talent is being used, any Fate Card that would be discarded is instead set aside and discarded at the end of this character's turn. If this character cannot "flip" a card from the discard pile – if it has run out of cards, for instance – then any cards she cannot flip are treated as if she had instead flipped the Black Joker.

Gamble Your Life

In less reputable taverns, one can sometimes find desperate people who have gambled far too much in games of deadly chance. The most well-known example of these sorts of games is Russian Roulette.

Normally, people have to agree to play one of these dangerous games, but with a bit of unstable magic, a Wastrel can essentially make the choice for her opponent... which tends to improve her own odds quite a bit.

This character gains the following Manifested Power:

Gamble Your Life

Acting Value	AP	TN	Resist	Range
Cunning + Gambling	1	10	**Special**	6 yards

Special: This Manifested Power is resisted by the target's Gambling + Cunning (+ Rank Value, if applicable).
Effect: The target suffers 3/4/6 damage. If the target successfully resists this Manifested Power, the caster suffers 3/4/6 damage. Damage flips generated by this Manifested Power may not be Cheated and ignore all + and − modifiers.

High Aces

In many card games, such as poker and blackjack, an ace card is considered to be both high and low. The metaphysical question raised by the Wastrel is as follows: if the ace can be high in those games, why shouldn't it be high everywhere?

There is no response, nobody to respond, and nobody to object to her proposition. Somewhere, somehow, one rule of reality is scratched out and replaced with another, at least for the Wastrel.

This character may treat all Ace cards in the Fate Deck and her Control Hand as if they had either a value of 1 or 11. She must make this choice immediately after the Ace card is flipped or cheated.

Mulligan

People often claim that fate has dealt them a bad hand. Most complain about the poor situation that they've found themselves in, but some work hard in order to make the cards they've been dealt work for them, turning their disadvantages into assets.

What separates this character from those wretches is that, when dealt a poor hand, this character will just toss her proverbial cards on the table and call for a "do over." It might not be fair to the complainers or hard workers in the world, but gambling isn't about playing fair.

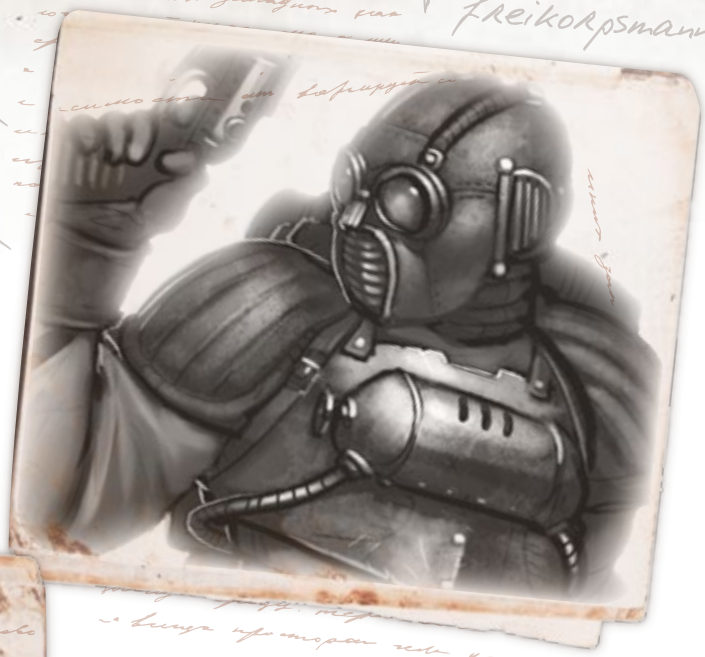
Once per session, this character may discard her Control Hand, shuffle her discard pile into her Twist Deck, and draw three cards.

If the character discarded at least one Twist Card in this way, she may also shuffle the Fate discard pile into the Fate Deck (which in turn allows all of the Fated to draw a card due to the Fate Deck being reshuffled).

Fifty-Fifty Chance

Every gambler knows that sometimes, you just have to flip the coin and take your chances. No matter how much you play the odds or stack the deck, eventually, an important moment is going to come down to blind chance. In these moment, it's best to just swing for the fences and hope for the best.

Once per Dramatic Time, instead of flipping a card from the Fate Deck, this character may “stack the deck” by going through the Fate Deck and discard pile to find both Jokers. The Fatemaster then randomly chooses one of the Jokers without looking at them and shuffles it into the Fate Deck. The remaining Joker is then placed on top of the Fate Deck for the character to flip over.



ADVANCED PURSUITS

Advanced Pursuits

While the Basic Pursuits cover a variety of general archetypes that any character can adopt without much special training, there are certain paths that characters can only follow if they have special training or belong to certain factions. These paths are represented by Advanced Pursuits.

Advanced Pursuits are only ever available through events that unfold as a campaign progresses. Each one has special requirements that are narrative, rather than mechanic, and many require special initiation into exclusive groups and extensive training regimes.

Acquiring and advancing along an Advanced Pursuit is handled differently than with Basic Pursuits. In order to advance along an Advanced Pursuit, the character's involvement with the Advanced Pursuit must be the focus of the current session, rather than the resolution of one of the characters' Destiny Steps.

This means that characters who wish to join the Death Marshals or Freikorps must spend a session working toward that goal. Each time the character wishes to progress further in her Advanced Pursuit, she must devote an additional session entirely toward that goal, often having some sort of adventure related to the Advanced Pursuit.

Just because the character progressing along the Advanced Pursuit is the focus of the session, however, does not mean that the other characters should be left watching on the sidelines. Even if the character is a stealthy Torakage tasked with the assassination of an important politician, the other characters should have the opportunity to contribute and participate meaningfully in the session.

At the end of the session, instead of advancing along her current Basic Pursuit, the character instead advances one step along her chosen Advanced Pursuit.

There is no limit to how many Advanced Pursuits a character may follow at once, except by time and common sense; the Death Marshals are unlikely to recruit a Grave Servant, for instance!

Death Marshal

The Death Marshals are the Special Division of the Guild that is tasked with fighting back against the Resurrectionist threat. Death Marshals study Necromancy in order to understand the weapons wielded against them, becoming potent warriors against the unliving and those who would seek to control them.

Freikorpsmann

The Freikorps is the most prestigious mercenary company in Malifaux. They are also one of the most well-armed and well-trained groups in Malifaux, operating more like a private army than a collection of sellswords.

Grave Servant

Grave Servants are the demented men and women who seek to bolster their own power by finding and claiming the dissipated essence of the Grave Spirit, the interdimensional personification of death that was finally driven out of Malifaux half a decade ago. The Grave Spirit's essence gives them incredible powers over the undead.

Steamfitter

Steamfitters are, ostensibly, the magewrights who keep the lumbering mining constructs of the Miners and Steamfitters Union magically animated and functioning. In reality, however, Steamfitters are members of the Arcanist conspiracy, and they have access to a great many Grimoires and magical secrets.

Torakage

The Torakage are the silent assassins, spies, and thieves of the Ten Thunders crime syndicate. They're trained in the Ten Weapons of Wxu-Shu, making them deadly and unpredictable warriors whose reputation is nearly as frightening as their combat skills.

Death Marshal

The Death Marshals are the Special Division of the Guild that has been tasked with combating the Resurrectionist threat to Malifaux. They tend to be a solemn and grim lot, with most of their humor being of the gallows variety. This is partially due to the toll that their necromantic studies take on their bodies: Death Marshals tend to have sunken eyes and cheeks, pallid complexions, and frequently lose their hair. Those few who show no outward sign of corruption are often ostracized by their fellow Death Marshals, denied the comradery created by shared suffering.

While there are a few driven individuals who seek to join the Death Marshals on their own, most are actively recruited by Death Marshals who prowl the Guild's prisons, seeking good folk who have fallen into bad situations due to the actions of the Resurrectionists or their undead minions. The recruiters pluck these forlorn souls from the cells and bring them to the Death Marshal compound, where their anger for the unliving and those who create them is forged into something the Guild can use.

Because Death Marshals study a great deal of necromantic lore, rogue Death Marshals are considered a serious threat. To prevent these occurrences, each Death Marshal is required to leave a single drop of their blood with Lady Justice, their leader. In the rare event that a Death Marshal ever becomes corrupted by their necromantic research, this blood can be used to find them and dispense the proper punishment... namely, being chained inside their coffin and buried beneath the Death Marshal compound, trapped forever in the space between life and death.

Death Marshals tend to work either in small groups or individually and only mobilize in large numbers in the most dire of circumstances. A Death Marshal is most frequently brought into an investigation when the Guild Guard or another Special Division stumbles across a Resurrectionist or their minions and requires specialized assistance.

Requirements

In order to become a Death Marshal, the character must either apply for the position (which requires an existing position within the Guild) or be selected for training by a Death Marshal recruiter. In the case of the latter, the character must typically slay one or more significant undead or Resurrectionists. Either way, the character cannot have The Whisper Magical Theory (as the Death Marshals just aren't willing to take that chance) or have strong ties to another faction (especially the Resurrectionists).

After the character has expressed interest in becoming a Death Marshal, she is placed in a fight against a variable number of undead creatures retrieved from the Quarantine Zone by senior Death Marshals. For recruits, these tend to be a few lesser undead such as Mindless Zombies or Canine Remains, but a more experienced character might be tasked with defeating a more powerful undead creature.

If the character passes the trial - the Death Marshals care about courage and bravery more than martial prowess - she is allowed to begin her training beneath the watchful gaze of the Judge, Lady Justice's second in command.

Advancement

At each step, a Death Marshal gains the Talent listed below:

Step	Talent
1	Special Dispensation
2	Fear Not Death
3	Pine Box
4	One Foot in the Grave
5	Flames of the Pit

"It's a shame he wasn't more... headstrong? Eh? Eh?"

– Noel Stefansson, after decapitating a zombie

Special Dispensation

This character gains special permission from the Guild to use necromantic magic, so long as it does not result in the creation of Undead creatures.

This character always has access to the Subsume Corpse Magia, no matter her current Grimoire. If this character does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia.

If the character does not have a Magical Theory, she gains the Thalarian Doctrine Magical Theory. This character's special training allows her to have more than 2 ranks in the Necromancy Skill without violating the Thalarian Doctrine.

The character is also issued a Peacebringer (pg. 234).

Fear Not Death

This character's corpse can never be reanimated as an Undead creature; every attempt to do so automatically fails. When this character kills another character, she may choose to instantly render her target's remains unfit to be reanimated into an Undead creature.

In addition, this character gains the following ability:

Hard to Wound +1: Damage flips against this character suffer ⊟.

Pine Box

At this point in the character's training, she is instructed to build the coffin that she will one day be buried in.

The character may carry her coffin without any undue difficulty, though its actual weight does not change. When used in this way, the coffin has the following stats:

Pine Box (Heavy Melee)	Range	Damage
Pine Box	2	2/3/4

Special: Thrown. When carried, this weapon is always considered to be readied.

Get In The Box: After succeeding, the target is trapped in the Pine Box and gains the following Condition until this character (or another character, if this character is killed) takes a (1) Action to open it: "**Boxed and Buried:** This character is removed from reality and cannot take Actions." This Trigger may not be declared if there is already a character in the Pine Box.

If her coffin is destroyed, the character may replace it with a day of work.

One Foot In the Grave

If this character is in physical contact with her coffin, she heals 1 damage at the start of each of her turns during Dramatic Time.

Flames of the Pit

Once per session as a (0) Action, the character can draw upon her necromantic powers to make her flesh temporarily fall away, revealing bare bones that blaze with phantom flames. While in this state, the character suffers a ⊟ to all Social Skill Challenges other than Intimidate, which gains a ⊞. If an Undead character ends a Walk Action within this character's engagement range or targets her with an Action, it must attempt a TN 12 Horror Duel. This effect lasts until the character takes another (0) Action to end the effect, or until the end of the session.

Freikorpsmann

It is the goal of many mercenaries to one day join the elite Freikorps. The mercenary group only accepts the best that Malifaux has to offer, but they are always recruiting.

The Freikorps operate out of the Powderburg district of the Quarantine Zone, and though passage into and out of the restricted areas of the city is a crime punishable by death, the Guild tends to turn a blind eye toward the movements of the Freikorps. It's commonly believed - especially among the members of the Freikorps - that the Guild doesn't want to rock the boat and make enemies out of the mercenary group, as their numbers rival those of the Guild Guard. More to the point, the Freikorps tend to be better trained and equipped than the Guild Guard, which certainly contributes to the leniency they are shown by the Guild: they don't want to start a war with what has essentially become a private army.

Fortunately, Von Schill, the leader of the Freikorps, makes it a point to avoid directly challenging the authority of the Guild. Instead, he focuses on recruitment, training, and private contracts, ensuring that the Freikorps' talent pool and coffers both grow deeper with each passing month.

Recruitment into the Freikorps is highly regimented, with a dozen or so hopefuls being personally tested by Von Schill to ascertain whether or not their skills are up to par. If they pass his tests, they are allowed to sign a contract with the Freikorps, outfitted with armor and weaponry, and placed into training with a squad of recruits and a seasoned captain.

Once training is complete, the Freikorpsmann is assigned to a squad, which is a loose outfit. Each squad has a captain who maintains weekly communication with each of her squad members, informing them of mercenary contracts that the squad has accepted. Failure to respond to a summons or check in with one's captain can result in disciplinary action.

When not performing missions for the Freikorps, members are allowed to accept their own missions, though they are still expected to pay a third of their earnings to the company to cover operating costs.

Requirements

In order to join the Freikorps and become a Freikorpsmann, a character need only locate a member of the organization and make their desire known. In order to be taken seriously, the character must demonstrate proficiency with both pistols and melee weapons.

If this is done, the Freikorps agent typically tells the character to head to a specific location in Powderburg and wait for a recruiter to contact them. Once the character has proven her ingenuity by slipping into the Quarantine Zone, she is often left alone at the designated location and observed for up to twenty-four hours at a time, ensuring that the character can follow orders and deal with the handful of wandering zombies that the recruiter sporadically herds her way.

If the character remains, she is eventually contacted by the recruiter, trained for two weeks at the Freikorps compound with a squad of other recruits, and then given a mission, the completion of which is required to gain entry into the organization. Each squad passes or fails as a group.

Advancement

At each step, a Freikorpsmann gains the Talent listed below:

Step	Talent
1	Outfitting, Powder Wars Training
2	Survival Training
3	Combat Training
4	Ever-Changing Battlefield
5	Specialist Training

"McKenzie, get up on the roof and cover our egress. Hollister, mine the street. We'll flush them out into the kill zone and be back at the HQ in time for dinner."

– Mischa Ivanov, Freikorpsmann

Outfitting

Upon joining the Freikorps, the character is issued the standard gear of a Freikorpsmann. This includes a Clockwork Pistol (pg. 234), a Hunting Knife (pg. 228), and a full suit of Clockwork Armor (see below). If any issued item is damaged or lost, the character may purchase them from the Freikorps at a 50% discount from their market value.

Powder Wars Training

Freikorpsmenn are trained in the tactics used during the lengthy (and bloody) Powder Wars. This training emphasizes adaptability and speed, and the constant drilling of the Freikorps ensures that the character takes her lessons to heart.

When making a non-Magical Skill Challenge, this character may discard a card to add the suit of the discarded card to her final duel total.

Survival Training

The character reduces the penalty to Defense from wearing armor by 1, to a minimum of 0, and ignores penalties for terrain while taking Movement Actions.

Combat Training

The character gains the following Trigger on her Ranged Combat duels:

- *Reposition:* After succeeding, this character may move up to 3 yards.

In addition, she gains the following Trigger on her Close Combat attacks:

- *Duck & Weave:* After succeeding, this character's increases her Defense by +1 until the start of her next turn.

Ever-Changing Battlefield

After an excessive amount a training, a Freikorpsmann becomes a very mobile combatant. The character gains the following Tactical Action:

(0) Fighting Retreat: If this character is engaged, she may discard a card to move up to 4 yards in any direction, ignoring disengaging strikes. If the discarded card had a value of 6+, this character may then take a 1 AP Ranged Combat Action.

Specialist Training

Freikorpsmenn that advance far enough up the ranks of the Freikorps are often chosen to receive training as specialists. The character chooses one of the following fields and gains the listed bonus:

Librarian: The character's Powder Wars Training Talent now affects Magical Challenges. The character is issued a heavy tome, which is a Grimoire containing the Heal Magia, as well as one Magia and three Immuto of the character's choice. If the character does not have a Magical Theory, she gains the Tradition Magical Theory.

Drache Trooper: The character is issued a Flamethrower (pg. 231) and may use Flamethrowers as if their Range were 3 (in addition to their normal Range).

Trapper: The character is issued a Yamisaka Type 30 Rifle (pg. 232). Whenever this character takes a (1) Walk Action during Dramatic Time, she gains the **Focused +1** Condition.

Armor	Special	Cost	Skill
Clockwork Body	Light, Protected (), Sealed	17§	2
Clockwork Head	Light, Protected (), Sealed	12§	2
Clockwork Arms	Protected (), Sealed	14§	2
Clockwork Legs	Protected (), Sealed	14§	2
Sealed: A character wearing Sealed armor on her head, chest, legs, and arms ignores all damage from () and effects.			

Grave Servant

Long before humans arrived in Malifaux, the people who would become the Neverborn were trapped in a losing war with terrible entities known as Tyrants. In their desperation to defeat these god-like conquerors, the queen of the Neverborn attempted to harness the power of an extradimensional entity known as the Grave Spirit.

The queen was able to defeat the Tyrants using the power of the Grave Spirit, but she had merely traded one would-be conqueror for another: the Grave Spirit was the embodiment of death, and no sooner had the Tyrants been defeated than the Grave Spirit began spreading its foul influence across the world, snuffing out life wherever it found it.

The Grave Spirit was eventually forced back into the portal that had been used to summon it to Malifaux, but those who survived the battle were unable to fully seal the gateway. For countless centuries, the essence of the Grave Spirit slowly leaked into Malifaux, corrupting and decaying everything it touched. When humans eventually arrived in Malifaux and learned of this corruption, they already had a word for it: Necromancy.

Though the portal was eventually destroyed in 1902, cutting off the Grave Spirit's link with Malifaux, it was already too late: fragments of its power had leeched into the world, weakening the barriers between the world of the living and the spirit worlds beyond. These fragments whisper in the ears of human and Neverborn alike, promising to teach them the secrets of necromancy and other dark magic.

While most people who succumb to the temptations of these whispers are content to pursue their own goals, others become obsessed with the "myth" of the Grave Spirit and the voices that whisper dark promises to them in the night. These intrepid souls follow scant clues hidden in forbidden tomes and research the places where spontaneous animations are common, following whatever delicate threads they can find until they succeed in locating a small fragment of the Grave Spirit's essence and claim it for their own, bolstering their necromantic powers considerably, even as their sanity slips away.

Requirements

To become a Grave Servant, the character must locate a fragment of the Grave Spirit's essence and claim it for her own. Exactly how she does this varies from one Grave Servant to another, but it should involve a fair amount of research followed by a particularly powerful necromantic ritual in the appropriate location.

Each time the character wishes to advance as a Grave Servant, she must find another fragment of the Grave Spirit's essence and claim it for her own, possibly by wrenching it from the blackened souls of other Grave Servants or incredibly powerful undead creatures who were animated due to close contact with the fragment.

It's also worth noting that the Death Marshals have a vague knowledge of Grave Servants and will go out of their way to stop the character if at all possible. More than one Grave Servant has met their end inside a pine box, trapped for all eternity by those who prefer that the rumors of the Grave Spirit's power pass away into myth and legend.

Advancement

At each step, a Grave Servant gains the Talent listed below:

Step	Talent
1	Servant of Death
2	Endless Whispers
3	Shadow of Death
4	The Final Veil
5	Death Ascendant

"Yes! Come, Death! Come!"

– Seamus, Grave Servant and Serial Killer

Servant of Death

When this character transforms a corpse into an undead subordinate using the Raise Undead Magia, the undead's Mental Aspects are lowered to -3 (instead of -5), its Physical Aspects are not halved, and its Rank Value becomes Minion (6).

Endless Whispers

The constant whispers in the Grave Servant's ears speak of dark magics, tutoring her in dark lore man was never meant to know.

At any point during Narrative Time or at the start of her turn during Dramatic Time, this character may discard a card to choose a Necromancy Magia. Until the end of Dramatic Time or the current scene of Narrative Time, the character has access to the chosen Magia, no matter her current Grimoire. If the character does not possess a Grimoire, she may act as if she possessed a Grimoire with that Magia.

Shadow of Death

The Grave Spirit's influence can be seen in every shuffling corpse and unwholesome spirit that still haunts the world. By drawing upon that influence, the character is able to plunge an undead creature elsewhere in Malifaux into darkness, transporting it instantly to her side and binding it to her will.

This character gains the following Manifested Power:

Shadow of Death

Acting Value	AP	TN	Resist	Range
Necromancy + Prestidigitation	2	Special	**Wp**	10 yards

Special: When cast, name a type of Undead creature. The TN of this Manifested power is 10 + the Rank Value of the chosen creature.

Effect: An Undead creature of the chosen type appears at a safe location within range and is placed under this character's control as a subordinate character for the next hour. At the end of that time, the Undead creature becomes uncontrolled (and usually violent).

The Final Veil

By this point, the character has become so immersed in the essence of the Grave Spirit that she becomes empowered by the deaths of those around her.

When a non-Peon Living character is killed within 8 of this character, this character heals 2 damage.

Death Ascendant

Once per session as a (0) Action, this character may discard a card to draw the shattered fragments of the Grave Spirit's essence to herself, cloaking her body in inky tendrils that lift her from the ground.

While in this state, the character gains +2 to her Walk and Charge Aspects, ignores Severe Terrain, adds + to all of her Magical Skill Challenges, and suffers 1 damage at the start of her turn. If a Living character ends a Walk Action within this character's engagement range or targets her with an Action, it must attempt a TN 12 Horror Duel. The character may end this effect as a (0) Action.

Finally, the character gains the following attack while in this state:

Inky Tendril (Necromancy)	Range	Damage
Inky Tendril	4	3/5/6

Special: This character must discard a card to declare this attack. Undead damaged by this attack instead heal the indicated amount of damage.

The Touch of Death: After damaging a Living target, it must discard a card. If it does not, it loses the Living Characteristic and gains the Undead Characteristic as it dies and becomes an Undead creature. If the target was a Fatemaster character, it becomes a subordinate character under this character's control.

Steamfitter

After a great deal of political maneuvering and posturing, the Miners and Steamfitters Union received a special dispensation from the Guild to train its own magewrights, called "Steamfitters." On paper, these engineers use their magical abilities to keep the constructs that toil in the mines functioning day in and day out.

While the Union's Steamfitters do ensure that its constructs remain animated, that is only the tip of the iceberg that they keep concealed from the Guild. In actuality, many of the Steamfitters are Arcanist agents who use their positions as Steamfitters to obscure their advanced magical powers. The Guild incorrectly believes that all Steamfitters subscribe to the Darlin Theories, but in truth, the Arcanists recruit spellcasters from almost every magical theory.

As with most Union members, Steamfitters are expected to pay the typical Union dues of 10 scrip per year to retain membership in the organization. Unlike other members, Steamfitters are called upon to "pay their dues" more frequently than this, often by assisting other Union members or Arcanists with various quasi-legal (or blatantly illegal) activities.

Steamfitters who balk at assisting their peers with such tasks are informed that they joined the Union for life... and that failure to "pay their dues" can result in plenty of "accidents," if not for the Steamfitter herself, then for her friends and loved ones. After all, mines are dangerous places...

For the most part, however, Steamfitters tend to be quite happy to assist the Union and the Arcanists with their missions. It is one of the few organizations that not only welcomes spellcasters and mages into its ranks but also works to shield them from Guild detection and persecution. So long as a Steamfitter "pays her dues" when asked and doesn't cause trouble, she knows that the Union will have her back.

The one exception to this is the animation of the dead, which is strictly forbidden by Arcanist charter. Any Steamfitters found violating this tenet are harshly censured... often with a new pair of cement shoes and a trip to the nearest river.

Requirements

Becoming a Steamfitter is a fairly simple process for those with the necessary skill set. The character must apply at the nearest Union office, which involves a demonstration of her magical talents. Needless to say, characters who have made trouble for the Union in the past are turned away without so much as a second thought.

In order to pass the demonstration, the character must have a Magical Theory other than the Thalarian Doctrine or The Whisper (which helps to weed out potential Guild spies and budding Resurrectionists). The character must also possess the ability to animate a provided mechanical construct for at least ten minutes.

Assuming the character can meet these requirements, she is allowed to sign a contract of employment with the M&SU. If the character is not already a member of the Union, she must also provide 10 scrip, which covers her first year of Union dues.

The Arcanists pay close attention to new Steamfitters, often creating secret tests of loyalty to gauge her feelings about the Guild and whether she can keep a secret. Those who are not "Arcanist material" never advance beyond the first Step of this Advanced Pursuit.

Advancement

At each step, a Steamfitter gains the Talent listed below:

Step	Talent
1	Construct Prowess
2	Arcanist Initiation
3	Arcanist Contacts
4	Construct Efficiency
5	Grimoire Vault

"Get your coat and your mining pick. It's time to pay your dues."

– Laura Boelens, Union Legbreaker

Construct Prowess

Steamfitters know how to build their constructs better, faster, and stronger than other magewrights.

When building a Construct, each Construct Point this character spends to increase one of its Physical Aspects increases the Aspect by 2 points instead of 1.

Arcanist Initiation

After a Steamfitter has been with the M&SU long enough for them to determine that she is a useful asset (and not a Guild spy), she is approached by a member of the Arcanists. This is always a tense moment for the organization, as it risks exposing their involvement in Union activities to those who might not approve, and as a result, it is always done at a secluded moment when the character is alone.

If the character seems accepting of the Arcanists and their doctrine of human advancement through magical freedom, the character is formally inducted into their ranks and given additional magical training. Those who protest the involvement of the Arcanists in the Union's affairs often turn up as corpses in a collapsed mine or other sort of industrial accident.

When this character gains this Talent, she chooses one Magia and one Immuto. The character always has access to this Magia and Immuto, no matter her chosen Grimoire. If she does not possess a Grimoire, she may act as if she possessed a Grimoire with this Magia and Immuto.

Arcanist Contacts

As the Steamfitter becomes more trusted, she is given access to the network of safe houses, drop points, and supply caches that the Arcanists have hidden away throughout Malifaux City and the Northern Hills.

While in one of these regions, the character may discard a card to find a safe place to hide, needed supplies, or knowledgeable contacts (such as medical supplies, extra weapons and ammunition, someone who knows how to remove the Guild's Control Collars, and so on).

Construct Efficiency

This character may treat the (1) Order Action as a (0) Action when commanding a subordinate Construct.

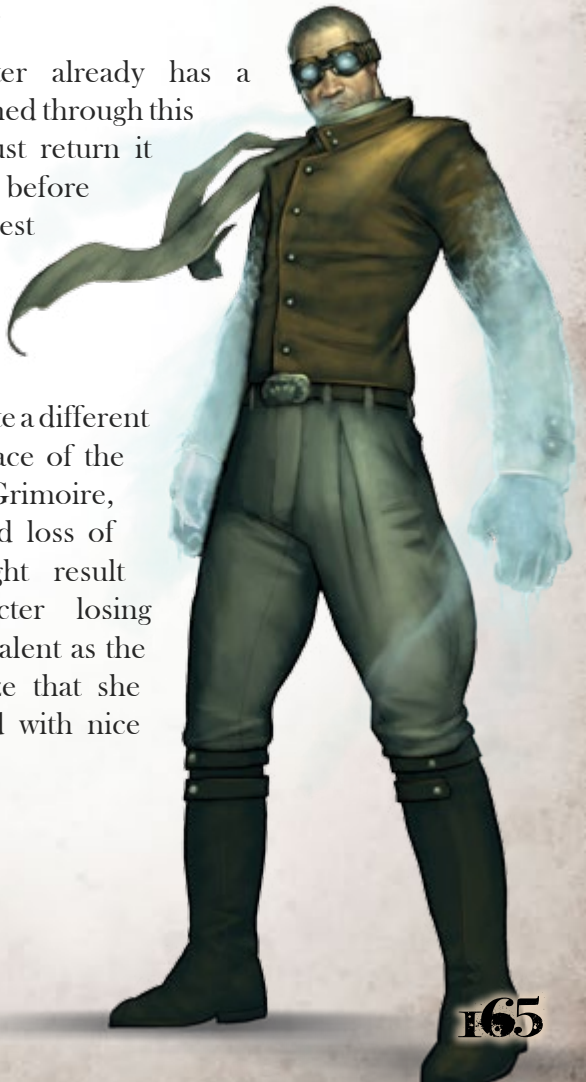
Alternatively, she may choose to treat the (1) Order Action as a (2) Action when commanding a subordinate Construct. If she does so, the subordinate Construct becomes **Fast** at the start of its turn. If the character has the ability to command multiple Constructs at once, they each become **Fast**.

Grimoire Vault

By this point, the Steamfitter has become trusted enough to be given access to the vast collection of Grimoires that the Arcanists have collected over the years.

Once per session, this character may take two hours to meet with one of her fellow Arcanists and request access to one of the organization's Grimoires. She may choose three Magia and three Immuto for the Grimoire to contain, at which point it is loaned to her indefinitely.

If the character already has a Grimoire obtained through this Talent, she must return it to the Arcanists before she can request a new one. If a borrowed Grimoire was lost or stolen, she can substitute a different Grimoire in place of the borrowed Grimoire, though repeated loss of Grimoires might result in the character losing access to this Talent as the Arcanists realize that she can't be trusted with nice things.



Torakage

Many years ago, the people of the Three Kingdoms practiced a form of warfare that was rife with rules and honor. The Torakage were those men and women who worked outside those traditions. Their skills were such that the warring factions began to turn to the Torakage to solve their problems more and more frequently, until finally the honor of the kingdoms was forever stained by their mark.

Torakage are assassins, thieves, murderers, spies, and extortionists. They serve at the beck and call of the Katanaka Clan, performing whatever tasks their masters might ask of them without complaint or objection. Their identities are kept secret, even from their masters and each other, ensuring that even if a Torakage fails their mission and is interrogated, they know nothing that can be used against the Ten Thunders.

Each Torakage lives a double life. They masquerade as normal citizens by day, only donning their signature masks when they have an assignment. Communication with Torakage tends to be done via esoteric means, such as a lantern of a particular color burning in a specific window or a special phrase scrawled onto a certain wall.

The Torakage are nominally under the leadership of Misaki Katanaka, who manages their training and use, but it is possible that even she does not know the identities of all her Torakage. The stealthy assassins sometimes train new recruits on their own, despite orders to the contrary, and it's not uncommon for such "rogue" Torakage to undertake missions of their own with the help of their students, passing their desires off as the wishes of the Ten Thunders. To accept the mantle of a Torakage is to accept a life of secrets, crime, and dueling loyalties.

As a result of this decentralized recruiting, the initiation process and training regimes of Torakage tend to be highly individualized. This has led to a widely varying set of skills among their ranks, an asset to anyone who can keep track of so many faceless individuals and their unique skill sets.

Requirements

To become a Torakage, the character must attract the attention of either the Ten Thunders or a Torakage. Typically, this requires either a devotion to the Ten Thunders that borders upon fanatical, political or emotional ties that the Ten Thunders can leverage into loyalty, or exceptional skills. In any case, the character must either have a strong sense of loyalty to the Ten Thunders or no significant ties to other factions.

If selected for training, the character is given a hooded robe and told the location of a temporary training dojo. The character is expected to attend training for at least a one week period - it is very intensive and leaves little time for anything else, including sleep - and to extricate herself in such a manner that nobody becomes suspicious of her absence. This is the first test.

Many more tests of physical strength, agility, cunning, and loyalty follow until the character's training is finally complete.

Advancement

At each step, a Torakage gains the Talent listed below:

Step	Talent
1	The Ten Weapons of Wxu-Shu
2	The Wind's Path
3	The Leaves Upon the Breeze
4	Faceless Killer
5	Assassinate

"Evil? The Torakage know neither good nor evil, only victory."

– Unknown Torakage

The Ten Weapons of Wxu-Shu

Among the people of the Three Kingdoms, the Torakage are believed to have mastered the ten weapons of Wxu-Shu: the longbow, the spear, the greataxe, the kusari-gama, the iron whip, the staff, the single-edged sword, the double-edged sword, the meteor hammer, and the bare fist.

Before making an attack with one of the weapons listed below or the Martial Arts Skill, this character may name a suit and add it to her final duel total.

The Wind's Path

A Torakage's combat training focuses on swift, unpredictable movements that leave her opponents uncertain of her intentions.

This character is immune to disengaging strikes. If she is pushed by any effect, she may increase or decrease the distance of the push by a number of yards equal to her Speed Aspect (minimum 1 yard).

The Leaves Upon the Breeze

The character can now manufacture deadly shuriken with great speed. These are Thrown Weapons with a range of 8 yards and the Fan special rule that deal 1/2/3 damage. The character can craft these weapons out of almost anything that can be sharpened (wood, stone, metal, bone), making 10 per hour of work.

She also gains the following Trigger on all Thrown Weapon attacks:

- *Leaf Steps:* After resolving, move up to 3 yards.

Faceless Killer

Those who know the reputation of the Torakage are hesitant to face them in combat. Even those who know nothing of this exploits, however, find themselves hesitating to rush into combat with a trained killer.

If this character's face is hidden behind a mask, she gains +2 to her Intimidate Challenges and may not the be the target of Charge Actions unless the Charging character has the Relentless Talent.

Assassinate

The character gains the following Trigger on any attack made with the Martial Arts Skill or any of the weapons listed below:

- *Assassinate:* After damaging, immediately kill the target unless it discards two cards.

Ten Weapons of Wxu-Shu	Range	Damage	Special	Cost	Skill
Longbow (Archery)	12	2/2/4	Arrow, Bow	5§	1
Iron Whip (Flexible)	2	2/3/4	Stunning	25§	3
Kusari-gama (Flexible)	3	2/2/3	Snaring	7§	2
Meteor Hammer (Flexible)	2	2/4/5	Brutal	13§	2
Double-Edged Sword (Melee)	2	2/3/5	Deadly	12§	3
Single-Edged Sword (Melee)	2	2/3/4	Precise	25§	3
Greataxe (Heavy Melee)	2	3/5/7	Enlarged, Intimidating	20§	2
Spear (Heavy Melee)	3	2/3/4	Precise	4§	1
Staff (Heavy Melee)	2	1/2/4	-	1§	1

SKILLS

Skills represent the education, training, and learned abilities that a character has acquired over the course of her life. There is no limit to the number of Skills a character can know, and a character's Skills increase fairly frequently.

Despite this, no one person can hope to be skilled in every field. Those who eschew the assistance of others in the belief that they can make their own way in Malifaux rarely have to wait long before they find themselves in a deadly situation that they don't fully understand. In times like this, it's best to have a group of friends - or at the very least, associates - with a diverse skill set and a desire to help each other out.

Skills are grouped into rough "Types." These Types are descriptors that help to define and organize similar Skills into loose groups. The rules often reference Skills by their Type (such as a mechanic that modifies "all Magical Skills" or "any Crafting Skill").

The different Skill Types are as follows:

- Academic
- Close Combat
- Crafting
- Expertise
- Magical
- Ranged Combat
- Social
- Training

At the end of each session, each character will typically advance in at least one Skill. This process is described in the Character Advancement section on page 318.

Associated Aspects

Each Skill has an Associated Aspect, which is simply the Aspect that is most commonly associated with the Skill in question. For most situations, a character can assume that a Skill's Associated Aspect is the one that will be added to her Skill ranks to determine her Acting Value (see pg. 284).

Sometimes, however, the Fatemaster may decide that a character is using a Skill in an unusual manner and rule that a different Aspect is more relevant. For instance, the Associated Aspect of the Shotgun Skill is typically the Grace Aspect, but if a character were frantically attempting to assemble a dismantled shotgun from its component pieces as a Mature Nephilim battered down the locked door separating them, the Fatemaster might call for a Shotgun Challenge using the Speed Aspect to see if she can assemble the shotgun in time.

Discontinued Skills

In the move from 1st Edition to 2nd Edition *Through the Breach*, some Skills were merged with others in order to remove s the less useful Skills from the game. If you come across mention of one of these Skills in *Into the Steam*, *Under Quarantine*, *Into the Bayou*, or one of our Penny Dreadful adventures, this quick conversion guide will help you find the current Skill that should be used in the old Skill's place.

- *Appraise:* This Skill should be replaced by either the Notice Skill (for identifying forgeries) or any of the Crafting Skills (for determining the worth or value of an object the Crafting Skill can create).
- *Farming:* This Skill should be replaced with the Homesteading Skill.
- *Geography:* This Skill should be replaced with the Wilderness Skill.
- *Harness Soulstone:* This Skill has been entirely removed due to changes in the way that Soulstones function in 2nd Edition. If called upon to make a Harness Soulstone Challenge, use Enchanting + Charm in its place.
- *Labor:* This Skill should be replaced with the Athletics Skill.
- *Navigation:* This Skill should be replaced with the Wilderness Skill.
- *Teach:* This Skill should be replaced with the Leadership Skill.

Academic skills	Associated Aspect	Description
Bureaucracy	Cunning	The inner workings of legal and government matters.
Engineering	Intellect	Proper mechanical and structural design.
History	Intellect	The lore of human existence.
Literacy	Intellect	Reading and deciphering text, learning new languages.
Mathematics	Intellect	Arithmetic, Physics, and other numerical disciplines.
Music	Charm	The ability to compose and play music.

Close Combat skills	Associated Aspect	Description
Flexible	Grace	Chains, Lassos, Whips, and any other such weapons.
Grappling	Speed	Wrestling and holding an opponent.
Heavy Melee	Might	Large and cumbersome weapons that require two hands.
Martial Arts	Speed	Quick strikes to vulnerable areas made with hands and feet.
Melee	Might	One handed weapons that bludgeon, slash, or pierce.
Pneumatic	Might	Weapons that include mechanical parts.
Pugilism	Might	Powerful strikes usually made with closed fists.

Crafting skills	Associated Aspect	Description
Alchemistry	Intellect	Mixing and properly using chemicals.
Art	Cunning	Producing and understanding artistic works.
Artefacting	Intellect	Building constructs and machinery.
Blacksmithing	Intellect	Forging metal objects such as swords and horseshoes.
Culinary	Charm	Creating appetizing food and drink.
Explosives	Intellect	Creating and using bombs, dynamite, and other explosives.
Homesteading	Tenacity	Making and maintaining the materials of everyday life.
Printing	Intellect	Creating books and other written objects.
Stitching	Tenacity	Sewing and stitching of both fabric and corpses.

Expertise skills	Associated Aspect	Description
Doctor	Intellect	Healing the sick and injured.
Forgery	Cunning	Creating false documents and writings.
Gambling	Cunning	Properly playing games of chance and skill.
Husbandry	Charm	Caring for livestock and riding/driving transport animals.
Lockpicking	Grace	Opening locks and other complex devices.
Notice	Cunning	Spotting things that are out of place or hidden.
Track	Cunning	Following a target through an environment.
Wilderness	Cunning	Proper survival and safety in unsettled areas.

Magical Skills	Associated Aspect	Description
Counter-Spelling	Tenacity	Stopping magical effects and spells.
Enchanting	Charm or Cunning	Imbuing an object or target with magical qualities.
Necromancy	Charm or Tenacity	Control over another's mind, body, or spirit.
Sorcery	Intellect or Tenacity	Creation of elemental effects.
Prestidigitation	Cunning or Intellect	Manipulation of space, time, and the senses.

Ranged Combat Skills	Associated Aspect	Description
Archery	Grace	Use of blowguns, bows, and similar projectile weapons.
Heavy Guns	Might	Use of large powder guns, such as cannons and Gatlings.
Long Arms	Intellect	Long barrel weapons such as rifles and carbines.
Pistol	Grace	One handed firearms like derringers and dueling pistols.
Shotgun	Grace	Shotgun weapons of both the scatter and slug variety.
Thrown Weapons	Grace	Ranged weapons hurled by hand.

Social Skills	Associated Aspect	Description
Barter	Tenacity	Trading and negotiation tactics.
Bewitch	Charm	Making others like or appreciate the character.
Convince	Intellect	Swaying another's point through logic and compromise.
Deceive	Cunning	The art of telling lies and appearing sincere.
Intimidate	Tenacity	Scaring others and presenting a fearful presence.
Leadership	Charm	Rallying others to a cause and coordinating groups.
Scrutiny	Cunning	Reading the emotions and disposition of others.

Training Skills	Associated Aspect	Description
Acrobatics	Grace	Tumbling, leaping, and other quick bursts of motion.
Athletics	Might	Running, jumping, climbing, and other physical activities.
Carouse	Resilience	Maintaining one's composure while intoxicated or poisoned.
Centering	Tenacity	Keeping oneself calm and collected.
Evade	Speed	Quickly avoiding dangerous attacks.
Pick Pocket	Speed	Sleight of hand, both as theft and illusion.
Stealth	Cunning	The ability to hide and move without being noticed.
Toughness	Resilience	The ability to withstand physical abuse.

Academic

Academic skills are learned through study. These skills require a teacher, or at the very least, access to a well-stocked library. Because Academic Skills usually take time and resources to learn, they are a hallmark of the wealthy. They are not exclusive to the upper class, however, and anyone willing to put in the long hours of hard work needed to memorize and understand the subject matter will most likely be able to use this knowledge to better their lot in life.

Academic Ranks

Each rank in an Academic Skill generally describes how much a character knows about a given topic. While a Challenge may be necessary to remember a specific bit of knowledge, it should also be assumed that a character possesses a general level of understanding based on her ranks in a given Skill.

Rank 1 - Interest: The character understands the broad underlying concepts of the Skill, such as how laws are written (Bureaucracy) or a general overview of world events (History).

Rank 2 - Student: The character has a firm grasp of the subject, such as understanding how compound interest works (Mathematics) or the exact dates of major events (History).

Rank 3 - Journeyman: This is the rank at which the character can legitimately support herself financially using the Skill. She is able to speak with authority in her field and knows intricate details about people or events related to her field of study. The character may learn one Trigger for the Skill (see page 190).

Rank 4 - Expert: The character has spent a significant amount of time studying the subject and is considered to be a specialist in her field. It is likely that others will seek her out in the hope of obtaining her opinion on matters both interesting and banal.

Rank 5 - Master: Few people can boast this level of skill. This character pushes the boundaries of what is known about her field of study, even in academic circles. The character may learn a second Trigger for the Skill (see page 190).

Bureaucracy

Associated Aspect: Cunning

Bureaucracy is the study and understanding of rules. Lawyers and barristers are masters of Bureaucracy, but any clerk or guardsman with multiple tiers of superiors and departments that must be navigated on a daily basis inevitably learns a great deal about bureaucracy, whether she wants to or not.

This Skill is used to correctly fill out paperwork and find loopholes in contracts and other agreements. It is also used when attempting to discern whether official paperwork is legitimate or a forgery.

Engineering

Associated Aspect: Intellect

Engineering is the application of mathematics, scientific principles, and practical knowledge to design, maintain, and improve machines, tools, and structures. Engineering is used to understand the scientific principles behind a mechanical device or to draft plans for the construction of buildings, bridges, and other large structures. It often goes hand-in-hand with the Artefacting Skill, which is essentially an applied version of Engineering.

History

Associated Aspect: Intellect

History is the study of past civilizations and events. This Skill covers a general knowledge of world affairs going back to ancient times, such as knowing the extent of the Roman Empire at the peak of its power. Characters with a knowledge of History can name important dates in human history or speak more broadly on general eras, such as fourteenth century France or the Bronze Age.

Special: If this Skill is learned by a Gremlin or Neverborn character, it is assumed to relate to Gremlin or Neverborn history, rather than human history, unless the character went out of their way to learn the history of Earth. If this is the case, Fatemasters may wish to separate this Skill into two distinct Skills: History (Earth) and History (Malifaux).

Literacy

Associated Aspect: Intellect

Literacy is the ability to read and write, decipher codes, and to "read between the lines" to determine a writer's social standing and intent. The Literacy Skill also determines how many languages the character knows; each rank of Literacy enables the character to read, write, and speak one additional language of her choice.

Mathematics

Associated Aspect: Intellect

Mathematics is an integral part of almost everything, whether or not a person realizes it. Characters who study mathematics are able to solve complex problems involving numbers and angles, and such knowledge is all but required for professions such as bankers, accountants, and anyone who wants to run their own business. Mathematics is also a valuable tool for gamblers who want to know how a given house rule changes the odds of their victory.

Music

Associated Aspect: Charm

It is said that Music is how mankind records emotion. While most musicians favor one or two specific instruments, musical training generally allows a character to quickly pick up new instruments much faster than an untrained person. This Skill encompasses playing an instrument, understanding how to read music, and composing anything from simple sing-alongs that are pleasing to the ear to grand operas that tug at the heartstrings of those in the audience.

Close Combat

Combat is, all too often, a part of everyday life in Malifaux. Whether they're being jumped by bandits, brawling in a saloon, or defending themselves against a twisted monster in a dark alley, most travelers find themselves in a fight more frequently than they might prefer.

Close Combat Skills represent a character's ability to handle those situations by clubbing, stabbing, or slashing their opponents with dangerous melee weapons or hardened fists.

Close Combat Ranks

Each rank in a Close Combat Skill defines how experienced and prepared a character is for melee combat. A character's rank in certain Skills also determines how much damage she deals with her unarmed attacks.

Rank 1 - Comfortable: The character theoretically knows how to handle the weapon and is unlikely to hurt herself when using it in combat.

Rank 2 - Proficient: The character has used the weapon in combat enough times to understand its strengths and limitations.

Rank 3 - Veteran: At this Skill rank, the character has become familiar with multiple weapons using the chosen Skill and has likely picked up a few tricks. The character may learn one Trigger for the Skill (see page 190).

Rank 4 - Expert: The character has lost count of the number of times she has used weapons of this type. She is able to use such weapons as if they were extensions of her own body.

Rank 5 - Master: This character is one of few who can be said to have mastered all weapons of the chosen type. She may even be sought out by others seeking to learn the ways of her weapon. The character may learn a second Trigger for the Skill (see page 190).

Flexible

Associated Aspect: Grace

Flexible weapons include whips, lassos, chains, flails, and other similar weapons. These weapons are capable of tripping and restraining opponents, though they often don't deal as much damage as their more rigid counterparts. Flexible weapons are the preferred weapons of people who like to show off their natural agility and grace.

Grappling

Associated Aspect: Speed

Sometimes close quarters combat isn't about striking an opponent so much as it's about controlling them. The ability to hold and pin an opponent can be very useful, especially when a character doesn't want to kill their opponent. Grappling attacks deal variable damage, as determined by the character's ranks in this Skill:

Grappling	Range	Damage	Special
Rank 0	1	0/0/1	-
Rank 1	1	0/1/1	Pinning
Rank 2	1	1/1/1	Pinning
Rank 3	1	1/1/2	Pinning
Rank 4	1	1/2/2	Pinning, Potent
Rank 5	1	1/2/3	Pinning, Potent

Pinning: Whenever this weapon deals Severe damage, the target is **Paralyzed** until the start of this character's next turn or until this character takes an Action other than Pass, whichever comes first.

Potent: Whenever this weapon deals Moderate damage, the target suffers a Weak Critical Effect. Whenever this weapon deals Severe damage, the target suffers a Moderate Critical Effect. This is in addition to any other Critical Effects the target would suffer from the attack.

Heavy Melee

Associated Aspect: Might

The Heavy Melee Skill covers any sort of melee weapon that is designed to be wielded in two hands. This includes heavy axes, pole arms, maces, large clubs, and even lengths of sturdy pipe. These weapons tend to have the highest damage potential of all Close Combat weapons.

Martial Arts

Associated Aspect: Speed

Martial Arts focus on strikes with the hands, feet, knees, and elbows. These maneuvers are based more on speed and pressure points than strength. While anyone can learn Martial Arts, they are primarily practiced by people hailing from the Three Kingdoms.

This Skill is also used by creatures whose natural attacks rely more upon speed and precision than sheer brute strength.

Martial Arts attacks deal variable damage, as determined by the character's ranks in this Skill:

Martial Arts	Range	Damage	Special
Rank 0	1	0/1/2	-
Rank 1	1	1/2/3	-
Rank 2	1	1/2/4	-
Rank 3	1	1/3/4	-
Rank 4	1	2/3/4	Stunning
Rank 5	1	2/3/5	Stunning

Stunning: Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it would suffer.

Melee

Associated Aspect: Might

By far the most common close combat weapons are those that can be wielded in one hand. Almost everyone in Malifaux carries some sort of knife or other small weapon for personal defense, usually concealed within a pocket or just hidden underneath a jacket or cloak.

Pneumatic

Associated Aspect: Might

Pneumatic weapons rely upon steam power to to function. This Skill is commonly known only by constructs, as most of the weapons that rely upon steam technology are too heavy or bulky to be effectively wielded by humans. Characters with pneumatic limbs, however, might be able to make use of some pneumatic weapons integrated into their limbs.

Pugilism

Associated Aspect: Might

Pugilism combines powerful punches with defensive movements and feints that, when used in the proper combinations, can stagger and even knock out an opponent. Pugilism attacks deal variable damage, as determined by the character's ranks in this Skill:

Pugilism	Range	Damage	Special
Rank 0	1	0/1/2	-
Rank 1	1	1/2/3	-
Rank 2	1	1/2/4	-
Rank 3	1	1/3/4	-
Rank 4	1	2/3/4	Snaring
Rank 5	1	2/3/5	Snaring

Snaring: The target gains the **Slow** Condition in addition to suffering damage.

Crafting

Crafting Skills are used to build and create objects of value. The Guild tends to keep firm control of items imported to Malifaux, but a creative crafter can get around that by simply making her own goods.

Crafting Ranks

A character with a certain rank in a Crafting Skill can be assumed to have a general level of ability in her chosen field. Generally speaking, a character does not usually have to perform a Challenge Duel in order to craft an item; she only needs the required Skill Rank, crafting equipment, raw resources worth 25% of an item's base price, and time.

The character may still perform a Challenge Duel when crafting the item if she wishes to declare a Trigger, but regardless of what she flips, the crafting process is considered to be a success (so long as she meets the requirements listed above).

Rank 1 - Interest: The character can create simple items that aren't very complex or detailed. These items tend to be utilitarian and unremarkable in appearance and function.

Rank 2 - Apprentice: The character can create generally useful items with a moderate degree of complexity and decoration.

Rank 3 - Journeyman: At this Skill rank, the character can create more complicated items and items that are particularly pleasing to the eye. These items often require multiple steps and great care and patience in order to fully complete. The character may learn one Trigger for the Skill (see page 190).

Rank 4 - Expert: The character can create sophisticated items that require a great deal of complicated and delicate components. Items crafted by this character can often fetch up to 25% more than the same item made by a less well known character.

Rank 5 - Master: This character is consider to be a master craftsman, able to create all manner of wonders. She is a pioneer in her field and can expect to earn up to 50% more on items she creates. She may learn a second Trigger for the Skill (see page 190).

Alchemistry

Associated Aspect: Intellect

The Alchemistry Skill is used for mixing chemicals together in order to create more complex compounds. These include acids, poisons, and a variety of medicinal and recreational drugs.

Example Craftable Items:

Rank 1: Antacids, matches, weak poison (gives the **Poison +1** Condition if ingested).

Rank 2: Mild acid (Thrown Weapons Skill, deals 1/2🌪/3🌪 damage ignoring Armor), sedatives.

Rank 3: Anesthetic, embalming fluid, medicine.

Rank 4: Rare poisons, bulky chemical batteries.

Rank 5: Philosopher's Stone, small homunculi.

The expansion book *Under Quarantine* contains an expanded list of compounds and substances that can be created with Alchemistry.

Art

Associated Aspect: Cunning

The ability to create art is vital to the entertainment industries of both Earth and Malifaux. This Skill covers a broad variety of mediums and can be used to create physical art, to enhance the physical appearance of other crafted items, to appraise items of art, or to identify forged art.

Example Craftable Items:

Rank 1: Pleasing but unobtrusive art.

Rank 2: Interesting conversation pieces.

Rank 3: Art objects that draw attention and favorable comments.

Rank 4: Impressive pieces likely to fetch high prices.

Rank 5: Masterpieces of historical significance.

Artefacting

Associated Aspect: Intellect

Artefacting is the art of building mechanical devices, many of them powered by steam engines or pneumatic pressure. This Skill often goes hand-in-hand with Engineering, which is essentially a theoretical version of Artefacting.

The Artefacting Skill can be used to Repair damaged Construct characters as a (2) AP Action. To do so, the Repairing character must expend scrap worth at least 0.5 scrip and make an Artefacting Challenge against a TN of 5. If successful, the Construct character heals 1 damage, plus 1 additional damage per Margin of Success.

The Artefacting Skill can also be used to Retrofit a Construct character to remove its lasting Critical Effects. To do so, the character must have access to scrap worth 3 scrip per Moderate lasting Critical Effect to be removed and 9 scrip per lasting Severe Critical Effect to be removed. The scrap is expended in the Retrofitting process.

The character then makes an Artefacting Challenge at TN 10, +2 per lasting Critical Effect she wishes to remove. On a success, the noted Critical Effects are removed. On a failure, the Construct suffers a Destroyed/0/0 damage flip with a ⊟ for each Margin of Failure.

Retrofitting a Construct takes 1 hour per lasting Critical Effect the character attempts to remove. A Construct character cannot Retrofit itself.

Example Craftable Items:

Rank 1: Cameras, pocket watches, typewriter, pressure gauges.

Rank 2: Pneumatic limbs and tools, steam engines, quick-draw rig for a holdout pistol (enables pistol to be readied as a (0) Action).

Rank 3: Clockwork hearing aid, aethervoxes, battery-powered floodlights.

Rank 4: Motorized carriages, electric devices.

Rank 5: Airships, flying harnesses.

Blacksmithing

Associated Aspect: Intellect

Blacksmiths make everyday goods and tools for other professions. This Skill also encompasses gunsmithing and the creation of metal-based melee weapons and armor. Blacksmiths tend to be busiest in times of war and conflict, and those who travel to Malifaux typically do very well for themselves.

Example Craftable Items:

Rank 1: Nails, horseshoes, basic melee weapons.

Rank 2: Printing plates, needles, copper wire, metal armor, refurbished and shoddy guns.

Rank 3: Reliable guns, parade armor, tiny and delicate items such as the gears of a pocket watch).

Rank 4: Artillery weapons, specialized or experimental firearms, items made from rare metals and alloys.

Rank 5: Masterwork weapons and armor that will be passed down through the generations as heirlooms and symbols of wealth and prestige.

Culinary

Associated Aspect: Charm

Culinary is the Skill that covers the creation of food and beverages, including the brewing of alcohol. Most individuals specialize in either food or drink preparation, but a character skilled in the Culinary arts can prepare both equally well.

One of the greatest shifts in the Culinary arts has been the increased availability of sugar. Up until the eighteenth century, sugar was so expensive as to be beyond the reach of the common people, who were instead forced to sweeten their food with honey. In the past century, however, foods using sugar have become more common, and inventive cooks are experimenting with all manner of new recipes using sugar, which has led to an explosion in the popularity of pastries, cakes, tarts, and other dessert items.

Example Craftable Items:

Rank 1: Tea, hot mash, roasted wild game, coffee, boiled eggs, weak moonshine.

Rank 2: Sourdough, pork pie, ale, sake, hot chocolate, grilled fish.

Rank 3: Honey cakes, liquor, strong moonshine, candied fruit, stuffed leg of lamb.

Rank 4: Wine, poached salmon in aspic, venison shanks with juniper and red currant, ice cream.

Rank 5: Champaign, ikizukuri (a living fish that is sliced into thin, sheet-like slices and served while still alive), roasted pork and vegetable consommé, beef wellington, baked Alaska.

Explosives

Associated Aspect: Intellect

Not just anyone can create and set explosives and survive. An expert in Explosives knows how to safely create dangerous substances, how to properly store them, and how to set them off without resulting in unnecessary casualties.

Explosives are commonly set up ahead of time and then triggered from far away, either with a long fuse or a blasting plunger. If used in combat, Explosives use the Thrown Weapons Skill.

Example Craftable Items:

Rank 1: Black powder, fireworks, noisemakers, simple explosives and incendiary devices such as flaming bottles (1/1🌳🌳/1🌳🌳🌳 damage and everyone damaged gains **Burning +2**).

Rank 2: Bullets, larger petrol-based explosives, firebombs (2/2🌳🌳/3🌳🌳🌳 damage and everyone damaged gains **Burning +3**).

Rank 3: Dynamite (3/4🌳🌳/5🌳🌳🌳 damage ignoring Armor), nitroglycerin.

Rank 4: Pressurized gasses, demolition charges (4/6🌳🌳/8🌳🌳🌳 damage ignoring Armor, characters with 2 or more ranks of Evade take half damage).

Rank 5: Blasting gelatin (shapeable explosives that only detonate when used in conjunction with a special detonator).

Homesteading

Associated Aspect: Tenacity

The Homesteading Skill combines carpentry and farming to construct buildings (and keep them in good shape), locate good pastures and farming land, and grow different types of food.

Example Craftable Items:

Rank 1: Building fences, palisade walls, simple tables and bookshelves; growing root vegetables such as potatoes and carrots.

Rank 2: Building barns, wooden walls with walkways, cabinets, and small boats; growing corn.

Rank 3: Building small houses, stone walls, and four-poster beds; growing cotton and melons.

Rank 4: Building large houses and secret passages; growing apples and artichokes.

Rank 5: Building mansions and greenhouses; growing wasabi and farmed versions of wild Malifaux fruits and vegetables.

Printing

Associated Aspect: Intellect

The Printing Skill is used to produce newsletters and books, either one at a time or one hundred at a time if the character has access to a printing press. This Skill only covers the actual printing process; the Literacy Skill determines the quality of the writing contained within the printed items (though a printer can at least make bad writing look good).

Example Craftable Items:

Rank 1: Single-page posters and fliers.

Rank 2: Short leaflets and pamphlets, scrolls.

Rank 3: Text books of any length.

Rank 4: Illustrated books of any length.

Rank 5: Books with gilt edges or gold leaf.

Stitching

Associated Aspect: Tenacity

Stitching is a character's talent with needlepoint, leatherwork, and other forms of sewing. This Skill is often used to create, mend, and alter clothing or household items made primarily out of cloth.

The Stitching Skill can also be used to Mend damaged Undead characters as a (2) AP Action. To do so, the Mending character must make a Stitching Challenge against a TN of 5. If successful, the Undead character heals 1 damage, plus 1 additional damage per Margin of Success.

The Stitching Skill can also be used to Stitch Up an Undead character to remove its lasting Critical Effects. To do so, the character must have access to a corpse of the same Height as the Undead character to be Stitched Up. The corpse is expended in this process.

The character then makes a Stitching Challenge at TN 10, +2 per lasting Critical Effect she wishes to remove. On a success, the noted Critical Effects are removed. On a failure, the Undead suffers a Destroyed/0/0 damage flip with a ⊟ for each Margin of Failure.

Stitching Up an Undead character takes 1 hour per lasting Critical Effect the character attempts to remove. An Undead character cannot Stitch Up itself.

Example Craftable Items:

Rank 1: Small puppet, patching torn clothing, blankets, curtains, basic cross stitching.

Rank 2: Basic clothing (shirts, pants, vests, dresses, yukata), quilts, shoes, basic embroidery.

Rank 3: Tailored clothing such as suits and traveling dresses, kimono, corsets, boots, stuffed mattresses, elaborate embroidery.

Rank 4: Tuxedos, evening dresses, hats, elaborate kimono, fashionable clothing.

Rank 5: Clothing that starts fashion trends and becomes known by the creator's name.

Expertise

Expertise Skills are those which combine instruction and intuition with hands-on experience and countless hours of training and practice. Many of these Skills are born from a life of crime, seclusion, or both.

Expertise Ranks

Each rank in an Expertise Skill describes the character's level of training in that field. Since these Skills are often honed through constant effort and use, a character with multiple ranks in a Skill has almost certainly had plenty of opportunities to put her abilities to use in the field.

Rank 1 - Interest: The character has a passing interest in the subject and is able to ask intelligent questions and make reasonable assumptions about topics related to the Skill in question.

Rank 2 - Proficient: A little bit of study and application has given the character the ability to use the Skill in a workable manner. While she likely can't fully support herself through the use of her Skill, it might provide a supplemental source of income.

Rank 3 - Experienced: By this point, the character has been using the Skill for quite some time. She can support herself using the Skill and has likely developed personal shortcuts or tricks to make things easier. The character may learn one Trigger for the Skill (see page 190).

Rank 4 - Expert: At this point, the character is capable of performing the Skill with relative ease; only the most challenging of situations will truly test her skills.

Rank 5 - Master: The character is renowned (at least in certain circles) for her skill. She has likely pioneered a few innovations in her chosen field. The character may learn a second Trigger for the Skill (see page 190).

Doctor

Associated Aspect: Intellect

People are wounded every day, both on Earth and in Malifaux. No matter the injury, a character with the Doctor Skill can ensure that her patients recover quickly from their ailments.

The Doctor Skill can be used to provide First Aid to wounded Living characters as a (2) AP Action. To do so, the character providing First Aid must make a Doctor Challenge against a TN of 5. If successful, the Living character heals 1 damage, plus 1 additional damage per Margin of Success. A character may only receive the benefits of First Aid once every hour.

The Doctor Skill can also be used to perform Surgery on a Living character to remove its lasting Critical Effects. The character performing the Surgery can only remove lasting Critical Effects that are no older than one day per rank of Doctor she possesses.

To perform Surgery, the character makes a Doctor Challenge at TN 10, +2 per lasting Critical Effect she wishes to remove. On a success, the noted Critical Effects are removed. On a failure, the Living character suffers a Killed/0/0 damage flip with a ⊟ for each Margin of Failure.

Performing Surgery takes 1 hour per Critical Effect the character attempts to remove. A character can only undergo Surgery once per week and cannot perform Surgery on herself.

Forgery

Associated Aspect: Cunning

The art of falsifying documents is known as Forgery. This Skill is useful for creating false legal documents, copying signatures, or even printing counterfeit Guild Scrip. In order to properly duplicate or falsify a document, the character requires access to an original copy of the document, signature, or bank note that she intends to copy or alter.

Gambling

Associated Aspect: Cunning

While every game of chance has some element of luck to it, much of that luck can be mitigated by knowing the rules of the game, the odds of each option presented to the players, and how to properly make wagers. This Skill covers all of that, as well as the ability to count cards, pick up on the "tells" of the other players, and cheat without getting caught.

Husbandry

Associated Aspect: Charm

The art of breeding and training animals is known as Husbandry. This Skill covers the training of work animals such as horses or oxen to pull carts or accept riders, the domestication of otherwise wild animals such as hoarcats or Bayou pigs, and the care and feeding of different breeds of animals. The Husbandry Skill is also used to control mounts, making it an important Skill for anyone who plans to spend any amount of time in the saddle.

Lockpicking

Associated Aspect: Grace

The one Skill that is indispensable to thieves and burglars is Lockpicking. The ability to open locks without the proper key is a necessity for those who live outside the law.

While having a set of tools (such as those found in a Lockpicking Toolkit) is quite helpful for opening doors, this Skill is still quite usable without them; with a sharp twig and the right knowledge, a skilled thief can open even the most sturdy of locks.

Notice

Associated Aspect: Cunning

It's always a good idea to pay attention to your surroundings, and the Notice Skill represents that tendency. It allows characters to recognize dangers before they have the chance to do harm.

The Notice Skill plays a prominent role in determining a character's Initiative score and is used to resist the Pick Pocket and Stealth Skills.

Track

Associated Aspect: Cunning

The ability to follow animals and people across terrain is an important skill for hunting, trapping, and bounty hunting. An experienced tracker knows how to tell if her quarry is doubling back or covering its tracks and can follow a trail while still moving fast enough to catch the object of her pursuit.

Wilderness

Associated Aspect: Cunning

The Wilderness Skill represents the ability to survive in harsh environments. It allows a character to find shelter, trap food, recognize edible plants, navigate in the wilderness, create fire, find potable water, clean and gut animals, and avoid natural hazards.

Magical

Magical skills are primarily employed by those characters with the ability to control and manipulate arcane forces. Whether learned in a formal setting, such as the classes offered by the University of Mississippi in Oxford, MS, or gleaned from the pages of an ancient tome in the privacy of one's own home, the mastery of magic requires practice, effort, and often a great deal of rote memorization.

While a character might posses the knowledge of how magic works (which is represented by ranks in a Magical skill), she cannot actually cast any spells unless she finds a Grimoire, develops a Manifested Power, or obtains a Talent that gives her access to one or more Magia and/or Immuto. See Chapter 8 for more details.

Magical Ranks

Each rank in a Magical skill represents a character's increasing mastery of that particular type of magic.

Rank 1 - Novice: The character understands the basic concepts of the chosen type of magic.

Rank 2 - Apprentice: Careful study and experimentation has given the character a feel for the boundaries of what her chosen type of magic can accomplish and what is beyond its reach.

Rank 3 - Specialist: The character has moved beyond the formulae and rituals described by others and has started to develop her own magical rituals and traditions. She may learn one Trigger for the skill (see page 190).

Rank 4 - Expert: The character has grown comfortable with channeling magical power and can wield truly impressive spells with minimal effort.

Rank 5 - Master: The character has mastered her chosen field of magic and is one of the most powerful practitioners in all of Malifaux. The character may learn a second Trigger for the Skill (see page 190).

Counter-Spelling

Associated Aspect: Tenacity

Counter-Spelling is the art of using arcane wards and gestures to dampen magical effects. In a way, this is similar to creating magical "static" that the carefully constructed spells and incantations of other spellcasters find difficult to penetrate.

The Counter-Spelling skill can be used for Magical Shielding. Magical Shielding is the art of wrapping a character in a defensive field of magical "static" to protect them from hostile spells.

Protecting a character with Magical Shielding is a (1) Action. It has no range, but it does require line of sight from the shielding character to the protected character. The shielding character can only protect one character in this way, which may be herself; if the shielding chooses to protect another character, any previously applied Magical Shielding immediately ends.

The shielding character may end the Magical Shielding as a (0) Action. If a protected character moves out of line of sight of the shielding character, the protected character's Magical Shielding immediately ends.

A character protected with Magical Shielding adds the shielding character's ranks in Counter-Spelling to the final duel total of any Defense or Willpower duel she makes to resist a Spell or Manifested Power. If a character is protected by the Magical Shielding of multiple characters, she only adds the highest such bonus to her final duel total.

The Counter-Spelling skill can also be used to end an ongoing spell before its normal duration would cause it to expire. To do so, the character chooses a magical effect within her line of sight and makes a Counter-Spelling Challenge against a TN equal to the TN of the magical effect she wishes to end. On a success, the magical effect immediately ends. On a failure, the magical effect endures, and any future attempts the character makes to end that magical effect have their TNs increased by +4 per failed Counter-Spelling Challenge.

Enchanting

Associated Aspect: Charm or Cunning

Of the four types of magic, it is the field of Enchanting that drives the demand for Soulstones the hardest. Where a sorcerer can wield immediately powerful arcane effects with the help of a Soulstone, an Enchanter with a Soulstone can build marvels that will last for centuries.

Enchanting is the ability to augment objects and people in marvelous ways. The easiest Enchanting effects are those that simply augment the inherent nature of something, while more advanced effects grant new properties to things that would otherwise not have them. Some examples might include a flaming sword that burns those struck with the blade but not its wielder, or a rowboat that floats in the air as if it were water.

Enchanting magic is one of the few forms of magic that isn't considered out-and-out illegal by the Guild, though using Enchanting spells improperly can still get characters into a whole lot of trouble with the self-declared rulers of Malifaux.

Necromancy

Associated Aspect: Charm or Tenacity

While Necromancy is (not incorrectly) associated primarily with the animation of dead corpses, it also has influence over other aspects of life, including the mind and soul. An experienced necromancer can root around a subject's mind, terrify them, or even remove them from existence by sending them to a timeless nether-space.

Necromancy magic draws its power from the Grave Spirit, an impossibly powerful entity that embodies death itself. Though the Grave Spirit was finally driven away from Malifaux in 1902, echoes of its presence remain in the world like oil stains upon a white tablecloth. While its impact upon Earth has been minimal, some traces of its influence can still be found in the darker corners of the world, much to the misery of most everyone that encounters them.

Prestidigitation

Associated Aspect: Cunning or Intellect

Prestidigitation magic focuses around illusions and the manipulation of dimensional space. It's a more subtle and slippery form of magic than the others, which has led some practitioners of other fields of magic to dismiss Prestidigitation as mere "smoke and mirrors."

Those who study Prestidigitation magic, however, often consider the subtlety of their unique brand of magic to be a boon. Their spells, for example, tend to draw less attention than the flashing theatrics of Sorcery or the shuffling undead created by Necromancy, which results in the Guild prioritizing more obvious threats to the city over those who practice Prestidigitation.

Though the Guild would like nothing more than to round up everyone capable of using Prestidigitation magic and hang them, actually catching a skilled practitioner is incredibly difficult, as they can cloak themselves in illusions and then teleport to safety if their pursuers begin to close in on them. The Witch Hunters often assign the pursuit of such spellcasters to agents they wish to punish, as more often than not, such investigations prove to be incredibly frustrating for everyone involved.

Sorcery

Associated Aspect: Intellect or Tenacity

Sorcery is what most people tend to think of when they think of magic. Sorcery can take many forms, from the popular image of sorcerers hurling fire, lightning, and ice at their enemies to the strange creatures that a skilled practitioner can summon to fight her battles for her. Sorcerers are prized for their destructive powers, and as a result, most spellcasters tend to dabble a little bit in Sorcery.

More than any other field of magic, Sorcery attracts the attention of the Witch Hunters. After all, flashes of lightning and azure fireballs draw quite a lot of attention to the spellcaster hurling them around.

Ranged Combat

Regardless of a person's natural inclination to fighting, ranged combat is a staple of life in Malifaux. From the pistols worn on the hips of the Guild Guard to the firearms carried in the purses and holsters of many of the city's residents, firearms are almost ubiquitous. Even if someone isn't trained in how to fire a gun, it's still a good idea to carry a firearm simply to discourage would-be thieves and muggers.

Ranged Combat Ranks

Ranged Combat skills are easy to define and test for, as a skilled marksman doesn't rely on luck as much as a steady hand and years of training.

Rank 1 - Amateur: The character knows how to load her weapon and isn't surprised by its report or kick.

Rank 2 - Enthusiast: The character has received some training in the proper use of her weapon and is able to put a shot downrange with reasonable accuracy, even in the middle of battle.

Rank 3 - Soldier: It is a rare character that possesses this level of skill with a weapon while still maintaining a clear conscience, although a few pioneers and trappers may be able to make such a claim. The character may learn one Trigger for the skill (see page 190).

Rank 4 - Marksman: The character is a truly deadly marksman capable of easily committing multiple acts of murder from a dozen paces away.

Rank 5 - Master: The character is one of the most reliable shots in Malifaux. She may learn a second Trigger for the Skill (see page 190).

Archery

Associated Aspect: Grace

Archery is one of the oldest forms of ranged combat. Archers have been used in battles for thousands of years, and even in the modern era, there are those who prefer the silent arrows of a bow to the loud reports of a firearm.

An expert bowman can hit a bullseye at a considerable distance with just as much accuracy as a pistol or rifle. These weapons are especially popular with natives of the Three Kingdoms, many of whom were restricted from owning firearms on Earth by their government.

Heavy Guns

Associated Aspect: Might

Heavy guns are usually only seen on battlefields where large forces fight in pitched conflict. While heavy guns tend to be among the most destructive firearms in the world, they make up for this firepower with a number of disadvantages. They must often be set up and mounted before they can be fired, making it difficult to move them from one location to another with any sort of speed. For this reason, many heavy guns are either mounted on mobile vehicles, such as carts or wagons, or built into defensive locations.

Most heavy guns are restricted by the Guild. Some of them can be purchased with the proper permits, but others are strictly illegal and must be kept secret lest they draw the attention of the Guild (who will no doubt be *very* interested in why someone believes they need a cannon, mortar gun, or similar weapon of massive destruction).

Long Arms

Associated Aspect: Intellect

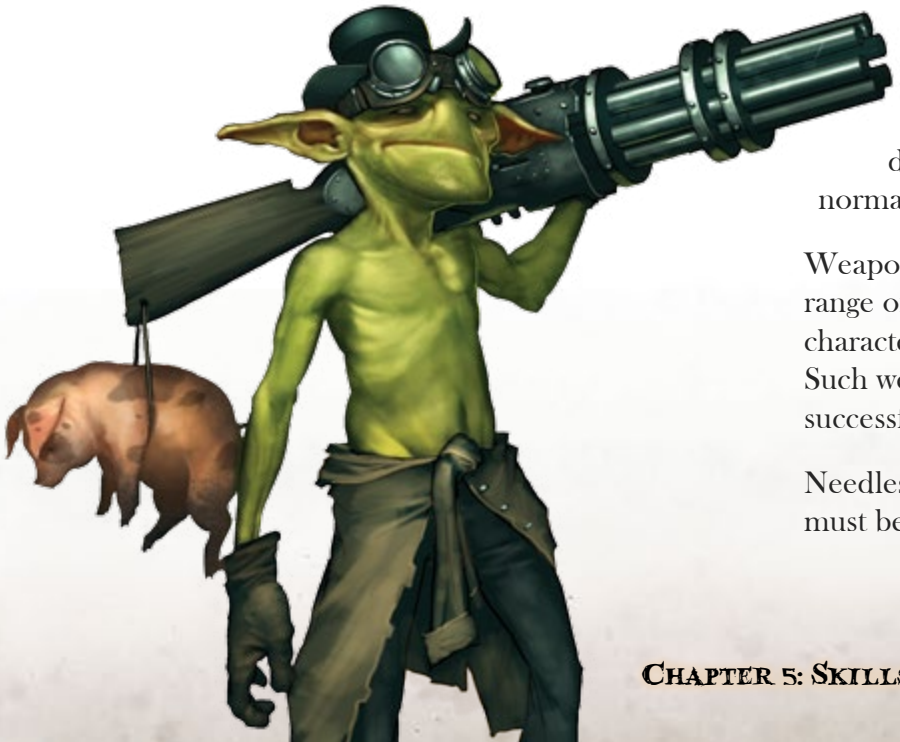
Long Arms are a family of firearms that include carbines, muskets, and rifles. In general, any two-handed firearm that fires a single bullet at long range can be considered to be a long arm. These weapons are commonly favored by sharpshooters and snipers, as they have far greater accuracy at long range than other firearms of similar caliber.

Pistol

Associated Aspect: Grace

By far the most common ranged weapon in Malifaux is the pistol. Just about everyone in Malifaux owns or knows how to get a hold of a pistol, and it often seems like there's one tucked behind every shop counter and bar in town.

The popularity of pistols is primarily due to the fact that they are small enough to carry and conceal. Just about every type of one-handed firearm can be considered to be a pistol, and there are many different types for a would-be pistoleer to choose from: front-loading flintlocks with limited ammunition but devastating power, tiny hold-out pistols designed to be hidden in sleeves and pockets, endless varieties of popular revolvers, and many more.



Shotgun

Associated Aspect: Grace

Shotguns are primarily comprised of "scatter guns." These dangerous weapons blanket large areas with shot, making aim less important than with other firearms. There are a variety of shotguns available for purchase, from the old front-loading blunderbuss to more modern models.

Shotguns are most popular among stagecoach guards, as aiming at bandits can often be difficult when firing from a coach traveling at full speed. Shotguns make it easier to put down a would-be bandit (or at the very least, her horse), a preference which has become so popular that people have coined a phrase to describe the person sitting next to a stagecoach driver: such people are said to be "riding shotgun."

Thrown Weapons

Associated Aspect: Grace

Thrown Weapons have been around since the first time a caveman hurled a rock at one of his rivals. Some weapons, such as shuriken and bolas, are specifically designed to be thrown, while others are simply melee weapons that can be hurled at an escaping enemy out of desperation.

The Thrown Weapons skill can be used to throw just about anything. If the item doesn't have the Thrown special ability, however, it has a range of 3 yards and only deals 1/2/3 damage (regardless of what its normal damage might be).

Weapons with the Thrown special ability have a range of 3 yards when thrown, plus three times the character's ranks in the Thrown Weapons skill. Such weapons deal their normal damage on a successful hit.

Needless to say, once a weapon has been thrown, it must be retrieved before it can be thrown again.

Social

Save for the handful of hermits and recluses in the world, most people use a variety of Social skills every day. However different Social skills may seem from each other, they all share one common characteristic: they rely upon the perception of others to make them effective.

Social Ranks

The ephemeral nature of the various social graces makes it difficult to define each rank of a Social skill, but despite this, most people can easily pick out characters that are particularly skilled at one Social skill or another.

Rank 1 - Amateur: The character has an intuitive grasp of the skill and can apply it in some limited capacity to avoid complications or embarrassment.

Rank 2 - Novice: With some practice, the character has learned from her prior mistakes and can now gracefully adapt her skill to new situations.

Rank 3 - Practiced: At this rank, the character has become comfortable relying upon her skill to make her day to day interactions more favorable. She may learn one Trigger for the skill (see page 190).

Rank 4 - Expert: The character has become a true expert of her chosen social grace and may be called upon to use her skills in service of others, such as being hired as a professional negotiator or running for public office.

Rank 5 - Master: Few can boast as successful a track record as this character. She is likely well known for her ability to influence others and may even be an inspiration to those wishing to follow in her footsteps. The character may learn a second Trigger for the Skill (see page 190).

Barter

Associated Aspect: Tenacity

The Barter skill is used whenever someone attempts to haggle over goods and services. This can be invaluable when trying to sell valuables or purchase items, but it also comes in handy when negotiating contracts or bribing someone.

The Barter skill is most often resisted by the target's own Barter skill.

Bewitch

Associated Aspect: Charm

The Bewitch skill is used to make friends and to convince those friends to perform favors. Needless to say, this is a popular skill for anyone who wants to be seen as a friendly person, and it's a favorite among showgirls, harlots, and politicians, all of whom have mastered the art of appearing sincere and friendly even when not.

The Bewitch skill can be used to gracefully maneuver through social situations like parties or galas, impressing everyone by always having a harmless joke or an amusing story at the ready. Characters who are skilled at Bewitch always have the right response, laugh when appropriate, and are thoroughly charming to everyone they meet.

Bewitch is one of two skills - along with Intimidate - that can be used to gather information from groups of people. Whether it's asking in the streets whether anyone has seen a missing girl or trying to learn what the Union representatives talked about at their last meeting, a character who is able to Bewitch others has a good chance of getting valuable information from people who might otherwise ignore her.

The Bewitch skill is most often resisted by the target's Scrutiny skill.

Convince

Associated Aspect: Intellect

Those skilled in the art of convincing others are the masters of logical arguments and emotional appeals. They know how to change the opinions of others and to win them over to their own side of an argument or issue. The Convince skill is particularly popular among lawyers, academics, and politicians, but just about everyone can find some use for it sooner or later.

The Convince skill is most often resisted by the target's Scrutiny skill.

Deceive

Associated Aspect: Cunning

The Deceive skill comes into play when a character attempts to get another person to believe something that isn't true. This might be a cover story, a slight bending of the truth, an omission of facts, or even a bold-faced lie; whatever form the deception takes, it is covered by the Deceive skill.

The Deceive skill is most often resisted by the target's Scrutiny skill.

Intimidate

Associated Aspect: Tenacity

The art of Intimidation involves getting others to back down or comply with a character's wishes out of fear for the repercussions, which may be physical, political, or even emotional. It has less to do with physical strength and more to do with a well-chosen turn of phrase or an unflinching gaze.

Intimidate is one of two skills - along with Bewitch - that can be used to gather information from groups of people, often via threats and small acts of violence.

The Intimidate skill is most often resisted by the target's Centering skill.

Leadership

Associated Aspect: Charm

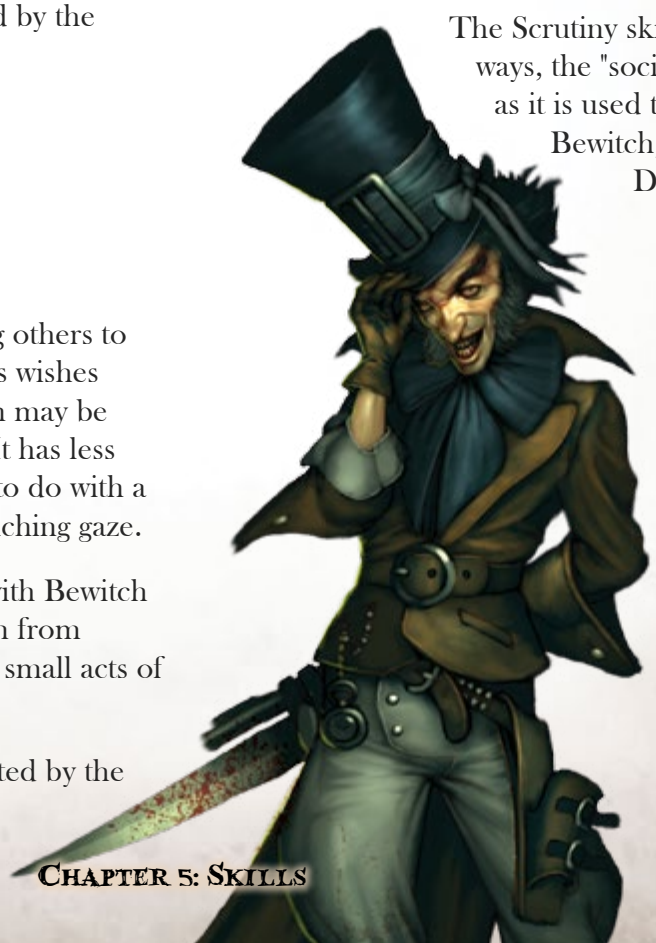
The Leadership skill is valuable to anyone who is looking to lead, inspire, or coordinate others. This skill comes into play when a character gives speeches, issues orders, or attempts to work out any sort of logistical decision making. Characters with high ranks in Leadership often earn the loyalty and devotion of their followers, even when their other social skills are lacking.

Scrutiny

Associated Aspect: Cunning

Scrutiny is the art of sizing up a person. It involves analyzing their emotional state, telling whether they're being honest or deceitful, and picking up on people that are acting in a manner inconsistent with their normal personalities. The Scrutiny skill is particularly popular among guardsmen and gamblers, both of whom have a professional interest in figuring out whether or not someone is lying to them or otherwise acting strangely.

The Scrutiny skill is, in many ways, the "social defense" skill, as it is used to resist the Bewitch, Convince, and Deceive skills.



Training

Training skills rely more upon physical conditioning, instincts, and muscle memory than anything that can be learned from a book. In fact, even if a character reads everything there is to know about these skills, she wouldn't have much success in actually using them without months (or even years) of practice; reading about how to handle a stiff drink or pick a pocket is quite a bit different from actually doing it.

Training Ranks

Characters with multiple ranks in Training skills tend to be in better overall physical condition than those without, though it's certainly not unheard of for an out of shape character to possess a high number of ranks in Carouse or Centering.

Rank 1 - Amateur: The character has practiced the skill a little bit but has yet to develop the muscle memory or correct frame of mind to get the most out of her training.

Rank 2 - Novice: With practice, the character has started to grow accustomed to using the skill, and the physical aches and painful headaches that once accompanied her movements are now a thing of the past.

Rank 3 - Practiced: At this rank, the character is accustomed to using the skill and can do so for considerable lengths of time without any real hardship or concern. She may learn one Trigger for the skill (see page 190).

Rank 4 - Expert: The character's body has become so accustomed to the skill that even a layperson can pick them out; she may have a chiseled physique, toned muscles, a natural grace, or just the ability to slam down drinks one after the other without flinching.

Rank 5 - Master: Countless years of practice allow the character to use her skill with an ease that seems natural and effortless. She may learn a second Trigger for the Skill (see page 190).

Acrobatics

Associated Aspect: Grace

Some people pride themselves on dexterity and mobility over brute strength. With this skill, a character can move quickly and gracefully, walking across narrow beams and maneuvering across rooftops and patches of ice without slipping.

Athletics

Associated Aspect: Might

Some people are just more physical than others. The Athletics skill helps people run farther, jump higher, and swim longer distances. It also helps in other situations where physical prowess comes to the forefront, such as breaking down doors or laboring for long hours in a mine.

Carouse

Associated Aspect: Resilience

Carousing is the ability to consume alcohol or drugs without losing control of one's actions. Needless to say, this skill is frequently practiced in saloons and casinos and is often accompanied by conversation or a game of some sort.

Centering

Associated Aspect: Tenacity

Centering is the art of calming one's mind to avoid fear, intimidation, and magical influence. Most often, this is achieved through meditation, though some characters are able to center themselves simply by experiencing danger so often that adrenaline no longer phases them. They learn to tamp down their urge to flee from danger in order to do whatever must be done.

The Centering skill plays an important part in determining a character's Willpower.

Evade

Associated Aspect: Speed

There comes a time in everyone's life when they have to dodge out of the path of a rolling boulder or leap aside as a flaming beam crashes down next to them. When those dark days arise, characters who have trained in the ability to Evade attacks and hazards are the ones that live to see the next day.

The Evade skill is reactionary; it usually only comes up when something bad is happening and the character needs to quickly move away from said badness.

As a rule of thumb, if there is a sentient being directly threatening a character, then its attempts to harm the character should generally be resolved as attacks against that character. If something dangerous is happening and the character simply happens to be in the area (such as a scything blade springing out of a wall after the character has stepped on a pressure plate or bolts of uncontrolled lightning arcing between two machines that the character needs to pass through), then the character should be allowed to attempt an Evade Challenge to avoid harm.

The Evade skill plays an important part in determining a character's Defense.

Pick Pocket

Associated Aspect: Speed

Pickpockets can be found in most populated areas. Pick Pocketing is a skill that can be used to take a wallet or watch without anyone noticing. This skill is also frequently employed by stage magicians to perform sleight of hand and other acts of entertainment.

The Pick Pocket skill is most often resisted by the target's Notice skill.

Stealth

Associated Aspect: Cunning

Whether setting up an ambush, sneaking into an enemy encampment, or attempting to evade capture by the authorities, there are many reasons why someone might want to hide from sight. The Stealth skill is used in all of these instances, as it allows a character to move silently, to hide a weapon on her person, to remain unnoticed in shadows, and to disappear into crowds. If a character wants to go unnoticed, she's probably using the Stealth skill to do so.

The Stealth skill is most often resisted by the target's Notice skill.

Toughness

Associated Aspect: Resilience

Contrary to what some gunslingers and mercenaries might want others to think, nobody is born tough. The ability to endure harm and continue to fight on without distraction or discomfort is a skill that can be learned like any other, though, unfortunately, learning it invariably results in a great deal of pain along the way.

The Toughness skill plays an important part in determining a character's Wounds.

Skill Triggers

Skill Triggers are special effects that can be declared when a character has a specific suit in her final duel total. A character can only declare Triggers that are associated with the Skill being used in the duel, and she can only declare Triggers that she has learned.

During character creation, a character learns a Skill Trigger for each of her Skills at Rank 3 or higher.

After character creation, the character can still learn a new Skill Trigger when she reaches Rank 3 in one of her skills, and another when she reaches Rank 5, but it's a bit more difficult for her to do so: every Skill Trigger the character learns after character creation requires the expenditure of 1 Experience Point (see Character Advancement on page 318 for more information on Experience Points). The character may spend this Experience Point cost and learn this Trigger immediately after her Skill reaches the appropriate Rank or at the end of any session thereafter.

No matter how many Skill Triggers a character has learned, however, she may only declare one Skill Trigger per Skill Challenge.

The Skill Triggers listed here are only suggestions. If a players and Fatemasters want to work together to create new Skill Triggers, they should feel free to do so, as long as the new Skill Triggers are on roughly the same power level as those described here.

Academic Triggers

Academic Triggers tend to focus on ways to apply academic knowledge to practical situations. Most involve learning information, gaining bonuses in social situations, and earning scrip.

Bureaucracy

Bureaucracy Triggers allow a character to use her knowledge of procedure and the legal system to threaten or manipulate others.

- *Ruthless Litigation:* After succeeding, the target must attempt a Bureaucracy Challenge at TN 10 + 2 per Margin of Success on your Bureaucracy Challenge. On a failure, the target becomes **Dazed** until the end of the scene.
- *Legal Documents:* After succeeding, you may immediately produce documents backing up your claim. Any Social or Bureaucracy Challenges made with the intent of challenging your claim or changing the minds of those who have seen the documents suffer a ⊟ to the duel.
- *Monotone:* After succeeding, choose one target that can hear you. That target must succeed on a TN 10 Willpower Challenge or fall asleep. The TN of the Challenge is increased by +2 for each Margin of Success on your Bureaucracy Challenge.
- *Legal Fees:* After succeeding during Narrative Time, you may present a bill to the target for the time they forced you to spend on the current matter. Within a week, the target pays you 2 scrip, +1 scrip per Margin of Success, gives you an item, or performs a service of similar value. You may not declare this Trigger more than once per session.

Engineering

Engineering Triggers revolve around machines and support for the Artefacting skill, allowing characters to enhance constructs in new ways.

- *Technobabble:* After succeeding, you may make a Social Duel against a nearby character. If that character does not possess any ranks of Engineering, you gain a + to the duel.
- *Careful Preparations:* After succeeding, choose a suit. The next time you make an Artefacting Challenge this scene, add the chosen suit to your final duel total.
- *A Piece Fell Off...:* After failing in a duel involving a machine, you find scrap materials worth 2 scrip. This Trigger cannot be declared more than once per scene.
- *Power Loop:* After succeeding in a duel involving a friendly Construct, it gains the following Condition until the end of the scene: "**Power Loop:** When performing a duel, this character may use the Acting Value of another friendly model with the **Power Loop** Condition instead of its own."

History

History Triggers set up beneficial situations for the character while penalizing anyone unfortunate enough to listen to her drone on and on about historical facts.

- *Written by the Victors:* After succeeding, make a Deceive Challenge against a nearby target with a + to the duel. If this Deceive Challenge succeeds, you are able to convince the target that a historical event happened differently than it actually did (or that it didn't happen at all). The target believes the alternate history until confronted with solid facts to the contrary.
- *Of Course!:* After succeeding, you learn a previously hidden secret about Malifaux's history that pertains to your current subject of inquiry. It need not be an important secret, but it should shed some further light on your current situation and make an interesting topic for a future research paper.
- *Boring History Lesson:* After succeeding, choose one target that can hear you, plus one target per Margin of Success. Those targets are **Dazed** for as long as you continue talking.
- *Research Grant:* After succeeding, your research attracts the attention of the Guild or another interested faction. Within a few days, you gain an amount of scrip equal to your final duel total. This Trigger may only be declared once per session.

Literacy

Literacy Triggers tend to provide the character with additional options when working with written text.

- *Flowery Words:* After succeeding, make a Bewitch or Convince Challenge against a nearby target with a + to the duel.
- *Uncover Grimoire:* After succeeding, you realize that the text you are reading is actually a Grimoire containing a single Magia and Immuto of the Fatemaster's choice. If the text is already a Grimoire, the Fatemaster chooses one Immuto and adds it to the Grimoire. A text may only benefit from this Trigger once. You may only declare this Trigger once per session.
- *Scrawlings:* After succeeding, anyone attempting to read what you have written must succeed on a Literacy Challenge at TN 10 + 2 per Margin of Success. On a failure, the character is unable to read what you have written.
- *Editing:* After succeeding, you may make a Forgery Challenge with a + to the duel. On a success, you may rewrite 1 page, +1 page per Margin of Success, to say whatever you wish. Rewriting a written Grimoire does not affect the Magia and Immuto contained within it.

Mathematics

Mathematics Triggers allow the character to interact with the Fate Deck, her Twist Deck, and her Control Hand in strange ways.

- *Probability Studies*: After succeeding, you may reveal your hand to the Fatemaster and draw a card from your Twist Deck. If the suit of the drawn card matches the suit of any other card in your hand, discard the drawn card. Otherwise, place it in your hand.
- *Integers*: After succeeding, you may discard a Twist Card from your hand. If you do so, each other player may shuffle any Twist Cards in their discard piles with the same value as the discarded card back into their Twist Decks. Then shuffle any cards in the Fate Deck discard pile with that value back into the Fate Deck.
- *Outliers*: After succeeding, you may search the Fate Deck discard pile for the Red Joker and Black Joker cards and shuffle any you find back into the Fate Deck.
- *Addition*: After succeeding, you gain the following Condition until the end of the scene: "**Additive:** When Cheating Fate, you may end this Condition to Cheat Fate with two Twist Cards instead of one; add the value and suit of one card to the other to determine the value of the cheated "card," so long as this value does not exceed 13."

Music

Music Triggers tend to create beneficial effects across a wide area, allowing characters to control the pace of a scene with their musical talents.

- *Gentle Lullaby:* After succeeding, every character within (ᛗ)8 becomes **Dazed** for as long as you continue singing or playing.
- *Inspiring Ballad:* After succeeding, friendly characters within (ᛗ)8 may discard a Twist Card to gain + to Social Skill Challenges for as long as you continue singing or playing.
- *Heartache:* After succeeding, all characters within (ᛗ)8 become keenly aware of their troubles and heartaches and suffer a − on Social Skill Challenges for as long as you continue singing or playing.
- *Marching Tune:* After succeeding during Dramatic Time, every friendly character within (ᛗ)8 may discard a Twist Card to gain the **Fast** Condition.

Close Combat Triggers

Close Combat focuses on the use of a character's body and possibly a weapon in hand-to-hand fighting. In the swirling chaos of a melee, only those with a great deal of skill and practice can pull off tricks and maneuvers without leaving themselves open for a swift (and often fatal) counterattack.

These Triggers, not surprisingly, augment a character's combat abilities by giving her additional ways to harm her opponents and control the battlefield.

Flexible

Flexible Triggers focus on either enhancing the character's attacks or on manipulating the opponent by tangling them up and moving them around the battlefield.

- *Git!:* After succeeding, move the target 1 yard in any direction.
- *Whipping Frenzy:* After succeeding, make another Flexible Weapon attack against the same target. This attack may not declare Triggers.
- *Tangled Up:* After succeeding, the target gains the following Condition until you leave its engagement range, you make another attack with this weapon, or the end of its next turn: "**Tangled Up:** This character may not take Walk or Charge Actions."
- *Cruel Laugh:* After succeeding, this character gains the **Focused** Condition.

Grappling

Grappling Triggers focus on dealing increased damage and controlling the opponent.

- *Drag:* After succeeding, move up to 2 yards and then push the target into physical contact with you.
- *Grab and Throw:* After succeeding, throw the target a distance up to your Might in yards (minimum 1 yard), then the target becomes **Prone**.
- *Dislocate:* Gain a + to the damage flip, but it may not be cheated.
- *Submission Hold:* Target suffers +1 damage.

Heavy Melee

Heavy Melee Triggers focus on the weight of the these weapons, allowing the character to knock her opponents around, ignore their Armor, and leave them staggering from the force of the blow.

- *Knock Back:* After damaging, push the target 3 yards away from this character.
- *Crushing:* After succeeding, this attack ignores Armor.
- *Finisher:* After damaging, if the target is **Paralyzed**, the target is killed.
- *Stagger:* The damage flip suffers −. After damaging, the target gains the **Slow** Condition.

Martial Arts

Martial Arts Triggers revolve around hindering the opponent with a variety of unpleasant Conditions.

- *Pressure Point:* After succeeding, the target gains the following Condition until the start of this character's next turn: "**Blocked Chi:** This character may not take (0) Actions."
- *Pin Down:* After succeeding, the target gains the following Condition until you leave its engagement range or until the start of your next turn, whichever comes first: "**Pinned:** This character may not move or be pushed."
- *Low Blow:* After succeeding, the target becomes **Dazed** until the end of its next turn.
- *Jump Kick:* After succeeding, if this attack was taken as part of a Charge Action, take an additional Martial Arts attack against the target. You may only declare this Trigger once per turn.

Melee

Melee Triggers are as diverse as the weapons a character can use them with, providing plenty of options for a character to personalize her own fighting style.

- *Circling Around:* After succeeding, place yourself anywhere within the target's engagement range.
- *Impromptu Parry:* After failing, gain +1 Defense against Close Combat attacks made by the target until the start of your next turn.
- *Smeared With Poison:* After succeeding, the target gains **Poison +1**.
- *Bloody Mess:* After killing the target, draw a Twist Card and then discard a Twist Card.

Pneumatic

Pneumatic Triggers focus on the heat and steam that such weapons generate, blinding and damaging any opponents that get too close to the character.

- *Steam in My Eyes!:* After damaging the target with a Close Combat weapon, the target becomes **Blind** until the end of its next turn.
- *Steam Blast:* When damaging the target with a Close Combat weapon, this attack's Moderate and Severe damage values gain +🌪. All 🌪 damage dealt by this attack is Weak damage. You are unaffected by any 🌪 generated by this attack.
- *Industrial Strength:* After damaging, the target receives a Critical Effect of the appropriate severity.
- *Overheated:* After damaging, the target gains **Burning +1**.

Pugilism

Pugilism Triggers focus on the brutal nature of hand-to-hand combat, allowing the character to pummel her enemies into submission in a variety of different ways.

- *Rabbit Punch:* After succeeding, take an additional Pugilism attack against the target. This attack may not declare Triggers.
- *TKO:* After damaging, the target must make a TN 10 Unconsciousness Challenge. The TN of this Challenge is increased by +1 if this attack dealt Moderate damage and by +2 if Severe.
- *Cowed:* After damaging, the target gains the following Condition until the end of its next turn: "**Cowed:** This character suffers ⊟ on all attack flips made against the character that applied this Condition."
- *Beatdown:* When damaging, deal +1 damage if the target does not have the Armor ability.

Crafting Triggers

The ability to take raw materials and turn them into something useful and functional is not only useful but can also provide a steady source of income. The Guild regulates the commercial prices of most manufactured items, so anyone capable of bypassing their supply lines in order to undercut their prices is sure to attract a lot of customers... as well as a fair amount of attention.

Characters do not normally have to make Challenge duels to craft items, but if the character has a Trigger she wishes to declare or some other reason to flip a card, she may do so when she creates the item.

Alchemistry

Alchemistry Triggers focus on the extra chemicals that are produced when the character successfully creates an alchemical substance.

- *We Can Drink That!:* After creating an alchemical item, you gain a jar of moonshine.
- *Additional Product:* After creating an item, you gain an additional item of that type.
- *Toxic Distillation:* After creating an alchemical item, you gain a vial of strong poison (anyone who drinks it gains **Poison+4**).
- *...And It Burns!:* After creating an alchemical item, you gain a Flaming Bottle (Thrown Weapons Skill, 1/1/1 damage, and everyone damaged gains **Burning +2**).

Art

Art Triggers grant special properties to created pieces of art, allowing them to influence the mood of other characters... or even to trap a portion of the model's essence and soul.

- *Propaganda:* After creating an object of art, choose a simple task, such as "donate to the poor" or "join the M&SU." Fatemaster characters who see your art must perform a Willpower Challenge (TN 8 +1 per rank in this Skill) or be compelled to either perform the task (if feasible) or encourage others to do so.
- *Masterpiece:* After creating an object of art, it becomes worth quite a bit of money. The scrip value of the piece is equal to the final duel total of the Art Challenge, and you may sell your creation to interested buyers for this amount.
- *The Perfect Portrait:* After creating a likeness of a character, that character gains the following Condition: "**A Portrait of the Soul:** When this character would suffer damage, she may instead choose to end this Condition and transfer the damage to the likeness created when this character received this Condition."
- *Ambiance:* After creating an object of art, your art provides a certain type of ambiance that affects the mood of those around it. Choose a single Social Skill. While in view of your art, characters suffer a on all Challenges with the chosen Skill. If more than one piece of art has this ability, the character arranging the room or viewing area decides which piece will provide its effect.

Artefacting

Artefacting Triggers primarily deal with Constructs and the creation of mechanical items.

- *Spontaneous Animation:* After succeeding, immediately create and animate under your control a Ht 1 Construct worth 20 scrip or less. You may only declare this Trigger once per session, and the Construct breaks apart and becomes worthless at the end of the session.
- *Valuable Components:* After creating a Construct or item with a value greater than 10 scrip, you find leftover parts that you can sell for 3 scrip.
- *Give It A Good Thwump:* After failing, immediately make another Artefacting Challenge against the same TN. If this Challenge is successful, your first failure is considered to be a success.
- *Extra Scrap:* If you are Repairing a Construct, it heals +1 damage and gains **Armor +1** until the end of the scene. You may only declare this Trigger once per scene.

Culinary

Culinary Skill Triggers focus on creating food and drink that give anyone partaking of them special properties.

- *Strong Stuff:* After brewing alcohol, anyone drinking the alcohol gains the following ability for the next hour: "**Drunk and Reckless:** At the start of this character's turn, it may suffer 2 damage to generate 1 additional General AP."
- *Banquet:* After creating food or drink, you produce enough for three additional people per in the final duel total.
- *This Tastes Like Dog Food:* After creating food or drink, you gain a plate of animal food. If fed to a Beast within the next hour, that Beast gains + to all duels it makes during Narrative Time for the rest of the day.
- *Loosen Your Belts:* After creating food or drink, anyone partaking of the food or drink gains the following Condition until the end of the day: "**Stuffed:** The character that applied this Condition gains a + on Bewitch and Convince Duels made against this character."

Blacksmithing

Blacksmithing Triggers primarily allow the craftsman to either create additional items or to add free customizations to a created weapon.

- *Knock Offs:* After creating a weapon, gain two additional weapons of the same type, each with the Shoddy Customization.
- *Additional Product:* After creating an item, you gain an additional item of that type.
- *Special Process:* After creating a weapon, add the Nickel-Plated Customization to the weapon at no cost.
- *I Added Some Spikes:* After creating a pistol or rifle, add a free bayonet to the weapon (see page 240).

Explosives

Explosives Triggers modify created explosives in a variety of ways, from disguising them as mundane items to adjusting how they deal damage to those unfortunate enough to be caught in their explosion.

- *Bomb in a Jar:* After creating an explosive, you are able to disguise the explosive as a simple household item (Notice TN 8 +1 per Rank in this Skill to recognize it as an explosive).
- *Incendiary:* After creating an explosive, characters damaged by the explosive gain **Burning +1**.
- *Concentrated:* After creating an explosive, the explosive deals no . Instead, it deals +1 damage per .
- *Here Comes the Boom:* After creating an explosive, add + to the explosive's Moderate and Severe damage values.

Homesteading

Homesteading Triggers primarily deal with building structures. Each Trigger enhances the structure in a different way, allowing characters to build sturdy and unique homes and strongholds.

- *We Built Around It:* After constructing a building or compound, you discover a single wondrous feature (such as a tree that grows healing fruit, wood that cannot be burned, or underground caves allowing you to move safely between buildings) of the Fatemaster's choice.
- *A Fort:* After constructing a building or compound, so long as you are within its boundaries, you and your allies treat all soft cover as hard cover and ignore severe terrain.
- *Safe Pasture:* After building a fence, you gain a to any Husbandry duels made against Beasts within the fenced off area.
- *Barbed:* After building a fence, the fence gains the following property: "**Barbed:** Characters passing through this fence suffer 1/2/3 damage."

Printing

Printing Triggers revolve around influencing people who read the printed text, altering their opinions in one way or another.

- *Propaganda Machine:* After printing written text, anyone reading what you have printed must succeed on a Centering Challenge (TN 8 +1 per Rank in this Skill) or be swayed to a political opinion espoused in the printed work.
- *Paper Blizzard:* After printing written text, you produce +25% more copies of whatever you are printing.
- *Slander:* After printing written text, anyone reading what you have printed must succeed on a Centering Challenge (TN 8 +1 per Rank in this Skill) or develop a negative opinion of someone mentioned in the work.
- *Laudation:* After succeeding, anyone reading what you have printed must succeed on a Centering Challenge (TN 8 +1 per Rank in this Skill) or develop a positive opinion of someone mentioned in the work.

Stitching

Stitching Triggers are split between granting bonuses to characters who are creating articles of clothing and those who are sewing together undead creatures.

- *From Curtains:* After creating or repairing an article of clothing, it appears to be of much higher quality than usual.
- *Exquisite Craftsmanship:* After creating an article of clothing, the character wearing it gains a + to their Bewitch duels the first time it is worn. This bonus lasts until the item is removed, 12 hours pass, or the character suffers damage, whichever comes first.
- *Loose Stitches:* After succeeding on a corpse or Undead, it gains the following Condition for one day: "**Loose Stitches:** After being damaged, all characters within 1 of this character gain **Poison +1**."
- *Tight Stitches:* When Mending an Undead target, it heals +1 damage and gains the following Condition for one day: "**Hard to Wound +1:** Damage flips against this character suffer −." An Undead character may only benefit from this Trigger once per day.

Expertise Triggers

Expertise Skills involve hands-on training and a whole lot of personal experience. After enough experience, a person gradually begins to develop small tricks and shortcuts that enable her to push the boundaries of her expertise far beyond what most people can accomplish.

Doctor

Doctor Triggers focus on providing additional effects to those receiving First Aid or Surgery from the character.

- *Outpatient Care:* After successful Surgery, the target heals 2/3/4 damage.
- *Lots of Bandages:* After succeeding, if you are performing First Aid, make another First Aid attempt on the same target.
- *Antidote:* After succeeding, if you are performing First Aid, remove the **Poison** Condition from the target.
- *Take Two of These and Call Me in the Morning:* After succeeding, if you are performing First Aid, the target heals +1 Wound per in the final duel total.

Forgery

Forgery Triggers revolve around deception and lies, allowing a character to pass off an object as being legitimate in order to reap additional benefits.

- *Perfect Copy:* After succeeding, you gain a to any Convince or Deceive Challenge made regarding the forgery or anything written about in its text (if applicable).
- *Official Papers:* For the next 24 hours, you gain a to your Bureaucracy Challenges when using the forged object.
- *Skilled Duplication:* After succeeding, any attempts to detect the forgery have their TNs increased by +5.
- *Illicit Gains:* After successfully forging an object of art, you may sell the forgery at the full value of the original.

Gambling

Gambling Triggers tend to manipulate the Fate Deck, allowing a character to catch a glimpse of what Fate has in store for her and alter it slightly.

- *Draw Up:* After succeeding, draw a Twist card, then discard a Twist card.
- *Quick Hands:* After succeeding, look at the bottom card of the Fate deck. You may choose to put it on the top of the Fate deck.
- *Discard:* After succeeding, look at the top card of the Fate deck. You may choose to put it on the bottom of the Fate deck.
- *Shuffle:* After succeeding, you may discard a Twist card to reshuffle the discard pile back into the Fate deck. No characters may draw cards as a result of this reshuffling.

Husbandry

Husbandry Triggers primarily give bonuses and special properties to Beast creatures that this character helps to birth.

- *Puppies!!!:* After successfully birthing a Beast, you birth +1 Beast of the same type, +1 additional Beast per Margin of Success.
- *Grow Up Strong:* After successfully birthing a Beast, increase two of its Physical Aspects by +1 each.
- *Twisted:* After successfully birthing a Beast, it becomes a twisted creature with unnatural parts (such as horns on a horse, chitinous plates on a dog, etc.). Choose one Talent or attack possessed by a different Beast and give it to the Beast, pending Fatemaster approval.
- *Proper Care:* After succeeding, if the target is a Beast, it heals 1/2/3 damage.

Lockpicking

Lockpicking Triggers allow characters to manipulate the locks they have defeated, either making it easier for them to enter at a later date or leaving a surprise for the next character that attempts to open the lock.

- *Entering:* After succeeding, gain the following Condition for the next 5 minutes: "**Silent Entry:** Gain a + to all Stealth duels."
- *Copy:* After succeeding, gain a copy of the key that opens whatever lock you just picked.
- *Trapped Lock:* After succeeding, the next time a character uses the lock (by either using a key or attempting to pick it), they gain the **Poison +3** Condition.
- *Breaking:* After succeeding, the next time the lock is closed, it becomes jammed and cannot be unlocked using a key.

Notice

Notice Triggers emphasize the character's perceptive abilities, granting her bonuses in a variety of different situations.

- *Context Clues:* After succeeding, you may make an immediate Scrutiny Challenge against a character in the area with a + to the duel.
- *I'm On Point:* After succeeding during an Ongoing Challenge, you may discard a card to remove one Failure Requirement from the Ongoing Challenge.
- *Wary:* After succeeding, you gain the following Condition until the end of the scene: "**On Alert:** When this character enters Dramatic Time, she may end this Condition to gain + to her Initiative flip."
- *Size Up:* After succeeding against a character, you learn the target's highest Close Combat or Ranged Combat Skill and its value.

Track

Track Triggers, as one might expect, primarily come into play when a character is following a trail, making it easier for her to identify and catch up with her quarry.

- *No Trail:* After succeeding, you may obscure the trail, imposing a − − penalty on anyone else trying to follow the same trail.
- *Deep Impressions:* After succeeding, you gain a rough idea of how the people you are tracking are equipped (such as backpacks, types of weapons, strangely shaped heavy items, etc.).
- *Follow Their Lead:* After succeeding, you gain a + to any Wilderness duels made while you follow the trail.
- *Guns Blazing:* On a success, when you catch up with the targets you are tracking, you may take one additional turn at the start of any resulting Dramatic Time (after the Initiative flip but before characters begin resolving their turns in Initiative order).

Wilderness

Wilderness Triggers have a variety of effects, all of them related to helping the character more easily survive in the wild.

- *One With Nature:* After succeeding, if you encounter an enemy Beast at any point during the next four hours, you may denote it as being "friendly." So long as you or your companions do not attack, hamper, or otherwise annoy the Beast, it does not become hostile.
- *Hidden Cache:* After succeeding, you find a hidden cache of supplies. This might be a few rounds of ammunition, a useful item, a crude map of the surrounding area, or so on.
- *Forecast:* After succeeding, you may choose what sort of weather the local area experiences for the next day, plus one day per Margin of Success. This weather must be natural to the area; for instance, you could 'predict' rain in the summer, but predictions of snow are unlikely to occur.
- *Look, Berries!:* After succeeding, one of your Living companions (which may be you) may heal 1 damage.

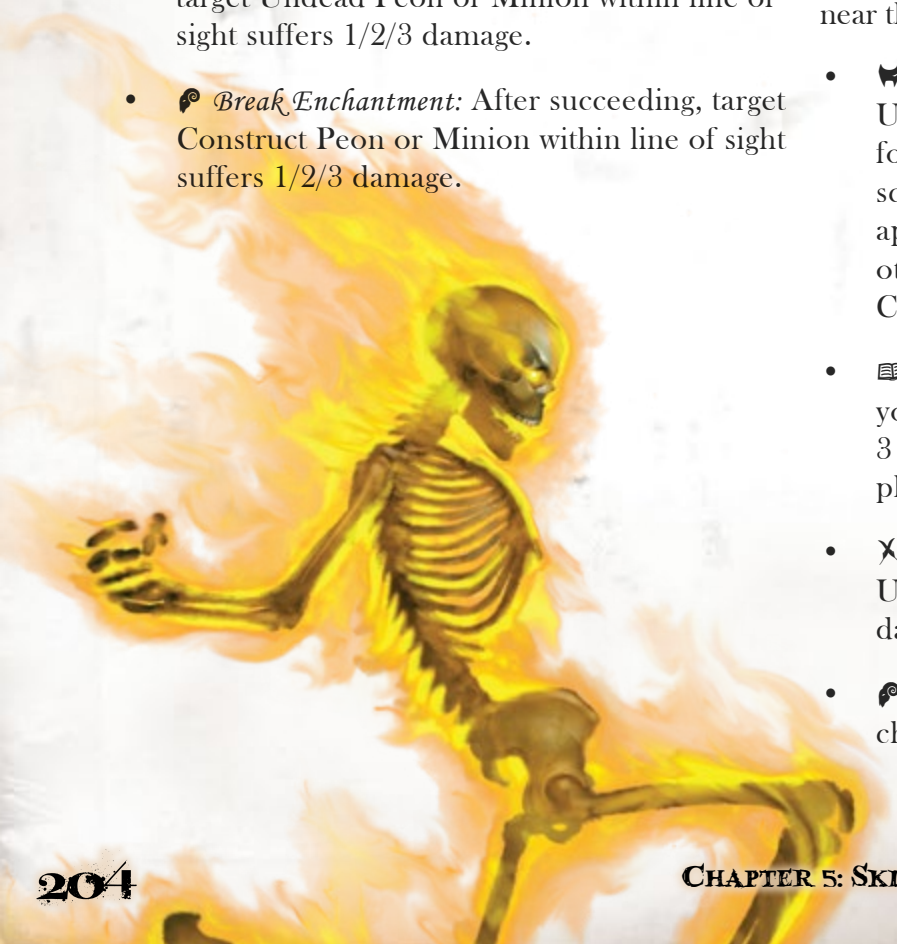
Magical Triggers

Magic is a powerful force, but it requires practice, effort, and often a great deal of rote memorization to use effectively. Most spells involve harnessing more energy than the spell actually requires to function, and skilled spellcasters can often make use of this additional energy to twist their spells in minor ways.

Counter-Spelling

Counter-Spelling Triggers unravel the magic fueling spells and magical creatures, turning it back upon its source in ways that harm and disorient.

- *Expose Prestidigitation:* After succeeding, if the caster of the spell is within line of sight, they gain the **Dazed** Condition until the end of their next turn.
- 🕮 *Douse Sorcery:* After succeeding, if the caster of the spell is within line of sight, they suffer 1/2/3 damage as you turn their spell's energy back upon them.
- *Unravel Necromancy:* After succeeding, target Undead Peon or Minion within line of sight suffers 1/2/3 damage.
- *Break Enchantment:* After succeeding, target Construct Peon or Minion within line of sight suffers 1/2/3 damage.



Enchanting

Enchanting Triggers harness leftover magical energy to temporarily enhance the Aspects of the character and her allies.

- *Quicken Reflexes:* After succeeding, a friendly target within 3 yards of you gains +1 Grace until the start of your next turn.
- 🕮 *Enhance Intelligence:* After succeeding, a friendly target within 3 yards of you gains +1 Intelligence until the start of your next turn.
- *Amplify Resilience:* After succeeding, a friendly target within 3 yards of you gains +1 Toughness until the start of your next turn.
- *Strengthen Muscles:* After succeeding, a friendly target within 3 yards of you gains +1 Might until the start of your next turn.

Necromancy

Necromancy Triggers revolve around enhancing Undead, detecting corpses, and attacking the life energy of any person unfortunate enough to stand near the caster.

- *It's Alive...-ish:* After succeeding, target Undead character within 3 yards gains the following Condition until the end of the scene: "**Visage of Life:** This character appears to be Living. Characters who suspect otherwise may attempt a TN 12 Scrutiny Challenge to see through the deception."
- 🕮 *Whispers of the Dead:* After succeeding, you learn the location of any corpses within 3 yards of you (even if buried beneath you), plus 3 yards per 🕮 in the final duel total.
- *Bolster Undead:* After succeeding, target Undead character within 3 yards heals 1 damage.
- *Fray Life:* After succeeding, target Living character within 3 yards suffers 1 damage.

Sorcery

Sorcery Triggers utilize additional magical energy to create minor magical effects such as flashes of light or short-lived bursts of telekinetic force.

- *Telekinetic Shove:* After succeeding, push a target within 3 yards up to 1 yard in any direction.
- *Bright Flash:* After successfully casting a Spell or Manifested Power, all characters within 1 of the target must succeed on a TN 10 Centering Duel or gain the **Blind** Condition until the end of the round.
- *Arcing Energies:* After successfully casting a Spell or Manifested Power, choose an Elemental Immuto that you added to that Spell or Manifested Effect. A character within 2 yards of the target suffers the effects of a single instance of the chosen Elemental Immuto.
- *Brute Force:* After damaging, a piece of hard cover within 2 yards of the target is reduced to soft cover or a piece of soft cover is destroyed and reduced to severe terrain.

Prestidigitation

Prestidigitation Triggers allow a character to create minor tricks and illusions that grant her brief but useful benefits.

- *Fade Away:* After succeeding, you gain the following Condition until the start of your next turn: "**Fade Away:** Attacks made against this character suffer . This Condition immediately ends after an attack against this character is resolved."
- *Glimpse the Future:* After succeeding during Dramatic Time, immediately increase your Initiative value by +2.
- *Distraction:* After succeeding, a target character within line of sight gains the **Dazed** Condition until the end of its next turn.
- *Weapons of the Mind:* After succeeding, a target within 2 yards of one of your illusions suffers 1 damage.

Ranged Combat Triggers

Ranged Combat involves knowing how to lead a shot, steady one's aim, and handle the recoil of a weapon. While some characters learn how to shoot through formal training, often while enrolled in the military, just as many are self-taught, which leads to a wide variety of shooting styles and forms.

Most Ranged Combat Triggers involve firing a weapon in a non-standard way so as to incapacitate or hinder a struck opponent.

Archery

Archery Triggers take advantage of the physical nature of arrows, letting them get in the way of the target's attacks or pinning the target to the ground.

- *Awkward Shot:* After damaging, the target gains the following Condition: "**Awkward Arrow:** This character has a ⊟ to all attacks. This character may take a (1) Action to remove the arrow and end this Condition."
- *Pinned to the Ground:* After succeeding, the target gains the following Condition until it moves or is pushed: "**Pinned to the Ground:** This character may not declare Walk or Charge actions. This character may take a (1) Action to remove the arrow and end this Condition."
- *Poisoned Arrowhead:* After damaging, the target gains the **Poison +1** Condition.
- *Headshot:* When damaging, this attack ignores Hard to Wound. If a Critical Effect is generated, it automatically affects the target's head.

Heavy Guns

Heavy Guns Triggers allow the character to manipulate her opponents, often at the cost of negating any damage they might have suffered from the attack.

- *No Man Can Outrun A Bullet:* When damaging, reduce all damage dealt by this attack to 0. Move the target a number of yards equal to its Walk Aspect in any direction, so long as the target ends the move farther from you than it began.
- *Hit the Deck!:* When damaging, reduce all damage dealt by this attack to 0. Every character that would have been damaged by this attack becomes **Prone**.
- *Perforate:* After damaging, the target gains the **Bleeding Out** Condition.
- *Sweeping Fire:* After damaging, immediately make another Heavy Guns attack against a different target that was not targeted by this attack or an attack generated by this Trigger this turn.

Long Arms

Long Arms Triggers emphasize the accurate nature and high power of rifle and carbine weapons.

- *Precision Sniping:* If the damage from this attack results in a Critical Effect, you may choose the location of the Critical Effect rather than flipping for it.
- *Sight In:* After resolving this attack, you may discard a Twist Card to gain the **Focused +1** Condition.
- *Punch Through:* After damaging, deal 1/2/4 damage to a second character within 3 yards of the original target and behind them, relative to the firing character's position. This second damage flip may not be cheated.
- *Headshot:* When damaging, this attack ignores Hard to Wound. If a Critical Effect is generated, it automatically affects the target's head.

Pistol

Pistol Triggers grant the character a variety of combat options, allowing a character to craft her own, unique combat style with minimal effort.

- *Ricochet:* After damaging, another character within 3 yards of the target suffers 1/2/4 damage. This damage flip may not be cheated.
- *Armor-Piercing Bullets:* When damaging, this attack ignores Armor.
- *Loud Blank:* After succeeding, reduce all damage dealt by this attack to 0. The target gains **Slow**.
- *Unload:* When damaging, if you have two or more bullets remaining in your weapon, deal +2 damage to the target. Your weapon is now empty.

Shotgun

Shotgun Triggers bring the sheer destructive might of Shotgun weapons to the forefront, giving the character plenty of options when it comes to damaging her enemies.

- *Run 'n Gun:* After damaging, you may immediately move any distance towards the target, up to your Walk Aspect in yards.
- *What If…More Powder?*: When damaging, this attack adds +🌪 to its Moderate and Severe damage values.
- *Shotgun Surgeon:* When damaging, this attack does not deal 🌪 damage. Instead, deal +1 damage to the target for each 🌪 that would have been created by the attack.
- *Blown Back:* After damaging, if this attack dealt Moderate or Severe damage, the target is pushed 1 yard away and becomes **Prone**.

Thrown Weapons

Thrown Weapons Triggers play up the nature of throwing something at an enemy, allowing the character to quickly ready another weapon or upset the target of her attack.

- *Ready Weapon:* After resolving, take the (1) Ready Weapon Action.
- *I Had An Extra:* After succeeding, you find an additional item identical to the one you just threw in your gear (effectively replenishing the thrown item). This Trigger will not duplicate rare or unique items, at the Fatemaster's discretion.
- *Smacked in the Head:* When damaging, the attack deals +1 damage. If a Critical hit is generated, it automatically affects the target's head.
- *Hey! Over Here!:* After resolving, take the Impose Action against the target.

Social Triggers

Personal relationships are important to everyone, from the darling socialite with friends in every corner of Malifaux to the curmudgeonly hermit who only speaks to a handful of people each year.

As one might expect, there are as many ways of talking to someone as there are people in the world. People tend to develop habits and specific ways of speaking that stick with them throughout their lives, some of which are represented by Triggers.

Barter

Barter Triggers grant the character expanded haggling options, any of which could be quite useful for a social or mercantile character.

- *Flatter:* After succeeding, the target becomes friendly and willing to assist you with gossip, directions, or other forms of information.
- *Can't You Do A Little Better?:* After succeeding, reduce the price of the item or service you are trying to purchase by an additional 20%.
- *I'll Never Shop Here Again!:* After failing, the target offers you a minor item or service to keep you as a customer. This could be a free piece of pie at a restaurant, a box of bullets at a weapons shop, or a sack of flour at a general store. This Trigger may not be declared against the same target more than once per day.
- *How Much For The Hat?:* After succeeding, you may make another Barter Challenge, this time for an item that the target owns but was not otherwise willing to sell.

Bewitch

Bewitch Triggers build upon the goodwill created by the character to provide her with a variety of conversational options.

- *I'm Kinda Important:* After succeeding, the target believes that you are a moderate- to high-ranking member of an organization they are friendly with and treats you accordingly until they have reason to believe otherwise.
- *Flirtatious Wink:* After succeeding, the target develops a crush on you. While they will not immediately throw themselves at you, they will offer you small favors and speak favorably about you, highlighting your strengths while downplaying your flaws. The crush lasts for one week.
- *I Don't Like You, Either:* After failing, you may immediately make an Intimidate Challenge against the target with a + to the duel.
- *And Who's Your Friend?:* After succeeding, immediately make another Bewitch Challenge against a different target with a + to the duel.

Convince

Convince Triggers allow the character to further manipulate someone she is speaking with in various ways.

- *Just Between Us:* After succeeding, if you asked the target for a favor or to do something that might be considered questionable or illegal, they will keep the matter a secret unless forcefully questioned.
- *Revelation:* After succeeding, the target now believes your opinion to be the correct one. They abandon their previous beliefs on the topic and adopt your beliefs as their own.
- *We're Just Talking Is All:* After failing, if you asked the target to perform a questionable or illegal action, they will keep your discussion a secret unless forcefully questioned.
- *The Honest Truth:* After succeeding, if you are telling the truth and being sincere, you gain an additional Margin of Success.

Deceive

Deceive Triggers provide a variety of options for characters to manipulate a conversation to their advantage.

- *Straight Faced:* After failing during Narrative Time, if the target does not possess any ranks in the Scrutiny Skill, you win the Challenge.
- *Revelation:* After succeeding, the target now believes your opinion to be the correct one. They abandon their previous beliefs on the topic and adopt your beliefs as their own.
- *"Guys, He Said It's Not A Real Knife!":* After succeeding during Narrative Time, the target turns their back on you. You may draw a one-handed weapon and make an immediate attack against the target with + + to the attack flip.
- *But Seriously...:* After failing, you may make a Convince Challenge against the same target with a + to the duel. If you succeed, there are no repercussions for failing the Deceive duel.

Intimidate

Intimidate Triggers emphasize the character's ability to terrify others and mitigate the side effects that often come with threatening someone's well-being.

- *It's Nothing Personal:* After succeeding, you may make a Bewitch Challenge against the target with a + to the duel. If you succeed, the target's perception of you does not worsen as a result of the Intimidate Challenge.
- *Interrogation:* After succeeding, the target must reveal a piece of helpful information she might not have otherwise given you (if possible).
- *We're Just Talking Is All:* After failing, if you asked the target to perform a questionable or illegal action, they will keep your discussion a secret unless forcefully questioned.
- *Soften You Up:* After succeeding against a target within 1 yard, you may make a free Pugilism attack against the target; this attack may not declare Triggers. If the attack is successful, gain a Margin of Success on the Intimidate Challenge.

Leadership

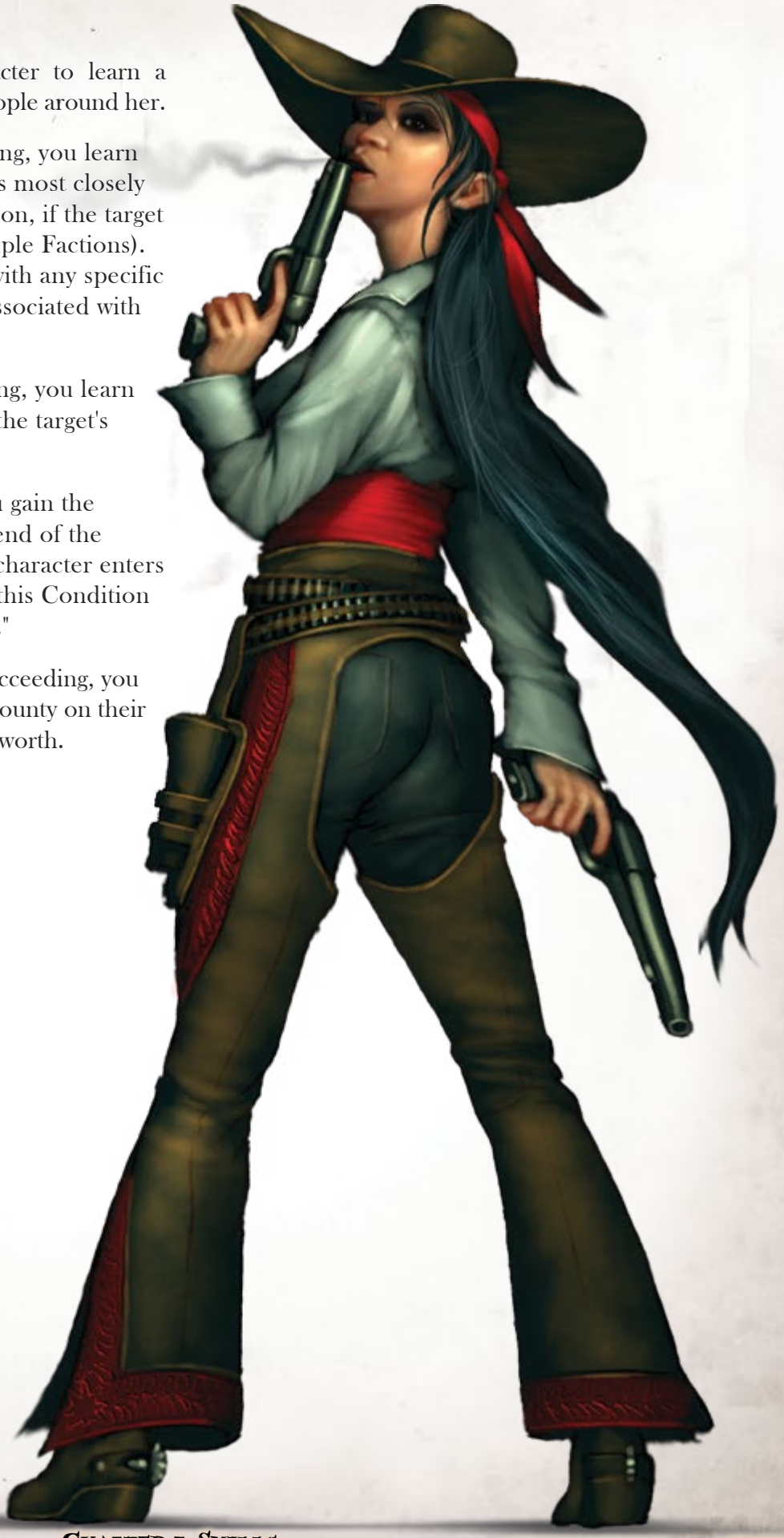
Leadership Triggers play up the inspirational nature of the character by granting her allies a variety of useful benefits.

- *It Wasn't My Idea:* After resolving, all characters listening believe that the order or inspiring words spoken by the character are actually the sentiments of someone else (who does not have to be present), even if that character claims otherwise.
- *I Believe In You:* After succeeding, any NPCs performing a task as a result of your Leadership Challenge treat their Rank Value as +2 higher for the duration of the task.
- *For Them!:* After succeeding, all characters listening may make a TN 10 Tenacity Challenge. On a success, that character may ignore the first Critical Effect they suffer within the next hour.
- *Let's Do This!:* After succeeding during an Ongoing Challenge, every other character participating in the Ongoing Challenge gains a + to Challenge Duels they make during the next Duration.

Scrutiny

Scrutiny Triggers allow the character to learn a variety of useful things about the people around her.

- *Political Ties:* After succeeding, you learn with which Faction the target is most closely associated (or every such Faction, if the target is closely associated with multiple Factions). If the target is not associated with any specific Faction, they count as being associated with Outcasts.
- *Sense Magic:* After succeeding, you learn the identity of every Magia in the target's current Grimoire (if any).
- *Wary:* After succeeding, you gain the following Condition until the end of the scene: "**On Alert:** When this character enters Dramatic Time, she may end this Condition to gain + to her Initiative flip."
- *I've Seen Your Poster:* After succeeding, you learn whether the target has a bounty on their head and, if so, how much it is worth.



Training Triggers

Training Triggers represent a variety of tricks that characters have picked up during their practices.

Acrobatics

Acrobatics Triggers focus on the character's ability to move quickly and in unexpected directions.

- *Bouncy:* After succeeding, you may move up to 2 yards in any direction.
- *Show Boating:* After succeeding, you may make an immediate Pugilism or Martial Arts attack against a character you are engaged with. The attack flip gains a +.
- *Hold Still!:* After succeeding, any Ranged Combat attack made against you before the start of your next turn suffers a − to the attack flip.
- *Physique:* After succeeding, gain one Margin of Success per in the final duel total.

Athletics

Athletics Triggers emphasize the physical nature of the character, allowing her to mitigate unfortunate circumstances and perform impressive feats of physical prowess.

- *Like A Spider:* After succeeding while climbing, you move twice the normal speed.
- *Show Boating:* After succeeding, you may make an immediate Pugilism or Martial Arts attack against a character you are engaged with. The attack flip gains a +.
- *Pratfall:* After failing, if you would suffer damage from the result, you suffer 2 less damage.
- *Invigorating Exercise:* After succeeding, you may discard a card to end one Condition affecting you.

Carouse

Carouse Triggers allow a character to gain additional benefits from the alcohol in her system.

- *Just Like Down On the Bayou:* After succeeding, you gain the following ability for the next hour: "**Drunk and Reckless:** At the start of this character's turn, it may suffer 2 damage to generate 1 additional General AP."
- *Teetotaler:* After succeeding, instead of partaking, you may dispose of your drinks or drugs without partaking and without anyone realizing you have done so.
- *Drunken Strength:* After succeeding, gain the following Condition for the next hour: "**Drunken Strength:** This character has +1 Might, to a maximum of +4, but suffers a − to any Ranged Combat Challenges."
- *Binge Drinker:* After succeeding, you heal 1/2/3 damage and gain the **Poison +1** Condition.

Centering

Centering Triggers focus on improving the mental resistance of the character and her allies.

- *Strange Numbness:* After succeeding, you gain a + on the next Challenge you make to resist a Social Skill, provided it occurs by the end of the day.
- *Calm Mind:* After succeeding, you gain the following Condition for the next 30 minutes: "**Calm Mind:** This character gains +1 Willpower."
- *Is That All?:* After succeeding, any of your allies within line of sight that failed to resist the same effect may make a second Centering Challenge; on a success, their first failure is ignored.
- *No More Words:* After succeeding, you may draw a one-handed weapon and make an immediate attack against the character you are speaking with (if they are in range).

Evade

Evade Triggers help to mitigate a number of bad situations that might threaten the character.

- *Check Please!:* After succeeding, immediately take a (1) Walk Action.
- *Oww-reeka!:* After failing, you may suffer 2 damage to draw a Twist card.
- *Pratfall:* After failing, if you would suffer damage from the result, you suffer 2 less damage.
- *Ignore the Pain:* After succeeding, if you suffer a Weak Critical Effect before the start of your next turn, it is ignored and has no effect.

Pick Pocket

Pick Pocket Triggers provide additional information about the person the character is stealing from and give her a chance to talk her way out of a bungled thieving attempt.

- *Both Hands:* After succeeding, make another Pick Pocket check against the same target with a + to the duel. This extra action may not declare Triggers.
- *Well Hello There:* After failing, you may make an immediate Bewitch Challenge against the target. If successful, the target does not notice your failed Pick Pocket attempt.
- *Pat Down:* After succeeding, you learn whether the target has any pneumatic limbs or hidden weapons on their person.
- *Must Have Been Payday:* After succeeding, if you lift any amount of scrip off the target, double the amount.

Stealth

Stealth Triggers provide a sneaking character with a variety of options that benefit from her being hidden from sight.

- *Dart And Snatch:* After succeeding, you may make a Pick Pocket Challenge against a target within 3 yards with a + to the duel.
- *Stakeout:* After succeeding, you may make a Notice or Scrutiny Challenge against a nearby character or location with a + to the duel.
- *Stalker:* After succeeding, you gain the following Condition for the next minute: "**Getting Closer:** This character may end this Condition when making a Melee attack against a target that does not know she is present to gain ++ to the attack flip."
- *Sniper:* After succeeding during Narrative Time, you may make a Long Arms attack with a readied weapon against a target within range. If it hits, the damage flip gains +.

Toughness

Toughness Triggers emphasize the character's hardiness and resistance to pain by allowing her to mitigate damage or heal her injuries.

- *Motivated By Pain:* After succeeding, you may suffer 1 damage to take a (1) Walk Action.
- *Stanch the Bleeding:* After succeeding, you may choose to end one Weak or Moderate Critical Effect affecting you.
- *It Doesn't Hurt Anymore:* After succeeding during Dramatic Time, you gain the following Condition until the end of Dramatic Time: "**Hard to Wound +1:** Damage flips against this character suffer −."
- *Tough As Nails:* After succeeding, heal 1 damage.

General Talents

Talents are the tricks, knacks, and abilities that set a character apart from everyone else. They might be unique fighting styles or avenues of research that the character has mastered, a benefit she gains due to some unique physical quality, or just a weird twist of fate that has marked her in some way.

Fated characters gain Talents by advancing in Basic Pursuits; whenever a Pursuit says that a character gains a General Talent, the character may choose any General Talent she wishes, provided that she also meets the requirements of that Talent.

General Talents aren't tied to a specific Pursuit and represent special training or tricks that anyone in Malifaux could learn. A character need only meet the requirements of a General Talent to take it. If a character later ceases to meet the requirements of a General Talent, it continues to function normally.

Many General Talents have requirements that require Aspects with a negative value. These Talents represent the ways in which a character has overcome a physical or mental deficiency, often allowing her to approach a problem in an entirely new way.

These General Talents can also be given to Fatemaster characters to customize them a bit further from their standard stats. In this way, Fatemasters can keep their characters fresh and exciting while keeping the Fated on their toes.

The *Through the Breach* supplemental books (such as *Into the Steam*, *Under Quarantine*, and *Into the Bayou*) have additional General Talents that can be chosen by characters looking for additional options and variety. While these additional General Talents are designed to work seamlessly with those presented here, players should still check with their Fatemaster before choosing a General Talent from one of these supplements.

General Talents

Whenever you gain a step in a Pursuit that grants you a General Talent, you can choose from any of the Talents below. In addition, there are General Talents in other *Through the Breach* books that may be appropriate for your character, but you should check with your Fatemaster to make certain that you only choose Talents from books being used in your game.

If a Talent has multiple requirements, you must meet each one before you can select that Talent. Unless specifically stated otherwise, characters may not choose the same Talent more than once.

Advanced Training

Requirement: Chosen Skill Rank 5.

This character has pushed her mastery of a certain skill beyond what most people would consider natural... or possible.

Choose a Skill that meets this Talent's requirement. When performing a duel using the chosen Skill, the character increases her final duel total by +1.

A character can take this Talent multiple times, but each time a different Skill must be chosen.

Armor Training

Requirement: None.

This character has learned how to properly wear her armor in such a way that it doesn't impair her movements.

This character reduces the penalty to Defense from wearing armor by 1, to a minimum of 0.

A character can take this Talent multiple times.

Back to the Wall

Requirement: Tenacity 2 or higher.

When there's nowhere to run, this character hunkers down and prepares for the worst.

When this character is within 1 yard of a wall or other solid object at least as tall as she is, she gains +1 Defense.

Better Part of Valor

Requirement: Tenacity -1 or lower.

When the going gets tough, it's probably better that this character goes the other way!

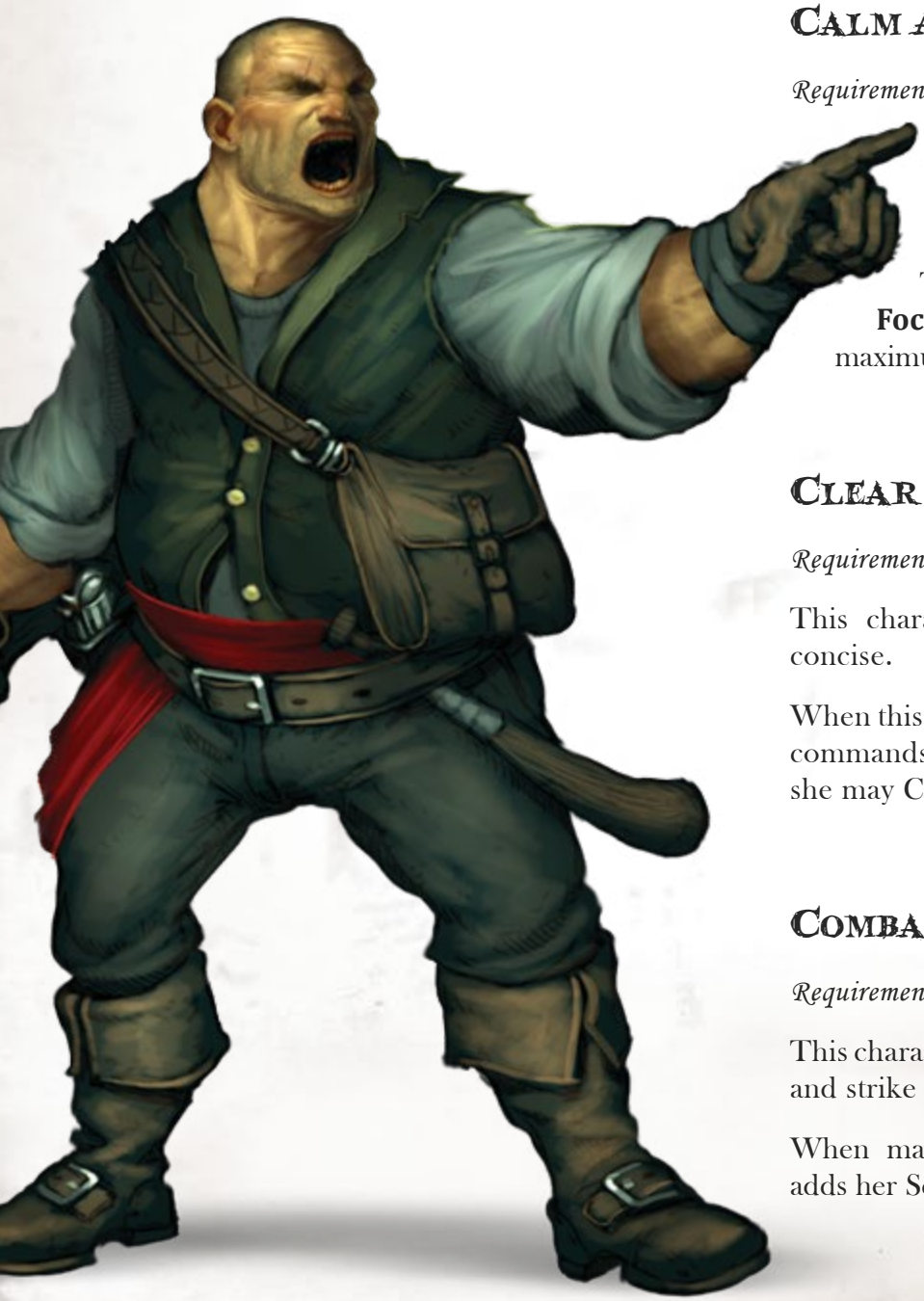
This character's Charge Aspect becomes "—" (rendering her unable to take the Charge Action), but she gains a +2 to her Walk Aspect.

Blissful Ignorance

Requirement: Cunning -1 or lower.

This character is somewhat unaware of the details around her. While this certainly has its disadvantages, it also comes in handy from time to time, particularly when she just fails to notice how frightening her opponents are.

When this character fails a Horror Duel, if it is her turn, her current Action immediately fails, but she does not become **Paralyzed**. If it is not her turn, she becomes **Slow** instead of **Paralyzed**.



Call Shot

Requirement: Fated.

This character's aim is quite good.

Choose a Skill. When this character generates a Critical Effect with an attack that used the chosen Skill, she may discard a card to change the suit of the Critical Effect to the suit of the discarded card.

A character may take this Talent multiple times, but each time a different Skill must be chosen.

Calm And Collected

Requirement: Speed -1 or lower.

This character has learned (or been forced to learn) that rushing only leads to mistakes.

This character adds +1 to the value of any **Focused** condition that she receives, to a maximum of **Focused +3**.

Clear Orders

Requirement: Leadership 3 or higher.

This character gives orders that are clear and concise.

When this character takes the Order Action to give commands to one or more subordinate characters, she may Cheat Fate for those characters.

Combat Reading

Requirement: Cunning 1 or higher.

This character is able to read a target during combat and strike at openings others might not see.

When making disengaging strikes, this character adds her Scrutiny Skill Ranks to her final duel total.

Counterspell

Requirement: Counter-Spelling 3 or higher.

Training in the art of Counter-Spelling has given this character an intuitive ability to resist magic.

When this character is targeted by an enemy's Magical Action, the enemy loses any suits associated with their Magical Skill.

Critical Strike

Requirement: Close Combat or Ranged Combat Skill 3 or higher.

A skilled attacker is often able to deal more damage than a common thug, and this character is no exception to that rule.

Choose a Skill that meets this Talent's requirement. All attacks with the chosen Skill gain the following Trigger:

> *Critical Strike:* When damaging, deal 1 additional damage for each in the final duel total.

A character may take this Talent multiple times, but each time a different Skill must be chosen.

Cynic

Requirement: Charm -1 or lower.

Some people just can't look on the bright side of life no matter how hard they might try. If it sounds too good to be true, this character starts getting suspicious and questioning the motives of others.

This character gains on any duel made to resist deception (including Deceive and Pick Pocket Challenges, as well as the Trick Action).

Defensive Protocols

Requirement: Leadership 3 or higher.

This character is able to organize her subordinates into loose defensive formations with little effort.

This character's subordinate characters that are within 6 of her may choose to flip cards when they are attacked, in the same manner as a Fated character.

Duck and Cover

Requirement: Evade 3 or higher.

This character knows how to avoid unpleasant surprises like flying shrapnel and roaring flames.

This character gains the following ability:

> **Blast Resistant +1:** Reduce all damage this character suffers from and effects by +1, to a minimum of 1.

Flick of the Wrist

Requirement: Might -1 or lower.

This character is precise with her weapon where others rely on brute strength.

When making a Melee or Pugilism attack, this character may substitute Grace for Might when calculating her Acting value.

Governor's Gift

Requirement: Charm 1 or higher.

Some people just have a way with members of a certain gender.

Choose male or female. This character gains on any Bewitch or Scrutiny duels made against members of the chosen gender.

Great Fate

Requirement: Fated.

Fate smiles upon this character, allowing her to manipulate her destiny more frequently.

When this character draws her Control Hand at the end of the Prologue, she draws one additional card.

A character may take this Talent multiple times, and its effects stack.

Gruesome Attack

Requirement: Close Combat or Ranged Combat Skill 3 or higher.

Combat is a dangerous thing, especially when this character is involved.

Choose a Skill that meets this Talent's requirements. All Critical Effect flips this character generates from attacks using the chosen Skill receive +.

A character may take this Talent multiple times, but each time a different Skill must be chosen.

Gruff

Requirement: Charm -1 or lower.

When this character speaks, there is little inflection or fancy wordplay, making it very difficult for others to discern her true intentions.

This character gains a + to Deceive and Intimidate Challenges.

Hobbling Attack

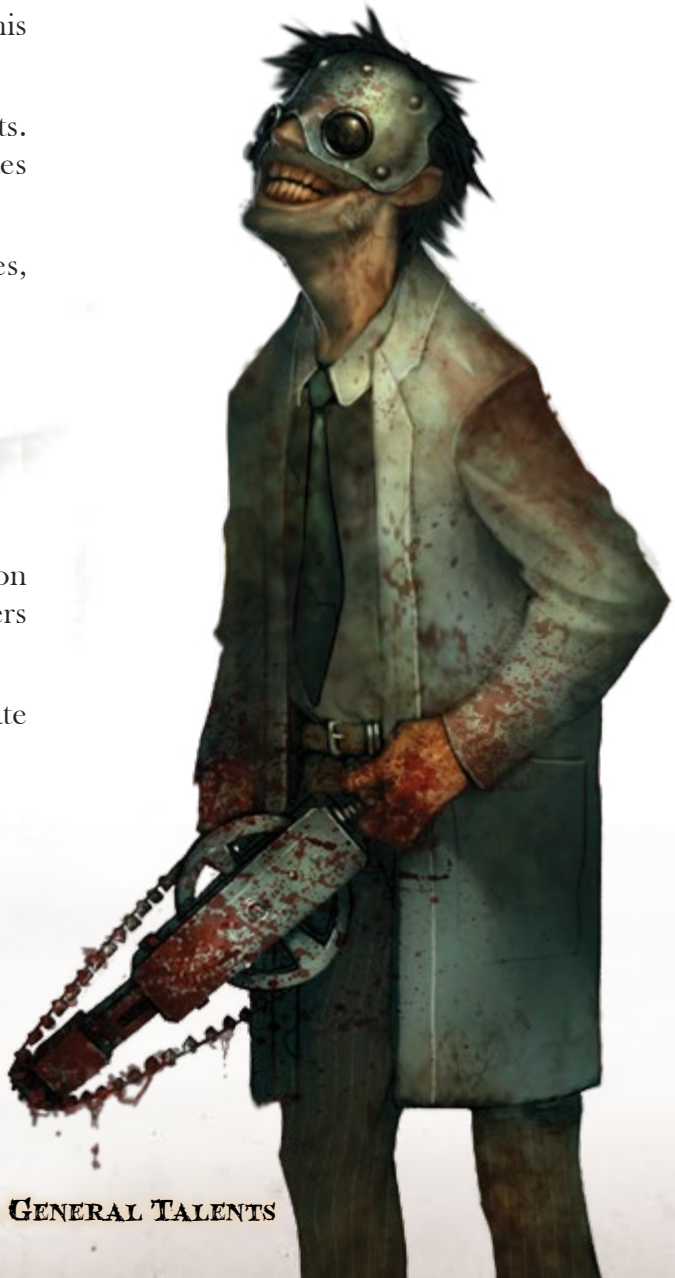
Requirement: Close Combat or Ranged Combat Skill 3 or higher.

This character can place an attack in just the right spot to slow her target down.

Choose a Skill that meets this Talent's requirement. All attacks with the chosen Skill gain the following Trigger:

- *Hobble:* After succeeding, the target gains the following Condition for the remainder of Dramatic Time: "**Hobbled:** This character may only declare one Movement General Action per turn and may not declare the Run Action."

A character may take this Talent multiple times, but each time a different Skill must be chosen.



Honest

Requirement: Cunning -1 or lower.

This character doesn't have to try to convince others to trust her; they can see that she has an honest nature.

This character gains + to all Convince and Leadership Duels.

Imposing Mass

Requirement: Grace -1 or lower.

This character may not be very graceful, but she's become quite good at using her physical size to her advantage in combat.

This character gains + to her disengaging strikes and to any Impose Action she takes.

Let Me Show You

Requirement: Leadership 3 or higher.

This character has a natural affinity for teaching other people how to do things. She may spend 15 minutes and discard a Twist Card to explain how one of her General Talents works to another character. That character may then discard a Twist Card to gain the taught General Talent for the rest of the day.

The taught character must still meet all the necessary physical prerequisites for the Talent (such as a pneumatic limb for a Talent involving pneumatic limbs or wings for a Talent involving flight). Talents with a requirement of Invested, Stitched, or Twisted cannot be taught to another character.

Updated Talent

Let Me Show You originally appeared in *Into the Steam.* It's been updated and reprinted here in order to remain relevant with the current edition of the rules.

Open Hand Fighting

Requirement: Melee 3 or higher.

Having a free hand can have its advantages in combat.

If the character is wielding a Melee weapon and has nothing in her other hand when she makes a successful disengaging strike, she may choose to have her disengaging strike deal damage to her target.

Paired Weapons

Requirement: Close Combat or Ranged Combat Skill 3 or higher.

This character is able to effectively wield two Melee or Ranged weapons at the same time.

Choose a Skill that meets this Talent's requirement. When this character is wielding two weapons of the chosen type, one in each hand, she gains + to any attacks made with either weapon. Despite fighting with two weapons, the character only makes a single attack flip and only deals damage with one of her wielded weapons; the second weapon merely gives her a bonus to hit.

If she is wielding two Ranged Combat weapons, using this Talent expends one round of ammunition from each wielded weapon.

Plain-Spoken

Requirement: Intellect -1 or lower.

This character doesn't try to muddy her conversation with flowery language and is good at saying difficult truths efficiently.

This character gains + to Social Duels made during Dramatic Time.

Polyglot

Requirement: Intellect 1 or higher.

This character has a natural knack for languages. She learns them with little effort, and when speaking in a foreign tongue, her accent is all but unnoticeable.

When this character gains this Talent, she chooses two languages that she does not already speak and learns how to speak them. When conversing with another character in their native, non-English language, this character gains + to her Barter and Bewitch duels.

Quick Study

Requirement: Intellect 1 or higher.

Some people just learn quickly from watching others.

During the Epilogue, when presented with Skill Advancement options by the Fatemaster, this character may instead advance in any Skill she does not already possess instead of the Skill Advancement options presented by the Fatemaster.

This character must have witnessed a friendly character succeed at the chosen Skill at some point during the session.

Rush

Requirement: Speed 1 or higher.

This character is adept at charging headlong into combat, taking the fight to the opponent in brutal melee.

The character increases her Charge Aspect by +1.

A character may take this Talent multiple times, and its effects stack.

Secretive Spellcasting

Requirement: Magical Theory.

This character has learned to hide her spellcasting technique within the trappings of the Thalarian Doctrine.

When this character casts a Spell or Manifested power, she may discard a card to make her Magical Theory appear to be the Thalarian Doctrine to anyone who attempts to detect it.

Seize the Day

Requirement: Grace -1 or lower.

This character has learned to overcompensate for her awkwardness in combat by ensuring that the fight ends before it can be an issue.

This character gains + to her Initiative flips.

Shot Studies

Requirement: Shotgun 3 or higher.

Shotguns are second nature to this character. When firing slug ammunition from a shotgun and taking her time to line up a shot, she is capable of hitting targets that would otherwise be considered well outside her weapon's range.

If this character has the **Focused** Condition and is firing a shotgun loaded with slug ammunition, she multiplies the range of the shotgun by x10.

Updated Talent

Specialized Toxins originally appeared in *Under Quarantine*. It's been updated and reprinted here in order to remain relevant with the current edition of the rules.

Shove Aside

Requirement: Might 1 or higher.

This character can barrel through others with little resistance, forcing them out of her way without so much as the slightest pause.

This character can move through characters with a Height lower than her own without being impeded. Such characters cannot make disengaging strikes against this character.

Shrug Off

Requirement: Resilience -1 or lower.

This character is so accustomed to minor pains that she can ignore them as the typical background noise of her existence.

This character gains the following Tactical Action:

(0) Shrug Off: This character may discard a Twist card to end a Condition affecting her.

Specialized Skill

Requirement: Fatemaster Character or 2 or more completed Destiny Steps.

This character has honed a specific skill, allowing her to perform tricks with little effort.

Choose a Skill and a suit. Add the chosen suit to the chosen Skill's value.

A character may take this Talent multiple times, but each time, a different Skill must be chosen.

Specialized Toxins

Requirement: Alchemistry 2 or higher.

This character knows the perfect type of poison to deal with a specific kind of creature.

The character chooses one of the following Characteristics: Living, Construct, Undead, Spirit, or Nightmare. When this character performs an Action or declares a Trigger that would gives a target with the chosen Characteristic the **Poison** Condition, it affects the target (even if the target is not Living), and the target gains an additional **Poison +1** for each chosen Characteristic that it possesses.

A character may take Talent multiple times, but each time a different Characteristic must be chosen.

Speed Loading

Requirement: Chosen Skill Rank 2 or higher.

This character know how to quickly reload her weapon in combat.

Choose the Long Arms, Pistols, Shotguns, or Heavy Weapons Skill. The character gains the following Trigger on any attack Action using the chosen Skill:

- *Speed Loading:* If this weapon's Reload AP cost is 2 or lower, reload this weapon.

Steam-Powered Charge

Requirement: Character must be a Construct or possess one or more pneumatic limbs.

When this character charges her enemies, she can push her pneumatic limbs to their limits and hit them like a steam locomotive.

When this character declares the Charge Action, she may choose to make a single (1) AP or (2) AP Close Combat attack instead of two (1) AP Close Combat attacks. If she chooses to makes a single (1) AP Close Combat attack, it deals +1 damage and knocks the target **Prone** if successful.

Sturdy

Requirement: None.

While this character might not be hardier or tougher than other characters, she can still push her body to endure wounds that would leave much larger men incapacitated or worse.

This character gains +2 Wounds.

This Talent may be taken multiple times; each additional time this Talent is taken, this character gains +1 Wound.

Sure-Footed

Requirement: Speed -1 or lower.

This character might not move quickly, but she's also hard to budge.

When this character is pushed or moved by an effect, she may apply her Speed Aspect as a penalty to the distance (in yards) that she is pushed or moved by the effect.

Tenacious Warrior

Requirement: Resilience 2 or higher.

This rugged character doesn't concern herself with pain or suffering, allowing her to ignore the worst parts of most attacks.

When an enemy makes a successful attack against this character and declares a Trigger, this character may discard a card. If she does so, the Trigger has no effect on the character (though the Trigger may affect other characters, and the character still suffers the other effects of the attack normally).

Threatening Posture

Requirement: Intimidate 3 or higher.

This character is very threatening in combat, so much so that her presence often distracts opponents from the actions of her allies.

Enemies engaged with this character suffer a ⊟ penalty on Close Combat attacks made against targets other than her who do not also possess this Talent.

Tricky Shot

Requirement: Chosen Skill Rank 2 or higher.

This character is highly adept at pulling off tricky shots in a variety of conditions.

Choose a Ranged Combat Skill. While making an attack with the chosen Skill, this character may choose to ignore one ⊟.

Twisted Fates

Requirement: Fated.

Luck favors the prepared, as they say, but this character seems to be able to bend luck to her will more often than most.

When this Talent is chosen, choose a card in the character's Twist deck and permanently increase its value by 1, to a maximum value of 13.

A character may take this Talent multiple times.

Unassuming

Requirement: Might -1 or lower.

A lifetime of dealing with those stronger than her has taught this character how to present a calm manner and blend in.

This character gains ✚ to any duels made to avoid being noticed in a group or angering someone.

Undermine Confidence

Requirement: Resilience -1 or lower.

Sometimes it's better for the character to talk big and let nervousness set in slowly.

This character gains ✚ to all Intimidate Challenges made during Narrative Time.

Unequaled Accuracy

Requirement: Magical or Ranged Combat Skill 2 or higher.

This character has an unequaled sense of timing when it comes to shooting into a chaotic fight.

Choose a Skill that meets this Talent's requirement. This character does not randomize her target when firing into an engagement using the chosen Skill.

Wall of Muscle

Requirement: Resilience 1 or higher.

This character is both tall and wide, and she knows how to use her size to her advantage.

Increase this character's Height to 3. In addition, increase the range of all ⫻ weapons wielded by this character by 1 yard, to a maximum of 3 yards.

If this Talent is taken after character creation, the character must have some sort of justification for this sudden growth spurt.

Will of Ages

Requirement: Counter-Spelling 3 or higher.

This character has learned how to protect multiple characters from harmful magic.

When this character uses Magical Shielding, she may shield a number of additional friendly characters (including herself) equal to her Tenacity.

Equipment

This chapter goes into detail on a great many of the weapons, armor, and pneumatic limbs that are available in Malifaux. While much of the equipment found on Earth is also available in Malifaux, there is often a high import fee that one must pay in order to ship anything through the Breach.

The Guild controls the passage of weapons through the Breach, and as a result, the only way to get a firearm or sword into Malifaux is to either pay a hefty import fee (which often costs almost as much as the weapon itself) or to smuggle it through in the back of a suitcase or hidden in one's pocket. Fortunately, the sheer number of passengers on a train often makes dedicated searches unfeasible.

The other option is to purchase a weapon or armor in Malifaux. Since the Guild controls (to some degree or another) most of the shops in Malifaux, prices tend to be higher than on Earth, and the selection is often limited to only what the Guild thinks someone might need.

Craft These Items!

In order to make it easier to craft the items described in this chapter, each one has been given a Skill value.

To create an item, the crafter must have a Skill Rank in the appropriate Crafting skill equal to or higher than the requirement listed in the item's description. If the crafter's Skill Rank is lower than the listed requirement, she cannot create the item.

Creating an item typically requires raw materials costing one quarter of the item's listed price.

The Blacksmithing Skill is used to create most metal weapons and armor, with the notable exception of Pneumatic weapons and prosthetics, which are created with the Artefacting Skill. The Homesteading Skill can be used to carve wooden weapons such as clubs and staves and any sort of Skill Toolkit, while the Stitching Skill covers cloth and leather armor, as well as leather weapons such as whips.

Skill Toolkits

Skill toolkits are collections of tools that aid characters in performing certain tasks. The classic example of a skill toolkit is a doctor's medical bag, which contains a variety of different tools for different circumstances, all of which are related to doctoring.

A character using a skill toolkit as part of a Skill Challenge gains a + to the duel. Each skill toolkit only contains the appropriate tools to enhance a single specific skill.

For instance, a character with a Doctor skill toolkit would gain a + when using it in conjunction with a Doctor Challenge, but it would provide no bonus to Lockpicking or Mathematics Challenges.

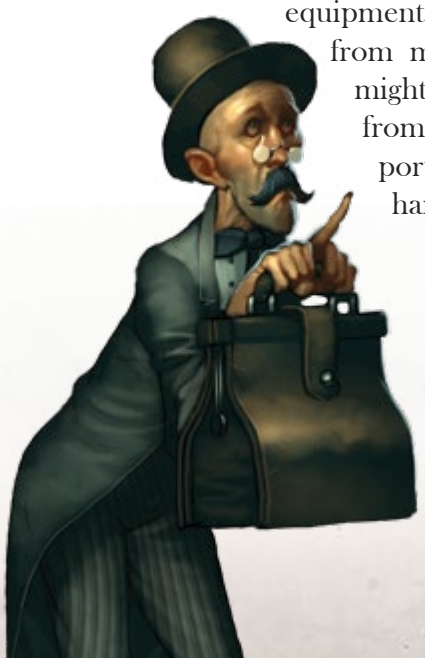
While the exact contents of a skill toolkit vary depending upon which skill it is intended to enhance, there are some broad similarities among toolkits that belong to the same skill type.

Academic Toolkits

These toolkits are generally very light and include small notebooks, writing instruments, reference books, and measuring devices.

Crafting Toolkits

Crafting toolkits are among the largest of their kind, usually including small anvils, tables, kilns, or other equipment. These kits tend to be far from mobile, though characters might be able to move them from place to place with a few porters and a couple days of hard work.



Skill Toolkits

General Toolkit Type	Cost	Skill
Academic	25§	4
Crafting	25§	4
Expertise	25§	4
Magical	50§	4
Social	25§	4
Training	25§	4

Expertise Toolkits

Usually consisting of compasses, maps, lenses, and a variety of special tools, expertise toolkits vary quite a bit from one skill to another. Fortunately, they tend to be easily transported in a small satchel.

Magical Toolkits

No two magical toolkits are the same, though characters can usually find something useful amidst the channeling crystals, focusing diagrams, and etching chalk contained within them. It's worth noting that the Guild tends to keep an eye out for anyone that attempts to purchase these toolkits, making them difficult for those who use illegal Magical Theories to acquire.

Social Toolkits

Consisting of a small bag of cosmetics, wigs, and various perfumes, these toolkits are rarely further than arm's reach of any proper gentleman or lady about town.

Training Toolkits

Training toolkits tend to be somewhat varied depending upon the skill in question, consisting of everything from back braces for heavy lifting to morphine to calm the nerves and dull pain to cleated shoes.

Flexible Weapons

Weapon	Range	Damage	Special	Cost	Skill
Barbed Whip	3	1/2/4	Stunning	15§	2
Driving Whip	2	1/2/3	-	2§	2
Flail	2	2/3/4	-	10§	2
Garrote	1	1/2/3	Choking, Concealable, Deadly, Finely Tuned, Slowing	1§	1
Lasso	6	1/1/2	Finely Tuned, Deadly, Tether	1§	1

Barbed Whip

Though the barbed whip is now the favorite weapon of certain breeds of Nephilim, it was actually brought to Malifaux by humans. Unlike a normal whip, a barbed whip has numerous small metal hooks or glass shards woven into its length, increasing the amount of damage the weapon is capable of dealing to bare flesh. This tends to make it both thicker and heavier than a traditional whip, which ultimately results in a more painful but less flexible weapon.

Driving Whip

Driving whips are typically found in the company of coachmen, but they also show up from time to time in the hands of self-styled beastmasters or particularly cruel Guild taskmasters. These whips come in a variety of shapes and sizes, but most feature a handle, a two- to three-foot-long, semi-flexible shaft, and a long lash of equal or greater length on the end.

The flexible end of a driving whip can be cracked to enforce a command, but typically, the whip is used to signal direction and pace, rather than as an instrument of force. When the situation calls for it, however, a driving whip is capable of striking flesh with enough force to open wide, painful welts, as more than a few convicts in the Guild's labor camps can attest.

Flail

Originally developed as a farming tool, flails have been used in war for centuries. They're simple weapons, consisting of at least one round or spiked metal head attached to a short metal handle by chains. Flails are not especially common weapons anymore, either in Malifaux or back on Earth, but every once in a while a proficient user will show up with a flail in hand.

Garrote

Garrotes are weapons of assassins and silent eliminations. They are essentially little more than a length of flexible but tough material that is used to strangle someone from behind, so garrotes can range from lengths of rope or cord to piano wire. Professional assassins typically commission manufactured garrotes with custom handles from less-than-reputable artisans.

Lasso

The lasso is a weapon that is typically only used when herding cattle, though there are a few people who have incorporated its use into bounty hunting or similar professions. A lasso is basically just a length of rope with a loop at one end that is tossed around the target and then pulled tight to restrain them.

Heavy Melee Weapons

Weapon	Range	Damage	Special	Cost	Skill
Bayonet (Rifle)	2	1/3/4	-	4§	1
Breaching Axe	2	2/3/4	Precise	18§	3
Gate Spear	2	2/3/4	Thrown	8§	2
Greatsword	2	3/4/6	Brutal (if attack is not part of a Charge), Intimidating	22§	3
Polearm	3	2/3/4	-	18§	2
Rail Hammer	2	2/4/6	-	6§	2
Staff	2	1/2/4	-	1§	1

Bayonet (Rifle)

These small, knife-like blades attach to the end of a rifle, transforming it into a crude spear. The weapons are designed not to interfere with the firing of the attached rifle, but experienced marksmen frequently complain about the extra weight pulling the tip of their rifle down and avoid using them whenever possible.

Breaching Axe

The Quarantine Zone is a chaotic mess of abandoned (and often less-than-abandoned) buildings, and navigating a safe route through the area can be difficult for even experienced scouts. Occasionally, the easiest route from point A to point B is through a wall, and because of this, the Guild issues breaching axes to those stationed on Quarantine duty. These large, two-handed axes are specially designed to tear through wood and stone walls, and they do a pretty good number on a shambling zombie, too.

Greatsword

Greatswords encompass any sword too large to be wielded with one hand. These massive weapons can be either broad or thin, but no matter their construction, they are weapons capable of dealing significant destruction.

Polearm

There are many different types of polearms in existence, but most of them come down to some sort of blade attached to the end of a long handle. Though considered an outdated weapon since the rise of firearms, polearms have seen a resurgence among Nephilim hunters, as their long reach allows the wielder to avoid being splashed with their prey's corrosive Black Blood.

Gate Spear

Gate spears are so named due to their frequent use by Guild personnel tasked with guarding gates and entryways. Their reach and ability to be thrown at fleeing enemies makes them versatile and popular.

Rail Hammer

These massive, two-handed hammers are most commonly used to drive iron spikes when laying railroad tracks.

Staff

Staves are frequent travel companions for those making long journeys and can encompass any large walking stick, whether fancy or not.

Melee Weapons

Weapon	Range	Damage	Special	Cost	Skill
Bayonet (Pistol)	1	1/3/4	-	3§	1
Hunting Knife	1	1/3/4	Concealable	2§	2
Club	2	2/2/4	Stunning	4§	1
Hand Axe	1	1/3/4	Thrown	2§	2
Javelin	1	1/3/4	Slowing (when thrown), Thrown	5§	1
Sword	2	2/3/4	-	10§	2
Truncheon	1	1/3/4	Stunning	3§	1

Bayonet (Pistol)

Pistol bayonets are small blades that attach to a pistol, either at the gun barrel or around the grip in a way that resembles bladed brass knuckles. Whatever form they take, the weapons allow a gunslinger to defend herself in close quarters without having to holster her pistol.

Club

Clubs are prolific despite (or due to) their simplicity. They encompass any sort of one-handed bludgeoning weapon that can be used to beat someone into submission. Though crude, it's hard to argue with the sheer effectiveness of a solid club.

Hand Axe

A hand axe is a light, all-purpose tool that works just as well in combat as it does when cutting firewood or thick rope.

Hunting Knife

Hunting knives are popular tools all across Malifaux, but especially in the Northern Hills. Some even have small tools built into their handles, though these weapons invariably cost more than the standard version (typically the price of a skill toolkit).

Javelin

Javelins are light spears that are primarily designed to be thrown. While generally considered to be an outdated relic of an older time, javelins are still effective weapons for those who do not want to deal with the hassle and routine maintenance of owning a gun or bow. Those struck by a javelin have more to worry about than the initial injury, as the weapon is designed to stick in the wound and slow the target until it is removed.

Sword

There are more varieties of swords than most people can count, but all of them are basically designed for the express purpose of stabbing or slashing at an enemy. This entry encompasses all one-handed swords, regardless of their construction. The amount of steel required to make a quality sword ensures that they are more expensive than many other weapons, but they're reliable and capable of dealing significant damage in the hands of a trained swordsman.

Truncheon

The truncheon is a staple of constabulary forces across the world, and the Guild is no exception. The truncheons employed by the Guild are designed to stun and confuse enemies that the Guild would rather capture alive.

Pneumatic Weapons

Weapon	Range	Damage	Special	Cost	Skill
Pneumatic Bonesaw	/// 1	2/3/5	Brutal, Finely Tuned, Penetrating	35§	3
Pneumatic Drill	/// 2	4/5/7	Finely Tuned, Heavy, Penetrating	40§	4
Rail Driver	/// 2	2/4/5	Finely Tuned, Penetrating, Thrown	30§	3
US&E Chainsaw	/// 2	3/4/5	Brutal, Finely Tuned	40§	4
Welding Torch	/// 1	2/3/5	Finely Tuned, Flaming, Penetrating	40§	4

Pneumatic Bonesaw

These bonesaws feature a spinning blade that is attached to a pneumatic backpack that provides it with power. Though originally intended as a surgeon's tool, these machines have since been pressed into service as combat weapons, most notably by the Abyssinian armed forces.

Pneumatic Drill

These motorized drills are designed to quickly drill through solid rock. While they can technically be used as weapons, their heavy and unwieldy nature makes them ill-suited for this purpose (though that certainly doesn't stop people from trying to make it work). More often than not, however, these weapons see use in combat simply because an unlucky miner ended up with a heavy drill attached to one of their pneumatic limbs.

Rail Driver

Rail drivers are bulky rivet guns that are used to sink rivets into steel rails. Though the weapon itself can't be thrown, the rivets are pressurized and can be fired like a pneumatic gun.

US&E Chainsaw

Originally developed as a means of quickly cutting down trees, this weapon's brutal nature has made it popular among those who do frequent battle with the walking dead.

Welding Torch

Initially designed to weld metal, these cumbersome weapons are capable of producing and maintaining a flame that burns at about 3,500 degrees Celsius.

Pugilism / Martial Arts Weapons

Weapon	Range	Damage	Special	Cost	Skill
Fighting Claw	/// 1	1/3/4	Fistload	8§	2
Knuckleduster	/// 1	Special	Concealable, Finely Tuned, Fistload	1§	1

Fighting Claw

Based upon the natural claws of beasts, these weapons consist of leather or metal gloves with attached metal blades. They can be used either as slashing weapons or in combination with unarmed attacks.

Knuckleduster

Knuckledusters are, essentially, brass knuckles. They allow the wearer to focus and concentrate the force of her unarmed attacks, turning even a simple punch into a dangerous strike.

Archery Weapons

Weapon	Range	Damage	Cap.	Reload	Special	Cost	Skill
AG Harpoon Gun	⌐ 12	2/4/6	1	2 AP	Slowing, Special Ammo, Tether	14§	3
Blowgun	⌐ 6	1/1/2	1	1 AP	Concealable, Special Ammo	4§	1
Clockwork Bow	⌐ 12	2/3/4	6	3 AP	Full Auto	35§	3
Crossbow	⌐ 18	2/4/6	1	2 AP	Penetrating	15§	3
Longbow	⌐ 12	2/2/4	-	-	Bow, Indirect	10§	2
Shortbow	⌐ 8	2/2/3	-	-	Bow, Indirect	4§	1

AG Harpoon Gun

The AG Harpoon Gun has the notorious distinction of being the weapon of choice for the hunters of the Cult of December. The cultists added a modification to the gun that allowed a strong rope to be attached to the harpoon, so that they could "reel in" anything hit by the projectile. AG Works incorporated this modification into all subsequent models, and the new design has proven to be quite popular among hunters of all stripes.

Blowgun

The blowgun is little more than a hollow tube, usually about two feet in length, that the wielder loads with a small dart. The dart is then propelled at a target by blowing into the tube, hence the weapon's name. Because the dart itself is not especially dangerous, it is most often coated in some sort of poison (such as those described in *Under Quarantine*) prior to being fired.

Clockwork Bow

The clockwork bow is based upon the Chu-Ko-Nu of the Three Kingdoms. It holds six bolts that must be preloaded into a special magazine that slots into the top of the firing mechanism. It then uses internal pulleys to immediately nock a new bolt after a bolt is fired, allowing for the rapid fire.

Crossbow

Crossbows are mechanical weapons that might, arguably, share more in common with a rifle than a bow. The bolt is loaded into a crossbow and then winched back, providing a great deal of extra force to the projectile. In the hands of a skilled archer, a crossbow can be just as effective as some of the more popular firearms, especially when it comes to penetrating armor.

Longbow

The longbow was a mainstay of warfare for thousands of years, right up until the invention of the rifle. Despite its antiquated nature, the bow is still a popular hunting tool, especially in the wilds of Malifaux, where the loud report of a rifle can attract things far more deadly than a sleepy bear.

Shortbow

Shortbows are, as the name implies, smaller versions of the longbow. While they lack some of the range and stopping power of their larger cousins, they are easier to maintain and require far less practice to use effectively, making them popular among those who only dabble in archery.

Heavy Guns Weapons

Weapon	Range	Damage	Cap.	Reload	Special	Cost	Skill
Alpine Gatling Gun	⌐ 20	2/3/5	50	4 AP	Deadly, Full Auto, Heavy	45§	4
Flamethrower	⌐ 10	2/3🌳/4🌳🌳	20	8 AP	Flaming, Intimidating, Special Ammo	75§	4
Grenade Launcher	⌐ 12	3/3🌳/6🌳🌳	4	4 AP	Multi-Barrel, Special Ammo	80§	4
Model 1866 Six Pounder	⌐ 50	5/7🌳/9🌳🌳	1	6 AP	Heavy, Loader	500§	3
Mortar Gun	⌐ 50	5/6🌳/7🌳	1	2 AP	Heavy, Indirect, Special Ammo	100§	4
One-Pounder Swivel Gun	⌐ 18	5/7/9🌳	1	6 AP	Heavy, Loader	100§	3

Alpine Gatling Gun

One of the first weapons produced by the Malifaux-based Alpine company, these weapons were the company's first attempts at scaling down a mobile Gatling gun for personal use. While still too bulky to be used without the provided brace, most customers are quite happy with the sheer destructive power of these heavy weapons.

Though initially banned by the Guild, Alpine eventually worked out a deal with the Guild that allows prospective owners to purchase special permits for its Gatling guns. A permit tends to run about half the price of the weapon itself and gets the buyer's name put onto one of the Governor-Secretary's special lists.

Flamethrower

Flamethrowers were one of the more violent products of the Black Powder Wars. Though they were never fielded more than a handful of times during the Wars, it was enough to give them a sinister reputation. While the Freikorps have special permission to carry the weapons into battle (or perhaps the Guild merely does not wish to start a fight with such a well-organized group), possession of these weapons is otherwise considered to be illegal.

Grenade Launcher

The grenade launcher is another illegal weapon that owes its existence to the Black Powder Wars. The weapon functions by launching an explosive payload at its enemies in the same manner as a rifle bullet.

Model 1866 Six Pounder

The tried-and-true six-pounder cannon is typically mounted on a two-wheeled carriage that allows it to be moved with minimal effort. The Guild has dozens of these cannons in reserve, but private ownership is outlawed in Malifaux.

Mortar Gun

Mortar guns are outlawed by the Guild, but a handful sneak their way through the Breach each year. They function by firing an explosive round into the air towards a target, arcing it upwards over obstacles.

One-Pounder Swivel Gun

These small cannons are usually mounted on pintles attached to boats or large wagons. Aimed by means of a rod attached to the breech, they are typically loaded with grapeshot and are easy to load and fire.

Long arm Weapons

Weapon	Range	Damage	Cap.	Reload	Special	Cost	Skill
A&T Model 10	⌐ 12	1/2🌳/4🌳	1	2 AP	Blunderbuss	3§	2
Alpine Machine Gun	⌐ 12	2/3/5	18	4 AP	Deadly, Full Auto	25§	4
Chesterfield 1879	⌐ 18	2/3/5	10	3 AP	Rifle	14§	2
Collier Lightning 1902	⌐ 18	3/3/4	12	2 AP	Rifle	20§	3
Enfield Musketoon	⌐ 16	2/3/4	1	2 AP	Rifle	5§	1
Hawken Rifle	⌐ 16	2/3/5	1	3 AP	Rifle	5§	1
Howles Pattern 1874	⌐ 24	3/5/6	1	1 AP	Rifle	20§	2
Nock Volley Gun	⌐ 12	2/3/4	7	4 AP	Multi-Barrel	20§	3
Yamisaka Type 30	⌐ 18	3/4/5	5	2 AP	Rifle	22§	2

A&T Model 10

The larger brother to A&T's Drakon pistol, the Model 10 Blunderbuss is an incredibly versatile and functional weapon. Designed and manufactured in Malifaux by Alexeivich & Tocharof Weaponsmiths Ltd., this hefty weapon is capable of firing just about anything that can be loaded into the barrel, from lead shot and musket balls to nails, scrap metal, shards of glass, and even small rocks. This makes it the perfect defensive weapon for anyone operating in out of the way places where ammunition might be an issue, as all it takes is a bit of gunpowder and a handful of random objects to make the Model 10 ready to fire.

Alpine Machine Gun

After multiple attempts to scale down their Gatling gun even further, Alpine eventually developed their aptly-named machine gun. The weapon was a resounding success, and today, the Alpine has become known as the best personal machine gun available on the market. Demand for these destructive weapons has been so high that Alpine has been forced to open a second factory to meet the high volume of orders coming in from the various governments of Earth.

Chesterfield 1879

Simple, reliable, and portable, the Chesterfield 1879 is outlawed by the Guild, though not because of its destructive power. The story changes depending on who is telling it, but at its core, everyone seems to agree that the Chesterfield company balked at the low prices the Guild offered to pay for the rifles and refused to sell them. In response, the Guild raided the Chesterfield factories, killed all the workers, and then hanged the owner, who swore a curse on the Guild. It's said that the 1879 models carry the owner's hatred and that every bullet they fire finds its way to the heart of a Guild employee.

Collier Lightning 1902

Lightweight and easy to use, the Collier "Lightning" Carbine is a pump-action carbine that is fed by a round magazine. These rifles were originally marketed as a combination of rifle and shotgun in an attempt to garner sales with law enforcement agencies, but Collier overestimated the demand for the Lightning and priced it too high.

A few adjustments and a sharp decrease in the price helped boost sales, but the Lightning just never seemed to recover from the initial price shock it provoked in potential customers. The few that have found their way into Malifaux have primarily arrived alongside wealthy hunters and treasure hunters.

Enfield Musketoon

The Enfield Musketoons are a series of popular muskets produced by the Royal Small Arms Factory in London. As single-shot, muzzle-loading weapons, the Enfield Musketoons are starting to show their age, but during their time, they were standard issue to British cavalry and artillery troops. Time and the steady advance of military technology has made these weapons quite affordable, and they're popular for sportsmen and adventurers on a budget, as well as to arm the soldiers of smaller, poorer nations.

Hawken Rifle

The Hawken Rifle is often considered to be the most durable and reliable musket on the market. With a well-deserved reputation for fine craftsmanship and deadly accuracy, the Hawken gained a broad following among the men and women who helped drive the fractured native tribes out of the American Midwest and north into the frozen reaches of Canada. Though the Guild considers the Hawken Rifle to be a weapon of distinction, it will forever be seen as a symbol of oppression and bloodshed by the members of those displaced and suffering tribes.

Much of a Hawken Rifle's accuracy comes from the weapon's double set of triggers. When aiming, the shooter first pulls the rear trigger, which "sets" the front trigger. Once set, the front trigger becomes an incredibly sensitive hair trigger that fires the gun at the slightest pressure.

Howles Pattern 1874

The Howles family of large, single-shot rifles have gone through many different changes of caliber, action, and ammunition type in their decades of production. The most popular model is the 1874, which boasts exceptional range and firepower, even when compared to more modern weapons. Unfortunately, the reputation of these rifles has made acquiring them somewhat difficult, and they've started to be priced less as rifles and more as collector's items.

Nock Volley Gun

The Nock Volley Gun is a powerful, seven-barrel pepperbox that was designed by the British Royal Navy to repel boarding parties and clear enemy seamen. Though cumbersome and difficult to reload, there are few weapons capable of unleashing such a flurry of destruction as a Nock Volley Gun.

In Malifaux, most of these weapons can be found among retired members of the Royal Navy who have given up their military careers to become river captains. The stopping power of an entire salvo of .52 caliber metal slugs is often the reassurance that these sailors need to convince themselves that they can handle anything that might crawl its way onto their boat.

The Nock Volley Gun is particularly praised by Gremlins, who consider it to be just about the pinnacle of human gunsmithing. With its seven barrels, it looks quite impressive, and the ability to blow a literal hole in a charging pig is always an extra bonus.

Yamisaka Type 30

The Yamisaka Type 30 was released in the mid-1890s and was quickly adopted as an infantry rifle by the Guild and many of the world powers of Earth. With its long barrel, strong action, light recoil, and pleasing weight and balance, the Yamisaka is still looked upon as one of the best rifles on the market a decade after its release.

Despite being the manufacturers of the Type 30, the governments of the Three Kingdoms have a somewhat troubled relationship with the rifle. The long-standing ban against firearms for commoners has struggled in the face of such an excellent and destructive weapon, and there are rumors of daimyo and warlords smuggling these rifles out of the factories to arm anti-Guild revolutionary forces.

Pistol Weapons

Weapon	Range	Damage	Cap.	Reload	Special	Cost	Skill
A&T Drakon	6	1/2/4	1	2 AP	Blunderbuss	5§	2
Axton & Co. Model 1842	10	2/3/4	1	2 AP	-	3§	1
B&D Gatling Derringer	6	2/3/3	9	2 AP	Burst Fire, Concealable	20§	3
B&D Pocket	6	2/3/3	4	2 AP	Concealable	7§	2
Clockwork Pistol	12	2/4/5	6	2 AP	-	20§	3
Collier Navy	12	2/3/4	6	2 AP	-	9§	2
Collier "Rough Rider"	10	2/3/4	6	2 AP	Fan	19§	3
Maucher Three-Barrel	6	2/2/5	3	4 AP	Multi-Barrel	14§	3
Peacebringer	10	2/3/5	6	1 AP	Intimidating	27§	3
Volyer Revolving	10	2/3/4	7	4 AP	-	8§	2
Weshorn & Smitte #3	12	2/3/4	6	1 AP	-	19§	2

A&T Drakon

The A&T Drakon is a pistol-sized blunderbuss that is more commonly known as a "hand cannon." Though it can be loaded with a variety of objects, such as nails or scrap metal, the Drakon suffers from its compact size and struggles to project its payload with any real force or across any significant distance.

Axton & Co. Model 1842

The majority of these pistols that are still in service are military surplus that have been imported from the U.S. Army arsenal at Rock Island, Illinois. As a single-fire pistol, the Model 1842 is a relic of another time, and despite their ruggedly handsome design (each pistol has an oiled walnut stock, brass furniture, and dark blued barrel), they can often be purchased quite cheaply, both in Malifaux and on Earth.

B&D Gatling Derringer

The Blackheel & Doyle Gatling Derringer uses the same firing mechanism as a Gatling gun, just on a smaller scale. It contains a nine-round drum that must be replaced after each use, making it quite an effective "back up" pistol that can be easily tucked into a boot or purse without drawing much suspicion.

B&D Pocket

The Blackheel & Doyle Pocket is a small revolver that is designed to be concealed in a pocket or purse. Despite its size, the Pocket is still a legitimate weapon, making it an excellent sidearm for a forward-thinking socialite.

Clockwork Pistol

The Clockwork Pistol is considered to be a gentleman's weapon, and as such, it is frequently only used in self-defense. The notable exception to this is the Freikorps mercenary group, for whom the Clockwork Pistol is the standard issue firearm.

Collier Navy

Collier's 1851 Navy Revolver was designed to be easier to use than its popular "Rough Rider" sibling. Unlike the "Rough Rider," the Navy is a double-action revolver, which prevents the pistol from being "fanned" in the same manner as a "Rough Rider." The change allowed Collier to focus on improving the revolver's range.

Despite initial concerns about backlash over the lack of fanning, the Navy was a huge success for the company. Countless famous gunfighters have carried Collier Navy revolvers over the years, a testament to their ubiquity and performance.

Ironically, despite their name, the Collier Navy were never officially purchased by or issued to any modern naval forces. Instead, the name comes from the detailed sea battle lovingly engraved on the cylinder of each weapon in honor of the Battle of Alcatraz, where Guild and Mexican forces prevailed over Juan and Antonio Mortez and their secessionist followers.

Collier "Rough Rider"

Surpassed in number only by Collier's Navy revolver, the Model 1848 Percussion Army Revolver - or the "Rough Rider" as it is more commonly known - is a handsome revolver that earned its sobriquet during the second American-Texan war. Named after the "Rough Riders," a highly-publicized American cavalry unit that served in that war, the '48 Percussion Army Revolvers became synonymous with the unit and the idea of American exceptionalism.

Maucher Three-Barrel

The Maucher Three-Barrel has the distinction of being one of the first pistols to be manufactured in Malifaux. As a smaller, lightweight pepperbox, it's a slightly awkward weapon that is nevertheless popular due to its affordable price.

Peacebringer

The Peacebringer is the signature firearm of the Guild. It is standard issue to the Death Marshals, and it remains popular among the Nephilim Hunters and Witch Hunters. Custom-built to serve the Guild's needs in Malifaux, Peacebringers are large, intimidating weapons that fire high caliber ammunition with pinpoint accuracy. Nearly all of these weapons are fitted with bayonets to enable a wielder to defend herself in melee.

The Guild does not sell these weapons on the open market, and indeed, possession of a Peacebringer is considered to be illegal for anyone who isn't already a member of the Guild. This is a commonly known fact all throughout Malifaux, so finding these weapons in pawn shops and less-than-reputable stores is a rare occurrence at best.

Volyer Revolving

Designed by Elisha Volyer and produced by Marley Evens & Sons of London for the Royal Army forces stationed in the Far East, the Revolving Pistol was one of the earliest revolvers available to the general public. It's actually more of a multi-cylinder single shot pistol than a true revolver, but the distinction is more academic than practical. These pistols are a bit awkward to load by today's standards, but anyone willing to put up with the quirks of these ground-breaking firearms will have a sturdy pistol that will serve her well for years to come.

Weshorn & Smitte #3

First produced in 1870 by the Weshorn & Smitte company, the #3 was intended to be a direct competitor to Collier's line of well-loved revolvers. While officially produced for armies in North America, South America, and Europe, many of these pistols have fallen into the hands of outlaws across the years, which has somewhat tarnished the pistol's otherwise good name.

Shotgun Weapons

Weapon	Range	Damage	Cap.	Reload	Special	Cost	Skill
AG Riot Gun	10	2/3/4	10	3 AP	Shot, Slowing (Blast damage only)	19§	3
Alpine Automatic Shotgun	12	2/3/4	12	4 AP	Shot	35§	3
Collier Hammerless	10	2/3/4	2	1 AP	Multi-Barrel, Shot	8§	1
Chesterfield Model 1887	12	2/3/5	5	3 AP	Intimidating, Shot	19§	3
Chesterfield Model 1897	12	3/4/5	5	3 AP	Shot	29§	3
Flintlock Boomer 1894	9	2/4/5	1	3 AP	Blunderbuss, Intimidating	9§	2
Solberg Inertia	12	2/3/4	6	3 AP	Shot	9§	2
US&E Pump Action	12	2/3/4	4	2 AP	Shot	4§	1

AG Riot Gun

The AG Riot Gun was commissioned by the Guild, who wanted a weapon capable of clearing out striking miners or protestors without actually killing them. AG Works hit the drawing board and came back with this sturdy little gun, which boasts a shorter barrel and increased capacity over most shotguns.

While the Riot Gun still possesses the stopping power necessary to put down a horde of zombies or an enraged Nephilim, the shot can also be ricocheted off the ground, slowing the pellets down to nonlethal speeds while increasing their spread.

Alpine Automatic Shotgun

The Alpine Automatic Shotgun is Alpine's attempt to improve upon the firing rate of the standard shotgun. By incorporating revolving chambers into the weapon's design, they were able to increase the shotgun's capacity without sacrificing any of its stopping power. The only disadvantage is the weapon's increased loading time and high price point, but for those who are able to afford it, the Automatic Shotgun stands as one of the better shotguns that money can buy.

Collier Hammerless

The 1883 Hammerless is Collier's premier shotgun. Unlike previous models, the hammers and firing mechanisms of these weapons are all internal, encased in the case-hardened receiver. When the action is broken open to load the barrels, the automatic extractor ejects the spent shells and leaves the barrel ready for loading.

The Hammerless was considered to be quite an innovation in the overall design of shotguns, and though it has had more than its fair share of impersonators in the years since its release, none of them have managed to improve upon the original in any meaningful fashion.

Chesterfield Model 1887

After the Guild took over ownership of the Chesterfield Repeating Arms company, they shifted its focus from rifles to shotguns. The Model 1887 almost seems to be a metaphor for the Guild in material form: efficient, deadly, and utterly terrifying to anyone caught in its sights.

As one of the first practical repeating shotguns on the market, the '87 quickly found favor among law enforcement agencies and stagecoach companies, who purchased the weapon en masse.

Chesterfield Model 1897

A decade after the release of their wildly successful Model 1887, the Chesterfield company revisited the well-loved shotgun to make some improvements. The receiver and frame were strengthened to handle heavy abuse and reduce jamming, the stock was lengthened to improve handling, and a heat shield was added over the barrel. All of these features combined with the already effective design of the '87 to produce a weapon that was one of the finest shotguns a soldier could ever hope to wield... or afford.

Despite gaining high acclaim among shotgun enthusiasts, the '97 ended up being an utter failure for Chesterfield and, in turn, for the Guild. There was nothing wrong with the shotgun, save that it was simply too expensive for anyone but the wealthiest of hunters to afford. The final death knell for the '97 came when the Breach reopened and the Guild shifted its focus away from arms manufacturing and back toward the Malifaux and its valuable Soulstones. The Chesterfield Repeating Arms company shut its doors, and the remainder of its stock was moved to warehouses in Malifaux, where these shotguns sat unused for years before being reissued to the Guild's Elite Division.

Flintlock Boomer 1894

The Flintlock company's 1894 Boomer model has become infamous since falling into the hands of the Gremlin known as Som'er "Teeth" Jones. It's an imposing and incredibly destructive weapon that can be loaded with just about any sort of projectile, and Som'er has made good use of it in his frequent, bloody raids on anyone foolish enough to settle near the edges of the western Bayou.

The association of the '94 Boomer with such a murderous Gremlin has been quite a blow to the struggling Flintlock company, who were already reeling from a backlash of bad publicity due to the association of their smaller pistols with the notorious Red Chapel Killer.

Solberg Inertia

Designed by Avlin Solberg and produced in Denmark, the Solberg Inertia took the sporting world by storm when it was released. Using his patented Inertia action, Mr. Solberg was able to create the first self-loading sporting shotgun. Operating on a principle similar to double-action pistols and rifles, the Inertia only needs to be cocked once to be ready to fire.

US&E Pump Action

The almost-ubiquitous US&E Pump Action shotgun is a reliable and affordable "no frills" gun for those who just want a dependable weapon. It has proven popular among stage coach drivers and frontier law men and is considered to be an excellent weapon for its price.

Weapon Special Rules

- *Blunderbuss*: This weapon gains + to damage flips against targets within the first third of its range, relative to the wielder, and − to damage flips against targets within the last third of its range.
- *Bow*: This weapon must be used two-handed. It does not need to be loaded as that is part of the firing process.
- *Brutal*: This weapon gains + to its Damage Flip.
- *Burst Fire*: This weapon may fire a burst of three bullets as a single action. If it does, the shooter may add +1 to the weapon's Moderate or Severe damage or add + to both the attack and Damage Flip.
- *Choking*: Characters damaged by this weapon gain the **Suffocating +1** Condition.
- *Concealable*: This weapon grants + to any attempt to hide it.
- *Deadly:* This weapon automatically gains +1 to the attack flip.
- *Fan*: When a character takes the Rapid Fire Action with this weapon, she gains +2 to her attack flips.
- *Finely Tuned*: This weapon cannot be modified.
- *Fistload*: Pugilism and Martial Arts attacks made with this weapon ignore one − on the Damage Flip.
- *Flaming*: Anyone damaged by this weapon also gains **Burning +1**.
- *Full Auto*: Characters using this weapon have access to the following Trigger:
  - 1 *Stutter Fire*: After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.
- *Heavy*: Attacking with this weapon is a 2 AP Action. If this weapon is a gun, it must be braced to a weapon mount in order to fire.
- *Indirect*: This weapon can be fired without line of sight, but when doing so, it receives a − on the attack flip and neither attack nor damage can be cheated.
- *Intimidating*: This weapon's reputation may be used to add + to Intimidate Challenges involving it.
- *Loader*: Up to 3 characters can work together to reload this weapon, each contributing AP to the reload.
- *Multi-Barrel*: This weapon may fire its entire Capacity as one action to gain + to its Damage Flip and deal +1 damage for every 2 bullets fired (rounded down).
- *Penetrating*: This weapon ignores Armor.
- *Precise:* Characters using this weapon have access to the following Trigger:
  - 1 *Critical Strike:* When damaging the target, this attack deals +1 damage for each 1 in the final duel total.
- *Rifle*: The range of this weapon is increased by +10 for each + it gains from the **Focused** Condition.
- *Shoddy*: This weapon cannot declare Triggers.
- *Shot*: This weapon can be loaded with Slugs instead of Shot. If loaded with Slugs, the weapon loses all 1 but gains + to its Damage Flip.
- *Slowing*: The target gains the **Slow** Condition in addition to any normal damage.
- *Special Ammo*: This weapon requires a specific type of ammo in order to function.
- *Stunning*: Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it would suffer.
- *Tether*: Characters using this weapon have access to the following Trigger:
  - 1 *Pull and Drag*: After damaging, push the target towards you a number of yards equal to your Might Aspect (minimum 1 yard).
- *Thrown*: If thrown, this weapon has a range of 3 yards, plus 3x the Attacker's Thrown Weapons Skill rank.

Ammo

Weapon	Special	Cost	Skill
20 Bullets/Shells	Bullet	3§	1
20 Cavity Bullets	Bullet, Cavity	24§	3
20 Torch Bullets	Bullet, Torch	14§	2
20 Wailer Bullets	Bullet, Wailer	6§	2
20 Arrows / Bolts	Bolt	1§	1
20 Piercing Arrows/Bolts	Bolt, Piercing	5§	1
20 Barbed Arrows/Bolts	Barbed, Bolt	3§	2
20 Piped Arrows/Bolts	Bolt, Piped	5§	2
5 Mortars	Special (Mortar Gun)	25§	3
5 Darts	Special (Blowgun)	1§	1
5 Grenades	Special (Grenade Launcher)	20§	3
1 Harpoon (reusable)	Special (Harpoon Gun)	6§	2
1 Fuel Tank (10 shots)	Special (Flamethrower)	30§	4

Cavity Bullets

These rounds are designed to expand on impact and are extremely effective against unnatural targets.

Torch Bullets

Torch shells are specially designed to light the walking dead on fire. They're often called "flamers."

Wailer Bullets

Wailer rounds consist of rock-salt shells or resin-wax bullets and are designed to incapacitate the target.

Piercing Arrows

The heads of these arrows are designed to punch through armor.

Barbed Arrows

Barbed arrows tear at flesh when they're pulled out, which makes it difficult to safely remove them.

Piped Arrows

Piped arrows have a head and shaft specially designed to channel blood from the body of the victim.

Ammo Special Rules

- *Barbed*: A character wounded by this ammunition suffers 1 damage at the end of any turn in which it spent 2 or more AP. The ammunition can be removed with a TN 15 Doctor Challenge.
- *Bolt*: This ammo can only be used with a Bow.
- *Bullet*: This ammo can only be used with a firearm.
- *Cavity*: This weapon gains + to its Damage Flips against targets without an Armor value. Armor may be used to reduce the damage from this weapon to 0.
- *Piercing*: If the target is wearing Armor, this weapon ignores one point of Armor when damaging.
- *Piped*: If the target suffers Severe damage from this weapon, it gains the **Bleeding Out** Condition.
- *Special (Weapon)*: This ammunition can only be used with the indicated type of weapon.
- *Torch*: Characters who suffer Severe damage from this weapon also gain the **Burning +1** Condition.
- *Wailers*: This ammunition imposes a − − on Damage Flips, but the attack gains Stunning.

Modifications

While plenty of people in Malifaux are content to purchase a weapon straight off the shelves and never think of it again, there will always be people who are never quite satisfied with standard equipment. These characters make it a point to modify their equipment whenever they have the chance.

Most weapons and armor are capable of being modified. That being said, there are some modifications that can only be added to a specific category of items, such as Ranged Combat weapons or Close Combat weapons. Adding a bayonet to a sword is somewhat redundant, after all.

Some weapons are so complicated that they cannot be modified. Tampering with the inner workings of a Pneumatic Bonesaw or a US&E Chainsaw, for instance, runs the risk of rendering the entire device inoperative. These items have the Finely Tuned rule and cannot be modified in any manner (save, perhaps, for a nice coat of paint).

In order to see if a character can add a modification to an item, add the Skill Rank requirements of the item and any Modifications it already possesses (if any) to the Skill Rank requirement of the Modification the character is attempting to add to the item.

If this number is equal to or less than the character's Aspect + Skill Rank of the appropriate Crafting Skill, then the character may modify the item. If not, the item is too complex for the character to modify.

When adding a modification, the character must either expend base resources equal to one-quarter the cost of the modification's listed price or have the Modification present. Thus, if a character already has a bayonet (perhaps salvaged from a scrapyard), she may attach it to an appropriate weapon without any additional cost.

Weapon Modification Special Rules

- *Accurate:* This weapon gains + to attack flips.
- *Exclusive*: This modification can only be applied to a weapon of the indicated type.
- *Nickel-plated*: This weapon adds + to any Bewitch Duels during which it is used to impress the target.

Weapon Modifications

Weapon	Effect	Cost	Skill
Bayonet	Bayonet, Exclusive (Pistol or Rifle)	3§ or 4§	1
Brutal	Brutal	15§	2
Custom Action	+2 Range, Exclusive (🔫)	10§	1
Custom Grip	Accurate, Exclusive (🔫)	20§	2
Embellishment	None (purely aesthetic)	varies	0
Enlarged	Increase damage by 1/1/2, Exclusive (🔪)	7§	2
Extended	+1 Range, Exclusive (🔪)	5§	2
Folded Steel	Increase damage by 0/0/1, Brutal, Exclusive (🔪)	10§	2
Grapeshot Barrel	Adds a barrel with a single grapeshot round, fired as a Range 5 Shotgun dealing 1/2🌩/4🌩 damage, Capacity 1, Reload 2.	20§	2
Nickel-Plated	Nickel-Plated	15§	0
Shoddy	Shoddy	-25%	0
Shortened	-1 Range (minimum 1 yard), Concealable	1§	1
Throwing	-1 Range (minimum 1 yard), Exclusive (🔪), Thrown	1§	1

Armor

The easiest way for a character to defend herself against damage is by wearing armor. This section describes a number of different types of armor that a character might use over the course of a career, though it is by no means exhaustive.

Armor Categories

Characters are separated into three armor categories, depending upon what type of armor (and how much of it) they are wearing. These categories are unarmored, lightly armored, and heavily armored.

Armor tends to cover one of four locations: the arms, the legs, the head, or the chest.

An unarmored character is any character that is not wearing Light or Heavy armor. Most characters fall under this category, even if they are wearing thick clothing like trail gloves or chaps that still offers some measure of protection.

A character wearing Light or Heavy armor on at least one location is considered to be lightly armored and gains the **Armor +1** ability.

A character wearing Heavy armor on at least one location and Light or Heavy armor on two additional locations is considered to be heavily armored and gains the **Armor +2** ability.

Note that characters with one or more pneumatic limbs are always considered to be wearing armor of some type on the location of that limb. Whether the pneumatic limb counts as Light armor or Heavy armor is determined by its type, as shown in the chart on page 245.

The Armor Ability

Characters wearing armor gain the **Armor** ability, which helps to reduce the damage they suffer from most sources. The **Armor** ability is as follows:

> **Armor +1:** Reduce all damage suffered by this character by +1, to a minimum of 1.

Much like a Condition (see pg. 306), the Armor ability stacks with itself. If a character has **Armor +1**, she reduces all damage she suffers by 1, if she has **Armor +2** she reduces all damage she suffers by 2, and if she has **Armor +3**, she reduces all damage she suffers by 3. No matter the reduction, however, the incoming damage cannot be reduced below 1 damage.

The Armor ability cannot be increased higher than **Armor +3**.

Thus, if a heavily armored character (**Armor +2**) received an additional **Armor +1** as the result of a Spell or Manifested Power, her **Armor +2** ability would increase to **Armor +3**.

If the character had instead received an additional **Armor +2**, she would have normally had **Armor +4**, but since the Armor ability caps at **Armor +3**, she is instead left with **Armor +3**, and the additional **Armor** is lost.

The Downsides of Armor

Because armor restricts movement, the value of a character's **Armor** ability is subtracted from her Defense Aspect for as long as she is armored (even if the **Armor** was gained from a magical effect).

For instance, if a character with Defense 4 dons a piece of armor with the Light special rule, she becomes lightly armored and gains the **Armor +1** ability. Her Defense Aspect is lowered by 1, the same amount as her **Armor** ability, giving her a total Defense of 3.

If the character were to later remove her armor, she would lose the **Armor** ability it grants, but her Defense Aspect would also return to normal.

Armor

Armor	Effect	Cost	Skill
Aventail	Light, Protected (📖)	3§	2
Round Helmet	Protected (📖)	5§	1
Greaves	Light, Protected (🐂)	5§	2
Trail Chaps	Protected (🐂)	2§	1
Breastplate	Heavy, Protected (🌀)	19§	3
Brigandine	Light, Protected (🌀)	7§	2
Doublet or Duster	Protected (🌀)	5§	1
Gauntlets or Vambraces	Light, Protected (✗)	5§	2
Trail Gloves	Protected (✗)	3§	1
Buckler	Shield +1	6§	1
Heater Shield	Deflecting, Shield +1	15§	2
Kite Shield	Bulwark, Deflecting, Shield +2	25§	3

Head Protection

Aventail: These short, flexible curtains of chainmail protect the wearer's neck and shoulders. They're viewed as somewhat strange by most people on the street, as they harken back to an older time, but one can't argue with the protection that they offer.

Round Helmet: These simple metal helmets protect the wearer's head. Some versions come with built-in nose guards, while others - known as Miner's Helmets - include a small lamp on the front.

Leg Protection

Greaves: These form-fitted steel plates protect the lower legs of the wearer. Most versions come with a curved metal strap-plate designed to provide additional protection to the wearer's foot.

Trail Chaps: This leather armor not only protects the wearer's legs and thighs but also makes long rides more comfortable. Unless one is feeling particularly brave, chaps must be worn over pants, typically those made out of denim.

Chest Protection

Breastplate: These metal carapaces are forged from hardened steel. Though they have long since fallen out of favor on the battlefield, breastplates have nevertheless become popular among the members of the Guild Guard.

Brigandine: These normal-looking jackets are reinforced with metal plates and strips, allowing them to provide discrete protection to those for whom fashion is still a concern. Brigandine armor comes in all manner of colors and designs, making it difficult to notice without a close examination.

Doublet or Duster: Doublets and dusters are both tight-fitting jackets that can be buttoned up to the neck. They differ in that dusters are commonly worn open save in times of heavy rain, while doublets are typically worn fully buttoned and do not have the signature trailing back of a duster.

Arm Protection

Gauntlets or Vambraces: Both of these armors are forged from steel with the intention of protecting the wearer's hands and arms. Gauntlets can be constructed either completely out of steel or from a thick leather glove, the back of which is protected with a curved steel plate. Vambraces, on the other hand, are designed to protect the upper arms while leaving the wearer's hands unencumbered.

Trail Gloves: These sturdy leather gloves are designed to protect the wearer from minor scrapes or light burns without impairing her grip. All trail gloves come with the fingers intact, but some mercenaries and outlaws cut the fingers off their gloves, claiming that they interfere with the ability to quick-draw a pistol with any sort of accuracy.

Shields

Buckler: The small shields are so named because they are designed to be "buckled" onto the wielder's forearm, leaving her hands free to wield a two-handed weapon. Bucklers are usually about the size of a dinner plate.

Heater Shield: Heater shields - so named because they are shaped like a clothes iron - are large enough to protect the wielder's face and chest from attack, but they require a free hand to use effectively.

Kite Shield: These shields are large enough to protect the wielder's entire body, from ankle to brow. They are sturdy enough to stop a bullet, but they pay for this by being rather heavy and bulky.

Armor Modifications

Armor	Effect	Cost	Skill
Braced	Braced	18§	1
Deflecting	Deflecting	22§	2
Thickened	Light (or Heavy if the Armor is already Light)	10§	2

Armor Special Rules

- *Braced:* When this character takes a Defensive Stance Action, damage flips against her suffer a ⊟.
- *Bulwark*: This character may not take Defensive Stance and Movement Actions in the same turn.
- *Deflecting:* When this character takes a Defensive Stance Action, she also gains Armor +X, where X is equal to the number of AP spent on the Defensive Stance Action.
- *Heavy*: A character wearing Heavy armor on at least one location is considered to be Lightly Armored (Armor +1). If the character is also wearing Light or Heavy armor on at least two other locations, the character is instead Heavily Armored (Armor +2).
- *Light*: A character wearing Light armor on at least one location is considered to be Lightly Armored (Armor +1).
- *Protected (Suit)*: The character ignores the first Critical Effect (but not damage) generated with the noted Suit during each Dramatic Time.
- *Shield +X*: When this character takes a Defensive Stance Action, increase the value of the granted Defensive Condition by the character's Shield value.

Pneumatic Limbs

Life in Malifaux is dangerous. Those who work in the mines or on the railroads face constant danger, not just from the typical hazards of their professions, but also from the heavy constructs that lumber past them, day in and day out. Due to the Guild's choice to emphasize profits over safety, accidents are grisly and, unfortunately, frequent.

Fortunately, technology has advanced to the point where anyone with a missing limb can be fitted with a pneumatic replacement, often before they've awakened from whatever accident caused them to lose the limb in the first place. While this might seem beneficial, those grafted to these limbs often find themselves struggling not just with the trauma of their accident and the challenges of adapting to life with a mechanical arm or leg but also with crippling debt due to the fees involved.

While pneumatic limbs all tend to be the same size, attaching a pneumatic limb is a difficult procedure that requires a skilled doctor (i.e., a character with at least three ranks in the Doctor Skill). Because of this, each pneumatic is essentially custom-fit to its owner; while it's possible to harvest parts (or entire limbs) from the dead, doing so is generally regarded as distasteful and more than a little ghoulish.

Pneumatic Limbs and Unarmed Combat

Characters with pneumatic replacement limbs still use the Pugilism, Martial Arts, and Grappling Skills when making unarmed attacks with those limbs.

These artificial limbs have the Fistload special rule, which typically results in attacks with metal limbs dealing a bit more damage than they would with a fleshy limb.

Characters wanting even further power should consider the Enhanced Fist or Crusher augments (pg. 247).

No Limbs for Constructs!

Since Construct characters are already machines (or machine-like), they receive no benefit from being given Pneumatic Replacements, save that their missing limb is no longer missing. To them, it's just a normal limb! The effects the Construct would normally gain from the replacement limb or any of its Augments are effectively ignored.

Operation Costs

A small handful of those who receive pneumatic limbs are fortunate enough to know the right magical incantations to keep their limb animated and functioning. For these characters, keeping their new limb operational is relatively cheap and simple.

For most everyone else, however, life with a pneumatic limb is a constant drain on their resources. Each pneumatic limb is powered by a small amount of Soulstone Dust that must be replenished on a monthly basis. Most pneumatic limbs have a small compartment designed to hold an extra quantity of Soulstone Dust, ensuring that the wielder only needs to have the enchantment renewed every other month, which is a boon for miners and other folks who work far beyond the borders of Malifaux City.

Generally speaking, someone with a pneumatic limb can expect to pay around three or four scrip per month in Soulstone Dust and general maintenance fees. For people with multiple pneumatic limbs, these fees can send them spiraling into a debt that is nearly impossible to ever repay.

If a character is ever unable to pay for the Soulstone Dust to keep the limb functioning, it shuts down and becomes an inanimate hunk of machinery. For some limbs - such as an arm or leg - this is incredibly awkward and difficult to live with. For others - such as a head or chest - it means death for the character who was relying upon the prosthetic for survival.

Pneumatic Replacements

Replacement	Effect	Cost	Skill
Partial Limb	Fistload, Light, Augment 1	15§	1
Advanced Partial Limb	Fistload, Light, Augment 2	30§	2
Full Limb	Fistload, Heavy, Augment 2	20§	2
Advanced Full Limb	Fistload, Heavy, Augment 3	50§	3
Torso	Light, Augment 2	40§	5
Head	Light, Augment 1	75§	5

Partial Limb

These pneumatic limbs are intended to replace a hand or foot at either the elbow or the knee, as appropriate. Since all partial limbs tend to be the same size, someone who only lost their hand must either have a pneumatic hand specifically built for them or have the rest of their forearm amputated in order to fit a mass-produced limb.

Full Limb

This prosthetic is designed to replace an entire limb, either at the shoulder or hip, as appropriate. These limbs tend to be roughly the same size as the original limb but are still clearly artificial in construction.

Advanced Limbs

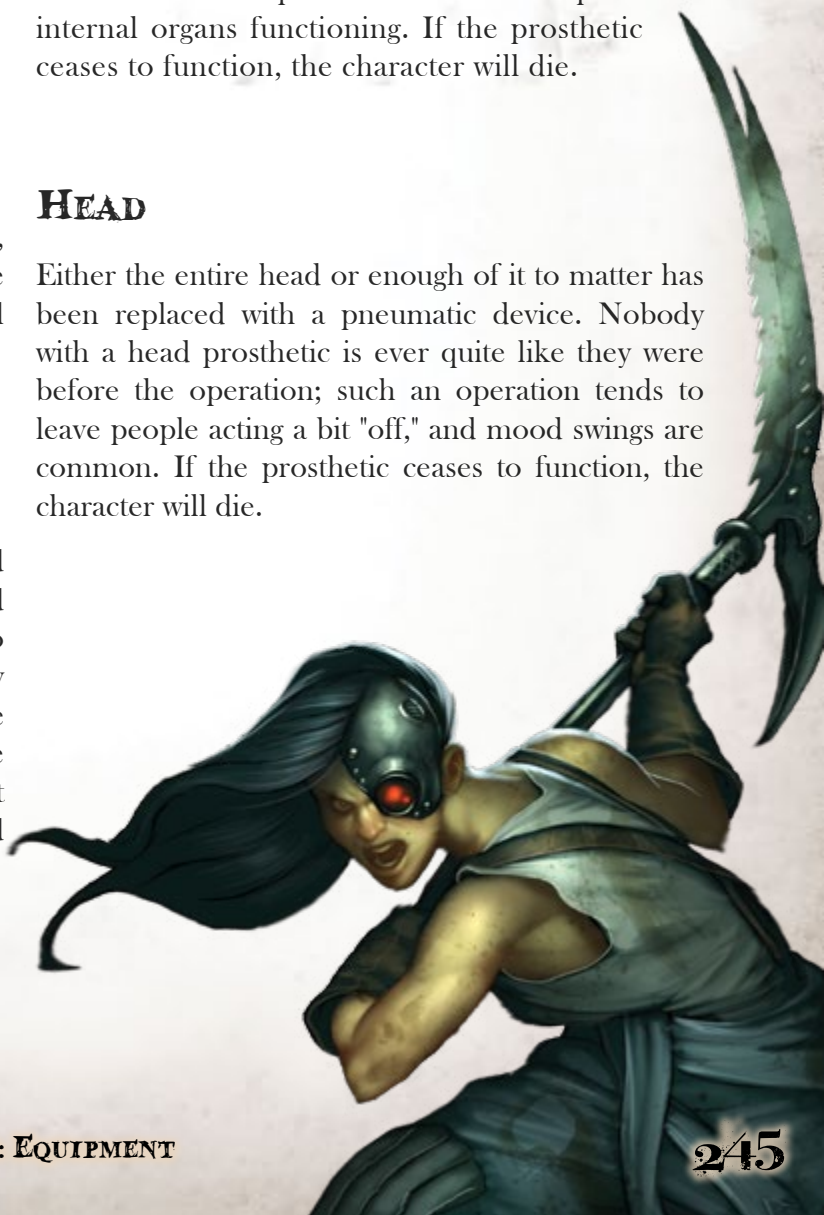
The field of pneumatics is constantly evolving and changing. While the Steamfitters who create and attach most of the limbs within Malifaux tend to stick to the same general blueprints, there are plenty of inventors out there who are willing to push the envelope and try out unstable technologies. The exact appearance of these limbs varies greatly, but each one is clearly a masterpiece of technology and engineering.

Torso

These prosthetics are relatively rare, as most of the accidents that damage a person's torso to the extent that it would require a replacement also kill them. In rare cases, however, a character might have need of a pneumatic torso, which primarily consists of multiple devices that keep the internal organs functioning. If the prosthetic ceases to function, the character will die.

Head

Either the entire head or enough of it to matter has been replaced with a pneumatic device. Nobody with a head prosthetic is ever quite like they were before the operation; such an operation tends to leave people acting a bit "off," and mood swings are common. If the prosthetic ceases to function, the character will die.



Pneumatic Augments

Each pneumatic limb has a number of augment slots within it, depending upon the craftsmanship of the replacement. These slots are extra space within the graft that allow additional mechanization and customization. Each augment takes up a certain number of augment slots; if there are enough open slots in the pneumatic replacement, the augment can be applied to the limb (with Fatemaster approval).

Once all of a pneumatic limb's slots have been filled, it cannot be further augmented.

For most individuals, these slots are never used. Each augmentation carries with it an additional expense, and when the Guild or Union is offering credit to those in need of a limb, that credit almost never extends to augmentations not deemed vital to the recipient's profession.

On the other hand, sometimes the Guild or Union decides that the recipient would be more productive with a certain augment, so she wakes up with a rail driver or welding torch where she would have preferred a hand.

Pneumatic Limb Special Rules

- *Augment (X):* This is the number of slots the pneumatic limb has available to hold augments.
- *Damaging +X:* Characters dealing Pugilism or Martial Arts damage with this pneumatic limb deal an additional amount of damage equal to their damaging value.
- *Fistload:* Pugilism and Martial Arts attacks made with this weapon ignore one ⊟ on the Damage Flip.
- *Heavy*: A character wearing Heavy armor on at least one location is considered to be Lightly Armored (Armor +1). If the character is also wearing Light or Heavy armor on at least two other locations, the character is instead Heavily Armored (Armor +2).
- *Integrated*: The character may use the integrated item as if it were in her hand at any time.
- *Light*: A character wearing Light armor on at least one location is considered to be Lightly Armored (Armor +1).
- *Pneumatic (Aspect)*: The character may use the limb with this augment to increase the noted Aspect by +5 until the start of her next turn. This ability can only be used once per session per limb equipped with this augment.

Pneumatic Augments

Pneumatic	Effect	Slots	Cost	Skill
Enhanced Fist (Arms)	Damaging +1	2	5§	2
Crusher (Arms)	Damaging +2	3	30§	3
Military Brace (Arms)	Integrated (Ranged Combat)	1	15§	1
Mercenary Brace (Arms)	Integrated (Close Combat)	1	15§	1
Piston Driver (Arms or Legs)	Pneumatic (Might)	1	10§	2
Steam Coils (Legs)	Pneumatic (Speed)	1	10§	2
Trade Custom (Any)	Integrated (Toolkit)	1	2§	1

Enhanced Fist

There are many different versions of this augment, such as those that add spiked protrusions to the pneumatic's knuckles or more advanced designs that incorporate extra actuators and springs within the arm itself. Whatever its form, the recipient becomes able to punch things much harder than before.

Crusher

This augmentation replaces the normal-sized hand at the end of a pneumatic arm with an oversized fist and additional pneumatic actuators. The end result is a mechanical fist that can crush granite and bend steel, at the cost of a bulky, misshapen limb.

Military Brace

A military brace can accommodate any sort of ranged weapon, though adding it to the brace renders the weapon unable to be removed from the augment. The listed price does not include the cost of the weapon.

Mercenary Brace

Much like the military brace, this augment allows a melee weapon to be incorporated into the prosthetic. If the limb is a full limb, it may fold back or retract into the character's prosthetic when sheathed. The listed price does not include the cost of the weapon.

Piston Driver

This modification consists of a series of pistons and additional bone anchors that add additional strength to a pneumatic limb. An arm that has been equipped with a piston driver can make short work of laying rails or erecting a building.

Steam Coils (Legs)

Built with powerful industrial springs, these coils reset themselves using the limb's pneumatics to allow for greatly increased bursts of movement. This is often accompanied with a burst of steam and a hissing sound, making them less useful in situations where stealth is important. Once activated, it takes time for the Steam Coils to build up enough pressure to be used again.

Trade Custom (Any)

This modification enhances a pneumatic replacement by incorporating a skill toolkit into its design. The incorporated tools can either be internalized within the prosthetic or attached to its exterior, usually in a manner that allows them to fold back against the limb proper to keep them from breaking off when not in use. The listed price does not include the cost of the toolkit.

Sundries & Services

Sundries	Cost
Beads (Glass)	0.50§ / lb.
Beads (Wooden)	0.50§ / lb.
Binoculars	6.00§
Blanket (Wool)	2.00§
Broom	0.20§
Bucket	0.10§
Candles	0.70§
Canning Supplies	0.80§ / 20
Canteen	0.30§
Chair (Wooden)	1.00§
Cloth	0.02§ / yard
Coal	0.90§ / bushel
Flatware (China)	3.00§
Flatware (Clay)	2.00§
Flatware (Tin)	0.50§
Portable Oven	1.50§
Haversack	1.20§
Journal	2.00§
Kerosene	0.50§ / 12 oz.
Mop	0.20§
Pan	1.20§
Rope (Hemp)	2.60§ / 50 ft.
Rope (Silk)	2.90§ / 50 ft.
Sewing Machine	9.00§
Tarpaulin	1.40§
Telescope	2.00§
Tent	4.00§
Valise	0.80§
Watch	3.00§

Instruments	Cost
Banjo	3.00§
Bugle	4.00§
Guitar	5.00§
Harmonica	1.00§
Harpsichord	35.00§
Mandolin	3.00§
Trumpet	3.00§
Violin	15.00§

Alcohol	Cost
Beer	0.05§ / 12 oz.
Brandy	0.20§ / 12 oz.
Gin	0.02§ / 12 oz.
Tequila	0.15§ / 12 oz.
Vodka	0.15§ / 12 oz.
Whiskey	0.20§ / 12 oz.
Wine	0.50§ / 12 oz.

Perishables	Cost
Apples	0.13§ / lb.
Butter	0.70§ / lb.
Cheese	1.00§ / lb.
Eggs	0.01§ / 12
Pears	0.14§ / lb.
Peas	0.09§ / bushel
Potatoes	0.07§ / bushel

Meats	Cost
Beef (Salt)	0.15§ / lb.
Beef (Fresh)	0.20§ / lb.
Mutton	0.08§ / lb.
Pork	0.10§ / lb.
Poultry	0.02§ / lb.

Livestock	Cost
Chicken	0.50§
Cow	15.00§ - 25.00§
Donkey	20.00§
Goat	2.00§
Horse (Pack)	25.00§
Horse (Draft)	50.00§
Horse (Riding)	75.00§
Mule	15.00§ - 20.00§
Ox	75.00§
Pig	4.00§
Sheep	3.00§
Yak	30.00§

Sundries & Services

Clothing	Cost
Blouse	0.50§ - 1.00§
Boots	1.00§ - 1.40§
Breeches	0.60§
Corset (Steel Band)	1.10§
Corset (Whale)	1.40§
Dress	0.60§ - 5.00§
Hat (Bowler)	1.20§ - 3.50§
Necktie	0.40§
Petticoats	0.30§
Shirt	0.60§ - 0.80§
Shoes	0.60§ - 0.80§
Skirt	0.30§
Trousers	0.80§
Waistcoat	0.65§

Tack & Bridle	Cost
Bridle	1.00§
Blinders	0.75§
Draft Collar	2.50§
Harness	3.50§
Pack Saddle	0.75§
Riding Saddle	1.50§
Saddle Bags	2.00§
Tack	0.25§

Lesser Denominations

The most common form of currency in Malifaux is the Guild Scrip, which is printed on paper. The Guild also issues coins of lesser denomination for smaller transactions, but these tend to be less common than their more valuable paper counterparts. The coins have the following names and values:

Quarter-Scrip: 0.25§

Deiner: 0.10§

Pence: 0.01§

Tobacco	Cost
Cigars	1.00§ / 24
Pipe	0.20§
Rolling Paper	0.01§ / 100
Tobacco (Smoke)	0.30§ / lb.
Tobacco (Chewing)	0.25§ / lb.

Services	Cost
Artificer	5.00§ / day
Doctor	2.00§ - 9.00§ / visit
Funeral	5.00§ - 75.00§
Haberdasher	0.10§ / day
Milliner	0.10§ / day
Seamstress	0.08§ / day
Smithing	0.20§ / day
Stabling	0.20§ / day

Transportation	Cost
Carriage (between locations in Malifaux City)	0.50§ - 2.00§
Train (between Guild Stations in Malifaux City)	0.50§ / person
Train (between minor stations in Malifaux City)	0.75§ / person
Carriage (between Malifaux City and Ridley or Edge Point)	5.00§
Train (between Malifaux City and Ridley or Edge Point)	1.00§ / person
Carriage (between Ridley or Edge Point and any Contract Town)	5.00§ - 10.00§
Train (between Ridley or Edge Point and any connected Contract Town)	2.00§ / person
Winston's Dirigibles chartered airship (depart Ridley to any location save Malifaux City)	25.00§
Bayou Boat (w/ human guide)	2.00§ / day
Bayou Boat (w/ unreliable Gremlin guide)	1.00§ / day (0.50§ / day if paid in alcohol)

MAGIC

Those who practice the mystical arts on Earth must harness difficult and rare energies in order to complete their spells. While some are potent enough spellcasters to be able to reliably wield magic without the aid of a Soulstone, the vast majority require such fuel in order for their incantations and hexes to have any chance of success.

This is not the case in Malifaux. On the other side of the Breach, magical energy suffuses the entire world, from the air people breathe to the water they drink. Just spending time in Malifaux is often enough for characters to find themselves spontaneously developing magical powers as this energy slowly seeps into their bodies and souls. These "normal" people might hone a few magical tricks intended to augment their other, more natural skills.

Those who are formally trained in the magical arts, however, are capable of producing truly impressive effects. Even those who only dabble in the magical arts find their powers significantly increased in Malifaux.

The Guild places harsh (some might say draconian) restrictions on the use of magic. Magical practice outside of a few select uses is strictly forbidden by the Guild, and this sanction is brutally enforced by their Witch Hunter Special Division. Tasked with finding rogue spellcasters and neutralizing their threat, the Witch Hunters operate freely in Malifaux, with very little legal oversight.

Standing in sharp contrast to the Witch Hunters are the Arcanists, a criminal syndicate that justifies its illegal activities with the belief that every man, woman, and child has the right to use magic to better their lives. They place little concern on the moral implications of their members' magic, believing that unchecked magical experimentation and discovery will lead to more good than harm.

This clash in ideology - not to mention the Arcanists' Soulstone smuggling operations - has resulted in a long, protracted struggle between the two organizations since shortly after the Breach reopened.

Magical Theories

There are several codified schools of magic that attempt to organize and make sense of the shifting and often contradictory rules that govern the four types of magic. These schools are collectively known as Magical Theories.

In a way, magic is much like art. A professor can teach her students how to chisel stone or the proper way to hold a paintbrush, but the art they create using those techniques is unique and filtered through their own personal experiences and perceptions. Magic is no different.

Gaining a Magical Theory

Magical Theories are essentially Talents that a character automatically gains when she learns to use magic. If a character that does not possess a Magical Theory gains a Grimoire (and attempts to use it), she should choose a Magical Theory before she casts any spells from that Grimoire.

Similarly, if a character that does not possess a Magical Theory gains a Spell-Like Manifested Power, either from a Pursuit or as a result of completing one of her Destiny Steps (pg. 317), she should choose a Magical Theory before she casts the Spell-Like Manifested Power.

A character may only have one Magical Theory, and this theory permanently shapes how the character crafts magic. The Magical Theories available to characters are described in detail on the following pages.

While a character's Magical Theory cannot normally be changed, as a variant, the Fatemaster may consider allowing a character to choose a new Magical Theory in lieu of gaining a General Talent. This allows characters to grow and change over time but ensures that the decision is not made lightly.

The Legality of Magic

When discussing the Guild's sanctions on illegal magic use, it's worth noting that they define magic somewhat narrowly. For instance, while casting the spell to magically animate a Construct might be seen as illegal, being in the company of a Construct is not, because there are engineers and technicians capable of building such devices without resorting to magic.

There are only two Magical Theories that are considered legal in Malifaux: the Thalarian Doctrine, which is the Magical Theory the Guild teaches to its magewrights and Witch Hunters, and the Lifewell Doctrine, whose practitioners are generally too pacifistic to be considered a legitimate threat.

Beyond this, there are a handful of Magical Theories of varying legality. The Oxford Method is technically considered legal by the Guild, on account of political pressure from United States (as Oxford University, the birthplace of the Magical Theory, is located in Mississippi), but the Guild heavily restricts the passage of Oxfordian graduates through the Breach.

Similarly, the Guild has made concessions to the Miners and Steamfitters Union, allowing their steamwrights and magewrights to use the more efficient Darlin Theories to keep their mining constructs animated and functioning.

The Guild considers the use of every other Magical Theory to be illegal. Even characters using legal magic, however, run the risk of arrest if they put innocents (or worse, Guild personnel) in danger.

Identifying a Magical Theory

While those without any sort of magical training might have difficulty distinguishing one Magical Theory from another, the differences between Magical Theories are quite obvious to trained spellcasters.

Whenever a character with at least 3 ranks in a Magical Skill witnesses a spellcaster cast a Spell or Spell-Like Manifested Power using that Skill, she automatically learns which Magical Theory the spellcaster uses.

Thalarian Doctrine

The Guild's practice of encouraging the use of Enchanting magic while suppressing all other forms of magic is widely referred to as the Thalarian Doctrine.

In the wake of the devastating Powder Wars, the Guild began to greatly restrict magic on Earth. This effort was headed by a man named Abel Thalaric, who developed a system that allows basic magic use while preventing the horrific accumulations of power like those of the aristocratic sorcerers whose greed began the Black Powder Wars.

The Thalarian Doctrine is touted as the magical system that promotes the use of safe, approved magic for the common man. Those who refuse to follow the doctrine are branded as "Witches" and "Warlocks" and are seen as meddling with forces that are beyond man's ability to safely control.

The Thalarian Doctrine focuses primarily on Enchanting magic and is the primary form of magic taught to the Guild's magewrights, alchemists, and artificers. It focuses on complex formulae and concepts to create magical items that anyone can use, treating magic more like a trade skill than as a way to break the laws of reality.

Thalarian Doctrine Benefits

When casting a Spell or Manifested Power, if the character's relevant Magical Skill is 3 ranks or higher, it is treated as being rank 2.

The Guild freely offers special training that allows characters to bypass this restriction when using Enchanting magic, but training for the other types of magic is typically only given to members of its Special Divisions. The training process takes one week.

When the character casts an Enchanting Spell or Manifested Power, two instances of the Increased Duration Immuto are added to it without increasing its TN.

Furthermore, this character only needs 1 rank in a Magical Skill to identify the Magical Theory of a spellcaster (see Identifying a Magical Theory, pg. 251).

Lifewell Doctrine

The Lifewell Doctrine believes that magic is the stuff of life itself. It holds that Black Powder Wars were the result of magic running out on Earth, bringing the world closer to death, and that only the influx of Soulstones to Earth will save the world.

Furthermore, Lifewellians believe that magic should not be used to cause damage and destruction, as this runs counter to its fundamental nature. It is this distortion, they argue, that is disrupting the fabric of the world and leading to the many plights that face those living on Earth and Breachside.

Lifewellians believe in spreading their view of magic, but they also recognize that it's an unpopular one. Fortunately for them, the Guild has found use for those followers of the Doctrine, as their fundamental beliefs tend to make them fall far from what the Guild considers to be a threat.

The Lifewell Doctrine focuses on the healing aspects of magic. Its practitioners try to avoid using magic to harm others.

Lifewell Doctrine Benefits

The character's Spells and Manifested Powers heal the target for 1 point of damage per in the final duel total (in addition to any damage it would normally heal), even if the target is an enemy or the Spell or Manifested Power would not normally heal the target.

If this character's Spell or Manifested Power would remove a Critical Effect from the target, it removes an additional Critical Effect.

If this character casts a Spell or Manifested Power that deals damage, it deals 1 less damage (to a minimum of 0 damage).

The Oxford Method

The Oxford University of Metaphysical Studies, located in Oxford, Mississippi, teaches magical theory in the same way that other institutions of higher learning teach math, science, and the arts: through regimented memorization and constant practice.

The Oxford Method is the sort of magic that most people think of when they imagine a wizard. Common components of their spells include summoning circles, magical formulae, elaborate rituals, and strange incantations. Each spell is composed of various steps and components, each of which must be perfect in order for the incantation to work.

The school teaches that magic comes from a mindscape where the practitioner imagines a reality and then harnesses the appropriate sigils, gestures, and arcane words to shift the current reality into the imagined reality. The more powerful the shift in reality, the more lengthy the ritual required to bring it into existence.

Needless to say, this worldview tends to result in graduates who are especially proactive in their desire to change the world. The Guild has noticed this tendency, and though political pressure from the United States has prevented them from outright banning the Magical Theory, they do everything in their power to prevent its practitioners from traveling to Malifaux and stirring up trouble.

Oxford Method Benefits

This character's Spells (but not her Manifested Powers) have their final AP cost increased by +1. If this would increase the AP cost of the Spell to 3 AP or more, the character may pay some of the AP cost for the Spell on one turn and the rest on a subsequent turn. If she does so, the Spell takes effect when the final AP is spent. If the character takes any Action other than a Pass during this time, the Spell is interrupted and has no effect. This benefit overrides the restriction of the Increase AP Immuto.

When this character casts a Spell or Manifested Power, she may add a single suit of her choice to the final duel total.

The Darlin Theories

Less of a codified system of magic and more of a collection of magical and scientific theories, the Darlin Theories seek to catalogue and study magic as if it were a natural science. The theories were first gathered and codified by Aaron Darlin, the mecha-tyrant of Virgina, who is probably best known for the Conflagration of Richmond in 1791. After his death in 1792, his works were widely circulated among his peers and his name became synonymous with magic channeled through pneumatic and clockwork devices.

The core belief behind the various Darlin Theories is that magic is a variable and elusive substance, much like steam, but that, like steam, it can be harnessed and controlled with the proper devices. To that end, the practitioners of the Darlin Theories use mechanical devices to direct the flow of magic, with objects of increasing complexity providing proportionately greater control over aetheric power.

To a Darlist, each magical effect is a combination of different scientific principles: thermal dynamics, chemistry, mechanical engineering, and the biological sciences are all relevant to one spell or another.

Darlin Theories Benefits

This character must have a special mechanical or pneumatic device in order to cast her spells. Creating the device (which is known as a Focus) requires an hour of work and an amount of scrip equal to five times the character's Artefacting Skill Rank. A Focus only functions for the character that created it.

Once created, the Focus allows the character to reduce the TNs of her Spells and Manifested Powers by an amount equal to the Ranks in the Artefacting Skill that she had when she created the device. A character may have multiple Foci, but only the most powerful Focus carried by the character grants her its bonus. If the character has a pneumatic limb, she may build her Focus into the limb to make it easier for her to carry.

This character receives no bonus from the Focus Object Immuto (as her Focus is effectively serving that purpose already).

The Whisper

The Whisper is an insidious Magical Theory that does not come from the minds of mortal men. It is, as the name implies, a whispering voice that chooses residents of Malifaux, seemingly at random, and murmurs dark truths and forbidden secrets into their ears (or, perhaps, their thoughts, given that nobody other than the intended ever hear these whispers, even if standing close).

Spellcasters don't choose to follow the Whisper. The Whisper chooses people and drives them insane via the process of teaching them magical spells and profane rituals.

There's always a price to be paid for these secrets, and that price is often blood. The Whisper frequently offers the means by which an otherwise helpless person might deal with someone they hate, giving her the confidence, information, or magical power she needs to avenge herself on a hated enemy.

Afterwards, once blood has been spilled and the new spellcaster is standing over the corpse of their victim, the Whisper will frequently reveal the secrets of animating the dead to its thrall, taking advantage of their delicate mental state to lead them down the path of Necromancy (and, often, insanity).

In truth, the Whisper is a manifestation of the sinister Grave Spirit, a fragment of its essence that lingered after the closing of Kythera and now pervades Malifaux like smoke carried on a strong wind. Few realize this truth, and those that do are often so insane that few would believe them.

The Whisper Benefits

When casting a Spell or Manifested Power, this character may add any number of Immuto not listed in her current Grimoire to it, at their normal cost.

For each Immuto added in this way, this character gains the **Crazy +1** Condition. This character may ignore penalties from the **Crazy** Condition when casting Spells or Manifested Powers that use a Necromancy Magia.

The Court Procedure

Ever since the first law, there have been people willing to exploit the rules for their own personal power. The laws of magic are no exception, and those who follow the Court Procedure know how to bend, twist, and manipulate those laws in order to reshape reality to their benefit.

A remnant of the Powder Wars, the Court Procedure is the mocking name given to the magic of Lauren Descartes, a necromancer and enchanter who seized control of France for a short time. What separates the Court Procedure from other Magical Theories is that it is not a system of magic in its own right, but rather, it is a collection of nearly eight thousand fundamental laws of reality organized into eleven distinct gates of power.

Needless to say, this Magical Theory is popular among lawyers, bureaucrats, and anyone else with the patience to memorize so many laws and the intelligence to manipulate them. It was this popularity that earned the Magical Theory its derogatory name, but in the years since, its practitioners have embraced the moniker with enthusiasm.

There are no organized schools that teach the Court Procedure. Most practitioners are either introduced to the rules by a fellow practitioner or, more rarely, accidentally break one of the rules and struggle to understand what just happened in the aftermath of the unleashed magical effect. Regardless of how they learn of the Court Procedure, most practitioners choose to keep their study of the underpinning laws of reality a secret, lest others learn of such power and claim it for themselves.

Court Procedure Benefits

Once per round when this character is casting a Spell or Manifested Power, she may increase its TN by +3 to cast it for 1 less AP (to a minimum of 0 AP).

In return, however, this character may never apply more than one Immuto to any Spell she casts (even multiple iterations of the same Immuto).

The Balanced Five

A Magical Theory hailing from the Three Kingdoms, the Balanced Five is a rough translation for an extremely complex and nuanced form of magic. The basic tenets revolve around the five elements (Air, Earth, Fire, Metal, and Water) and how they must be kept in harmony. Each element also has a positive and negative energy alignment, with each element changing its polarity with the ebbs and flows of life.

The practitioners of the Balanced Five believe that magic exists all around them as an intrinsic part of life. Every tree, every stone, every person contains magic within them, and it is only by keeping the elements balanced that people can live in harmony with the magical world around them.

Practitioners of this Magical Theory believe that spell effects are created not when things are in harmony but rather when the delicate balance between the elements is disturbed. Rather than willing magical effects into existence, a spellcaster ceases to maintain balance in certain elemental combinations, allowing the imbalance to produce the effect she desires.

A practitioner sees herself not as a creator of magic, but as a dam that stops magic from erupting all around her and destroying the foundations of reality. This philosophy makes these spellcasters exceptionally good at restoring the balance between the elements (and thus, ending magical effects), but also makes it more difficult for them to force their will upon the world.

Balanced Five Benefits

This character gains a + to her Counter-Spelling duels and takes 1 less damage from Spells and Manifested Powers (to a minimum of 0).

This character must choose a Magia when she gains this Magical Theory. Whenever she attempts to cast a Spell or Manifested Power that does not include the chosen Magia, its TN is increased by +2. The character may change her chosen Magia with four hours of meditation. Note that this ability does not give the character access to the chosen Magia; it only allows her to use it without penalty.

Tradition Magic

Some magical traditions are handed down from generation to generation, often along familial lines. When the Breach reopened, many of these spellcasters moved to Malifaux, hoping to realize the true potential of the magical concepts passed down to them by their elders.

Each of these traditions is different, but unlike the other Magical Theories, they often have only a handful of practitioners each at any given time. The trappings of each tradition are distinct from one another and may involve rune stones, numerology, herb lore, ritual scarring, or even stranger arcane practices.

Practitioners of Tradition Magic are often expected to further the traditions they inherit, building new concepts and expanding the possible magical applications of their traditions. This is what draws many Traditionalists to Malifaux: the chance to become closer to their ancestors by adding to their tradition and, in doing so, to obtain a small element of immortality as the traditions they developed and improved are passed down to the next generation.

Tradition magic often centers around specific tomes, arcane focus items, and legends, all of which have been passed down from teacher to student until they reached the practitioner's hands. If the tradition revolves around a specific item, a practitioner might even have to fight off rival students or siblings who believe that they are the ones who should be the caretakers of such ancient lore.

Tradition Benefits

This character chooses a single Alteration Immuto. Whenever she casts a Spell or Manifested Power, a single instance of the chosen Immuto is automatically applied to the Spell or Manifested Power without increasing its TN (if possible).

Each time this character adds an Alteration Immuto other than the chosen Immuto to a Spell or Manifested Power, increase its TN by +1.

Additionally, this character does not have to maintain attunement to her attuned Grimoire (see pg. 261).

Phenomenological Reflection

The theory of Phenomenological Reflection is that the truth takes place somewhere between the subject and the object. Reflectionists, as they're called, think that reality doesn't exist within their minds or independently in the world, but rather somewhere in the connection between the two.

To put it more succinctly, Reflectionists believe that reality is a matter of perception and perspective. A man may be a hero in one nation, but a mile away, across an international border, the same man may be reviled as a villain. Neither interpretation is "right" or "wrong" - both are merely different perspectives - and thus, both views are equally valid.

Though it has never been particularly prevalent among spellcasters, Phenomenological Reflection is popular among illusionists and stage magicians, partly because of the practitioner's loose definition of "reality." After all, if you can see an illusion, what makes it less real that something else you can perceive just as easily?

Phenomenological Reflection Benefits

When this character creates an illusion with a Spell or Manifested Power, it lasts for +1 minute, and the TN to disbelieve it is increased by +2.

When this character casts a Spell or Manifested Power that allows the target to resist, the target may choose whether to resist with its Defense or Willpower.

The Pillars of Heaven

The Pillars of Heaven is a Magical Theory hailing from the Three Kingdoms. Ancient legends speak of the goddess Nüwa, who created life from yellow clay and saved the world by using five colored stones to rebuild the pillars of heaven, which had been destroyed in a terrible war.

When the Breach opened and humanity learned about Soulstones, some people looked back at the legend of Nüwa and wondered whether she might have somehow been an ancient user of Soulstones. If her five colored stones were indeed Soulstones, as the legends seem to imply, then Nüwa must have had access to Malifaux, which implies that the war she stopped might have been with the Neverborn, and that the "pillars of heaven" that she repaired might be an allusion to her closing an ancient Breach.

Of course, there is little way for the practitioners of this Magical Theory to prove that any of this actually happened (or, indeed, that Nüwa ever existed), but they like to believe that there is some measure of truth in the legends.

What few can deny, however, is that those who believe in the Pillars of Heaven have an innate affinity with Soulstones. They can draw additional power from charged Soulstones, which has the potential to make these practitioners among some of the most powerful spellcasters in the world.

The Pillars of Heaven Benefits

When using a Soulstone or Soulstone Dust to augment a Spell or Manifested Power, this character gains a + to her casting duel and may add a suit of her choice to the final duel total (instead of having to choose between one or the other).

When casting a Spell or Manifested Power that is not augmented by a Soulstone, however, its TN is increased by +1.

Hedge Magic

Hedge Magic is often referred to as "elemental magic," and though that term often isn't entirely accurate, it does do a reasonable job summing up the main focus of this Magical Theory.

Practitioners of Hedge Magic are often referred to (in a somewhat derogatory manner) as hedge mages. Many practitioners of other Magical Theories claim that Hedge Magic is a "simpler" type of magic, reserved only for simple people, and while they are right on their first point, hedge mages are often capable of unleashing magical effects far beyond what any of their detractors are capable of creating.

Hedge magic channels magical power through the elements, whether those might be traditional elements, such as fire, ice, and lightning, or more esoteric flavors, such as decay or terror. Regardless of which element a hedge mage favors, it is as much a part of her as her fingerprints, an intrinsic part of her magic that she cannot avoid even if she were inclined to do so.

Hedge Magic Benefits

This character chooses a single Elemental Immuto. Whenever she casts a Spell or Manifested Power, a single instance of the chosen Immuto is automatically applied to the Spell or Manifested Power without increasing its TN. The Immuto affects any targets of the Spell or Manifested Power regardless of whether or not they suffer any damage. If the Spell or Manifested Power has a Duration, the Elemental Immuto is only applied upon the initial casting; it does not get "re-applied" on subsequent rounds.

This benefit can lead to some odd effects (such as the character's healing spells inadvertently setting wounded characters on fire), but it's at least a consistent quirk of the character's magic that she can prepare for in advance.

Unique Magical Theory

As with most other things in the world, there are some practitioners of magic who forge their own paths. The Unique Magical Theory is a catch-all category for these spellcasters, each of whom has discovered their own way to channel and manipulate magic.

Each spellcaster with a Unique Magical Theory follows their own magical rules, making it difficult to tell one of them from another. They each do their own thing, gradually cobbling together an arsenal of useful tricks and haphazard rituals as they go, and this generally seems to work out just fine for them.

Some practitioners of Unique Magical Theories take on students or apprentices in an attempt to pass their discoveries to the next generation, but more often than not, these would-be teachers are disappointed to find that their students "just don't get it."

No matter how carefully these spellcasters attempt to document their spellcasting methods, their rituals and incantations retain a fundamentally instinctual element that is difficult to translate into instruction or written text (though, as always, exceptions do exist).

Unique Magical Theory Benefits

This character does not gain any benefit or hindrance for following this Magical Theory.

Soulstones

Soulstones are the resource that brought humans to Malifaux and the reason that they remain despite all of its dangers. These rare gemstones serve as magical batteries, trapping the souls of any living creature that perishes nearby. Spellcasters can then use these trapped souls to fuel their spellcasting ability, often increasing the power of their spells quite significantly.

Soulstones tend to be about the size of small coins, though larger Soulstones have been discovered from time to time. They typically have a dull, cloudy gray color to them, but Soulstones of higher quality become increasingly transparent, with the most valuable gems being as clear as glass.

Occasionally, miners will discover Soulstones that have colored tints to them, often reds, oranges, blues, greens, purples, or yellows. While these Soulstones function in a similar manner as their less striking cousins, they are often valued quite highly for their interesting appearances.

The Guild is quick to prosecute those found in the possession of Soulstones as smugglers, thieves, and Arcanists, making the ownership of one of these rare stones very dangerous.

The Gorgon's Tear

The most notable of the colored Soulstones to be found in Malifaux is the Gorgon's Tear, a fist-sized gem with a deep green hue that tends to remind viewers of a serpent's venom. The Gorgon's Tear was among the first artifacts retrieved from Malifaux during the opening of the First Breach, and in the hundred years or so that it has spent with humanity, its owners have, without exception, met with terrible fates. Most people consider the stone to be cursed in some way.

The Gorgon's Tear was stolen from the Malifaux Museum of Natural History in 1901. Its current whereabouts are unknown.

Soulstone Size and Quality

The Guild's Soulstone appraisers rate Soulstones based on their quality and size. Larger and clearer Soulstones can hold more powerful magical charges, which makes them more valuable to those who would use them to augment their magic.

The Soulstones that are mined out of Malifaux's earth are little more than rough stones. Before the Guild ships them back to Earth, they are polished, cut, and often fitted in jewelry bearing the ram's head insignia of the Guild. The Soulstone fragments left over from the cutting process are gathered together and ground into Soulstone Dust, which is in turn used to power pneumatic limbs and many constructs.

The combination of a Soulstone's quality and size is referred to as its "Lade," an abstraction of its relative worth that is used by the Guild when rationing out the magical gems to the nations of Earth. Thus, a Soulstone of Size 2 and Quality 3 would be said to have Lade 5 (Size 2, Quality 3).

The criteria for determining a Soulstone's Size and Quality are as follows:

Size	Description
0	This gem is about the size of a pea.
1	This gem is about the size of a marble.
2	This gem is about the size of a walnut.
3	This gem is about the size of a fist or apple.
4	This gem is about the size of a cantaloupe or other melon.
5	This gem is about the size of a bowling ball.

Quality	Description
0	This gem is a dingy, opaque color with a mottled stone texture.
1	This gem is a dull color with an opaque look.
2	This gem is partially translucent.
3	This gem is translucent.
4	This gem is partially transparent.
5	This gem is fully transparent.

Soulstone Lade

The combined Size and Quality of a Soulstone is referred to as its Lade, which is an abstraction of its relative worth. Raw stones are worth less than those that are cut, but the cutting process does little to affect the Soulstone's magical properties.

The following chart shows the relative worth of a Soulstone based upon its Lade, both before it's been cut and after. The Raw Value is the worth of an uncut Soulstone in Malifaux, equivalent to roughly how much a prospector might be able to fetch from selling the Soulstone to the Guild. The Refined Value is the worth of the Soulstone after it's been cut and mounted by the Guild's jewelers.

Because they have a monopoly on Soulstones, the Guild often considers the Soulstones it ships back to Earth to be worth two to three times the listed Refined value, but it is unlikely that anyone in Malifaux would purchase a Soulstone at such an inflated price.

Lade	Raw Value	Refined Value
Soulstone Dust	5§	-
0	10§	50§
1	20§	100§
2	50§	500§
3	100§	1,000§
4	150§	5,000§
5	300§	10,000§
6	500§	20,000§
7	1,000§	50,000§
8	5,000§	100,000§
9	10,000§	200,000§
10	20,000§	500,000§

Soulstone Dust

Soulstone Dust is the name given to the ground up fragments left over from cutting Soulstones. It's a shimmering powder that contains a single charge. Once used, the Soulstone Dust is rendered permanently inert. If used to animate a Construct or Pneumatic Limb, it does so for one month.

Charging a Soulstone

If a living character dies within a number of yards equal to a Soulstone's Lade, that Soulstone becomes charged. Soulstones with a Lade of 0 must be held by the character when she dies in order to become charged. If there are two or more Soulstones that are eligible to gain a charge in this way, the uncharged Soulstone with the highest Lade absorbs the dying character's soul and becomes charged.

No matter its Lade, a Soulstone can only ever hold a single charge.

Using Charges

Charged Soulstones can be used to enhance a character's magical abilities in the following ways:

Augment Magic

The character may spend a charge in a held Soulstone when casting a Spell or Manifested Power to either gain a + to her casting duel or to add a suit of her choice to the final duel total. A character may only spend one charge in this way, no matter how many charged Soulstones she has.

Animate Construct

If a charged Soulstone is placed in a special fitting inside a Construct or pneumatic limb, it animates the machine as per the Animate Construct or Animate Limb Magia, as appropriate. The machine remains animated for a number of weeks equal to the Lade of the Soulstone, but if a living character dies within range of the Soulstone and there are no other Soulstones nearby to absorb the soul, this Soulstone does so and this duration refreshes.

Soulstones used in this way lose their charge if removed from the Construct or pneumatic limb.

Absorb Soul

As a (0) Action, a character may absorb the soul stored within a held Soulstone to either heal 1/2/3 damage or to remove a lasting Critical Effect. She may use this Action to heal either herself or another character within 1 yard.

Grimoires

Grimoire is a catch-all term for a thing that contains knowledge of magical formulae and incantations. The name brings to mind images of a dusty, iron-bound tome covered in strange symbols, but this is just one way in which magical knowledge can be passed from one person to another.

There are countless Grimoires in Malifaux, and each one is unique, often bearing some sort of connection to the type of magic it contains. For instance, a deck of cards marked with arcane symbols may function as a Grimoire containing Prestidigitation magic, while a skull that whispers dark incantations at midnight is very likely attuned to Necromantic magic.

Here is a list of just some of the possible forms a Grimoire might take:

- A dusty leather book filled with complicated instructions and magical formulae.
- Loose papers outlining the bad poetry of a man whose madness borders on genius.
- Scrolls written in a complicated cypher that seems to change with each new reader.
- A collection of smooth stones carved with magical glyphs.
- An extremely intricate tattoo that covers a character's arm and chest.
- The preserved head of a spellcaster that repeats the magical formulae it knows upon request.
- A bonsai tree that has been carefully shaped for generations that passes on its secrets to those who care for it for at least three months.
- Sheets of music that inspire magical knowledge in those who hear the resulting song.
- A clock that dispenses spells on ticker tape when the hands are set to an impossible time.
- A typewriter with strange keys that, when pressed in the right combination, form magical instructions.
- Notes scrawled in blood on an asylum wall.

Gaining Grimoires

There are generally two ways to gain a Grimoire: at character creation or during the game. If a player gains a Grimoire during character creation (as part of their chosen Pursuit's Starting bonus), they may choose what form their Grimoire takes as well as which Magia and Immuto (pgs. 263 and 272) are contained within it.

Grimoires that are gained during the game contain whatever Magia and Immuto the Fatemaster decides they contain. Generally speaking, most Grimoire contain two Magia and three Immuto, though Grimoires with more or less Magia or Immuto are not uncommon. No matter what, however, every Grimoire should contain at least one Magia.

Generally speaking, the players should encounter Grimoires relatively frequently, perhaps one Grimoire every two or three sessions of play.

If, after the Prologue, a Fated character chooses to follow a Pursuit that includes a Grimoire as its Starting bonus, the Fatemaster is encouraged to place a Grimoire in the character's path very early in the resulting adventure, assuming that the character does not already have a Grimoire to study. This ensures that players who wish to advance down magical paths won't be restricted from learning magic.

In a way, Grimoires *want* to be found and used, and they will often turn up just as a character decides that she wants to learn magic. Exactly which Magia and Immuto are contained in such a Grimoire, however, is entirely at the whim of the Fatemaster.

Attuning to a Grimoire

In order to learn the magical incantations contained within a Grimoire, a character must first attune themselves to it. This typically involves time spent solving the Grimoire's puzzle or studying its contents and usually only takes a few hours at most. Either way, attuning to a Grimoire is an active choice; it is impossible for a character to become attuned to a Grimoire against her will.

Although Grimoires are physical objects, they are inherently infused with magic; in most cases, this magic doesn't do anything obvious, but some Grimoires might manifest unique magical properties.

The magical knowledge of each Grimoire is unique, which makes it impossible for a practitioner to access multiple Grimoires at the same time. The most commonly accepted explanation for this favors the existence of some sort of magical resonance unique to each Grimoire.

It is possible, however, for multiple characters to attune themselves to a single Grimoire.

Maintaining Attunement

Once a character has attuned herself to a Grimoire, she must consult it at least once per week in order to keep the knowledge of the incantations fresh in her mind. This duration is extended by a number of weeks equal to the character's Intellect Aspect (if positive).

At the end of this time period, the character must choose one of the Grimoire's Magia or Immuto. The character loses access to the chosen Magia or Immuto and cannot regain access to it until she is able to once again consult her Grimoire.

This process repeats until the character either consults her Grimoire to refresh her memory or gradually loses access to every Magia and Immuto it contains. If a character loses access to every Magia and Immuto contained in a Grimoire (ignoring Magia and Immuto gained from other sources, such as the Mastered Magia or Mastered Immuto Talents), she is no longer considered to be attuned to it.

Resisting Beneficial Effects

When a character is targeted by an effect that she wants to succeed (such as a beneficial spell), she can choose to allow the effect to affect her.

In this situation, the character does not flip to resist the effect in question; she is simply assumed to have "failed" the duel.

If the effect deals damage, the resulting damage flip is considered to have a +, just as if the character generating the effect had won the duel by 11 or more points.

If the character believes she is allowing one effect to happen, but a different effect targets her instead (perhaps the healing spell she was expecting was actually a fireball), she may resist the effect as normal.

Spellcasting

Spellcasting is one of two ways in which characters can manipulate magic. Unlike Manifested Powers, which are instinctual manifestations of magical power, spellcasting involves learning magical formulae from Grimoires and then combining those rituals and incantations into a magical effect, called a Spell.

Casting Spells on Earth

Through the Breach assumes that characters will spend the majority of their time in Malifaux, but it's possible that, over the course of their adventures, they will return to Earth.

Whenever a character attempts to cast a Spell or Manifested Power while on Earth, the resulting Challenge Flip suffers a −.

Most successful spellcasters on Earth mitigate this penalty by using Soulstone charges to gain a + on their casting attempt (assuming that they can find one of the rare gems).

Casting a Spell

When a character wishes to cast a Spell, she must first create it from the Magia and Immuto she knows (typically, those contained within her Grimoire).

Every spell begins with a single Magia, which defines the primary effect of the Spell. It provides the starting point for all of the Spell's variables, including how many Action Points it takes to cast, the TN of the effect, the Skill and Aspect that are used to cast the spell, its Range, and so on.

Once the character has selected the Magia she wishes to use in her Spell, she may add any number of Immuto to it. Each Immuto alters the Spell's parameters, often increasing or decreasing its TN as a result.

Once the character has chosen the Magia and Immuto she wishes to use to create her Spell, she makes a Magical duel using the relevant Skill and Aspect. If the character's final duel total is equal to or higher than the TN of the Spell (and the Defense or Willpower of the Spell's target, if appropriate), the Spell takes effect.

For example, Marcelline Fontaine wants to magically question her coworkers to learn which one ate the piece of cake she left on her desk.

She is currently in possession of a Grimoire which gives her the Interrogate Magia, so she selects that as the Magia for her Spell. The Grimoire also has the Increased Damage and Location Genus Immuto.

The Interrogate Magia sets the TN of Marcelline's Spell at 10. Since the Interrogate Magia doesn't deal any damage, the Increased Damage Immuto won't provide her with any benefit. With the Location Genus Immuto, however, she can make her Spell affect a location in range in exchange for increasing the Spell's TN by +3.

Marcelline adds the Location Genus Immuto to her Interrogate Magia, increasing the final TN of her Spell from 10 to 13. She barges her way into the break room at lunch, successfully casts her Spell, and demands to know whether any of her coworkers gathered together in the room ate her cake! Each of her coworkers gets to make a Willpower duel to resist her Spell, but those who fail will answer her question truthfully.

Magia

The core function of a magical effect is referred to as a Magia. Each Magia has several base values, such as the TN needed to cast a Spell involving the Magia or how many AP the Spell requires.

Aspect

This lists the Aspect that the character uses in conjunction with the appropriate Magical Skill when casting the Spell.

Action Points (AP)

This is how many AP the character must spend to cast the Spell.

Target Number (TN)

Each Spell has a TN that must be met in addition to winning any opposed duel.

Resist

This is the Derived Aspect that the target uses to resist the Spell (if any).

Range

The Range of the Spell is presented in yards and may include either ⌐ or ⫻ .

Effect

Every Magia is a unique effect. Whether it is dealing damage, summoning a creature, or just creating a beautiful illusion, the effect the Spell and its duration will have is described here.

Spell durations are usually measured in either rounds or minutes (each of which consist of ten rounds). One round is the length of time from when character casts the Spell to the start of her next turn.

Thus, if a Spell lasts two rounds, its effects would remain in play until the start of the character's second turn from when she cast it.

Requirements

Some Magia have special requirements that must be met in order to successfully cast the Spell. If these requirements are not met, any attempt to cast the Spell automatically fails.

Describing Spell Effects

While the mechanic effects of a Spell or Manifested Power are determined by its Magia and Immuto, the cosmetic effects are, for the most part, up to the caster. Once a character determines what her Spells and Manifested Powers look like, they should remain consistent until there is a valid, story-based reason for changing them.

For instance, a character may produce ghostly yellow flames whenever she casts a fire spell. She can't alter this color at will, but after attuning herself to a Grimoire resembling a pillar of ash, her player decides that her flames have become a sinister black color.

This should be especially true for Manifested Powers, which often have a backstory behind why they function in a specific way, as determined by the character's adventures. A character who barely survived an avalanche, for instance, might develop a Manifested Power allowing her to fire icy bullets. The character's player decides that she is harnessing the souls of those who died in the avalanche, and that as a result, the bullets scream like vengeful banshees when fired. This might be a benefit or a hindrance, depending upon the situation, but either way, it's unique to the character.

Enchanting Magia

Enchanting is the art of magically augmenting a target. Whether imbuing a sword so that it is freezing to the touch or healing the wounds of a friend, Enchanting magic enhances the subject in some way.

Animate Construct

Aspect	AP	TN	Resist	Range
Charm	1	10	-	1 yard

The caster imbues a prepared construct body with life so that it might obey her commands.

Effect: Target inanimate construct comes to life as a subordinate character under the caster's control for 1 hour. If it does not have a Rank Value, its Rank Value becomes Minion (5).

When this Spell ends, the construct becomes inanimate but may be later reanimated.

Animate Limb

Aspect	AP	TN	Resist	Range
Charm	1	10	-	1 yard

The caster animates an artificial limb under the control of the attached character.

Effect: Target artificial limb animates under the control of the character that it is attached to for one week. The character can control the artificial limb as if it were her natural limb. The artificial limb must have been crafted to function in the general manner of a normal limb, but it does not have to actually take the form of a natural limb. Alternatively, this spell may be cast to cancel the Useless Limb Condition that affects an artificial limb.

This Spell is capable of animating limbs that are mechanical or organic in nature. If this Spell is used to animate a non-mechanical limb, it uses the Necromancy Skill and its TN changes to 10✗.

Elemental Weapon

Aspect	AP	TN	Resist	Range
Cunning	1	8	**Wp**	1 yard

The caster enhances a weapon, or a person's body, with an elemental effect.

Effect: Target weapon gains the effects of an Elemental Immuto for 1 minute. This Spell may also be cast upon a character, in which case that character's Grappling, Martial Arts, and Pugilism attacks gain the effects of the Elemental Immuto.

Any character damaged by the target weapon suffers the effects of any added Elemental Immuto. If this spell is cast upon the weapon again, the second spell "overwrites" the first.

Requirements: This Magia must include at least one Elemental Immuto.

Heal

Aspect	AP	TN	Resist	Range
Cunning	1	7	**Wp**	/// 1 yard

The caster channels raw magical energy into a target, causing it to return to its proper form.

Effect: A Living target heals 1/2/3 damage.

Each additional time the same character is targeted by this Spell within the same hour (regardless of success or failure), the TN is increased by +3 or by + (caster's choice each time).

Mend Critical

Aspect	AP	TN	Resist	Range
Cunning	1	10	**Wp**	1 yard

The caster focuses magical energy into the target, repairing the worst of its injuries.

Effect: Remove the **Bleeding Out** Condition or a lasting Critical Effect from a Living target. A lasting Critical Effect can only be removed if it was received within the past minute, though this restriction can be extended with the Increased Duration Immuto.

If the lasting Critical Effect resulted in the destruction or amputation of a limb, this Spell will cause the limb to grow back or otherwise heal itself, provided that is has the room to do so (and has not been replaced with a pneumatic limb).

This Spell will not bring characters that have been killed by a Critical Effect (such as from an amputated head) back to life.

Mental Enhancement

Aspect	AP	TN	Resist	Range
Charm	1	10	**Df**	1 yard

The caster enhances the target's mental prowess.

Effect: The target gains the following Condition for one minute: "**Mentally Enhanced +1:** This character adds +1 to her Mental Aspects, to a maximum of 5."

Each additional time the same character is targeted by this Spell within the same hour (regardless of success or failure), the TN is increased by +3 or by + (caster's choice).

Physical Enhancement

Aspect	AP	TN	Resist	Range
Charm	1	10	**Df**	1 yard

The caster enhances the target's physical prowess.

Effect: The target gains the following Condition for one minute: "**Physically Enhanced +1:** This character adds +1 to her Physical Aspects, to a maximum of 5."

Each additional time a character is targeted by this Spell within the same hour (regardless of success or failure), the TN is increased by +3 or by + (caster's choice).

Shapeshift

Aspect	AP	TN	Resist	Range
Cunning	1	*	-	-

The caster takes on the physical form of an animal.

Effect: The caster transforms her body (and any clothing or equipment she is carrying) into a chosen Beast for 1 minute. The caster gains the Beast characteristic while shifted as well as all of the Beast's Talents and attacks.

The caster replaces her Physical Aspects with those of the chosen Beast, which may affect her Derived Aspects. While in Beast form, the caster may not speak, use manufactured equipment, or cast Spells. When the Spell ends, the caster transforms back to her normal form. The caster may end this spell prematurely as a (1) Action.

The TN of this Magia is 10, plus the difference between the Beast's highest Physical Aspect and the caster's lowest Physical Aspect.

For instance, a caster with a Speed of -2 (her lowest Aspect) shifting into a Beast with a Might of 4 (its highest Aspect) would have a TN of 16 (10, plus the difference of 6).

Necromancy Magia

The so-called "Dark Art" of Necromancy deals with the forces of life and death. It is also used to manipulate the thoughts of others.

Beckon

Aspect	AP	TN	Resist	Range
Charm	1	7✗	**Wp**	10 yards

The caster lures the target toward herself.

Effect: The target moves a number of yards equal to its Walk Aspect directly toward the caster. This movement must end as close to the caster as possible.

If the caster achieves a Margin of Success on her casting duel, she may change the distance moved by the target to a number of yards equal to its Charge Aspect.

Bury

Aspect	AP	TN	Resist	Range
Tenacity	1	10✗	**Wp**	5 yards

The caster temporarily removes the target from reality.

Effect: The target is removed from reality for 1 round. When this spell ends, the target is returned to reality in a safe location within line of sight and 1 yard of the caster, without sensing that any time passed.

Cadaver Mask

Aspect	AP	TN	Resist	Range
Tenacity	1	10✗	-	1 yard

The caster removes the face of a corpse and wears the corpse's visage for a while.

Effect: The caster removes the face from target corpse and gains its appearance and voice until the next sunrise or sunset, at which point the face "returns" to the corpse.

This change only affects the physical appearance of the character; it does not change her clothing, nor will it make drastic changes to her height or weight. The character gains ✚✚ on all Deceive Challenges made to impersonate the person whose face she is wearing.

Interrogate

Aspect	AP	TN	Resist	Range
Tenacity	1	10✗	**Wp**	5 yards

The caster sifts through the target's mind, looking for answers to questions.

Effect: A Living target must truthfully answer a single question of the caster's choice to the best of its ability, which the caster must ask as part of casting this Spell. If the caster achieves any Margins of Success, she may ask the target one additional question per Margin of Success. The target is aware that the questioner has magically compelled her to answer the question.

Each additional time a character is targeted by this Spell within the same hour (regardless of success or failure), the TN is increased by +3 or by +✗ (caster's choice).

Mind Control

Aspect	AP	TN	Resist	Range
Charm	1	10✗	**Wp**	5 yards

The caster takes momentary command over the target's mind and body, forcing it to act against its will.

Effect: The caster forces the target (which cannot be herself) to take a 1 AP Action of her choice. The Action cannot force the target to attack itself or to divulge any sort of information, but it can cause her to take actions that are against her own nature or actions which are incredibly foolish (such as walking off a cliff).

Raise Undead

Aspect	AP	TN	Resist	Range
Charm	1	5✗	-	5 yards

The caster animates a corpse to serve her.

Effect: Target corpse becomes an undead subordinate character under the caster's control for 10 minutes. The undead undergoes the following alterations from its original form:

- The undead's Tenacity is increased to 3 and all of its other Mental Aspects are lowered to -5.
- The undead loses the Living Characteristic (if it had it) and gains the Undead Characteristic.
- The undead loses any Skills associated with a Mental Aspect, and any Skills associated with a Physical Aspect are halved (rounding up).
- The undead's Rank Value becomes Peon (4).

The new undead is raised with half of its Wounds remaining but may need repairs (if it has any lasting Critical Effects). If the Undead acts on the round it was summoned, it gains the **Slow** Condition.

Alternatively, this Spell may be used to take control of an uncontrolled Undead character of Minion Rank or lower. If this Spell is used in this way, the target may resist with its Willpower.

At the end of the Spell, the undead becomes uncontrolled (and usually violent).

Subsume Corpse

Aspect	AP	TN	Resist	Range
Tenacity	1	5✗	**Df**	/// 1 yards

The caster causes a corpse or undead to disintegrate, restoring her own body in the process.

Effect: A target inanimate corpse crumbles into dust and becomes unsuitable for future reanimation. The caster then heals 1/2/3 damage, plus an additional amount of damage equal to the corpse's Resilience Aspect (if positive).

Alternatively, this spell can be cast upon a non-corpse target. If the target is Undead, it suffers 1/2/3 damage, and the caster heals an amount of damage equal to the damage inflicted (after reduction).

Terrifying Aura

Aspect	AP	TN	Resist	Range
Tenacity	1	12✗	**Wp**	5 yards

The target emanates a powerful aura that causes terror in the living.

Effect: The target gains a terrifying aura of supernatural dread for 1 minute. If a Living character ends a Walk Action within the target's engagement range or targets the target of this Spell with an Action, it must attempt a TN 10 Horror Duel.

Prestidigitation Magia

Prestidigitation magic governs illusions, teleportation, and the manipulation of fate.

Conjuring

Aspect	AP	TN	Resist	Range
Intellect	1	7	-	*

The caster summons a prepared object to her hand.

Effect: The caster teleports a previously prepared target object to her hands.

Any object the caster could carry in her arms may be prepared for use with this Spell as a 1 AP Action by touching it and mentally concentrating upon it. A character may have a number of objects prepared in this way equal to her Intellect Aspect (minimum 1 object). If the caster attempts to prepare an object beyond this limit, she must unprepare one of her previously prepared objects of her choice.

The range of this Spell is equal to the caster's Intellect Aspect in miles (minimum 1 mile).

Divination

Aspect	AP	TN	Resist	Range
Cunning	2	10	-	100 yards

The caster shifts her senses to another location, seeing and hearing as if she were there.

Effect: The caster enters a divination trance for one hour. During this time, her body goes limp, but she gains the ability to see and hear as if she were in the target location. This spell does not augment the caster's senses in any way (and thus, if she casts her perceptions into a dark room, she will only see darkness but will still be able to hear things).

The caster may end this Spell prematurely with a 1 AP Action. While in the trance, she may not take any other Actions and is considered to flip a Black Joker on any Defense duels she is called to make.

Invisibility

Aspect	AP	TN	Resist	Range
Cunning	1	7	-	1 yard

The caster obscures the target's appearance, allowing it to either blend in with its background or become completely invisible.

Effect: The target becomes invisible for 1 round.

While invisible, the character cannot be seen, and anyone attempting to target her is considered to have the **Blind** Condition for the duration of that action. Any attempts to detect the character by visual means fail completely, but the character still makes sound, displaces air as she walks, leaves footprints, etc. and thus may be detected by these means (albeit at a ⊟⊟ to any Notice duels).

Parlor Tricks

Aspect	AP	TN	Resist	Range
Intellect	1	5	-	3 yards

The caster produces one of a variety of minor effects.

Effect: The caster produces one of the following effects of her choice.

- Instantly clean and repair a target's clothes.
- Create a short and simple sound, such as soft bells or a single word, audible to everyone in range.
- Whisper a short sentence that can only be heard by a target in range.
- Make a target lightweight object move 1 yard.
- Change the flavor of a food or drink for 10 minutes.
- Light a candle, lantern, or similar light source.
- Create a translucent and still image within range.
- Create a small orb of magical light, about the brightness of a lantern, that hovers above the caster's head.
- Open an unlocked door, window, or container.
- Play soft music of the caster's choice for 10 minutes.

Phantasm

Aspect	AP	TN	Resist	Range
Intellect	1	5	-	3 yards

The caster conjures a complex illusion that appears real.

Effect: The caster creates an animated illusion that appears real to observers for 1 minute. The caster must declare all of the details of the illusion, such as what it will do and how it can be sensed, when it is created. The illusion does not react to external stimuli.

The illusion can be seen, heard, and smelled, but not touched or tasted. The illusion has no substance, and anyone touching it passes through it unharmed.

So long as a character has no reason to call the illusion's existence into question, it automatically fools all observers. A character that has never been in a particular room, for instance, would not notice the illusion of a wall hiding a door that she never knew was there in the first place.

If a character has reason to disbelieve an illusion, such as seeing the image of a dead friend sitting in a chair, then she can attempt a TN 10 Centering Challenge to disbelieve the illusion. On a failure, she believes that (somehow) what she is seeing is real. If the character comes into physical contact with an illusion, she automatically disbelieves it.

The caster may take control of her illusion as a 1 AP Action. If she does so, she may control the illusion as she wishes until the start of her next turn and may alter its form or details to anything she wishes (within the original parameters of the Spell). While controlling an illusion in this way, the caster can make it respond to external stimuli as she sees fit.

The caster may end this Spell at any time without using an Action.

Swirling Illusions

Aspect	AP	TN	Resist	Range
Intellect	1	10	**Wp**	1 yard

The caster surrounds the target in illusionary images that mimic the target's movements and make it difficult for enemies to tell the real person from the false images.

Effect: The caster surrounds the target in illusionary duplicates of herself. When this spell is cast, the caster must name a suit. For 1 round, any successful attack against the target that does not include the named suit in its final duel total is considered to be a miss.

On her turn, the caster may take a (1) Action to change the named suit to another suit of her choice.

Teleport

Aspect	AP	TN	Resist	Range
Intellect	1	10	**Wp**	10 yards

The caster teleports the target, causing it to vanish and reappear in a new location.

Effect: A target within range of this Spell is teleported to a safe location within range of this Spell.

Alternatively, this Spell may be used to teleport a target object. If the object is unattended, it does not resist this Spell and the caster must simply meet the TN requirements for teleporting it. If the target is being held by another character, then the character holding the object may resist this Spell.

This Spell cannot teleport objects into another character's possession. Attempts to do so will instead leave the teleported object at the target's feet.

Sorcery Magia

Sorcery magic creates raw magical effects, allowing the caster to hurl magical energy at her enemies. More than any other type of magic, Sorcery Magia benefit from the addition of Elemental Immuto

Elemental Engulf

Aspect	AP	TN	Resist	Range
Tenacity	1	7📖	**Wp**	5 yards

The caster surrounds the target with dangerous elemental energy.

Effect: The target suffers 1/2/3 damage.

Requirements: This Magia must include at least one Elemental Immuto.

Elemental Nova

Aspect	AP	TN	Resist	Range
Tenacity	1	6📖	-	-

The caster releases deadly elemental energy in a wave around her.

Effect: Every character within (Y)2 of the caster must pass a TN 10 Evade Challenge or suffer 2 damage. The TN of the Challenge is increased by +2 for each Margin of Success achieved by the caster.

Requirements: This Magia must include at least one Elemental Immuto.

Elemental Projectile

Aspect	AP	TN	Resist	Range
Intellect	1	5📖	**Df**	⌐5 yards

The caster hurls a bolt of elemental energy at the target.

Effect: The target suffers 1/2/3 damage.

Requirements: This Magia must include at least one Elemental Immuto.

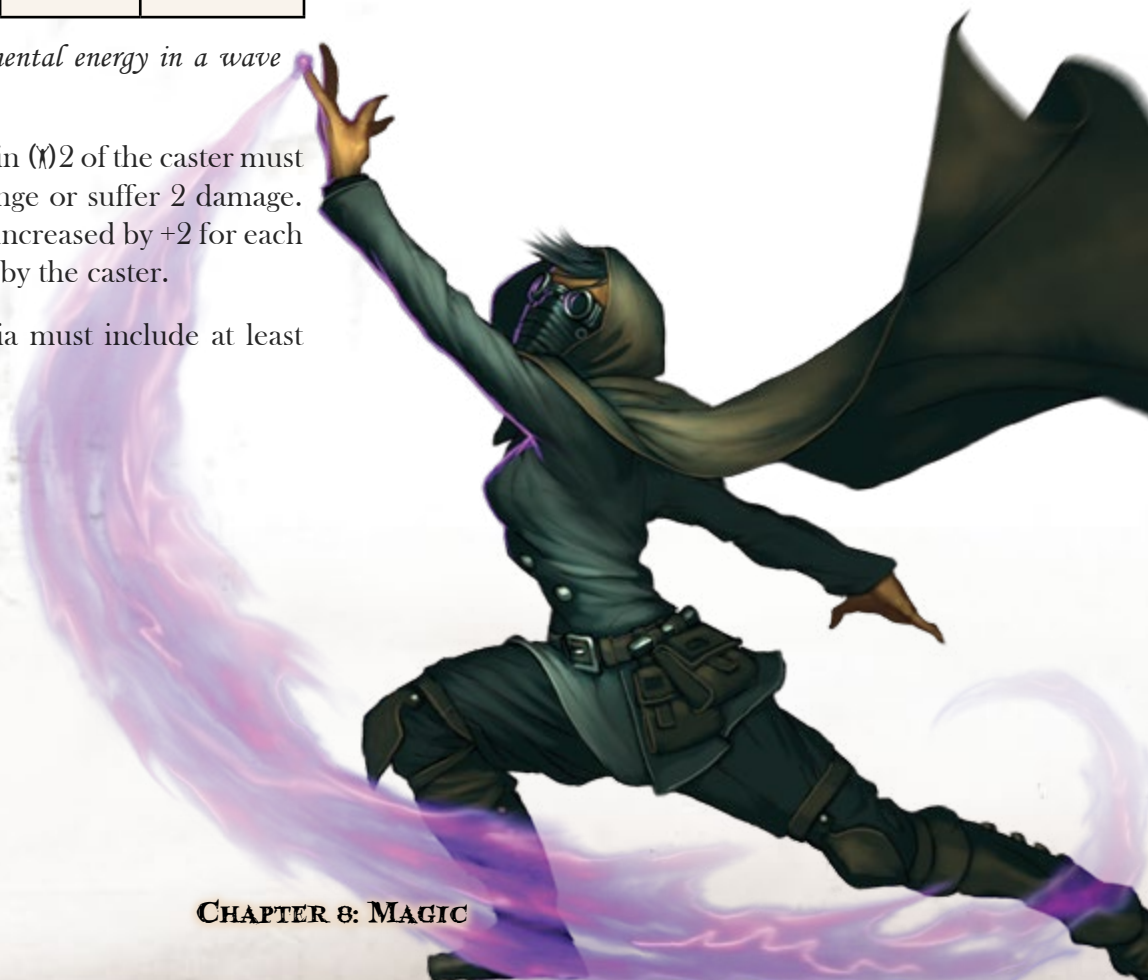
Elemental Strike

Aspect	AP	TN	Resist	Range
Intellect	1	5📖	**Df**	/// 1 yard

The caster strikes the target with a melee attack infused with elemental energy.

Effect: The target suffers 1/2/3 damage.

Requirements: This Magia must include at least one Elemental Immuto.



Sleep

Aspect	AP	TN	Resist	Range
Tenacity	1	10📖	-	3 yards

The caster causes the target to lose consciousness.

Effect: A Living target must make a TN 10 Unconsciousness Challenge. The TN of the Challenge is increased by +2 for each Margin of Success achieved by the caster.

Summon Gamin

Aspect	AP	TN	Resist	Range
Intellect	1	10📖	-	5 yards

The caster summons a Gamin to do her bidding.

Effect: When cast, a Gamin (see pg. 403) is summoned within range on a surface that can support its weight. The caster may command the Gamin with the (1) Order Action. If the Gamin acts on the round it was summoned, it gains the **Slow** Condition.

The summoned Gamin lasts for 3 rounds before disappearing.

Requirements: This Magia must include at least one Elemental Immuto.

Telekinetic Movement

Aspect	AP	TN	Resist	Range
Intellect	1	7📖	**Df**	5 yards

The caster moves a target object with her mind, as if it were gasped by unseen hands.

Effect: The caster moves a target object weighing no more than her Intellect x 50 lbs. (minimum 50 lbs.) up to 5 yards in any direction. For the next minute, she may spend 1 AP to move the object again without having to recast this Spell.

If the object is a weapon, the caster may make attacks with it (and may Charge with /// weapons), using the appropriate Skill but replacing the relevant Aspect with her Intellect.

If the target is unattended, it does not resist this Spell. If the target is being held by another character, then the character holding the object may resist this Spell.

Telekinetic Push

Aspect	AP	TN	Resist	Range
Intellect	1	7📖	**Df**	5 yards

The caster unleashes a blast of force at the target, shoving it with her mind.

Effect: The target is pushed 1 yard in any direction, plus an additional number of yards equal to the caster's Tenacity Aspect (if positive).

Wrench

Aspect	AP	TN	Resist	Range
Tenacity	1	10📖	-	/// 3 yards

The caster reaches into the target with telekinetic force, wrenching its internal organs about.

Effect: A Living target must make a TN 10 Toughness Challenge. If the target fails this Challenge, it suffers a Moderate Critical Effect. The TN of the Challenge is increased by 2 for each Margin of Success achieved by the caster.

Immuto

Each individual Magia may be modified by using an Immuto to alter the base effect. Magia have specific effects, and as such, not every Immuto will work with every Magia.

When in doubt, the Fatemaster is the final arbiter of what Immuto a character can apply to a Magia. It should be noted, however, that creative Immuto use can often be quite fun.

For instance, a character might be able to apply the Inanimate Genus Immuto to the Interrogate Magia to ask a chair what happened in a specific room.

In addition to its other effects, each Immuto also alters the TN of the Spell Action as noted next to its name.

Unless specifically stated in its text, each Immuto may only be added to a Magia a single time.

There are two different types of Immuto: Alteration Immuto and Elemental Immuto.

Alteration Immuto

These Immuto alter the effects of a Spell by changing the way it performs. These Immuto allow characters to create unique effects by pushing the boundaries of what a Magia can accomplish into strange and interesting places.

Additional Suit (-3 TN)

The spell's TN gains an additional suit of the caster's choice.

Alter Range (TN Varies)

This Immuto may be added to a spell multiple times. Each time, it increases or decreases this spell's range by one step on the accompanying chart.

Increasing this spell's range increases the TN of this spell by +2 per step on the chart. Decreasing this spell's range decreases the TN of this spell by -2 per step on the chart. If the spell's range is not listed on the chart, round its range down to the nearest entry on the chart and increase or decrease it from there as appropriate.

Range Steps
1 yard
2 yards
3 yards
5 yards
10 yards
15 yards
30 yards
50 yards
Anywhere in Sight

If a spell with a in its range increases its range above 3 yards, the becomes . If a spell with in its range decreases its range below 5 yards, the becomes .

If this spell does not have a or in its range, then it does not gain or when its range changes.

Alternate Resistance (TN +2)

If the spell is usually resisted by Willpower, it is instead resisted by Defense.

If the spell is usually resisted by Defense, it is instead resisted by Willpower.

Blast (TN +2)

This Immuto may be added to a spell up to three times.

If added once, the spell gains +0/0/🌪 to its damage track.

If added twice, the spell gains +0/🌪/🌪 to its damage track.

If added three times, the spell gains +0/🌪/🌪🌪 to its damage track.

Combined Spell (TN +5)

The spell combines the effects of two Magia.

The caster chooses a second Magia she is capable of casting and add its effects to the spell.

The spell must follow these restrictions:

- The second Magia must have a base TN equal to or lower than the Base TN of the primary Magia.
- The Resist of the two Magia must be the same (**Df** or **Wp**).
- The primary Magia may only have Immuto that can also be applied to the second Magia.
- The Magia must be different.

Construct Genus (TN+2)

The Spell can also affect Construct characters.

Alternatively, if the Spell is already able to affect Construct characters, the caster may choose to make it only affect Constructs; non-Construct characters are completely immune to the Spell's effects.

Delay (TN Varies)

The caster makes all the decisions for this spell - such as its targets - when it is cast, but it waits until a specific Delay condition is met before resolving its effects. A character can only have one Delayed spell waiting to trigger at a time; if a second Delayed spell is cast, the first spell is cancelled without effect.

The caster chooses one of the two Delay effects:

Rounds (TN +2): The caster chooses a number of rounds up to 10. After that many rounds have passed, the spell takes effect.

Defined (TN +5): The caster specifies a situation in which the spell will be cast, such as when an enemy walks through a location or when a specific word is said. If not triggered before the next sunrise or sunset, the spell expires.

Focus Object

The spell can be cast more easily with a magical focus. When this Immuto is learned, a Focus Object must also be chosen, and it cannot be later changed. When the caster brandishes her Focus Object, the TN of the spell is lowered, as determined by the portability and commonality of her Focus Object (combine the two):

Portability

-0 TN: Object can be carried in a pocket.

-1 TN: Object must be held in one hand.

-2 TN: Object must be held in both hands.

-3 TN: Object is effectively immobile without great effort, like an iron cauldron or an engraved summoning circle.

Commonality

-0 TN: Object is easy to replace.

-1 TN: Object is difficult to replace, like an oak wand.

-2 TN: Object must be specifically crafted for the caster.

-3 TN: Object is unique and one of a kind.

Ignore Character (TN +2)

This Immuto may be added to a spell multiple times. Each time, the caster chooses a character. Chosen characters suffer no damage from the spell itself but may be subject to secondary effects (such as being burnt by a fire started with a fire spell).

Inanimate Genus (TN+3)

The spell can also affect objects that cannot move under their own volition, including corpses. These objects are considered to fail any Resistance duel offered by the spell with no Margins of Failure.

Increase AP (TN -3)

The spell requires +1 AP to cast.

This Immuto may be added to a spell multiple times, but the character must still finish casting the spell on her turn; if she does not, the spell fails.

Increase Pulse (TN +2)

This Immuto may be added to a spell multiple times. Each time, increase this spell's Pulse ranges by +1 yard and increase the TNs required to avoid the Pulse's effects (if any) by +1.

This Immuto may not be applied to a spell without a Pulse effect.

Increase Resistance (TN +2)

This Immuto may be added to a spell multiple times. Each time, increase the TNs of any duels listed in the spell's effects by +1.

Increased Damage (TN +2)

This Immuto may be added to a spell multiple times. Each time, improve the spell's damage track by one step on the chart.

If the spell's damage is not listed, determine where it falls on the chart and increase it from there as appropriate.

If the spell deals fixed damage, ignore the chart. Instead, every two instances of this Immuto applied to the spell increases its damage by +1.

Damage Steps
1 damage
1/1/2
1/2/3
1/3/4
2/3/4
2/4/5
3/4/5
3/5/6

Increased Duration (TN +2)

This Immuto may be added to a spell multiple times. Each time, increase the spell's duration by one step on the chart.

If the spell's duration is not listed, determine where it falls on the chart and increase it from there as appropriate.

Duration Steps
1 Round
2 Rounds
3 Rounds
1 Minute
10 Minutes
1 Hour
Sunrise or Sunset
1 Day
1 Week
1 Month
6 Months
1 Year
10 Years

Living Genus (TN+1)

The spell can also affect Living characters.

Alternatively, if the Spell is already able to affect Living characters, the caster may choose to make it only affect Living characters; non-Living characters are completely immune to the Spell's effects.

Location Genus (TN+3)

The spell affects a location in range rather than a single target. The target location must be clearly defined, such as a single building, a circle of standing stones, or an entire pasture. The location chosen cannot be larger than a single building. Every character in the target location is affected by the spell.

If the spell allows a Resistance duel, every character in the target location gains a +4 bonus to their final duel total to resist this spell.

Pulse (TN+4)

The spell affects every character within (ᛉ)1 of the initial target. If the spell heals or deals damage, then every character affected by the Pulse heals the Weak amount or suffers Weak damage, as appropriate.

If the spell deals a fixed amount of damage, every character affected by the Pulse suffers 1 damage. If the spell listed any TNs in its effects, characters affected by the Pulse lower those TNs by -3.

If the spell is resisted by Defense or Willpower, characters affected by the Pulse may attempt TN 10 Defense or Willpower duels (as appropriate) to avoid being affected by the Pulse.

Reduce AP (TN+5)

The spell requires 1 less AP to cast.

This Immuto may be added to a spell multiple times, reducing the AP required by 1 each time (to a minimum of 0).

Reduce Damage (TN-1)

This Immuto may be added to a spell multiple times. Each time, decrease the spell's damage track by one step on the chart.

If the spell's damage is not listed, determine where it falls on the chart and decrease it from there as appropriate.

If the spell deals fixed damage, ignore the chart. Instead, every instance of this Immuto applied to the spell decreases its damage by -1. This Immuto cannot be applied to a spell if doing so would reduce its damage to less than 1 damage.

Damage Steps
1 damage
1/1/2
1/2/3
1/3/4
2/3/4
2/4/5
3/4/5
3/5/6

Reduce Resistance (TN-1)

This Immuto may be added to a spell multiple times. Each time, decrease the TNs of any duels listed in this spell's effects by -1.

Reduce Severity (TN-3)

This Immuto can only be added to spells that deal damage.

The spell deals no damage. All other effects of this spell still occur. Targets that would otherwise suffer effects only if they suffered damage from this spell still suffer those effects.

Undead Genus (TN+2)

The spell can also affect Undead characters.

Alternatively, if the Spell is already able to affect Undead characters, the caster may choose to make it only affect Undead; non-Undead characters are completely immune to the Spell's effects.

Elemental Immuto

Elemental Immuto add various elemental effects to spells. Along with the more "traditional" elements of fire, ice, and electricity, Elemental Immuto give characters access to a variety of other environmental effects.

Darkness (TN+1)

Any character that suffers damage from the spell also gains the **Blind** Condition until the start of the caster's next turn.

This Immuto may be added to a spell multiple times. Each time, increase the duration of the **Blind** Condition by +1 round.

Decay (TN+1)

Any Undead character that suffers damage from the spell suffers no damage and instead heals 1 damage.

This Immuto may be added to a spell multiple times. Each time, increase the amount healed by the Undead character by +1.

Electric (TN+3)

Damage dealt by the spell ignores Armor. In addition, the spell does not randomize when shooting at an engaged target.

Fire (TN+3)

Any character that suffers damage from the spell also gains the **Burning +1** Condition.

This Immuto may be added to the spell multiple times. Each time, increase the duration of the **Burning** Condition by +1, to a maximum of **Burning +3**.

Ice (TN+3)

Any character that suffers damage from the spell also gains the **Slow** Condition.

This Immuto may be added to the spell up to two times. If it is added twice, after damaging a **Slow** character, that character becomes **Paralyzed**.

Infected (TN+2)

Any character that suffers damage from the spell also gains the following Condition: "**Infection +1:** At the end of the day, this character takes +1 damage."

More information on the **Infection** Condition can be found in *Under Quarantine* (pg. 150).

Light (TN+1)

Any character that suffers damage from the spell also gains the **Blind** Condition until the start of the caster's next turn.

This Immuto may be added to a spell multiple times. Each time, increase the duration of the **Blind** Condition by +1 round.

Natural (TN+2)

Any character that suffers damage from the spell also gains the following Condition until the start of the caster's next turn: "**Rooted:** This character may not take Walk or Charge Actions. If this character is pushed, this character suffers 3 damage, then end this Condition."

This Immuto may be added to a spell multiple times. Each time, increase the duration of this Condition by +1 round.

Poison (TN+1)

Any character that suffers damage from the spell also gains the **Poison +1** Condition.

This Immuto may be added to a spell multiple times. Each time, increase the duration of the **Poison** Condition by +1, to a maximum of **Poison +3**.

Spirit (TN+3)

Damage dealt by the spell ignores Armor and Hard to Wound.

Terror (TN+1)

Any character that suffers damage from the spell must also make a TN 6 Horror Duel.

This Immuto may be added to a spell multiple times. Each time, increase the TN of the Horror Duel by +1.

Water (TN+1)

Any character targeted by the spell (not just damaged by it) is doused with water. This ends the **Burning** Condition on the target.

Any fire-based character (such as Fire Gamin) damaged by the spell becomes **Slow**.

Wind (TN+1)

Any character that suffers damage from the spell is also pushed 1 yard in a direction of the caster's choice.

This Immuto may be added to a spell multiple times. Each time, increase the distance of the push by +1 yard.

Manifested Powers

Manifested Powers are, essentially, a representation of a character's ability to innately control the energies of Malifaux. Because of this, Manifested Powers tend to be more diverse than Spells but also less flexible.

Many of the more bizarre abilities of characters in Malifaux are actually Manifested Powers.

Obtaining a Manifested Power

Generally speaking, most characters obtain Manifested Powers in one of two ways: from a Pursuit Talent or as a result of resolving one of their Destiny Steps.

When a character gains a Manifested Power from a Pursuit Talent, the effects and parameters of the Manifested Power are often already set in stone, with little opportunity for customization. The character simply learns the listed Manifested Power and can freely use it when she wishes.

When a character resolves one of her Destiny Steps (see pg. 317) and chooses to learn a Manifested Power, she has a great deal more freedom in what its effects will be.

For example, Marcelline Fontaine is injured by a stray bullet during a gunfight that erupts in the Guild Enclave. She hurries over to the Guild doctor, who is using a desk as cover as he returns fire at their attackers, and begs him to stitch her up.

The doctor takes one look at the wound, decides that it's not serious, and tells Marcelline to "walk it off." After the battle is over, she asks for help again, but the doctor is busy with more seriously injured patients and again tells her to "walk it off."

When it becomes time to develop her Manifested Power, Marcelline decides to create a Manifested Power called "Walk It Off" that allows her to heal herself by walking.

Ability Manifested Powers

Ability Manifested Powers are one of the two types of Manifested Powers that characters can develop. These Manifested Powers tend to be passive effects that are always active or that automatically trigger in certain circumstances.

While these are some of the easier Manifested Powers to create, they also present the danger of quickly unbalancing a game, so the player should work with her Fatemaster to create a Manifested Power that both of them are comfortable with.

If the Manifested Power later turns out to be too powerful or a bit lackluster, the Fatemaster and the player should work together to adjust it appropriately. After all, magic is a chaotic, uncontrollable element! It's easy to imagine the character's abilities changing slightly as they "settle into place."

Example: Marcelline's "Walk It Off" Manifested Power allows her to heal 1 damage every time she takes a Walk Action during Dramatic Time.

Example: A lawyer steals Briana Delaney's soul using a complicated contract. After her friends find the contract and burn it, she develops the "Singed Soul" Manifested Power, allowing each Pugilism attack she makes to also give her target the Burning +1 Condition.

Example: Klemens Buckley is brutally attacked by a Resurrectionist who throws one soul-shredding spell after another at him. After defeating the necromancer, Klements develops the "One Foot in the Grave" Manifested Power that gives him the Incorporeal ability... but only when he's reduced to below 0 Wounds.

Example: Jessup Cormwell nearly dies in an explosion that sends him careening into the sewers beneath the city. He's found by Albus Von Schtook, who removes Jessup's damaged heart and replaces it with a mechanical prosthetic. After trying (and failing) to recover his real heart, Jessup embraces his new fate and develops the "Heart of Steel" Manifested Power that makes him immune to Critical Hits to his chest. The Fatemaster decides this might not come up that often and suggests that he also gain a Defensive Trigger that uses a Ram (the Suit representing the "Chest" location) and allows him to reduce any damage he suffers from a successful attack by 2 points, to a minimum of 1.

Spell-Like Manifested Powers

Spell-Like Manifested Powers are those Manifested Powers that the character must consciously activate in order for them to function. Most of the Manifested Powers that a character gains from Pursuit Talents are Manifested Powers of this type.

These Manifested Powers are created in the same way that a character creates a Spell, by combining Magia and Immuto, but once created, these parameters cannot be changed. In exchange, players are given a bit more freedom when creating a Spell-Like Manifested Power.

When creating a Spell-Like Manifested Power, a character should follow these steps:

1. Decide the Manifested Power's theme. Generally speaking, the theme should tie in with the circumstances leading up to the character gaining the Manifested Power.
2. Choose any 1 Magia.
3. Pick any number of Immuto to add to the Magia. It is recommended that no more than 4 Immuto be applied to any Manifested Power, but this is only a guideline. Feel free to bend the rules a bit to allow Immuto that normally wouldn't affect a Magia to do so at this time, if doing so would help the theme.
4. The player and the Fatemaster should now discuss which suit (if any) will be in the TN of the Manifested Power. For instance, if the character is creating a Manifested Power that uses the Elemental Engulf Magia and involves channeling lost souls to harry her enemies, it might make more sense to change the suit from 🕮 to ✗, to represent the character calling more upon Necromancy than Sorcery.
5. The player and the Fatemaster should now agree on the appropriate Aspect and Skill for the Manifested Power. If it functions in a way that makes one Skill or Aspect an obvious choice, use that in place of the one listed by the Magia. For instance, a Manifested Power described as a doctor healing the wounds of others might use the Doctor Skill instead of the Enchanting Skill.

For example, over the course of her adventures, Elisabeth Van Assen is tackled by a Nephilim, knocking both of them from the bridge they had been fighting atop and into the icy river below. The Nephilim takes flight, escaping into the distance, but Elisabeth is pulled along by the current and very narrowly avoids death by drowning and hypothermia.

At the end of the session, Elisabeth resolves a Destiny Step and decides to develop a Manifested Power. Her player decides that she's going to manifest a Spell-Like Manifested Power that harnesses the freezing waters that nearly claimed her life.

Elisabeth's player wants the Manifested Power to subject her enemies to the same freezing pain that she suffered, so she looks over the various Magia and decides to go with the Bury Magia.

She definitely wants the Manifested Power to freeze its target, so she adds the Ice Immuto to it, despite the Ice Immuto normally only affecting targets that suffer damage from the spell. She also adds the Water Immuto, reasoning that plunging someone into a river should probably also make them wet. Between the Magia and the two Immuto, this puts the TN of the Manifested Power at 14✗.

Wanting the Manifested Power to last a bit longer than just one turn, she adds two instances of the Increase Duration Immuto, increasing the length of time that the target will remain buried up to 3 turns. Unfortunately, this increases the TN to 18✗, so she adds three instances of the Alter Range Immuto, dropping the range from ⌐ 5 down to /// 1 in order to lower the TN down to 12✗.

At this point, the Fatemaster points out that it sounds like Elisabeth is teleporting people into the river more than removing them from reality, so they change the suit from ✗ to ❤, since Masks govern teleportation magic.

The only thing that's left is to decide the Skill and Aspect. Per the Fatemaster's comment about Teleportation, Elisabeth's player decides to change its Necromancy Skill to the Prestidigitation Skill. Neither sees any reason to change the Aspect from Tenacity. Now the Manifested Power is finished! Elisabeth names it "The River Beckons."

For 1 AP, Elisabeth can now target someone within /// 1 and attempt a Prestidigitation + Tenacity duel against a TN of 12❤. On a success, the target disappears for 3 turns, and when it returns, it suffers the effects of the Ice and Water Immuto (becoming Slow and very, very wet).

Gameplay

This chapter presents the core game mechanics of *Through the Breach* and explains how they are used to resolve the actions of the Fated characters and the various Fatemaster characters that they encounter.

All of the rules presented in this chapter are tied to the mechanics presented elsewhere in this book, so players are encouraged to read through this material carefully and work through the examples until they have a firm grasp of the mechanics being described.

In general, most of the actions that a Fated character undertakes in *Through the Breach* succeed without concern. Riding a horse through town, climbing a ladder, or ordering a round of drinks at a tavern are all straightforward actions that should succeed barring strange circumstances. Notably, the added stress of being in combat or fleeing for one's life can make tasks that would normally be routine much more challenging.

In order to play a game of *Through the Breach*, each player will need access to a deck of playing cards (as described on the next page) in order to create their Twist Deck. While it works best if each player has her own, separate deck of cards for this purpose, if the players are creative and work together when they are creating their characters' Twist Decks during character creation, it's possible to make up to four Twist Decks from a single deck of playing cards.

In addition, the group will need a separate deck of playing cards to serve as their Fate Deck. This is the communal deck that the players will use throughout a session of *Through the Breach*, so it's a good idea to make sure that it's in the center of the table and within reach of every player. It's also suggested that you use either a different style of playing card or distinctive card protectors for the Fate Deck in order to keep cards from each player's Twist Deck from getting shuffled back into the wrong deck.

The Fate Deck

Through the Breach uses a deck of playing cards, called a Fate Deck, to resolve the actions of the Fated characters. The Fate Deck is a communal deck of fifty-four cards - called "Fate Cards" - that includes thirteen cards of each suit, numbered one through thirteen, and two Jokers, one Black and one Red. In many ways, the Fate Deck is a standard Poker deck, which most players are likely already familiar.

Card Values and Suits

Each card in the Fate Deck other than the two Jokers possesses a value and a suit. Any time that the rules refer to a card's value, they are referring to the number printed on the card.

Similarly, every non-Joker card in the Fate Deck has one of four unique suits, each one representing one of the four underpinning forces of the universe. These suits are as follows:

Rams ( ): The suit of Rams represents active force and sustained order. It is most commonly associated with healing, brutality, and authority.

Crows ( ): The suit of Crows represents decay, entropy, and corruption. It is most commonly associated with death, pain, and suffering.

Tomes ( ): The suit of Tomes represents learning, understanding, and knowledge. It is most commonly associated with lore and uncovered secrets.

Masks ( ): The suit of Masks represents deception, trickery, and madness. It is the suit most commonly associated with secrets and beguilement.

The Joker cards each represent the special attention of Fate intervening in the affairs of the Fated. Both have special rules associated with them (which are explained later), but for now it's enough to know that the Black Joker represents bad luck and has a value of 0 and no suit, while the Red Joker represents good luck and has a value of 14 and any one suit of the player's choice.

Twist Decks

During character creation, each Fated character also creates a Twist Deck composed of thirteen cards. These cards use the same values and suits as the Fate Deck, but instead of being a communal deck, a player's Twist Deck is unique to her. The cards in a player's Twist Deck are referred to as her Twist Cards.

A Fate Deck typically only contains thirteen Twist Cards numbered one through thirteen, though certain Talents might change the number or value of those cards.

Twist Decks are used to generate a Fated character's Control Hand, which is explained in greater detail on page 283. Whenever a Fated character is instructed to draw or discard a card, she always does so using her Twist Deck (never the Fate Deck).

Using a Standard Deck of Cards

Wyrd Games produces card decks featuring the custom suits of *Through the Breach* and its companion game, *Malifaux*. Players are encouraged to use these cards when playing *Through the Breach*, but in a pinch, a regular deck of playing cards will work just fine, so long as it includes four full suits of cards and two Jokers, one of which is labeled as the Red Joker and the other as the Black Joker.

Note that in the case of such a substitution, the face cards of such decks all have a numerical value: Aces have a value of 1, Jacks are 11, Queens are 12, and Kings are valued at 13.

The suits of a deck of playing cards translate into Malifaux suits in the following manner:

Malifaux Suit	Standard Suit
Rams ( )	Hearts
Crows ( )	Spades
Tomes ( )	Clubs
Masks ( )	Diamonds

Discard Piles

Each deck has a discard pile associated with it. This is simply a place to store cards that have already been used. The Fate Deck's discard pile should be placed adjacent to the Fate Deck so that it can be conveniently reached by every player.

When a card is discarded, it is moved into the appropriate discard pile. Discarded Fate Cards are moved into the Fate Card discard pile, while discarded Twist Cards are placed in their owner's Twist Card discard pile. Cards in a discard pile should be placed face-up, with the most recently discarded card on top. Players may not look through the discard piles or change the order of cards in the discard piles unless specifically allowed to do so by a game mechanic.

Cards that have been discarded from play have no effect and are simply ignored. They do not add their values, nor their suits, to any duel results.

Cards from Twist Decks and cards from the Fate Deck should never be mixed. Choosing card decks with different designs on their backs, or placing those cards in differently colored protective sleeves, is a good way to keep the card decks distinct and separate.

Reshuffling

Throughout the course of a session, one or more decks may run out of cards. When this happens, the deck and its discard pile are shuffled together to create a new deck; then, play continues.

Note that if the Fate Deck is reshuffled in the middle of the duel, the cards currently being used in that duel are not discarded until the end of the duel (or until they are replaced due to a Fated character Cheating Fate) and thus will not be reshuffled back into the Fate Deck at this time.

The Benefits of Reshuffling

Any time the Fate Deck is reshuffled (for any reason), each player may immediately draw a card from their Twist Deck.

Dramatic Reshuffles

If the Fatemaster wishes, she may choose to reshuffle the Fate Deck after an important story moment (such as a combat or other dramatic scene) has resolved. This not only resets the Fate Deck, but also allows all of the the players to draw a card, as described in "The Benefits of Reshuffling," above.

Control Hands

Unlike most of the people in the world, Fated characters in *Through the Breach* have the ability to alter and manipulate their own destinies. This is represented mechanically by Control Hands.

Each player has a Control Hand, which is just a collection of the Twist Cards that their character has drawn from their Twist Deck. When a Fated character is in a duel, she may replace the card that she flips from the Fate Deck with a card from her Control Hand, allowing her to turn a failure into a success... provided that she has a card high enough to allow for success in her Control Hand.

This process is called "Cheating Fate," or just "Cheating" for short. The exact method by which Fated characters can Cheat Fate in a duel is described in the Duel Overview section on page 284.

Note that it's possible for a character to Cheat Fate in order to replace a high card with a low card, allowing her to get the suit that she wants or even to fail the duel.

Hand Limits

A character can only have five Twist Cards in her Control hand at any one time. If she draws enough cards to put her above this limit, she finishes drawing cards and then immediately discards back down to five Twist Cards.

"On the Pursuit" Abuse

For the most part, the Fatemaster should allow characters to draw cards whenever their "On the Pursuit" ability dictates.

However, if a Fated character is taking actions which do not further the story nor make sense, simply for the sake of activating their "On the Pursuit" ability to draw cards, the Fatemaster is well within her rights to decide that the Fated character cannot draw any cards from such actions.

Drawing Twist Cards

There are four main ways by which a Fated character is able to draw Twist Cards into her Control Hand:

- At the end of each Prologue, each player draws three cards from her Twist Deck into her Control Hand.
- Whenever the Fate Deck is reshuffled during a session, each player may immediately draw a card from her Twist Deck into her Control Hand.
- At the end of Dramatic Time (see pg. 292), each player may discard any number of cards in her hand and then draw Twist Cards until she has three cards in her Control Hand.
- Each Fated character has an "On the Pursuit" ability that is determined by her current Pursuit. The various "On the Pursuit" abilities differ from each other, but all of them allow a player to draw a Twist Card into her Control Hand whenever a certain unfortunate event occurs.

  Most commonly, this event involves the Fated character failing to use a certain Skill or group of Skills that is associated with that Pursuit. In this way, characters are encouraged to take risks and attempt things that are thematic to their current Pursuit, even when there is a significant chance of failure.

For instance, Brett Pembleton is currently following the Drudge Pursuit. While Brett is a Drudge, he has that Pursuit's Long Days ability, which reads as follows:

> *"When this character fails a Training duel, she may draw a card."*

Whenever Brett attempts a Training duel (i.e., a duel using any of the Training Skills, namely Acrobatics, Athletics, Carouse, Centering, Evade, Pick Pocket, Stealth, or Toughness) and fails, he gets to draw a card from his Twist Deck and add it to his hand.

Duel Overview

The "duel with fate" - often simply called a "duel" - is the core resolution system in *Through the Breach*. Whenever a Fated character attempts an action that has some chance of failure (often called a "Challenge"), her player engages in a duel to determine the outcome.

Step 1: Determine Skill and Target Numbers

First, the Fatemaster decides which Skill will be used for the duel and sets its Target Number, or TN. The TN of an action is a measure of how difficult the action is to accomplish: the more difficult the task, the higher the TN. The following chart gives some idea of how the difficulty of a given task translates into a Target Number:

Difficulty	Target Number Range
Easy	6 or less
Routine	7 - 8
Challenging	9 - 11
Difficult	12 - 14
Very Unlikely	15 - 17
Incredibly Difficult	18 - 20
Highly Improbable	21 or more

For example, Brett is attempting to decipher a strange, coded letter that he found in his locker at the end of his shift. He attempts to figure out what the letter says, and the Fatemaster decides that breaking the code should be somewhat challenging. She declares that doing so will be a TN 10 Literacy Challenge.

When a Fated character is interacting with another character, the action's TN is frequently determined by that character's Defense, Willpower, or other stats, as described in the Complex Duels section on page 288.

The Fated should always be aware of what the Target Number is for a given task. This allows them to make informed decisions about whether or not they should attempt something or if they have a card high enough to Cheat Fate in order to meet the TN.

Step 2: Determine Acting Value

Once the TN of the action has been determined, the player controlling the character determines her Acting Value, or AV, for the Skill in question. A character's Acting Value is the sum total of her ranks in the Skill plus the value of whichever Physical or Mental Aspect is tied to that Skill.

If the character has a suit associated with her Skill, then that suit is added to her Acting Value as well.

In order to decipher the letter, Brett needs to determine his Acting Value. The Fatemaster said that doing so involves a Literacy duel, so Brett checks page 170 and notes that the Literacy Skill is tied to the Intellect Aspect.

Brett's Intellect is -1 and his Literacy Skill is 2, so by adding both values together, he is able to determine that his Acting Value is 1 (Intellect -1 + Literacy 2).

If Brett's Literacy Skill had been 2, then his Acting Value would instead be 1 (Intellect -1 + Literacy 2).

Step 3: Flipping Cards

Once the player has determined her character's Acting Value for the duel, she turns over the top card of the Fate Deck and sets it face up for everyone to see. This is called "flipping" a card from the Fate Deck.

Brett's player flips over the top card of the Fate Deck, the 6, and reveals it to the other players.

Joker Cards

Whenever the Red Joker is flipped in a duel, it may be used regardless of whether or not there are any negative Fate Modifiers (−) on the flip. The Red Joker counts as a card with a value of 14 and any one Suit of the character's choice.

If the Black Joker is flipped in a duel, it *must* be used, regardless of whether or not there are any positive Fate Modifiers (+) on the flip. The Black Joker counts as a card with a value of 0 and no Suits.

Additionally, characters may not Cheat Fate if the Black Joker was flipped in a duel.

[+][+][+] Fate Modifiers [−][−][−]

Normally, players only flip over a single card from the Fate Deck during a duel. Certain circumstances, however, might result in modifiers that alter a task's difficulty.

These modifiers are called Fate Modifiers. They are represented by a [+] for positive Fate Modifiers and a [−] for negative Fate Modifiers.

Any time a duel is affected by Fate Modifiers, the player totals up the number of [+] (positive) and [−] (negative) modifiers. Each [+] cancels out one [−] and visa versa. For example, if a duel has [+][+] and [−] affecting it, then it has a total of [+] after one of the [+] and one of the [−] cancel each other out.

Regardless of how many [+] or [−] are modifying a duel, no duel can benefit from more than three positive Fate Modifiers ([+][+][+]) or suffer from more than three negative Fate Modifiers ([−][−][−]) after all the other Fate Modifiers have been canceled out.

For each [+] affecting a duel, the player flips over an additional card from the top of the Fate Deck. Once all the cards have been flipped, the player chooses one flipped card to keep and discards the rest.

For each [−] affecting a duel, the player flips over an additional card from the top of the Fate Deck. The player must choose the lowest value card from those flipped and must discard the rest. If the lowest value is tied between two or more cards, the Fatemaster chooses which card the player must keep. Fated characters cannot Cheat Fate in duels involving one or more [−].

Since Fatemaster characters do not flip cards, any [+] they receive instead turn into [−] on the opposed flips of Fated characters, and visa versa. If a Fatemaster character has a [+] or [−] on a duel involving another Fatemaster character, each [+] increases the character's AV by +2 and each [−] decreases it by -2.

Step 4: Calculate Duel Total

In order to calculate the character's duel total, her player adds the value and suit of the flipped card to her Acting Value.

Brett flipped a 6📖 from the Fate Deck, so when added to his Acting Value of 1, that gives him a duel total of 7📖 (6📖 + Acting Value 1).

Step 5: Control Hands and Cheating Fate

At this point in the duel, the player has the option of replacing the card she flipped from the Fate Deck with a card from her Control Hand, allowing her to change fate in a beneficial way. Replacing a Fate Card in this way is referred to as "Cheating Fate."

When a player Cheats Fate, the original Fate Card is discarded without any further effect. The Cheated Twist Card effectively becomes the character's new Fate Card. A character can only Cheat Fate once per duel.

A character can only Cheat Fate during her own duels and cannot use her Twist Cards to replace Fate Cards that were flipped by other players.

Characters cannot Cheat Fate if there are one or more negative Fate Modifiers ([−]) modifying the duel after all other Fate Modifiers have been canceled out.

Finally, if the character flipped the Black Joker during her duel, she must choose the Black Joker as her card and cannot Cheat Fate to replace it.

After the character has had the opportunity to Cheat Fate (regardless of whether or not she chose to do so), her duel total becomes her final duel total and generally cannot be modified any further.

Brett's duel total is 7📖, which isn't enough to beat the TN 10 of the Literacy Challenge. He really wants to learn what the letter says, so he Cheats Fate with a 9🖤 card from his Control Hand.

The Cheated 9🖤 replaces the 4📖 card that he flipped from the Fate Deck, making his final duel total 10🖤 (9🖤 + Acting Value 1).

Step 6: Declare Triggers

Once the player has had the opportunity to Cheat Fate (regardless of whether or not she chose to do so), she may choose to declare a single Skill Trigger.

Triggers are additional effects that come into play when a character has a certain suit in her duel total. Most Triggers are associated with a specific Skill and can only be used during duels involving that Skill.

If the character has the appropriate suit or suits required by the Trigger in her final duel total, she may choose to declare that Trigger at this time. A Trigger's effects are noted in its description.

In some cases, a Trigger may grant a character additional actions or allow her to move a certain distance. When this happens, the generated action or movement does not require the character to spend any additional Action Points (AP) beyond what she spent on the initial action. Action Points are described in more detail on page 293.

Triggers are declared at this step, but they do not apply their effects until the duel is finished, the action that generated them has resolved, and any damage caused by the action (if any) has been applied. While every Trigger is unique, there are five common timing requirements that come up frequently enough to bear mentioning:

- "After failing" Triggers only resolve if the character fails the current duel.
- "After succeeding" Triggers only resolve if the character succeeds at the current duel.
- "After resolving" Triggers resolve after the character completes the current duel, regardless of whether the character succeeds or fails.
- "After damaging" Triggers only resolve if the duel succeeded in dealing damage to the target. Damage is described in more detail on page 300.
- "When damaging" Triggers resolve as the action is dealing damage to the target, instead of after the action resolves. These Triggers frequently modify the action's damage in some manner. Damage is described in more detail on page 300.

For example, Brett has two different Triggers associated with his Literacy Skill:

📖 *Insight: After resolving, draw a card.*

🐱 *Flowery Words: After succeeding, make a Bewitch or Convince Challenge against a nearby target with a 🐱 to the duel.*

Since his final duel total is 13 🐱, he has the 🐱 that he needs to declare the Flowery Words Trigger.

If Brett hadn't Cheated Fate earlier, his duel total would have still been 7 📖, which would have given him the 📖 he needed to declare his Insight Trigger. He would have still failed the Literacy Duel, since his 7 📖 wasn't enough to meet the TN 10 of the Literacy Duel, but since the Insight Trigger takes effect "After resolving," he would have still been able to gain its benefit despite his failure.

Some Triggers might have requirements that consist of multiple suits, such as the following Trigger:

📖📖 *Surge:* After succeeding, draw a card.

In order to declare this Trigger, the character would need to have two 📖 in her final duel total. Since each card in the Fate Deck only has a single suit associated with it, this means that character would have to gain the additional 📖 from another source, mostly likely through having the suit associated with the Skill she is using in the duel.

Fatemaster Characters and Triggers

Since Fatemaster characters do not flip cards from the Fate Deck, they handle Triggers a little bit differently from Fated characters.

When a Fatemaster character is involved in a duel with a Fated character, the Fatemaster character can use any suits associated with its Acting Value as well as any suits in the Fated's final duel total to declare its Triggers.

If two Fatemaster characters are involved in a duel with each other, they can only use suits associated with their own Acting Values to declare Triggers.

Step 7: Determine Results

After any Triggers have been declared, the player and the Fatemaster compare the character's final duel total to the TN of the action to determine if the player is successful.

If the character's final duel total is equal to or higher than the TN of the duel, then she succeeds!

If the action deals damage, then that occurs now, as described in the Damage section on page 300.

Multiple TNs

Most duels only have a single TN associated with them, namely the one set by the Fatemaster based on its difficulty.

Some duels, however, might have multiple sets of TNs. This is common with Spells, which have a specific TN of their own in addition to the TN of the duel (which is often determined by the Defense or Willpower of the Spell's target).

In order for the action to be a success, the character's final duel total must equal or exceed all of its TNs. If the final duel total passes one TN but fails another, the entire action fails.

For example, Brett is casting a Spell that will allow him to throw a ball of fire at a fleeing Guild officer. Hitting the Guild officer has a TN of 10, as determined by her Defense, but the TN of Brett's Spell is 12 📖.

If Brett's final duel total is 11 📖, the action fails because Brett didn't meet both of the TNs. Similarly, if Brett's final duel total were 14 ⚔, the action would fail, because he doesn't have the 📖 required by his Spell's TN.

In order to hit the fleeing Guild officer, his final duel total will have to meet both the TN 10 and the TN 12 📖.

Step 8: Margins of Success or Failure

In some situations, there are varying degrees of success or failure. A character who fails to climb a sheer cliff, for instance, might fail to make any progress, or she might lose her grip and plummet to the hard ground below. Similarly, a character speaking with an influential socialite might be able to befriend him, but not to the degree that will get her invited to one of his dinner parties.

For every five points by which the character's final duel total exceeds the TN of the duel, she is said to have achieved a Margin of Success.

For every five points by which the character's final duel total fell short of the TN of the duel, she is said to have achieved a Margin of Failure.

Generally speaking, the more Margins of Success on an action, the better its results should be. Characters mention more information than they otherwise would when questioned, enemies flee or cower helplessly when intimidated, and time-consuming tasks are performed with speed and ease.

Similarly, Margins of Failure amplify the negative effects of a failure. With one or more Margins of Failure, a character who would otherwise fail to find food in the wilderness might mistake poisonous mushrooms for edible food, resulting in the accidental poisoning of her friends.

Step 9: Discard Cards

After resolving the effects of the duel, all of the cards used in the duel are discarded to their respective discard piles.

Complex Duels

Often, a Fated character will find themselves coming into direct confrontation with another character. When this happens, the Fated character still performs a duel as described above, but the TN of the duel is determined by the stats of the other character, as described below.

Most Complex duels involve an aggressor and a defender. Generally speaking, whichever character initiated the duel is considered to be the aggressor.

Fatemaster Characters and Flipping Cards

Unlike Fated characters, Fatemaster characters do not flip cards from the Fate Deck. Instead, each Fatemaster character has a Rank Value assigned to it that gauges its relative effectiveness.

When a Fatemaster character would flip a card from the Fate Deck as part of a duel, it is assumed to flip a card with a value equal to its Rank Value.

> *For instance, Bubba Joe is a Fatemaster character who is a Bayou Gremlin (pg. 374). Since Bubba Joe is a Minion (5), as noted in the Characteristics just below his name, he is considered to have a Rank Value of 5. Whenever Bubba Joe would be called upon to flip over the top card of the Fate Deck as part of a duel (such as when he is making an attack or using a Skill), he is assumed to flip over a card with a value of 5.*

Note that because they do not have Control Hands or Twist Cards, Fatemaster Characters cannot Cheat Fate. Stations and Rank Values are explained in more detail on page 312.

Fatemaster Characters vs Fatemaster Characters

When a duel involves two Fatemaster characters, just compare the sum totals of their Acting Values plus their Rank Values. The character with the higher final duel total wins the duel.

In the event of a tie, the Fatemaster character who is the aggressor is considered to be the winner.

Fated vs Fatemaster Characters

When a duel involves a Fated character and a Fatemaster character, the basic duel process described above works a little bit differently, depending upon the situation.

If the Fated character is the aggressor, then the duel proceeds as described above, save that the TN is determined by the stats of the Fatemaster character.

For an attack, the TN of the duel is equal to the numerical value of the Defense or Willpower Aspect of the Fatemaster character (as appropriate) plus its Rank Value. Any suits that are associated with the Fatemaster character's Defense or Willpower Aspect are *not* added to this TN; only the numerical value is used to determine the duel's TN.

Most attacks target Defense, but some attacks, mostly those that influence a person's mind, will specifically note that they target Willpower.

> *For instance, during a particularly heated poker game, Brett realizes that Bubba Joe the Gremlin has been cheating and decides to shoot him. Bubba Joe is a Minion (5) with a Defense of 4, so the TN of Brett's attack is 9 (the Gremlin's Defense of 4 + its Rank Value of 5).*

If the Fated character is using a Skill that isn't an attack (such as Bewitch, Intimidate, or Pick Pocket), first check the Skills chapter (pg. 168) to determine which Skill is used to resist the Skill being used by the Fated character. The TN of the duel is equal to the Fatemaster character's Acting Value with that Skill plus its Rank Value.

> *With the cheating Gremlin driven off, Brett returns to his poker game. It's just him and a clever Wastrel now, and in order to win the enchanted pocket watch in the pot, he's going to have to win this hand. The Fatemaster says that this is a Gambling Challenge and decides that it will be opposed by the Wastrel's own Gambling Skill.*
>
> *Checking the Wastrel's stats on page 401, the Fatemaster notes that the Wastrel's Acting Value is 3 (Gambling 2 + Cunning 1) and that it is a Minion (5). The TN of Brett's Gambling Challenge, then, is 8 (the Wastrel's Acting Value of 3 + its Rank Value of 5).*

Fatemaster Characters vs Fated

If a Fatemaster character is the one initiating a duel (such as by attacking a Fated character or using a Skill such as Bewitch or Convince against them), then the TN of the duel is equal to the numerical Acting Value of the Fatemaster character (ignoring any suits) + its Rank Value.

For an attack, this means that the Fated character will have to make a Defense or Willpower duel (as appropriate) to avoid being hit or otherwise affected by the Fatemaster character's attack.

After Brett wins the poker hand, the angry Wastrel flips the table over, draws a pistol, and fires a shot at Brett! Checking its stats on page 401, the Fatemaster notes that the Acting Value of its B&D Pocket Revolver attack is 5 (Pistol 3 + Grace 2) and that it is a Minion (5).

The attack also specifies that it is resisted by Defense (Df), which is typical for an attack using a physical weapon. Thus, in order to avoid being shot, Brett will have to succeed at a TN 10 (Acting Value 5 + its Rank Value 5 = 10) Defense duel.

If the Fatemaster character is using a Skill that isn't an attack (such as Bewitch, Intimidate, or Pick Pocket), then the TN of the duel is equal to the Fatemaster character's Acting Value plus its Rank Value.

Brett avoids being shot by the Wastrel and ducks behind a support post for cover. As he hides, the Wastrel calls out, claiming that he will let Brett go if he hands over the magical pocket watch. The Wastrel's Acting Value is 3 (Intimidate 2 + Tenacity 1), and it is a Minion (5), so this sets the TN at 8 (its Acting Value of 3 + its Rank Value of 5).

Intimidate is resisted by Centering, and a quick glance at Brett's character sheet reveals that he has 1 rank in Centering and a Tenacity of 2, giving him a total Acting Value of 3. He's got a good chance of keeping his cool despite the Wastrel's threats!

If the Fatemaster character is using an attack that requires a certain suit in its final duel total (such as a Spell or Manifested Power), then it can use any suits associated with its Acting Value as well as any suits in the Fated character's final duel total to meet that requirement (just like with Triggers).

Fated vs Fated

If a Fated character is involved in a duel with another Fated character, then the duel process outlined above changes slightly in order to allow both characters the opportunity to Cheat Fate.

Most importantly, the Fated characters don't determine the Target Number of the duel at the start. Instead, the Fated determine which character is the aggressor and which is the defender based on the circumstances of the duel.

Both characters determine their Acting Value and flip Fate Cards as normal to determine their duel totals. The Fated character with the lowest duel total (or the defender, in the case of a tie) has the first opportunity to Cheat Fate.

After both Fated characters have had the option to cheat, the character with the highest final duel total is the winner of the duel. In the event of a tie, the aggressor is considered to be the winner.

Brett and Marcelline are both Fated characters. After having a few drinks, they get into an argument over whether or not the Guild's newest mining restrictions actually help miners or not. Marcelline is the most vocal in her defense of the Guild, so the Fatemaster decrees that she is the aggressor in this discussion.

Marcelline decides to use the Convince Skill to change Brett's mind, so she looks over her character sheet and notes that she has 2 ranks in Convince and an Intellect of 2. This gives her an Acting Value of 4.

Convince is resisted by Scrutiny. Brett doesn't have any ranks in that Skill, but he has a Cunning of 1, so his Acting Value is a lowly 1.

Marcelline flips a Fate Card and gets a 9, putting her duel total at 13 (Acting Value 4 + 9). Brett flips a Fate Card and gets an 11, which puts his duel total at 12 (Acting Value 1 + 11).

Since Brett is losing the duel, he has the first opportunity to Cheat Fate. He decides not to do so, and Marcelline, who is winning the duel, also passes. Since Marcelline's final duel total is higher than Brett's, she manages to convince him of her viewpoint, and Brett is reluctantly forced to admit that the Guild's policy might not be as bad as he first thought.

Ongoing Challenges

Some challenges might not be able to be resolved through a single duel. Building barricades all throughout a single town would require a great deal of time and work, while searching through an entire library in an attempt to find a certain book would be incredibly tedious for a single character. More importantly, these are tasks which multiple characters could conceivably assist with... or sabotage with their lack of skill.

It is recommended that the Fatemaster use an Ongoing Challenge to represent such tasks. An Ongoing Challenge is simply a series of Challenges that are linked together, allowing multiple characters to succeed or fail at the task as a group.

Ongoing Challenges consist of the following elements:

Name: This is the descriptive name of the Ongoing Challenge that describes just what the characters are trying to accomplish.

Skills Allowed: These are the Skills that characters are allowed to use in the Ongoing Challenge. Generally speaking, an Ongoing Challenge should allow the use of anywhere from two to five different Skills, each relating to some aspect of the task or some way to approach it.

Target Number: This is the Target Number for every Challenge made as part of the Ongoing Challenge.

Duration: This is the amount of time that is required for each character participating in the Ongoing Challenge to attempt one Challenge. Typically, every character participating in the Ongoing Challenge will attempt a single Challenge as time moves forward by the listed Duration. If the Ongoing Challenge is not completed or failed at that time, then another Duration begins and every participating character may attempt another Challenge.

Success Requirement: This is the total number of successful Challenges that the characters need to complete in order to win the Ongoing Challenge. Each Margin of Success that a character achieves on a Challenge counts as an additional successful Challenge for this purpose, which allows highly skilled characters to have a greater impact on Ongoing Challenges than their less skilled brethren.

Failure Margins: Normally, failing a Challenge that is made as part of an Ongoing Challenge doesn't have any consequences. If a character achieves any Margins of Failure on their Challenge, however, then they've not only failed to make any progress but have also managed to bring the endeavor one step closer to absolute ruin. If the characters participating in an Ongoing Challenge generate this many or more Failure Margins across the entire Ongoing Challenge, it ends in a catastrophic failure.

Effects Text: This text follows the above elements and describes what the Ongoing Challenge represents, any special effects it might have, and what happens in the event of a successful completion or a catastrophic failure.

Example Ongoing Challenge

Here is a relatively simple example of an Ongoing Challenge that can be used when the Fated are attempting to gather information in a crowded bar:

Gathering Information

- **Skills Allowed:** Barter, Bewitch, Carouse, Gambling, Intimidate
- **Target Number:** 10
- **Duration:** 30 minutes
- **Success Requirement:** 6
- **Failure Requirement:** 2

Each use of the Barter or Carouse Skill during this Ongoing Challenge requires the character to expend 0.5 scrip as she either bribes people for information (Barter) or shares a few drinks with them (Carouse).

If the characters succeed at this Ongoing Challenge, they learn the information they need from the patrons and can continue on their way.

If the characters achieve a catastrophic failure, however, then their questions anger the wrong people and they find themselves surrounded by six Union Thugs (pg. 382) who attack the Fated in an attempt to teach them a lesson. If the Fated lose this battle, any unconscious survivors wake up a few hours later in the alley, having been stripped of their weapons and valuables.

Brett and Marcelline are working together in an attempt to find out where the Wastrel might have taken the magical pocket watch that she stole from Brett. Without many other leads, they start asking questions in some of the nearby bars.

Since they're going from one bar to the next, the Fatemaster decides that each 30 minute duration will represent Brett and Marcelline asking questions at a different bar.

Brett has a +4 with Intimidate (2 skill ranks + Resilience 2), so he starts threatening people to get answers. He makes an Intimidate Challenge and ends up with a final duel total of 12, which counts as one of the six successes he and Marcelline need in order to get the information they want.

Marcelline takes a different route, deciding to use Bewitch in order to charm the patrons. She has a +5 to her Charm (2 ranks + 3 Charm), and she flips high, giving her a final duel total of 16! That not only succeeds, but also gives her a Margin of Success, which counts as an extra success toward their goal.

With three of the required successes accounted for, Brett and Marcelline are off to a good start!

That is the end of the first Duration, so the Fatemaster announces that a half hour has passed. Since they haven't completed their goal (and neither wants to abandon their search), they head to the next bar to begin the next Duration of the Ongoing Challenge.

At the second bar, Brett gets a final duel total of 9 on his Intimidate Challenge. This fails the Ongoing Challenge, but since he didn't fail by at least 5 points or more, he doesn't generate any Margins of Failure.

Marcelline, however, flips the Black Joker on her Charm Challenge, giving her a final duel total of 5. Since she failed by at least 5 points, she generates a Margin of Failure, putting the two of them halfway toward a catastrophic failure!

The second bar wasn't nearly as friendly as the first, and as Brett and Marcelline leave to continue their search with a new Duration, they find themselves hoping that their luck will turn!

How many Requirements?

When a Fatemaster is creating her own Ongoing Challenges, the number of Success Requirements involved should typically be around two to three per Fated character. This ensures that, if everyone pitches in and is relatively successful, the Ongoing Challenge can be completed in three to five Durations.

Similarly, it's best to keep the number of Failure Requirements relatively low, around one per Fated character. This ensures that the characters (and their players) will always be concerned about Margins of Failure.

Measuring Time

Time in *Through the Breach* is split up into two distinct categories: Dramatic Time and Narrative Time.

Narrative Time

Narrative Time represents the bulk of any adventure, from the perspective of the characters. Whenever the passage of time is not important enough to measure on a moment-by-moment scale, events should be tracked in Narrative Time.

Under some circumstances, the Fatemaster may decide to rapidly advance the passage of time, allowing characters to quickly have a night's rest or to travel for several days without anything particularly interesting happening. At other times, the Fatemaster may decide to still track time, though there is rarely any need to be overly specific about doing so.

> *For instance, Brett wants to follow the Wastrel with the magic pocket watch back to her home, with the intention of stealing it back. The Fatemaster tells Brett that he successfully trails the Wastrel for a few minutes, then asks him to make a Stealth Challenge to avoid being noticed. He succeeds, and the Fatemaster describes how the Wastrel visits a few different bars, spending about fifteen minutes in each one, before eventually staggering back to her apartment a few hours later.*
>
> *Despite having spent most of the night following the Wastrel, only a few minutes have passed in real life.*

Narrative Time is the "default" time category. If the Fated aren't in Dramatic Time, they are considered to be in Narrative Time.

During Narrative Time, mapping out their moment-to-moment activities isn't as important. If a character wishes to reload her firearm or cast a non-harmful Spell, then she can just do it without worrying about how many Action Points (see pg. 293) the action costs. The Fatemaster and common sense should be the judge of how much a character can accomplish in a given length of time.

Dramatic Time

When conflict escalates into combat and a character's life is on the line, every instant can seem like an eternity. Under these circumstances, events should be tracked using Dramatic Time.

Dramatic Time is measured in Combat Rounds, often referred to simply as "rounds." Each round lasts about six seconds, so there are roughly ten rounds per minute.

In most scenes where Dramatic Time becomes necessary, there are multiple characters involved. In order to handle the near-simultaneous activities of so many characters, each character present during Dramatic Time generates an Initiative value that determines when they are able to act during the Combat Round.

To generate an Initiative value, each character flips a card from the Fate Deck (that cannot be Cheated) and adds their Initiative Aspect to the result. Note that because Fatemaster Characters do not flip Fate Cards, they instead add their Rank Value to their Initiative Aspect to determine their Initiative value.

The character with the highest Initiative value takes her turn first. After she has finished with her turn, the character with the next highest character may then take her turn, and so on, until every character has taken one turn. Once the character with the lowest Initiative has finished her turn, the Combat Round ends and a new Combat Round begins, starting over again with whichever character has the highest Initiative.

If a Fated character has the same Initiative value as a Fatemaster character, the Fated character takes her turn first. If two Fated characters have the same Initiative value, or if two Fatemaster characters have the same Initiative value, then the character with the highest Speed takes her turn first.

If this results in a further tie, the players of the tied Fated characters (or the Fatemaster, in the case of Fatemaster characters) may decide which character will take her turn first on a round-by-round basis.

At the end of Dramatic Time, each player may discard any number of cards in her Control Hand and then draw back up to three cards.

Turns

A turn is the period of time in which a character takes her actions during Dramatic Time. When a character takes her turn, she follows these steps:

Start Turn Effects

The character must first resolve any effects that happen at the beginning of her turn. If there are multiple effects that occur at this time, the character can choose the order in which each effect is resolved.

Generate AP

The character then receives two General Action Points (AP) which she can spend on actions during her turn. Some game effects, such as the **Fast** or **Slow** Conditions, might increase or decrease the number of AP a character receives on her turn.

Take Actions

The character can now spend her AP on actions. To do so, the character declares a certain action, spends the required number of AP, and then resolves the action. If she has the AP, the character may then declare another action, continuing in this manner until she no longer has the AP necessary to take any further actions.

End Turn Effects

The character must now resolve any effects that happen at the end of her turn. If there are multiple effects that occur at this time, the character can choose the order in which each effect is resolved.

Action Points

During Dramatic Time, when every moment counts, each action requires a character to expend a specific number of AP to complete it. Characters may only declare actions if they have enough unspent AP to pay that action's cost. Once a character has announced an action, she must completely resolve that action (and any resulting Triggers) before she may announce another action.

The AP cost of an action is frequently noted in parentheses that precede its name. Unless stated otherwise, a character may declare the same action multiple times on her turn, so long as she has the AP required to pay its cost.

During Narrative Time, characters can still take actions that don't involve attacking another character, such as reloading their firearm, opening and closing doors, assisting another character, or casting non-harmful Spells.

The AP cost of an Action is merely a way of measuring how much time and effort that action takes in Dramatic Time, when every second counts.

Specific Action Points

Some Talents grant a character additional AP for specific actions (such as Melee Expert, for example).

These specific AP can be spent only on the actions indicated in the Talent's description. Specific AP are added to the character's available AP in the "Generate AP" step.

Free Actions

Some characters might have actions that have an AP cost of 0. These Actions are called "Free Actions."

As one might expect, it doesn't cost any AP to declare a Free Action. No matter how many Free Actions a character might have access to, however, she may only declare a single Free Action per turn.

General Actions

General Actions are common actions that are available to every character. They tend to be divided into three groups: Combat Actions, Movement Actions, and Tactical Actions.

Combat Actions are those actions that, not surprisingly, directly involve trying to harm someone else. Movement Actions enable a character to move from one place to another, while Tactical Actions tend to involve positioning, hindering others, and helping one's allies.

Movement Actions

(1) Walk: The character moves a number of yards up to her Walk Aspect. This may be in any direction and does not need to be in a straight line. If a character attempts to use a Walk Action to leave the engagement range of an enemy opponent, she is subject to a disengaging strike (see Melee Attacks, pg. 298).

(2) Run: The character moves a number of yards up to twice her Walk Aspect plus her ranks in the Athletics Skill. This movement may be in any direction and does not need to be in a straight line.

(1) Drop Prone: The character throws herself to the ground and becomes **Prone**.

(1) Stand Up: The character stands up and ceases to be **Prone**.

Prone Characters

Prone characters are those characters who, for whatever reason, are lying down on the ground.

A character who is Prone gains + to her Defense flips against Projectile (⌐) attacks but suffers − to her Defense flips against Melee (///) Attacks.

Jumping

While using the Walk Action, a character can leap horizontally up to 0.5 yards for each point of Height it possesses without problem. If the character is using the Run or Charge Actions, this distance is doubled.

A character can attempt a TN 5 Athletics Challenge to leap further than this distance. On a success, the character adds an additional 0.5 yards per point of Height to its maximum leap distance, plus an additional 0.5 yards for each Margin of Success. If the character is using the Run or Charge Actions, this distance is doubled.

Jumping is done as part of a Walk, Run, or Charge Action and does not require any additional AP beyond what the character spent on those Actions.

Climbing

Characters can climb surfaces as either a (1) Action (if it is easily scalable, like a ladder) or a (2) Action (for more difficult surfaces).

When a character climbs an easily scalable object, she may move a number of yards equal to half her Walk Aspect.

If she attempts to climb a more difficult surface, she must attempt an Athletics Challenge against a TN determined by the surface in question, as shown in the chart below. On a success, the character moves a number of yards equal to half her Walk Aspect (rounded up), plus one yard per Margin of Success.

If the character fails this check, she does not move. If she generates a Margin of Failure, however, then she falls to the ground from her current position and suffers falling damage (see pg. 295).

Surface	TN
Steep, rocky hill	5
Tree	8
Cobblestone wall	10
Brick wall	12
Wooden wall	14
Character is descending	+2
Surface is slippery	+1 to +3

Swimming

Characters can swim in relatively calm water at half speed and can stay afloat indefinitely.

If the waters are rough and the character cannot touch the bottom, she must attempt an Athletics Challenge against a TN determined by the severity of the waters at the start of her turn. On a success, the character can act normally that turn. On a failure, the character gets a mouthful of water, gains the **Suffocating +1** Condition, and her turn ends.

Swimming is done as part of a Walk or Run Action and does not require any AP beyond what the character spent on that Action. Characters may not Charge while swimming.

Water Severity	TN
Choppy Water (high winds)	8
Storm	10
Hurricane	12
Undertow, Riptide, or Strong Current	+2

Flight

Characters with the Flight ability may move over terrain and other characters without penalty. They are still subject to disengaging strikes if they do not have sufficient altitude to be out of range.

Unless noted otherwise, characters who are airborne are considered to be "standing" on an unstable platform, which penalizes any ⌐ attack they might make (see pg. 299).

If a flying character becomes **Paralyzed**, it immediately falls to the ground (or drops 170 yards, if it's very high in the air) but does not suffer falling damage, as it is assumed to have some means of slowing its fall on the way down.

Falling

When a character falls from a tall height, it suffers falling damage when it hits the ground. If a character falls at least 3 yards, she becomes **Prone** and suffers 2/4/6 damage upon landing, +1 damage for each additional 2 yards fallen above 3, rounded down.

Pushes

Whenever a character is forcibly thrown, shoved, or dragged, this movement is called a push.

When a game effect pushes a character, she is moved the distance indicated by the effect causing the push. Pushes are assumed to be horizontal unless otherwise specified (i.e., characters generally cannot push their enemies straight up into the air).

Pushes ignore movement penalties from terrain (such as from Severe Terrain) and are not subject to disengaging strikes (see Melee Attacks, pg. 298). If a pushed character comes into contact with an obstruction or another character, the push immediately ends.

Severe Terrain

Severe terrain is a term used to describe any sort of terrain that is difficult for characters to move through at full speed. An area that is overgrown with underbrush could be considered to be severe terrain, as could a patch of ice, stretches of shallow water, or even the wooden seats on a train (if a character attempts to climb over them).

Characters move across Severe Terrain at half speed.

Hazardous Terrain

Hazardous Terrain is any sort of terrain that is dangerous to characters. It might be an area that is superheated due to fire magic, a trapped corridor that has been strung with thin razor wire, or a patch of underbrush with particularly sharp thorns.

If a character moves through or begins her turn within an area of Hazardous Terrain, the Fatemaster makes a damage flip (usually 1/2/3) against that character. If the character is moving, this damage flip occurs after the character has finished moving. A character that suffers damage from Hazardous Terrain becomes immune to further damage from that terrain (but not from other Hazardous Terrain) until the start of her next turn.

Tactical Actions

In addition to the actions described below, characters can take any number of "non-actions" on their turn, such as talking, dropping something they're holding, or any other sort of action that doesn't take any significant amount of time.

(1) Assist: The character takes the time to help another person within 1 yard with an action. The acting character declares a willing target that she wishes to help and an action that she wishes to help with.

If the assisting character has at least 1 rank in the Skill used by the action, the target may add the assisting character's ranks in the Skill to her final duel total if she attempts the noted action on her next turn. If the assisting character is a subordinate character, only half the assisting character's ranks (rounded up) are added to the final duel total.

A character can only gain the benefit of a single Assist action at one time. If she is assisted again before she has a chance to make the Skill Challenge using the first character's assistance, the second character's assistance must be for a different action than the first.

(#) Cast Spell: Spells (or Spell-like Manifested Powers) that are not resisted by **Df** or **Wp** are considered to be Tactical Actions. The exact AP cost of this Action varies depending upon the Spell in question. See the Magic chapter (pg. 250) for more information on Spells and Manifested Powers.

(#) Defensive Stance: The character may discard a card. If she does so, she gains the **Defensive +1** Condition a number of times equal to the AP she spent on this Action.

(1) Focus: The character takes aim or otherwise focuses on her enemies. She gains the **Focused +1** Condition until the end of her turn.

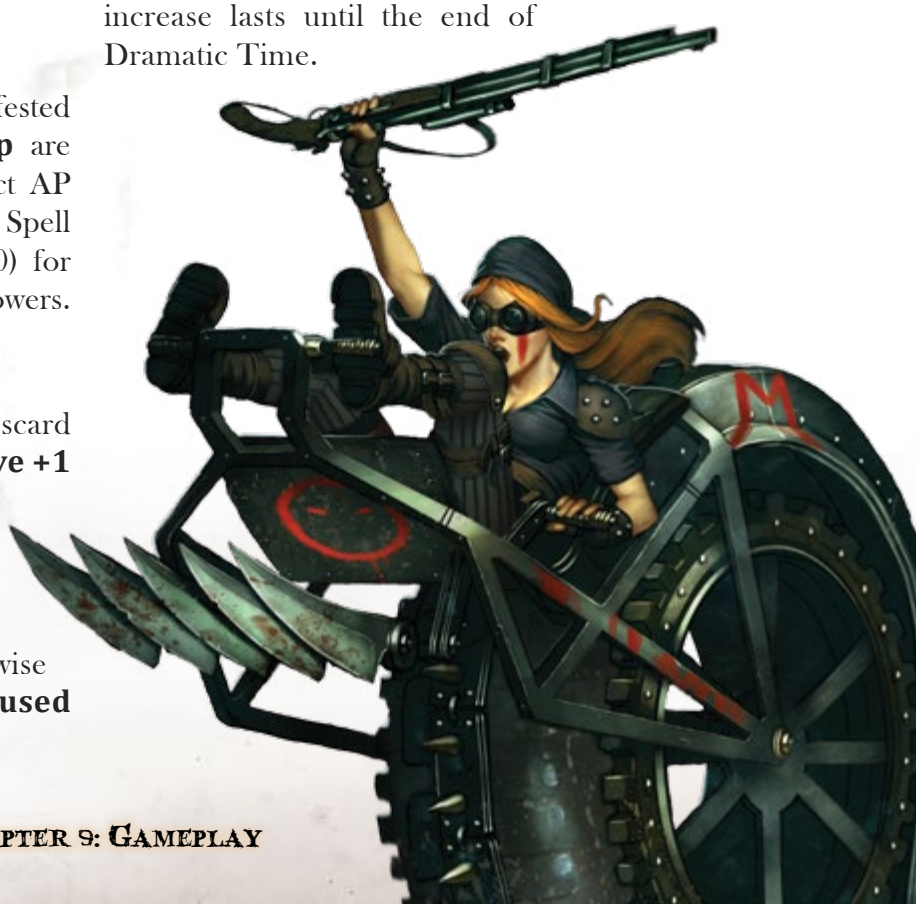
(1) Impose: The character draws attention to herself, forcing an opponent that can hear or see her to favor her over other targets. The character makes an Intimidate Challenge that is resisted by the target's Centering Skill.

If the Imposing character succeeds, the target suffers a ⊟, plus an additional ⊟ per Margin of Success, to any attack that doesn't include an Imposing character as a target. This penalty lasts until the start of the Imposing character's next turn.

(1) Manipulate Object: The character manipulates an object in some way, such as opening a door, pulling a lever, picking up an item from the floor, or retrieving an item from a backpack.

(1) Order: The character commands a subordinate character under her control. After this character completes her turn, the ordered subordinate character immediately takes its turn. See page 310 for more information on subordinate characters.

(1) Pass: The character does nothing for this Action and adds +1 to her Initiative value. This increase lasts until the end of Dramatic Time.



(1) Ready Weapon: The character draws a weapon from its holster or sheath, allowing it to be used in combat.

(#) Reload: Weapons with a Reload listed on their weapon profile must be reloaded once their ammunition is spent. Reload is listed as an AP cost that varies depending upon the weapon. Once the character has spent a number of AP on the Reload Action equal to the listed Reload AP cost, the weapon is fully reloaded and ready to be fired. A character may spend the AP for the Reload Action across multiple turns.

(1) Trick: The character attempts to use deception or misdirection to gain an advantage over an opponent that can hear or see her. The character makes a Deceive Challenge that is resisted by the target's Scrutiny Skill.

If the Tricking character succeeds, she gains a + to any attack and damage flips made against the target, as well as a + to any Defense flips made to defend herself against the target's attacks, until the start of the Tricking character's next turn.

(#) Wait: The character names an action and an event and waits for that event to occur. The AP cost of the Wait action is equal to the AP cost of the named Action +1. When a character declares the Wait action, she lowers her Initiative value on subsequent turns by -1.

If the named event occurs before the start of this character's next turn, this character may immediately take the named action (if possible). If taking the named action would interrupt another action (typically by waiting for an opponent to take a specific action), then the named action interrupts the opponent's action before any duels (if any) take place.

For example, a sniper might choose to Wait until an enemy Runs from one piece of cover to the next, allowing her to shoot the enemy midway through their movement.

If the named action does not occur before the start of the Waiting character's next turn, the Wait action has no effect.

Mounted Combat

A character with a Husbandry Skill of 2 or higher can ride a non-Swarm mount into combat and still have one hand free to use a weapon. With a Husbandry Skill of 4 or higher, the character can guide the mount with her knees, allowing her to keep both hands free.

A mounted character must use the mount's Walk Aspect in place of her own Walk and Charge Aspects. A ridden mount does not get a turn during Dramatic Time, but the character riding it may spend AP to force her mount to perform Actions (including any attacks it might have). The mount counts as a subordinate character for the purposes of these Actions. If the mount has a Talent that affects movement or charging – such as Flight or Pigcharge – the character gains that Talent while riding her mount. If a character or her mount are pushed, both move together.

Each time a mount is injured, the character must make a Husbandry Challenge against a TN equal to 6 + the damage dealt; on a failure, the character is thrown from the mount, takes 1/2/4 damage, and immediately falls **Prone**. The mount likely flees from the combat. If the mount is the character's Animal Companion (see the Primal from *Into the Steam*, pg. 104), the character automatically passes this Challenge.

Combat Actions

These Actions involve harming or hindering other characters, whether by attacking them with a readied weapon or just shoving them very, very hard.

(1) Strike: The character targets another character or object within range of a readied weapon, either ranged or melee, and makes a single attack against the target using that weapon.

(#) Cast Spell: Spells (or Spell-like Manifested Powers) that are resisted by **Df** or **Wp** are considered to be Combat Actions. The exact AP cost of this Action varies depending upon the Spell in question. See the Magic chapter (pg. 250) for more information on Spells and Manifested Powers.

(2) Charge: The character targets another character that it can see and moves a number of yards up to its Charge Aspect directly toward the target. This movement must be in a straight line, and the Charging character must end her movement such that the target is within the engagement range of one of her readied /// weapons. After moving, the Charging character makes two (1) AP /// attacks against the target.

The Charge action may not be declared if the character is engaged or if her movement is not sufficient to reach the target. Characters with a Charge Aspect of "--" may not declare the Charge action.

(1) Shove: The character violently shoves another character away from her. The character targets a character within 1 yard and makes an Athletics Challenge that is resisted by the target's Athletics Skill. If one character involved in the shove has a greater Height than the other, the larger character gains a + to their Challenge.

If the Shoving character succeeds, the target is pushed 1 yard directly away from her, plus one additional yard per Margin of Success.

Melee Attacks (///)

Weapons and spells with a Range that includes the /// symbol are melee attacks. Most melee attacks have a short range, generally only one to two yards. This distance represents not just the length of the weapon, but rather its entire threat range, including lunges and feints.

Characters that are within range of an enemy's /// attack are considered to be "engaged" with the enemy.

While engaged, a character may not make ⌐ attacks, and if she attempts to take a Walk or Run Action that would cause her to leave the enemy's engagement range, the enemy can make a special disengaging strike to prevent her from moving.

To make a disengaging strike, a character makes a single melee attack against the character attempting to leave her engagement range. If this attack hits, it deals no damage, but the target's Walk or Run action is canceled and the AP spent on it is lost.

Projectile Attacks (⌐)

Projectile weapons, which are denoted with a ⌐ symbol, include any sort of attack that fires something at a target, whether that's a bullet, a ball of fire, or a squealing pig. Projectile attacks tend to have a much longer range than melee attacks, but they also come with more restrictions.

Characters cannot make ⌐ attacks while they are engaged with an enemy.

Projectile attacks are also subject to Cover, which makes it difficult for characters to hit enemies who are partially concealed behind cover. The attacker must have line of sight to her target in order to attack her with a ⌐ attack.

Targeting and Line of Sight

In order to make an attack, the attacker must know an opponent's rough location. Most of the time, a character must be able to see her target - which is referred to as having line of sight (LoS) to the target - in order to attack it.

If there is an obstruction or some form or concealment that partially obscures the target from the attacker, then the target is said to have cover, which will impose penalties on any ⌐ attacks made by the attacker.

If the attacker is unable to see her target due to a lack of vision (i.e., she is blind or fighting in complete darkness), she can still attempt to target an enemy with an attack, so long as she has some other means of determining where her opponent is located (most commonly by the usual sounds a character makes in combat). These attacks suffer a ⊟⊟ penalty to their attack flip (as if the attacker had the **Blind** Condition).

Shooting into an Engagement

Sometimes, it becomes necessary to fire a weapon at an enemy who is engaged in melee combat with an ally. When this occurs, there is a chance that the attacking character will accidentally end up shooting her ally instead of the enemy!

When a character declares a ⌐ attack against an engaged opponent, she flips one Fate Card for the engaged target and one Fate Card for every other character (friend or foe) within 2 yards of her target. If a character is hidden from the attacker's line of sight, then that character is not a legal target for the attack and no card is flipped for them.

If the attacker is a Fated character, she may Cheat Fate on any or all of these card flips if she desires.

After all necessary cards have been flipped, the character with the lowest flipped card becomes the target of the attacker's ⌐ attack.

Cover

Cover is divided into two categories: Soft Cover and Hard Cover. Generally speaking, if a character is at least partially obscured or hidden from her attacker, she is considered to be in cover.

Soft Cover is any sort of cover that obscures an attacker's vision without providing any real physical protection to the target. This includes obscurement effects such as steam or fog, as well as soft physical barriers like hedges.

When a target is in Soft Cover, the attacker suffers a ⊟ to her attack flips with ⌐ attacks.

Hard Cover is any sort of cover that will physically stop a projectile, such as walls, rocks, or trees. Hard Cover only applies if the target is at least partially visible to the attacker; if the target is completely hidden behind a wall, the attacker is unable to target her as she lacks line of sight.

When a target is in Hard Cover, the attacker suffers a ⊟ to her attack and damage flips with ⌐ attacks.

Unstable Platforms

Characters who make ⌐ attacks while on unsteady footing (such as while in a small boat or while flying with a jetpack) suffer a ⊟ penalty to their attack flip.

Pulses and Auras

Pulses and Auras are two different ways in which effects can affect the area around them. They are typically followed by a number that which indicates the range of the effect in yards (e.g., (ᛉ)3 or ⓥ5).

Pulses (represented by the (ᛉ) symbol) are instantaneous effects that radiate out from a certain point. Pulses centered on a character do not affect that character (but will affect everything around them).

Auras (represented by the ⓥ symbol) are effects that continually emanate outward from a certain point. Auras centered on a character will affect that character.

Damage

At some point in their careers, characters are certain to endure (or generate) some form of physical damage. Whether due to being stabbed by a sword, clawed by a wild animal, or just tripping down the basement steps, injury is unavoidable.

Every character has a Wounds Aspect. This is the total amount of damage that a character can take before she starts to suffer serious consequences.

When a character suffers damage, it temporarily lowers her Wounds Aspect by a value equal to the damage she suffered. If this brings a character to 0 or fewer Wounds, she might fall unconscious or suffer a Critical Effect.

Note that this is only a temporary reduction in the character's Wounds Aspect! If she heals damage, either as a result of medical attention or natural healing, her Wounds Aspect will increase by an amount equal to the damage healed, up to the character's maximum Wounds Aspect.

For example, Brett has a Wounds Aspect of 7. As he's walking home from work, he's jumped by a mugger who stabs Brett with a knife, inflicting 3 damage! This lowers his Wounds down to 4.

Despite being stabbed, Brett is still relatively healthy, and as he glares at the man holding a knife in his gut, the mugger realizes that he may have picked a fight with the wrong person!

Damage Tracks

Most attacks (and many environmental hazards) in *Through the Breach* are presented in a three number damage track, such as 1/2/3 or 2/4/5. This represents Weak/Moderate/Severe damage. How much damage is actually dealt is determined by a damage flip.

The mugger's knife has a damage track of 1/3/4. While it does good damage on a Moderate or Severe result, its Weak damage is rather low. This makes it a weapon that is likely to only inflict shallow wounds, though it still has the potential to be dangerous in the hands of a skilled wielder.

The Damage Flip

A damage flip is not a duel or Challenge. It is a simple flip of a Fate Card (or cards) that is used to determine how much damage a character suffers.

Step 1: Determine Accuracy Modifiers

Damage flips do not have TNs. They may still have + or − modifiers, however. These modifiers most often come from the results of an attack flip.

When a character makes a successful attack against a target, she gains an Accuracy Modifier to her damage flip against that target. This modifier is based on how well she hit her target; the better the attacker hits her target, the greater the chance that the attacker will deal more damage.

The Accuracy Modifier to a damage flip is determined by the difference between the attacker's final duel total and the defender's final duel total, as shown on this table:

Difference	Damage Flip Modifier
0 (Tied)	−−
1 to 5	−
6 to 10	None
11 or more	+

It is also possible for characters to gain additional + or − modifiers to a damage flip from other sources, such as abnormally powerful weapons, the **Focused** Condition, or the Hard to Wound ability of undead and other particularly resilient creatures. When calculating the final damage flip modifier, + and − modifiers cancel each other out as they do in a duel, and the final modifier is capped at either −−− or +++.

Brett isn't armed, so on his turn, he just punches the mugger. He makes a Pugilism attack and hits the mugger with a final duel total of 14 to the mugger's defense of 10. Since Brett's duel total is 4 points higher than the mugger's, Brett suffers a − to his damage flip against the mugger.

Step 2: Flip Cards

The attacking character flips a single Fate Card, plus any additional cards required by her Fate Modifiers, and chooses the appropriate card from among those she flipped (as determined by her Fate Modifiers, if any). If the attacking character was a Fatemaster character, the Fatemaster makes the damage flip in that character's stead.

The character then consults the numeric value of the flipped card on the following table to determine what level of damage (Weak, Moderate, or Severe) the defender suffers.

Card Value	Damage Dealt
Black Joker	None
1 to 5	Weak
6 to 10	Moderate
11-13	Severe
Red Joker	Severe & target suffers a Severe Critical Effect

Step 3: Cheat Fate?

If the attacker is a Fated character and there are no − modifiers on the damage flip, she now has the opportunity to Cheat Fate on the damage flip.

Joker Cards on Damage Flips

If the Red Joker is flipped, it may be used regardless of whether or not there are any − on the damage flip. The Red Joker deals Severe damage to the target and forces it to suffer a Severe Critical Effect (pg. 303).

If the Black Joker is flipped, it *must* be used, regardless of whether or not there are any + on the damage flip. When the Black Joker is flipped on a damage flip, the damage flip cannot be Cheated, and the attack deals no damage to the target.

If both Jokers are flipped, the Black Joker takes precedence over the Red Joker.

Step 4: Apply Damage and Effects

After the attacker has had the opportunity to Cheat Fate, the target suffers the appropriate amount of damage, as determined by the attacker's weapon or Spell.

If the attacker or her weapon have any special abilities that would apply after a certain type of damage is dealt (such as the Stunning special rule of some weapons, which inflicts a Weak Critical effect each time the weapon deals Severe damage), then those effects apply at this time as well.

If the attacker has a declared Trigger that occurs "when damaging," she applies its effects at this time.

If this damage would reduce the target to 0 Wounds or lower, then the target suffers a Critical Effect (see pg. 303) and must check for unconsciousness (see pg. 302).

Once the damage and any resulting Critical Effects (if any) have been determined and applied to the target, the attack may resolve any declared Triggers that occur "after damaging."

Brett has a − to his damage flip against the mugger, so he flips over two cards, getting 3♥ and 9♣. Since he has a − on the damage flip, Brett has to choose the lowest of the two cards, which is the 3♥.

Consulting the chart, Brett notes that the value of the card is 3, which means that it inflicts Weak damage. Since Brett has 2 ranks in the Pugilism Skill, the damage track of his attack is 2/3/3.

Brett deals 2 damage to the mugger! The mugger only had 4 Wounds to start with, so now he's down to 2 Wounds. Since the damage wasn't enough to reduce the mugger to 0 Wounds or less, the mugger doesn't suffer any Critical Effects and can continue to fight without penalty.

On the mugger's turn, he attacks Brett and lands a very successful attack with his knife, giving him a + to his damage flip. The Fatemaster flips over two cards for the mugger, getting 2♣ and 6♠. Since the mugger has a + on the damage flip, the Fatemaster can choose whichever card she wishes. She chooses the 6♠, which is Moderate damage. The knife deals 1/3/4 damage, so Brett suffers 3 damage!

Unconsciousness

When characters suffer too much damage, or when they suffer certain Critical Effects, they run the risk of passing out from the pain.

When a character suffers damage that reduces her to 0 Wounds or fewer, she must attempt an Unconsciousness Challenge.

An Unconsciousness Challenge is a TN 10 Toughness Challenge. On a success, nothing happens. On a failure, the character falls unconscious.

> *Looking back to the fight between Brett and the mugger, we see that the mugger only has 2 Wounds left. Brett punches him again, this time inflicting Moderate damage, which is 3 damage.*
>
> *This damage drops the mugger from 2 Wounds down to -1 Wounds, which means that he has to make an Unconsciousness Challenge to avoid passing out.*

Note that Undead or Construct characters can fall unconscious as easily as Living characters, which primarily represents a temporary flicker in the magic that animates them.

During Narrative Time, a character with a readied weapon can perform a "coup de grace" to automatically kill an unconscious character within 1 yard.

Fatemaster characters interact with Unconsciousness Challenges in special ways, as determined by their Rank Value. See page 312 for more details.

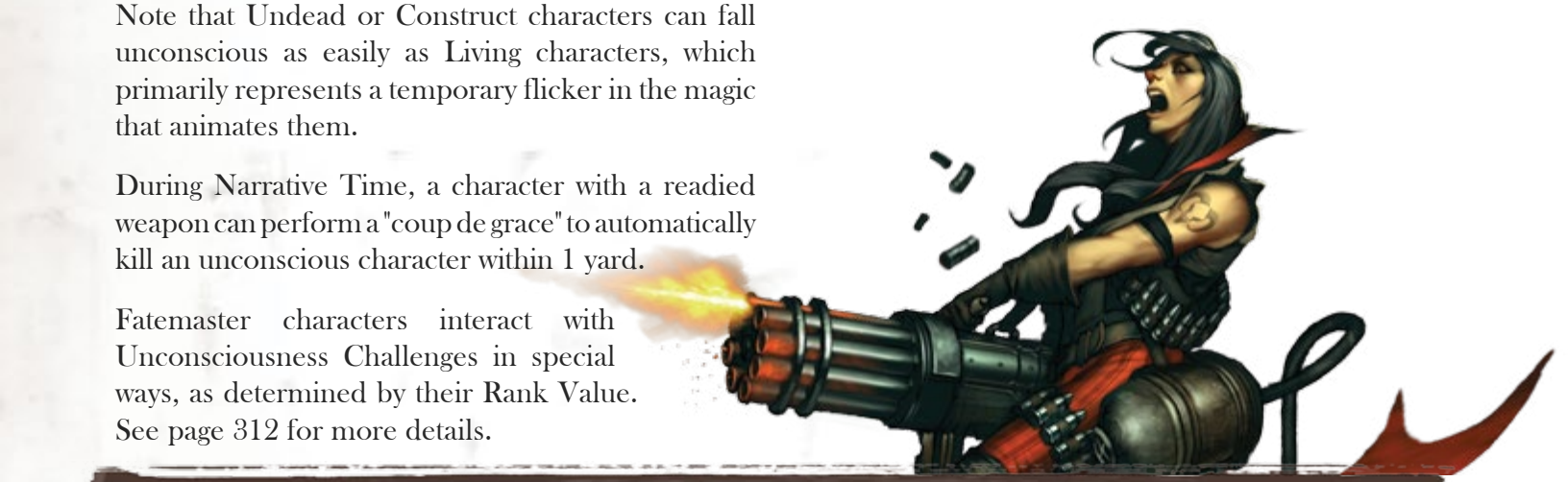
Unconscious Characters

When a character is unconscious, there isn't much that she can do. The character falls Prone, does not generate Action Points on her turn, and cannot take any actions. She has no awareness of her surroundings from the moment when she falls unconscious to the moment when she regains consciousness.

An unconscious Fated character is considered to flip the Black Joker on all Defense and Willpower duels made to resist attacks.

An unconscious Fatemaster character treats her Rank Value as being equal to 0 for the purpose of resisting attacks.

A character remains unconscious until she receives some form of healing that restores her to 1 Wound or higher. If the character already had 1 or more Wounds (perhaps she was knocked unconscious by a Spell or other effect), she must still receive some form of healing to regain consciousness.



Blast Damage

Some weapons or Spells deal Blast damage, which is denoted by the 🌪 symbol. When an attack deals 🌪 damage, it deals the listed damage to the primary target, then every character within 2 yards of the target per 🌪 suffers damage equal to one level less than what was dealt to the primary target.

For instance, consider a weapon with a damage track of 2/3🌪/4🌪🌪. If this weapon dealt Severe damage to a target, that target would suffer 4 damage. Then, every other character within 4 yards (2 yards per 🌪) would suffer 3 damage.

Similarly, if the weapon dealt Moderate damage to a target, that target would suffer 3 damage, then every other character within 2 yards would suffer 2 damage.

Critical Effects

Critical Effects are detrimental ailments that characters might acquire after suffering significant physical damage. Typically, a character acquires a Critical Effect after suffering damage that reduces her to 0 Wounds or less, though some particularly devastating weapons might be able to inflict Critical Effects on otherwise healthy characters.

When a victim suffers a Critical Effect, the character that caused the Critical Effect (or the Fatemaster, if no Fated character was responsible) flips a card from the Fate Deck. This card is not modified by any Fate Modifiers to the damage flip, and neither the character that caused the Critical Effect nor the victim may Cheat Fate to replace it.

Then, if the victim of the Critical Effect has 0 Wounds or less, her negative Wound total (after suffering any damage from the effect that caused the Critical Effect) is added to the value of the flipped card.

The final, modified value of the flipped card is then compared to one of the three Critical Effect tables, as determined by the damage level of the effect that caused the Critical Effect (Weak, Moderate, or Severe). This determines the specific Critical Effect that the victim suffers.

If the damaging effect didn't have a damage level (such as damage caused by the **Poison** or **Burning** Conditions), it causes a Weak Critical Effect.

> *Just as Brett drops the mugger, another mugger appears at the far end of the alley and fires his pistol into Brett, hitting him for Severe damage for 5 damage. Since Brett only had 1 Wounds left, this drops him to -4 Wounds.*
>
> *Since Brett has been reduced to -1 Wounds, he suffers the effects of a Critical Effect. The Fatemaster flips a card from the Fate Deck and gets a 10✗!*
>
> *The Fatemaster adds Brett's negative Wound total to the result, giving her a total of 14✗. Since the mugger's attack dealt Severe damage, she consults the Severe Critical Effect Chart and finds that 14✗ is Agonizing Pain! Brett's in bad shape!*

Critical Effect Locations

When a character suffers a Critical Effect, the suit of the flipped card determines the location of the critical hit.

- : The victim's Chest is affected.
- : The victim's Head is affected.
- ✗: One of the victim's Arms is affected.
- : One of the victim's Legs is affected.

If a Critical Effect is unable to affect a given location (such as an Amputated arm on a character that has no arms), then it affects the character's Chest.

The location of a Critical Effect can range from merely descriptive (as if often the case with Weak Critical Effects) to vitally important (such as when a limb is destroyed or amputated).

Instant and Lasting Critical Effects

Critical Effects are divided into two general categories: instant effects and lasting effects.

Instant Critical Effects impose a temporary penalty on the victim that usually lasts no longer than a single turn.

Lasting Critical Effects have a longer impact on the victim's life. They are designated by bold titles on the Critical Effects table. Some lasting Critical Effects contain rules that describe how a character can end the Critical Effect. If it does not, the lasting Critical Effect is effectively permanent until healed.

In the event of multiple Critical Effects, the attacker determines the order in which they are flipped.

Healing Critical Effects

A lasting Critical Effect can be healed in three ways: the use of the Mend Critical Magia (pg. 265), the use of a Soulstone (pg. 258), or the proper application of the Doctor, Artefacting, or Stitching Skill (for Living, Construct, and Undead characters, respectively). See the Skills chapter for more information on these Skills.

Weak Critical Effects Table

Modified Card Value	Critical Effect
2 or less	How lucky! The Critical Effect does nothing.
3 - 4	The character is jostled by the attack. She becomes **Dazed** until the end of her next turn.
5 - 6	The attack catches the character off guard and knocks her over. The character falls **Prone**.
7 - 8	The attack causes a jolt of intense pain. The character suffers ⊟ to all duels she makes on her next turn.
9 - 10	The attack hit a particularly sensitive nerve. The character becomes **Slow** until the end of her next turn.
11 - 12	The wound is particularly deep. The character suffers 1 damage that does not generate a Critical Effect.
13 - 14	The character is stunned from the pain. She becomes **Paralyzed** until the end of her next turn.
15 or more	Generate a new Critical Effect on the Moderate Critical Effects Table. Treat any result of 2 or less as a 3.

Moderate Critical Effects Table

Modified Card Value	Critical Effect
2 or less	Generate a new Critical Effect on the Weak Critical Effects Table. Treat any result of 15 or higher as a 14.
3 - 4	**Badly Bruised and Lacerated:** The character suffers ⊟ to any Social duel she makes unless great care is taken to hide the ugly wound from sight.
5 - 6	**Hyperventilating:** Every action the character takes has its TN increased by +2. Every time the character takes the (1) Pass Action, she may attempt a Toughness Challenge at a TN equal to 8 + her current number of negative Wounds. On a success, she ends this Critical Effect.
7 - 8	The character's limb goes numb! She gains the **Useless Limb** Condition for the affected limb until the end of Dramatic Time. If this affects the Head or Chest, the target instead becomes **Dazed** until the end of Dramatic Time.
9 - 10	The attack causes a great deal of pain! The character must immediately make another Unconsciousness Challenge at a TN equal to 8 + her current number of negative Wounds.
11 - 12	**Deep Tissue Damage:** Any Critical Effects against the character have their modified card value increased by +2 if they target the location of this Critical Effect.
13 - 14	**Seeping Wound:** At the start of her turn, the character can choose to become **Slow**. If she does not become **Slow**, she suffers 2 damage that generates a Weak Critical Effect.
15 or more	Generate a new Critical Effect on the Severe Critical Effects Table. Treat any result of 2 or less as a 3.

Severe Critical Effects Table

Modified Card Value	Critical Effect
2 or less	Generate a new Critical Effect on the Moderate Critical Effects Table. Treat any result of 15 or higher as a 14.
3 - 4	Some major organs or a critical component of the character's body was damaged! The character suffers 2 damage that does not generate a Critical Effect.
5 - 6	**Broken Bone:** The affected location is rendered useless. If this affects an Arm or Leg, this has the same effect as the **Useless Limb** Condition for the affected limb. If this affects the Head, the character suffers a ⊟ to all Mental Challenges. If this affects the Chest, the target suffers ⊟ to all Physical Challenges.
7 - 8	There's blood everywhere! The character gains the **Bleeding Out +1** Condition.
9 - 10	**Nervous System Trauma:** When this character announces that she wishes to take a certain type of action, depending upon the affected location (Legs: Walk, Run, or Charge action, Arms: Strike or Shove action, Head: Focus or Cast Spell action, Chest: Defensive Stance or Impose action), she must immediately make an Unconscious Challenge at a TN equal to 8 + her current number of negative Wounds.
11 - 12	**Crippled:** The affected location is permanently damaged and rendered useless. If this affects an Arm or Leg, this has the same effect as the **Useless Limb** Condition. If this affects the Head, one of the character's eyes is destroyed (which has the same effect as the **Blind** Condition, save that the penalty is only ⊟ if the character still has at least one functional eye). If this affects the Chest, the character cannot declare any actions and can only speak in a soft, wheezing voice.
13 - 14	**Agonizing Pain:** This character generates one less General AP at the start of her turn during Dramatic Time.
15 - 16	**Gushing Wound:** At the end of her turn, this character gains the **Bleeding Out +1** Condition. Ending the **Bleeding Out** Condition does not end this lasting Critical Effect.
17 - 18	The attack severs an artery. The character gains the **Bleeding Out +3** Condition, except that the TN of the Doctor Challenge to end the **Bleeding Out** Condition is increased by an amount equal to the number of negative Wounds possessed by the character. If this character is Living, she must immediately make an Unconsciousness Challenge at a TN equal to 8 + her current number of negative Wounds.
19 - 20	**Amputated:** The affected location is permanently destroyed, with only chunks of bone and meat remaining. In the case of an Arm or Leg, the Arm or Leg is destroyed and the character gains the **Bleeding Out +5** Condition. If this affects the Head or Chest, the character is instead killed in a particularly messy fashion. This lasting Critical Effect cannot be removed unless the removing effect specifically references it by name. If this character is Living, she must immediately make an Unconsciousness Challenge at a TN equal to 10 + her current number of negative Wounds.
21 or more	Bloody mess! As 19 - 20 above, save that if the target was Living or Undead, every Living character within (Y)4 of the target must make a Horror Duel at a TN equal to 8 + half the target's Rank Value, rounded up (or TN 14, if the target was a Fated character).

Conditions

Conditions are ongoing effects that characters can receive in a variety of ways. Conditions can have many different effects, some good, some bad, and some that are downright crippling.

Stacking Conditions

Conditions stack if the Condition is presented with a value, such as **Poison +1**. When this is the case, all values of the same Condition that affect a character are added together into a single condition.

If a Condition has a value, that Condition ends if the value of the Condition ever reaches 0.

> *For example, Brett is fighting against an assassin who is using a poisoned weapon. The assassin's first attack cuts him and gives him the Poison +1 Condition. Unfortunately for Brett, the assassin's second attack cuts him as well, giving him an additional Poison +1.*
>
> *Since the Poison Condition has a value associated with it, it stacks with itself, and Brett's two Poison +1 Conditions combine into a single Poison +2 Condition.*

Conditions that are not presented with a value do not stack. For instance, if a character who has the **Slow** Condition gains the **Slow** Condition from another source, the additional **Slow** does not apply; the character does not become "extra" **Slow**.

If a character gains the same Condition with multiple durations (for instance, "this character is **Slow** until the end of her next turn" and "this character is **Slow** until the end of Dramatic Time"), the version of the Condition with the longest duration takes precedence over the other.

Surprised Characters

Characters who are surprised at the start of Dramatic Time (most likely because they failed to notice an ambushing attacker) are considered to be **Slow** on their first turn of Dramatic Time.

Common Conditions

Here is a list of some of the most common Conditions in *Through the Breach*.

Blind

Characters with this Condition suffer ⊟⊟ to any action that normally requires sight, such as most attack actions.

Bleeding Out

When a character gains this Condition, it is applied with a certain value. If the effect that applies **Bleeding Out** does not list a specific value (such as **Bleeding Out +4**), the character simply gains the **Bleeding Out +1** Condition.

At the end of a character's turn, if she has the **Bleeding Out** Condition, the value of that Condition increases by exactly 1. If a character ever reaches **Bleeding Out +10**, she dies.

Any character may attempt to remove this Condition with a (2) Use Doctor Action with a TN of 15. If the character is attempting to remove her own **Bleeding Out** Condition, the TN is increased to 20.

The **Bleeding Out** Condition can only affect Living characters. If a non-Living character receives this Condition, it ends with no effect.

Burning

When a character gains this Condition, it is applied with a certain value. At the end of her turn, a character with the **Burning** Condition suffers an amount of damage equal to the value of her **Burning** Condition. Then, the character ends this Condition.

Any character within 1 yard of a character with the **Burning** Condition (including the character herself) may take a (1) AP Action to reduce the value of the **Burning** Condition by exactly 1.

Crazy

When a character gains this Condition, it is applied with a certain value. A character with the **Crazy** Condition subtracts the value of the Condition from the final duel total of any duel involving a Mental Aspect. She may also hear voices or see things that are not actually there, at the Fatemaster's discretion.

At the start of each day, the character may attempt a TN 15 Centering Challenge, ignoring any penalties from the **Crazy** Condition, to lower the value of her **Crazy** Condition by exactly 1.

Dazed

The character has a hard time focusing on tasks.

A character with this Condition has the TN of every action she attempts increased by +2.

Defensive

The character is focusing her attention upon not getting hit.

When a character gains this Condition, it is applied with a certain value.

Until the start of this character's next turn, she gains + to her Defense duels for each value of this Condition (to a maximum of +++ at **Defensive +3**).

Fast

A character with this Condition generates one additional General AP on her turn during Dramatic Time. If it is already the character's turn when she gains the **Fast** Condition, she immediately gains one General AP. This Condition lasts until the end of the character's turn.

Fast and **Slow** cancel each other out; if a character has both **Fast** and **Slow** at the same time, both Conditions are immediately removed (after the new Condition takes effect, if it is the character's turn).

Focused

The character is aiming or otherwise focused upon a certain task.

When a character gains this Condition, it is applied with a certain value. A character with the **Focused** Condition may choose to end the Condition when declaring an action to gain + to the action for each value of the Condition (to a maximum of +++ at **Focused +3**). If the character does not voluntarily end her **Focused** Condition before the end of her turn, her **Focused** Condition ends at that time.

Intoxicated

The character is drunk.

A character with this Condition suffers − to all Willpower duels. This Condition lasts for 10 minutes.

If a character with the **Intoxicated** Condition would gain the **Intoxicated** Condition again, she instead gains the **Poison +1** Condition.

The **Intoxicated** Condition can only affect Living characters. If a non-Living character receives this Condition, it ends with no effect.

Paralyzed

The character cannot move.

A character with this Condition generates no AP and can declare no Actions on her turn during Dramatic Time. If it is already the character's turn when she gains the **Paralyzed** Condition, her turn immediately ends. Unless otherwise noted, the **Paralyzed** Condition lasts until the end of the character's turn.

If the character becomes Paralyzed at the end of her turn (such as from the Terrifying Ability of certain creatures), then she remains **Paralyzed** until the end of her next turn, unless otherwise specified.

Paralyzed and **Reactivate** cancel each other out; if a character has both **Paralyzed** and **Reactivate** at the same time, both Conditions are immediately removed.

Poison

When a character gains this Condition, it is applied with a certain value. At the end of her turn, a character with the **Poison** Condition suffers 1 damage; then, the value of this Condition is lowered by exactly 1.

The **Poison** Condition generally only affects Living characters.

Reactivate

At the end of the round, a character with this Condition may take another turn. If multiple characters have the **Reactivate** Condition, they take their extra turns in Initiative order. Even if the character decides not to take an additional turn, her **Reactivate** Condition then ends.

No matter how many times a character receives the **Reactivate** Condition, she may not take more than a single extra turn each round.

Paralyzed and **Reactivate** cancel each other out; if a character has both **Paralyzed** and **Reactivate** at the same time, both Conditions are removed.

Slow

A character with this Condition generates one less General AP on her turn during Dramatic Time, to a minimum of 1 AP. If it is already the character's turn when she gains the **Slow** Condition, she immediately loses one General AP (if possible). This Condition lasts until the end of the character's turn, unless otherwise stated.

Fast and **Slow** cancel each other out; if a character has both **Fast** and **Slow** at the same time, both Conditions are immediately removed (after the new Condition takes effect, if it is the character's turn).

Suffocating

When a character gains this Condition, it is applied with a certain value. If the effect that applies **Suffocating** does not list a specific value (such as **Suffocating +4**), the character simply gains the **Suffocating +1** Condition.

At the end of her turn, a character with the **Suffocating** Condition must succeed on a Toughness duel with a TN equal to the value of her **Suffocating** Condition. On a failure, the character falls unconscious. If the character was already unconscious, she instead suffers 3/4/5 damage that may not be reduced by armor. A character that is reduced to 0 or fewer Wounds from this damage suffocates and is killed.

The **Suffocating** Condition ends when the character is once again able to breathe. This Condition can only affect Living characters. If a non-Living character receives this Condition, it ends with no effect.

Useless Limb

One of the character's limbs has been rendered useless.

When this Condition affects an arm, the character suffers ⊟⊟ to any duels that would require the use of that arm. If this Condition affects a leg, the character reduces her Walk Aspect by 2 (to a minimum of 1), cannot declare the Run or Charge Actions, and suffers ⊟⊟ to any duels that require the use of that leg.

Healing

Healing lost Wounds can be a time-consuming process for characters. Though Construct and Undead characters have an advantage over Living characters in that their lost limbs can generally be replaced with new parts, they make up for this advantage by being unable to heal over time.

Natural Healing

Given enough time, the wounds of a Living character will eventually heal and return her to health. At the start of each day, every Living character that has been able to sleep for at least 6 hours makes a 1/2/3 healing flip. This flip may be Cheated.

Healing Damage

From time to time, a game mechanic will either instruct a character to make a healing flip or will note that she heals a certain amount of damage.

When a character heals damage, either as a result of medical attention or natural healing, her Wounds Aspect will increase by an amount equal to the damage healed, up to the character's maximum Wounds Aspect.

Some healing effects (such as Natural Healing, above) will use a healing flip to determine how much damage a character heals. Healing flips work just like a damage flip, save that only a single card is flipped and there are usually no Fate Modifiers to the flip.

Card Value	Amount Healed
Black Joker	None
1 to 5	Weak
6 to 10	Moderate
11 to 13	Severe
Red Joker	All damage

Horror Duels

Malifaux is a world where the very stuff of nightmares springs forth to murder, mutilate, and maim its inhabitants. When a character encounters a truly terrifying sight, they must pass a Horror Duel or become paralyzed with fear.

When a character fails a Horror Duel, that character becomes **Paralyzed**. Once a character succeeds at a Horror Duel, she becomes immune to all future Horror Duels caused by that character until the end of Dramatic Time.

Because of the differences between Fated characters and Fatemaster characters, Horror Duels work a little bit differently depending upon who is creating the Horror Duel and who is attempting to resist it.

Fated Characters Resisting Horror

When a Fated character is called upon to make a Horror Duel, she simply makes a Willpower duel against the noted TN.

Fated Characters Causing Horror

When a Fated character forces another character to make a Horror Duel, it is essentially handled as an attack against that character.

The Fated character uses half the TN of the Horror Duel (rounded up) as her Acting Value for this duel, and the target makes a Willpower duel to resist. If the Fated character succeeds, the target becomes **Paralyzed**. If not, the target is considered to have succeeded at the Horror Duel.

Sleep and Fatigue

Living characters need at least 6 hours of sleep each night to avoid becoming fatigued. Those who do not get this much sleep are considered to be **Dazed** until they sleep for at least six hours.

Subordinate Characters

Sometimes, a Fated character might end up in control of one or more subordinate characters. A subordinate character is any sort of Fatemaster character that takes orders from a Fated character. It might be a shuffling zombie that the character raised from the dead, a clicking combat machine that she built in her shed, or even just a mercenary that she hired to help with a particular mission.

Most subordinate characters are only subordinate to a single, specific character (usually the one that animated them, in the case of Undead and Constructs), but it's possible for others to be subordinate to multiple people. For instance, if a group of Fated characters hire two mercenaries, then the Fatemaster might decide that the mercenaries are subordinate to the entire group (and therefore can be Ordered around by any of the Fated).

Only others characters controlled by the Fated are considered to be subordinate characters. If a Fatemaster character is in control of one or more characters that would otherwise be considered to be subordinate characters, those characters are treated no differently than any other Fatemaster character.

Subordinate Characters in Combat

Subordinate characters do not generate an Initiative value during Dramatic Time. Indeed, unless they are commanded to act by their controller, a subordinate character does not receive a turn like normal Fated and Fatemaster characters.

For subordinate Undead and Constructs, it can be assumed that the subordinate character is standing in place and awaiting instructions. Living subordinate characters may be so indecisive as to be ineffective without someone shouting orders at them.

When a character takes the (1) Order Action, she issues one or more commands to a single subordinate character under her control. After the character finishes her turn, the selected subordinate character immediately takes its turn for the round.

No matter how many times it receives the (1) Order action, a subordinate character can only receive one turn per round. The sole exception to this rule is if the subordinate character has or gains the **Reactivate** Condition, in which case its controller may take a second (1) Order action to allow her subordinate character to take its second **Reactivate** turn at the end of the round.

On its turn, the subordinate character is controlled by the Ordering character. If the Ordering character is a Fated character, the subordinate character flips cards for Challenges on its turn as if it were a Fated character, but it may not Cheat Fate.

Outside of its turn, the subordinate character uses its Rank Value in place of card flips, just like every other Fatemaster character.

Building a Construct

Characters with the Artefacting Skill are able to build inanimate Constructs for subsequent enchantment and animation. As with most crafting in *Through the Breach*, there is no Challenge Duel required to build a Construct; so long as a character has at least one rank of Artefacting, she possesses all of the knowledge she needs to build such a machine.

Though the created construct cannot function on its own, the Animate Construct Magia (pg. 264) "fills in the gaps" of improper mechanical design with magic, ensuring that such haphazard machines are able to function in the way that their creator wishes.

Building a Construct takes one day of construction time. The process used to create the Construct is as follows:

Step 1: Calculate Construct Points: The character chooses a Height for her Construct, from 1 to 4. She then multiplies her Artefacting Skill by the Construct's Height to determine how many Construct Points she can spend to upgrade her Construct.

Step 2: Determine Rank: The Construct has a starting Rank Value of 5 (which makes it a Minion). As many times as she wishes, the character may spend 2 Construct Points to increase the Rank Value of the Construct by 1, to a maximum Rank Value of 10. If the Construct's Rank Value is 7 or 8, it becomes an Enforcer, and if it is 9 or 10, it becomes a Henchman.

Step 3: Determine Aspects: The Construct's Might and Resilience begin with a value of (Height – 1), while its Grace and Speed begin with a value of (2 - Height). The Mental Aspects of a Construct all begin at -5. As many times as she wishes, the character may spend 1 Construct Point to increase one of her Construct's Aspects by 1 rank, to a maximum of +5.

Step 4: Determine Skills: A Construct does not begin with any Skills. As many times as she wishes, the character may spend 1 Construct Point to give her Construct two ranks in Close Combat, Expertise, Ranged Combat, or Training Skills, up to a maximum number of ranks in each Skill equal to the character's ranks in the Engineering Skill. These Skill ranks can be split among multiple Skills if the character wishes.

Step 5: Armor: If the Construct is Height 1 or 2, it gains **Armor +1**. If it is Height 3 or 4, it gains **Armor +2**. Note that this Armor reduces the Construct's Defense Aspect as normal (see pg. 241).

Step 6: Weapons: The character may add up to one weapon to the Construct for each rank of Height it possesses. This doesn't cost any Construct Points, but the character must have each such weapon present when she builds the Construct.

Alternatively, the character may choose to use one of these "weapon slots" to give the Construct a custom pneumatic weapon (such as replacing its hands with razor-sharp claws). This custom weapon costs 2 scrip per Height of the Construct, uses the Pneumatics Skill, and has the following range and damage track, depending upon the Construct's size:

Height	Range	Damage
1	1	1/2/4
2	2	2/3/4
3	3	2/4/5
4	3	3/5/6

Step 7: Calculate Final Cost: The Construct costs 10 scrip + 5 scrip per Construct Point used + the cost of any weapons the character added to it. The market value of such Constructs (i.e., the amount that a character can expect to pay to have someone else craft the Construct for them) is roughly four times this price. If the character wishes to add a special fitting that allows the Construct to be powered by a Soulstone, this increases the cost by an additional 2 scrip (the actual Soulstone costs much more).

Fatemaster Characters

Fatemaster characters are those characters that are controlled by the Fatemaster. They might be staunch allies of the Fated, despicable villains whose elaborate plans the Fated work to overcome, dedicated bounty hunters trying to capture the man the Fated want to interrogate, or just shopkeepers that sell the Fated bullets and sandwiches.

Fatemaster Characters operate a bit differently from Fated characters, as described in this section. Some of these differences have already been covered earlier in the rules, but they have been reprinted here in the interest of thoroughness.

Rank Value

The biggest difference between Fatemaster characters and Fated characters is that Fatemaster characters don't flip cards from the Fate Deck.

Instead, each Fatemaster character has a Rank Value assigned to them. Rank Values range from Peon (1) to Tyrant (14), according to the following chart:

Rank Value	Maximum Fate Points	Rank Title
1 - 4	0	Peon
5 - 6	1	Minion
7 - 8	2	Enforcer
9 - 11	3	Henchman
12 - 13	4	Master
14	5	Tyrant

When a Fatemaster character would flip a card from the Fate Deck, it is assumed to flip a card with a value equal to its Rank Value.

The Rank Title is an easy way to group Fatemaster characters by their relative power levels. Some effects might deal more damage to Peons or Minions, while others might give out bonuses to Fatemaster Characters of a certain Rank Title.

Fate Points

Fatemaster characters each have a certain number of Fate Points, which represent the minor ways in which these characters can influence their own fates. While no Fatemaster character is quite as accomplished at manipulating their fate as the Fated, some of them can come very close.

At their most basic level, Fate Points are a way for Fatemaster characters to use Talents and abilities that require them to discard a card, such as Flurry or Rapid Fire. When a Fatemaster character is required to discard a card, it may instead expend one Fate Point to count as having paid that cost.

Fatemaster characters begin each session with the maximum Fate Points for their Rank Value (as shown in the chart on the left). In addition, if a Fatemaster character resolves an effect that would result in it drawing a Twist Card, it instead gains a Fate Point (to a maximum number of Fate Points equal to the value listed on the chart to the left).

For example, when the Fate Deck runs out of cards and is reshuffled, each of the players is allowed to draw a card from their personal Twist Decks. When this happens, every Fatemaster character in the scene gains a Fate Point, so long as their new total does not exceed their Rank's maximum Fate Points.

Additional Fate Point Effects

In addition, Fatemaster characters of Enforcer Rank or higher who are not subordinate characters can spend Fate Points for the following effects during Dramatic Time:

- **Competence:** When an action is announced, the character may spend 1 Fate Point to gain + to one duel (including a Defense or Willpower duel). Note that since Fatemaster characters don't flip cards, this usually results in a Fated character gaining a − to one of their flips.
- **Quick Action:** On its turn, the character may spend 1 Fate Point to gain +1 General AP for that turn. No more than 1 Fate Point can be spent on this effect per turn.
- **Recovery:** On its turn, the character may spend 1 Fate Point to remove 1 Condition affecting it.
- **Second Wind:** On its turn, the character may spend 1 Fate Point to heal 2 damage.

These additional effects are intended to give stronger Fatemaster characters a bit of extra staying power and threat during a fight. If the Fated are already having a tough time with a fight, the Fatemaster should not feel obligated to have her Fatemaster characters use these effects; if their enemies are already strong, then there's no need to make them stronger!

Adjusting Difficulty

The characters and creatures described in the Bestiary chapter of this book and in other published adventures are all presented with a set Rank Value. These Rank Values are not set in stone, however, and the Fatemaster is encouraged to adjust them up or down by a few points in order to present the Fated with an appropriate encounter.

For instance, a group of street thugs might consist of four Minion (5) Gunfighters and an Enforcer (7) Gunfighter. One of the Gunfighters has been turned into an Enforcer to represent her position as the group's leader, which makes her far more skilled and dangerous than her lackeys.

Unconsciousness Challenges

Fatemaster characters deal with unconsciousness in different ways, depending upon their Rank Value. This ensures that, during a battle, Fated characters will be able to easily deal with any Minions they encounter, while Enforcers and stronger characters will continue to challenge them.

If a Peon or Minion character is reduced to 0 Wounds or lower, the Critical Effect it suffers has the additional effect of making the character immediately fail its Unconsciousness Challenge.

If a Peon or Minion character has the ability to ignore a Critical Effect (such as the Hard to Kill ability of Zombie Swordsmen, pg. 355), then it will also ignore this added effect and continue to fight despite being at 0 Wounds or lower.

Enforcer, Henchmen, Master, and Tyrant characters that are reduced to 0 Wounds or lower suffer a Critical Effect as normal, but they automatically pass their Unconsciousness Challenges.

Regardless of a Fatemaster character's Rank Value, they still make Unconscious Challenges from other sources (such as Spells, Manifested Powers, or Critical Effects that call for an Unconsciousness Challenge as part of their effects) as normal, using their Rank Value in place of a flipped card.

Rank Titles

Fatemaster characters are broken down into rough groups that measure their overall competence and skill level.

Peon

Peons are characters who pose little threat to others. They're the shopkeepers, serving girls, and relatively harmless animals that make up the background of the world.

Example: Brian Dressler, the secretary for the president of the Miners and Steamfitters Union, is just there to type letters, take notes, and make sure there's plenty of hot coffee at the ready.

Minion

Minions are characters who are generally only a threat in large numbers. They are the rank and file of most groups, and as such, Minions are the default rank for most Fatemaster characters.

Example: Engel MacClellan is a Union miner. He works hard in the mines, but when the Union needs someone roughed up because they're not paying their dues, he and a few of his fellow miners get together and pay the delinquent a threatening visit. He's even traded blows with the Guild Guard on a few occasions.

Enforcer

Enforcers are characters who have either received special training or been around long enough to become a legitimate threat to Fated characters. They tend to be highly competent and often lead groups of Minions either by themselves or alongside another Enforcer.

Example: Addisu Buhari is an Abyssinian inventor in the Union's employment. She's incredibly skilled and focused on her work, and even though she's not trained in gunplay, Addisu is quite capable of defending herself.

Henchmen

Henchmen are the movers and shakers of Malifaux. They are elite characters that are capable of threatening even experienced Fated, and as such, they make for suitable "boss encounters," especially when in the company of Enforcer and Minion underlings.

Example: Troy Acker is a firefighter in Malifaux City, but on the side, he works closely with the Arcanists, using his ability to control flames to ensure they only spread to buildings owned by the organization's rivals.

Master

There are few individuals who could be considered to be Masters. These singularly powerful individuals control vast resources and make critical decisions that affect all of Malifaux. Often capable of challenging even the most powerful of Fated, Masters exist at the pinnacle of human (or inhuman) skill, making them some of the most deadly people to walk on either side of the Breach.

Encounters with Masters should be handled with care, as they can easily defeat even the most experienced of groups. If the Fated end up in combat with a Master, the focus should be less about defeating the Master outright and more on either escaping the situation, avoiding their attention, or merely holding them back long enough for their allies to accomplish another objective.

Example: Viktor Ramos is the president of the Miners and Steamfitters Union. Though he's widely known as a brilliant inventor, few would suspect that he's also a ruthless sorcerer who leads the Arcanists in their attempts to seize control of Malifaux from the iron grip of the Guild.

Tyrant

Tyrants are entities whose powers are beyond mortal comprehension. Tyrants warp the very fabric of reality around them and often have powers and knowledge that defy explanation. While it's technically possible for characters to triumph over a Tyrant, they are immortal creatures that can never be slain... only temporarily defeated.

Example: The Tyrant known as the Dragon is a cunning and manipulative entity that cleaved its soul in half and hurled part of its essence across the dimensions and into Earth. That portion of the Dragon became the patron of a series of temples, which it used to prepare mortals to become suitable vessels for its essence. The Dragon's current host, Shenlong, has allied himself with the Ten Thunders, but the arrangement is merely an alliance of convenience for the Tyrant.

Session Structure

Through the Breach sessions adhere to a certain general structure: Prologue, Adventure, and Epilogue. This structure is tied to the core mechanics of the game and determines when Fated characters choose their Pursuit for the session, when they can flip cards, and when they can advance their character.

For the purposes of these rules, a "session" is defined as a single adventure that deals with the resolution of a Fated character's Destiny Step. Sometimes, a session will run long or a situation will develop that will require playing out a session across multiple gatherings. This is perfectly fine! Just pause the session and continue it when the game reconvenes at the next gathering.

The Prologue

The Prologue is the portion of the adventure that tells the Fated characters what sort of theme the session's adventure will follow. At the end of the Prologue, the Fated choose which Pursuit they wish to follow for the rest of the session. Thus, it is important that the Prologue sets the theme of the adventure in such a way that the Fated can make an informed decision about which Pursuits they wish to follow.

The Prologue portion of the adventure is best compared to the cold open of a television show that plays right before the opening credits and theme song: it presents the characters with a situation, problem, or mystery, perhaps even leaving them with a small cliffhanger. It could take the form of someone approaching the Fated and asking for their help, or maybe they are attending an opera when someone next to them falls over dead from poisoning. Whatever form it takes, the Prologue should give the Fated an idea of what the adventure will be about and get them excited to see how things will turn out.

In essence, the Prologue should be the sales pitch of the session. It should give the Fated enough information to pique their interest in the adventure, but not enough to spoil the surprise.

There are no cards in the Prologue

Because players have not yet drawn their Control Hands, the Prologue should generally avoid any sort of card flip. The players should be able to talk, move around, and otherwise interact with other people during the Prologue, but if it gets to the point where they need to flip cards for something, the Prologue should probably come to an end, as that means that the Adventure part of the session has started.

Just because players don't flip cards during the Prologue doesn't mean that they're useless, however. If the Fated begin the session pinned down by enemy gunfighters in an old barn, for instance, they might be able to fire a few wild shots at their opponents. In this case, however, the Fatemaster just decides what happens; perhaps the gunfighters are behind cover and the attacks miss, or maybe the Fated manage to kill a few of them. Maybe the bullets strike the gunslingers and bounce off their flesh, as if they were made of steel. Whatever happens, it's a strictly narrative process used to set up the rest of the adventure.

Choose Pursuits

After the Prologue is over, each Fated character should choose which Pursuit she wishes to follow for that session. This gives her the "On the Pursuit" ability of the chosen Pursuit, and if it is the first time the character has chosen that Pursuit, she also gains the Step 0 Talent for that Pursuit.

The Fated are encouraged to choose whichever Pursuit seems the most useful for the session, based upon the information given to them during the Prologue.

During the first session, the Fated do not choose their Pursuit; they already did so during character creation.

At this point, each Fated character should draw three cards from their Twist Decks to form their Control Hands for the session. The "On the Pursuit" ability of the character's chosen Pursuit will tell the player what circumstances will allow her to draw more cards during the session.

The Adventure

The Adventure portion of the session is where the bulk of the session's action and roleplaying takes place. Whatever the Fated do - from trying to stop a Resurrectionist from being elected mayor or trying to raise an army of undead voters to stuff the ballot box - it takes place during the Adventure.

Each Fated character in *Through the Breach* is created with a specific Destiny, which is broken into five distinct Destiny Steps. When the Fatemaster is planning out a session's adventure, it is highly recommended that she choose the first unresolved Destiny Step of the Fated characters and make that Destiny Step - and thus, the character it belongs to - the focus of the adventure.

This process is called "spotlighting." It ensures that each character receives a number of sessions that revolve around her Destiny, and the Fatemaster is encouraged to work the character's backstory and history into these adventures in order to make the player feel like the adventure really is "her" session.

Of course, the other Fated characters are still present, so it's not actually a solo adventure, just one that derives its themes and plot from a certain character. As each session shifts its focus to a new Fated character and their destiny, the different plot lines will naturally weave themselves together, allowing each character to have a few chapters of the story dedicated to their own goals and trials.

Occasionally, two or more characters might have the same Destiny Step. When this happens, the Fatemaster could attempt to resolve both of the Destiny Steps at once, making the session about some common thread that links those characters together. Alternatively, the Fatemaster could look at it as an opportunity to look at the same Destiny Step through a different lens, presenting adventures that share the same general themes but execute them in radically different ways to account for each character's unique destiny.

The Epilogue

The Epilogue is the conclusion of the adventure and the session. If there are minor plot threads or actions that the Fatemaster thinks can be wrapped up quickly without conflict or needing another session to explore, they are done at this point, often through simple narration without resorting to card flips.

For instance, if the adventure revolved around keeping some Woes from driving the mayor insane, the grateful mayor might hold a small ceremony in their honor, or maybe the Fated failed and the Epilogue deals with them visiting him in the asylum, driving home the cost of their failure.

The Epilogue can also be used to set up the next session, if the Fatemaster has an idea of what it will entail. The Fated might receive a strange letter congratulating them on their victory, or perhaps one of the Woes appears to taunt them about their failure. Sometimes, the Fated will even make it clear what they want the next session to be; perhaps they state that next time, they intend to investigate the old Soulstone mine mentioned in the mayor's journals. When the players are interested enough to plan ahead like this, it's a good sign!

The Epilogue is also where characters gain Experience Points and advance their characters. This is explained in more detail in the Character Advancement section on page 318.

If the session focused on a character that resolved one of her Destiny Steps, that character gains an additional bonus to represent the steady hand of fate slowly pushing her toward the campaign's conclusion; at the end of such a session, the Fated character who resolved her Destiny Step (whether by accepting or denying it) can choose to gain one of the following benefits:

- Increase one of her Physical or Mental Aspects by +1.
- Gain either an Ability Manifested Power or Spell-like Manifested Power that ties into the events of the adventure. See page 278 for more details.

Character Advancement

As a character participates in the story being told by the Fatemaster and other players, her skills sharpen, and she learns a number of hard lessons. This is represented mechanically with new Talents and Skills.

During the Epilogue of each session, characters have the opportunity to increase their Skills and advance along their chosen Pursuit.

Step 1: Pursuit Advancement

During the Epilogue, each character advances one step along their current Pursuit and gains the listed Talent for their new Step.

Often, the character will be presented with a choice between two different Talents. If this is the case, the character must choose and gain one of the two listed Talents.

If the session focuses around the character and her relationship to a certain Advanced Pursuit, the character may instead choose to advance one Step along that Advanced Pursuit. If she does this, the character does not advance along her current Pursuit; the Advanced Pursuit advancement trumps the Basic Pursuit advancement.

Step 2: Gain Experience Points

After advancing along their Pursuits, each Fated character that played in that session gains 1 Experience Point (or "XP").

A character may spend their Experience Points during the Skill Advancement step or save them for future advancement. Advancing a Skill becomes more expensive as its Ranks increase, so characters who wish to advance Skills they already possess will have to "save up" their Experience Points to do so.

Step 3: Skill Advancement

During the Adventure, the Fatemaster should keep track of which Skills each Fated character uses, often by just noting that Skill down under the character's name on a piece of scrap paper. It is not necessary for the Fatemaster to keep track of every Skill the character uses; instead, she should focus on Skills that seem to come up multiple times for that character, instances where a particular Skill led to an unexpected success or a terrible failure, or Skills that have a thematic tie to the adventure, such as choosing Deceive or Sorcery during an adventure that focuses around infiltrating the Arcanist organization.

In short, the Fatemaster should only note down a Skill if it had a particular impact on the adventure, for good or ill.

After the Fated have gained their Experience Points for the session, the Fatemaster chooses two Skills from each character's list and presents them to that character as possible avenues of advancement.

In addition to the two Skills chosen by the Fatemaster, each character's "On the Pursuit" ability (gained from their current Pursuit) lists a certain number of Skills that are always considered to be possible avenues of advancement for that character. Typically, these are Skills that are thematically tied to the character's chosen Pursuit.

Once the character has looked over all of the various possible avenues of Skill advancement available to her, she may choose to advance in one of those Skills.

If the character does not have any Ranks in the chosen Skill, she gains 1 Rank in that Skill without having to spend any Experience Points.

If the character has 1 or more Ranks in the chosen Skill, she may spend a number of Experience Points equal to the Skill's current Rank to increase its Rank by +1.

Finally, the character may choose to spend 1 Experience Point to learn a Skill Trigger for one of her Skills with 3 or more ranks. See Skill Triggers on page 190 for more information.

Campaign Length

Through the Breach campaigns are designed to have a finite length. Each session is intended to focus on the resolution of a character's Destiny Step, so with five Destiny Steps per character, most campaigns should only last around five session per Fated character.

There are circumstances that will extend this length, of course. If a Fated character is killed, for instance, her player may choose to make a new character who brings new, unresolved Destiny Steps to the group.

If any of the players decide to follow an Advanced Pursuit, the Fatemaster might also decide to have a session revolve around the character's advancement along that Advanced Pursuit, rather than a Destiny Step. In addition to being a good way to lengthen a campaign, this also allows the players and the Fatemaster the opportunity to follow up on story hooks that might not otherwise have much to do with anyone's Destiny Steps.

In addition to immersing the character in the circumstances or organization related to her Advanced Pursuit, this also gives the Fatemaster a bit of a time to focus on just what it means to be a Death Marshal or a Steamfitter. In this case, instead of advancing along her current Pursuit or resolving any Destiny Steps, the player just advances one step along her Advanced Pursuit.

The Final Days

When the last Fated has resolved her final Destiny Step, it's usually a good time to end the campaign. If the Fatemaster can manage it, it's best to try to have the resolution of a character's final Destiny Step tie up the loose ends concerning their history, goals, and plot lines. In addition to being satisfying, this also allows the Fated character to feel a sense of closure that will make the end of the campaign easier to accept.

If there are still loose ends when the last Fated's Destiny Step has been resolved, the Fatemaster may decide that one or two final sessions are necessary to wrap up the story. These sessions should be focused on answering any lingering questions the Fated might have had about the story up to that point; there's no reason to introduce new mysteries.

The best books, movies, plays, and television shows know when they've run their course and end gracefully, while their audiences are still wanting more. A good roleplaying game is no different.

The End

If the players are still excited to explore the world of Malifaux, have them create new characters and start a new campaign! From time to time, allow their new characters to hear tales of their old characters' exploits, to meet Fatemaster characters that their old characters knew, and maybe even help one of their former (now Fatemaster) characters out with a new problem.

The trick with these references is to remember that the new characters are now the heroes and protagonists of the story. Bilbo Baggins was the hero of *The Hobbit*, but in the *Lord of the Rings*, he passes that mantle on to Frodo, allowing his younger relative to have his own adventures.

That's the sort of relationship you want the new characters to have with the old: the new characters may look upon these former Fated as heroes or consider them to be terrible villains, but either way, they shouldn't have to live in their shadows.

BESTIARY

The Fated will no doubt encounter many people and creatures during their time in Malifaux. Some are merely denizens of Malifaux or employees of the Guild, while others are stranger still, such as the twisted monsters known as the Neverborn or the hideous walking undead enslaved to the will of the Resurrectionists.

The stat blocks contained in this chapter should provide Fatemasters with an assortment of characters from every walk of life and faction to be found within Malifaux City and beyond its crumbling walls.

Depending on the situation, Fatemasters more familiar with *Through the Breach* may want to adjust some of these characters' Rank Values ahead of time to create more or less of a challenge for their players. Generally speaking, increasing a character's Rank Value by two points is enough to transform it into an "elite" version of its normal form, but be careful when increasing any character's Rank Value higher than Henchman rank.

In addition to the stat blocks provided in this chapter, stat blocks can be found in any of the various *Through the Breach* supplements, such as *Into the Steam*, *Under Quarantine*, and *Into the Bayou*. These books tend to focus on some of the less common creatures and people that the Fated might encounter on their adventures, from Minions all the way up to Henchmen.

We've included a single Master character at the end of this chapter as an example of what such a powerful character looks like. Because of their strength, Masters should almost be treated more like forces of nature than creatures for the Fated to fight, with their actions and repercussions having serious influences upon the campaign world around the Fated.

In any case, remember that this is your game! You should feel free to adapt and add to these characters and creatures as you see fit.

Guild Huntmaster & Guard Dog

When the Guild first arrived in Malifaux a decade ago, they brought a number of dogs with them. The animals were capable of catching the scent of Neverborn and could serve as cheap guards in areas where the Guild's manpower was stretched thin. It proved to be a successful endeavor, and soon more dogs were brought to Malifaux and a breeding program was established under the watchful gaze of the Guild's first Huntmasters.

Guild Huntmaster

Minion (6), Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
2	2	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
1	-1	-1	2
Defense	*Walk*	*Height*	*Initiative*
4 (10)	5	2	2 (8)
Willpower	*Charge*	*Wounds*	
4 (10)	6	6	

Skills: Athletics 1, Flexible 2, Husbandry 2, Leadership 1, Pistol 2, Toughness 1, Track 1, Wilderness 1.

"Down, Boy!": This character does not flip for friendly Hound characters when determining a random target when firing into an engagement.

My Dogs Are Hungry!: Friendly Hounds within ❶6 may declare the (2) Charge Action as a (1) Action.

(1) Barbed Whip (Flexible)
AV: 4 (9) ========= Rg: ⫻ 2 ====== Resist: **Df**
Target suffers 1/2/4 damage. If this weapon inflicts Severe damage, the target suffers a Weak Critical Effect.
❣ *Motivation:* After succeeding, move the target 1 yard if this attack dealt Weak damage, 2 yards if Moderate, and 3 yards if Severe.

(1) Collier Navy (Pistol)
AV: 4 (9) ========= Rg: ⌐12 ====== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

Most guard dogs, including those brought through the Breach for private use by the city's residents, are trained to bark at intruders. This serves not only to scare away the thief or trespasser, but also to alert the dog's owner of the threat. Some dogs are even trained to keep trespassers cornered until their owners arrive with heavier weaponry.

Guild Huntmasters take a different approach, instead training their dogs to ruthlessly attack trespassers without hesitation. The dogs let those dressed in the gray and crimson uniforms of the Guild pass, but others have to be shepherded past the growling beasts lest they attack.

In addition to raising the Guild's dogs, Huntmasters also supervise the animals when they are brought out to help track or run down an escaped prisoner or, more rarely these days, a fleeing Neverborn. Regardless of their quarry, the Huntmasters keep pace with their pack right up to the end.

Guard Dog

Peon (4), Living, Beast, Hound

Might	*Grace*	*Speed*	*Resilience*
1	0	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
0	-2	-2	0
Defense	*Walk*	*Height*	*Initiative*
5 (9)	5	1	4 (8)
Willpower	*Charge*	*Wounds*	
2 (6)	6	4	

Skills: Evade 3, Intimidate 1, Notice 2, Pugilism 3, Track 3, Wilderness 2.

Hunting Dogs: Enemy characters receive -1 **Df** while within ❶1 of this character.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Snapping Jaws (Pugilism)
AV: 4 (8) ========= Rg: ⫻ 1 ====== Resist: **Df**
Target suffers 1/3/4 damage. This attack gains +2 AV when taken as part of a disengaging strike.

Guild Guardsman

The Guild Guard is the constabulary arm of the Guild that concerns itself with law enforcement within the borders of Malifaux. In addition to patrolling the streets and arresting those who break the law, these guardsmen stand watch around important Guild strongholds, such as the Guild Enclave in Malifaux City and any number of smaller offices. A good portion of their job is just being visible and reminding everyone (humans and Neverborn alike) that the Guild controls Malifaux.

Guild Guardsman

Minion (5), Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
1	2	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	-1	-1	3
Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	2 (7)
Willpower	*Charge*	*Wounds*	
5 (10)	4	5	

Skills: Athletics 1, Bureaucracy 1, Evade 3, Melee 3, Notice 2, Pistol 2, Stealth 1, Toughness 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

(1) Standard Issue Sword (Melee)
AV: 4 (9) ========== Rg: 2 ====== Resist: **Df**
Target suffers 2/3/4 damage.
Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

(1) Collier Navy (Pistol)
AV: 4 (9) ====== Rg: 12 ====== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.
Arrest: After succeeding, the target gains the following Condition until the end of its next turn: "**Arrest:** This character must discard a card to perform a movement action."

Despite the Guild propaganda that portrays its guardsmen as the valiant protectors of law and order, the truth of the matter is that the Guild Guard tends to be somewhat corrupt. Guardsmen are frequently underpaid for their duties, and speaking out against one's superiors often results in long shifts in the city's more dangerous districts. Dissatisfied with their jobs, most guardsmen eventually end up turning to bribery in order to augment their low wages.

In fact, the bribery of guardsmen has become so common in Malifaux that many of its residents will offer bribes to guardsmen without being asked, simply to ensure that the search for their missing children or the person who murdered their wife is given full priority. It's difficult for new recruits to resist these bribes, particularly when partnered up alongside an older guardsman who often encourages them not to turn down free scrip.

Though they have traditionally been the first target of budget cuts within the Guild - for some time, guardsmen were issued refurbished swords and pistols that could barely be considered functional - the arrival of the new Governor General in 1906 saw a reverse of this trend. Now, the weapons carried by the Guild Guard are on par with the city's mercenaries and criminals, an equivalence which has resulted in a sharp reduction of casualties and a gradual increase in morale.

Guard Sergeant

Members of the Guild Guard are trained to be independent and self-sufficient, with guardsmen typically working in pairs and small groups. For standard patrol duties, this arrangement tends to work just fine, but when greater numbers of guardsmen are deployed, or when the Guild Guard is serving as support for one of the Guild's special departments, a Guild Sergeant is often called in to coordinate.

These intimidating leaders have come up through the ranks of the Guild Guard, and all are quite capable of holding their own in combat. More important to the Guild, however, is the cross-training that all Sergeants receive, which allows them to understand how the Guild Guard can best support the secretive missions of the Guild's special divisions.

The bond between Sergeant and guardsman is forged in the fires of battle. Guild Sergeants demand absolute obedience from their subordinates, but most command enough respect (or fear) that their orders are followed without hesitation.

Guard Sergeant

Enforcer (7), Living, Guardsman

Might 2	*Grace* 2	*Speed* 1	*Resilience* 3
Charm 2	*Intellect* 0	*Cunning* 1	*Tenacity* 3
Defense 4 (11)	*Walk* 5	*Height* 2	*Initiative* 3 (10)
Willpower 5 (12)	*Charge* 5	*Wounds* 8	

Skills: Evade 3, Heavy Melee 3, Intimidate 3, Leadership 3, Notice 2, Pistol 3, Toughness 2, Track 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Frightening Authority: Other friendly Guardsmen characters within 6 of one or more characters with this Ability gain + to their Willpower duels.

Attennn-Hut!: Other friendly Guardsmen within 6 of one or more characters with this Ability gain +1 Rank Value and are immune to **Slow**.

(1) Breaching Axe (Heavy Melee)
AV: 5 (12) ======== Rg: 2 ====== Resist: **Df**
Target suffers 2/3/4 damage.
Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

(1) Collier Single Action Army (Pistol)
AV: 5 (12) ======== Rg: 12 ====== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2. This weapon grants its wielder + to Intimidate Challenges.

(0) Shout Orders (Leadership)
Target friendly Guardsman within 10 yards immediately performs a (1) Action.

Guild Rifleman

Guild guardsmen who demonstrate exceptional marksmanship and discipline are often transferred to the Rifleman Corps. There, recruits are put through an extensive training regime that teaches them improved target selection, battlefield awareness, and further marksmanship. Those who finish the training are among the most deadly snipers in Malifaux.

Guild Rifleman

Minion (6), Living, Guardsman

Might	*Grace*	*Speed*	*Resilience*
1	0	0	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	2	1	2
Defense	*Walk*	*Height*	*Initiative*
4 (10)	4	2	3 (9)
Willpower	*Charge*	*Wounds*	
5 (11)	4	5	

Skills: Acrobatics 1, Athletics 1, Bureaucracy 2, Centering 3, Evade 2, Long Arms 4, Melee 3, Notice 3, Stealth 2, Toughness 1, Track 3.

Taking Aim: When this character gains the **Focused** Condition, it lasts until the start of its next turn.

Stand and Fire: When an enemy character declares a Charge Action within line of sight of this character, this character may reduce its **Focused** Condition value by 1, to a minimum of 0, to immediately deal 2 damage to the charging character per point of the **Focused** Condition.

(1) Hunting Knife (Melee)
AV: 4 (10) ======== Rg: 1 ====== Resist: **Df**
Target suffers 1/3/4 damage.

(1) Sniper Rifle (Long Arms)
AV: 6 (12) ======== Rg: 14 ====== Resist: **Df**
Target suffers 2/4/7 damage. The Range of this weapon is increased by +10 for each + it gains from the **Focused** Condition. Capacity 4, Reload 1.
Critical Strike: When damaging, deal 1 additional damage for each in the final duel total.

Though the Rifleman Corps is often toted as a defensive force meant to protect Malifaux City from the predations of the Neverborn, the Guild tends to use them more as a tool of intimidation. Union strikes have a tendency to fall apart when Riflemen take up sniping positions on nearby roofs, and a few Riflemen stationed on a high ridge will give any convict second thoughts about fleeing from their work camp.

A select few members of the Rifleman Corps have been earmarked by the Elite Division as "distinguished agents," which primarily means that they are discrete and not likely to raise any objections when told to assassinate troublesome (but unarmed) civilians. These Riflemen are paid quite well for their silence and discretion, but as with most everything the Elite Division does, there's a hidden catch.

The Elite Division can't take its chances with a retired soldier exposing its secrets to the world, after all, and when one of these "distinguished agents" retires, they only have a short time to enjoy their wealth before they find themselves caught in the sights of a former friend.

Hunter

The Hunter constructs were originally designed to track down escaped convicts, smugglers, and bandits. Their segmented bodies and specially sprung legs make them an agile and stealthy predators, while their steel claws allow them to slice through flesh and bone with ease.

To further compliment the Hunter's role, they were constructed with chain harpoons on their backs, allowing them to spear their fleeing prey at range. Once fired, the harpoon immediately retracts back into the Hunter's chassis, reloading the weapon and yanking anyone unfortunate enough to be impaled by the weapon back towards the prowling machine.

Hunters were an immediate success for the Guild. They were excellent trackers and hunters, and their introduction to the Guild's prison compounds and labor camps resulted in a significant drop-off in the number of escaped convicts at those sites. The various Special Divisions each requested a cadre of Hunters to support their existing forces, much to the frustration of Guild accountants.

The Hunter, as it turned out, had been developed in conjunction with the Miners and Steamfitters Union, and each Hunter that the Guild commissions requires them to pay a significant licensing fee to the Union. It was enough of an inconvenience that the Guild accountants placed restrictions on how many Hunters could be commissioned each pay quarter. Today, most of the Hunters are under the jurisdiction of the Amalgamation Office, which loans the constructs out to the other Special Divisions as needed.

Hunter

Minion (6), Construct

Might 3	*Grace* 2	*Speed* 3	*Resilience* -1
Charm -5	*Intellect* -5	*Cunning* -5	*Tenacity* -5
Defense 4 (10)	*Walk* 6	*Height* 2	*Initiative* 3 (9)
Willpower 4 (10)	*Charge* 7	*Wounds* 7	

Skills: Centering 2, Pneumatic 3, Toughness 3, Track 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Pneumatic Tracker: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Notice and Track Skills.

Prey on the Unaware: This character's attack flips gain + against characters that have not yet taken a turn during Dramatic Time.

(1) Steel Claws (Pneumatic)
AV: 6 (12) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 2/4/5 damage.
- *Critical Strike:* When damaging the target, this attack deals +1 damage for each in the final duel total.
- *Leap on Chest:* After damaging, the target takes the Drop Prone Action and may not stand up while within this character's engagement range.

(1) Chain Harpoon (Pneumatic/Grace)
AV: 5 (11) ===== Rg: 10 ====== Resist: **Df**
Target suffers 2/3/5 damage and gains the **Slow** Condition. This weapon can only be fired once per turn.
- *Pull and Drag:* After damaging, push the target towards you a number of yards equal to your Might Aspect (3 yards).

Peacekeeper

Enforcer (8), Construct

Might	*Grace*	*Speed*	*Resilience*
4	1	-1	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-5	-5
Defense	*Walk*	*Height*	*Initiative*
2 (10)	4	3	0 (8)
Willpower	*Charge*	*Wounds*	
2 (10)	6	9	

Skills: Athletics 1, Evade 2, Notice 1, Pneumatic 2, Toughness 4.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Hard to Wound +1: Damage flips against this character suffer .

Rush +2: This character's Charge Aspect has been increased by +2.

Terrifying (Living) (12): Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Mechanical Claws (Pneumatic)
AV: 6 (14) ===== Rg: /// 2 ====== Resist: **Df**
Target suffers 3/4/6 damage.
 Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

(1) Heavy Chain Harpoon (Pneumatic/Grace)
AV: 3 (11) ===== Rg: 10 ====== Resist: **Df**
Target suffers 3/4/6 damage and gains **Slow**. This weapon may only be fired once per turn.
 Pull and Drag: After damaging, push the target 4 yards toward this character.

(2) Flurry
This character may discard a Twist Card to take three 1 AP Close Combat attacks against a single target.

(0) Advanced Protocols
This character may discard a card to heal 3 damage. End all Weak and Moderate Critical Effects on this character.

Peacekeeper

The Peacekeeper was specifically designed as support for the Guild's special divisions. The lessons learned while creating the Guardian were applied to the design of the Peacekeeper, resulting in a durable and imposing construct that has become a symbol of Guild oppression all throughout Malifaux.

Peacekeepers are typically only brought into action when there is a significant threat that must be dealt with. Their spider-like design allows them to maneuver over almost any terrain, and if necessary, they can even stand up on their hind legs and use their front claws as weapons. Their chain spears are capable of puncturing most armor, and the chain and its automatic winch are both strong enough to reel in vast amounts of weight.

A handful of Peacekeepers - mostly those which see frequent use by the Witch Hunters - have been equipped with flamethrowers, allowing the hunched constructs to flush their prey out of buildings and bunkers with waves of roaring flame.

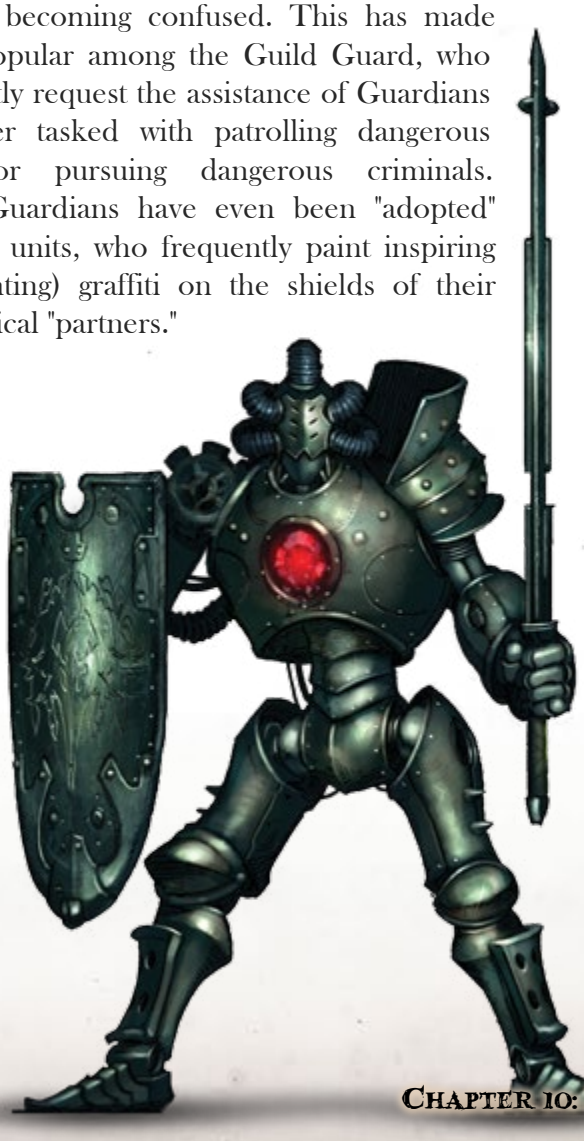
As incredible as the Peacekeeper is, however, its logic engine is a bit "quirky" and sometimes locks up, freezing the machine place as it waits for information to finish processing.

Guardian

Guardians were among the first of the constructs created to help the Guild exert its authority across Malifaux. Months of planning, dozens of schematics, and countless prototypes resulted in a durable and steadfast machine that has proven to be one of the most reliable constructs to enter mass production.

The primary design goal of the Guardian was to create a construct that could fight alongside the Guild's human forces, adding its strength to their own while simultaneously shielding them from harm. They have filled that purpose marvelously, and most members of the Guild Guard can point toward an incident where the timely intervention of a Guardian saved either their life or the life of a partner.

The lengthy development time of these constructs shows in their behavior. They are quick, durable, and capable of following complicated orders without becoming confused. This has made them popular among the Guild Guard, who frequently request the assistance of Guardians whenever tasked with patrolling dangerous areas or pursuing dangerous criminals. Some Guardians have even been "adopted" by their units, who frequently paint inspiring (or taunting) graffiti on the shields of their mechanical "partners."



Guardian

Minion (6), Construct

Might 2	*Grace* -1	*Speed* 2	*Resilience* -1
Charm -5	*Intellect* -5	*Cunning* -5	*Tenacity* -5
Defense 5 (11)	*Walk* 5	*Height* 2	*Initiative* 2 (8)
Willpower 5 (11)	*Charge* 6	*Wounds* 8	

Skills: Centering 3, Evade 4, Melee 3, Toughness 4.

Df (📖) Grinding Halt: This character immediately gains an additional Armor +2 for the duration of this Action.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Relentless: This character is immune to Horror Duels.

(1) Flatblade (Melee)
AV: 5 (11) ======== Rg: /// 3 ====== Resist: **Df**
Target suffers 2/3/4 damage.

(1) Shield (Melee)
AV: 5 (11) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 1/2/3 damage. Push the target 1 yard away from this character.

- *Shield Bash:* After succeeding, all enemy characters within (↑)2 of this character are pushed 4 yards away and gain the following Condition until the end of their next turn: "**Stunned:** This character may not declare Charge Actions."

(0) Protect
Target adjacent character gains +2 Defense while it is inside this character's engagement range. This effect lasts until the end of Dramatic Time or until this character takes this Action again.

Riotbreaker

A variation on the Guardian design, Riotbreakers have been redesigned in order to create a walking shieldwall. While the shotguns these constructs carry are more than capable of killing someone, they are designed to be fired downward, allowing the shot to ricochet off the ground, slowing its speed to nonlethal levels while increasing its spread.

Riotbreaker

Minion (5), Construct

Might	*Grace*	*Speed*	*Resilience*
1	2	0	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-5	-5
Defense	*Walk*	*Height*	*Initiative*
1 (6)	4	2	0 (5)
Willpower	*Charge*	*Wounds*	
3 (8)	4	9	

Skills: Centering 1, Melee 4, Shotgun 3, Toughness 4.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Hard to Wound +1: Damage flips against this character suffer ⊟.

Pneumatic Entrenching Spikes: This character may not move or be pushed unless it is this character's turn. This character provides Hard Cover and cannot become **Prone**.

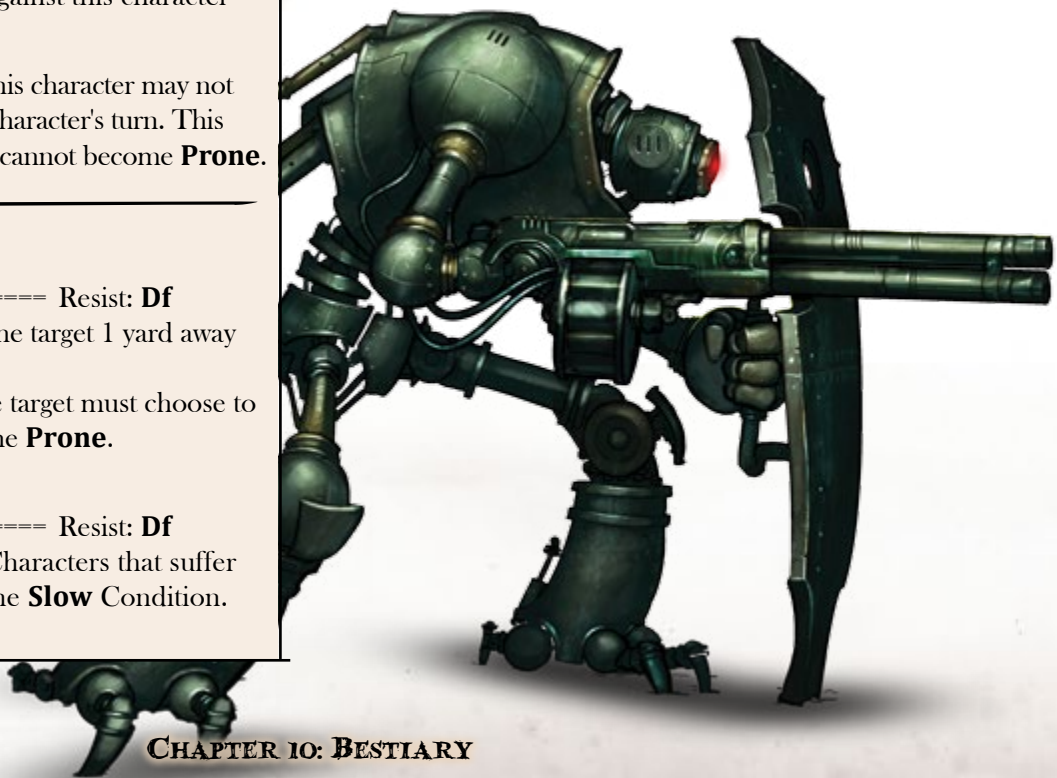
(1) Shield (Melee)
AV: 5 (10) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 1/2/3 damage. Push the target 1 yard away from this character.
Shield Slam: After succeeding, the target must choose to either suffer 1 damage or become **Prone**.

(1) Riot Gun (Shotgun)
AV: 5 (10) ======== Rg: ⌐10 ====== Resist: **Df**
Target suffers 2/3🌪/4🌪 damage. Characters that suffer damage from this attack's 🌪 gain the **Slow** Condition.
Capacity 10, Reload 3.

One of the more interesting innovations of the Riotbreaker design are the pneumatic entrenching spikes in its feet. Each time the construct brings its foot down, the spikes punch into the ground, anchoring it in place and making it extremely difficult to shove aside. This makes them excellent bulwarks against a surging crowd, as no matter how many bodies are shoved up against its shield, the Riotbreaker will continue to hold the line without giving so much as an inch.

While most Guild constructs are regarded with a sense of ambivalence or fear by Malifaux's citizens, the Riotbreaker is the only one that is actually hated. This reputation is primarily the result of Union propaganda, which has plastered graphic pictures of Riotbreakers shooting unarmed strikers at point-blank range across the front pages of their most prominent rag sheets. Whenever Riotbreakers are brought out to deal with a problem, they're frequently greeted with booing and thrown debris, much to the annoyance of the poor guardsmen accompanying them.

As a result, the Guild has pulled back on the use of their Riotbreakers in recent years, calling them into service only when it seems absolutely necessary. There is hope that their sullied reputation might one day be repaired, but for the moment, at least, they remain a symbol of the Guild's draconian laws and brutal methods.



Nephilim Hunter

The Nephilim Hunters aren't Guild employees in the traditional sense of the word. They're more akin to freelancers or bounty hunters with Guild backing, which allows them to requisition supplies such as weapons, transportation, and a seemingly endless number of bullets to assist them in the destruction of the dreaded Nephilim.

While just about anyone can become a Nephilim Hunter, the dangers of the profession tend to weed out the unqualified rather quickly. Only about half of would-be Nephilim Hunters survive their first encounter with a Nephilim, and those who do often have more experienced Nephilim Hunters - or failing that, a few steadfast allies - watching their backs.

The most famous Nephilim Hunters are the members of the Ortega family, whose exploits are the stuff of legend. Stories of their exploits have traveled far and wide across Malifaux and Earth alike, and the Guild has been quick to play up their heroics, making them out as valiant gunslingers who have vowed to defend humanity against the ravages of an inhuman enemy.

Nephilim Hunter

Enforcer (7), Living

Might 1	*Grace* 3	*Speed* 2	*Resilience* 2
Charm 1	*Intellect* -1	*Cunning* 2	*Tenacity* 2
Defense 4 (11)	*Walk* 5	*Height* 2	*Initiative* 5 (12)
Willpower 5 (12)	*Charge* 6	*Wounds* 8	

Skills: Athletics 2, Barter 2, Carouse 2, Centering 3, Gambling 2, Intimidate 3, Notice 3, Pistol 4, Scrutiny 1, Stealth 2, Toughness 3, Track 4, Wilderness 2.

Black Blood Resistance: This character reduces all damage she suffers from the **Black Blood** ability by 1 (to a minimum of 0).

Gunfighter: This character may use Pistols as if they were Range 2.

Wingclip: After inflicting a Critical Effect on a target with the Flight ability, this character may discard a card to change it to the following lingering Critical Effect: "**Damaged Wing:** This character loses the Flight ability."

Stubborn: Enemy characters suffer a − to the attack flip of any attack that is resisted by this character's **Wp**.

(1) Weshorn & Smitte #3 (Pistol)
AV: 7 (14) ===== Rg: 2 or 10 === Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 1.
- *Critical Strike:* When damaging the target, this attack deals +1 damage for each in the final duel total.
- *Trigger Happy:* Immediately take another Ranged Combat attack against the same target.

(2) Rapid Fire
This character may discard a Twist Card to take three 1 AP attack Actions with a Ranged Combat weapon against a single target.

(0) Shrug Off
This character may discard a Twist card to end a Condition affecting her.

(0) Big Damn Hero
If this character is outnumbered or facing one or more Nephilim opponents, it may discard a card to gain 1 General AP.

Death Marshal

Enforcer (8), Living, Death Marshal

Might 2	*Grace* 2	*Speed* 1	*Resilience* 3
Charm -2	*Intellect* 1	*Cunning* 1	*Tenacity* 2
Defense 4 (12)	*Walk* 5	*Height* 2	*Initiative* 4 (12)
Willpower 5 (13)	*Charge* 5	*Wounds* 9	

Skills: Bureaucracy 2, Centering 3, Counter-Spelling 3, Evade 2, Heavy Melee 4, Intimidate 3, Leadership 1, Melee 3, Necromancy 3, Notice 3, Pistol 4, Scrutiny 2, Toughness 3, Thrown Weapons 3, Track 4, Wilderness 1.

Hard to Wound +1: Damage flips against this character suffer ⊟.

Fear Not Death: This character's corpse can never be reanimated as an Undead creature. When this character kills a target, it may choose to instantly render the target's remains unfit to be reanimated into an Undead creature.

(1) Peacebringer (Pistol)
AV: 6 (14) ======== Rg: ⌐10 ====== Resist: **Df**
Target suffers 2/3/5 damage. This weapon grants its wielder ✚ to Intimidate duels. Capacity 6, Reload 1.
Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

(1) Peacebringer Bayonet (Melee)
AV: 5 (13) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/3/4 damage.
Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

(1) Pine Box (Heavy Melee)
AV: 6 (14) ===== Rg: /// 2 or ⌐9 ==== Resist: **Df**
Target suffers 2/3/4 damage.
Get in the Box: After succeeding, the target is trapped in the Pine Box and gains the following Condition until this character (or another character, if this character is killed) takes a (1) Action to open it: "**Boxed and Buried:** This character is removed from reality and cannot take Actions." This Trigger may not be declared if there is already a character in the Pine Box.

Death Marshal

The Death Marshals have the rare distinction of being one of the few Guild Special Divisions that is both appreciated and revered by the citizens of Malifaux. They have one purpose: to locate and eliminate Resurrectionists and their foul creations.

To this end, Death Marshals are trained in the arts of combat and necromancy alike, though they are forbidden from using the latter to create any undead creatures. They are also skilled in tracking and interrogation, making even the newest recruit a force to be reckoned with.

Their training is not without its hazards, however, as their necromantic rituals leave their bodies withered and decaying. The tell-tale high collars and wide-brimmed hats of the Death Marshals were originally intended to hide their grim visages from others, though they have since become an unofficial part of their uniforms.

Death Marshal combat tactics revolve around identifying the Resurrectionist leading a group of undead and trapping them inside the coffin they always carry with them. The Death Marshal then retreats with her trapped prize, returning it to the Death Marshal compound for interrogation and execution.

Exorcist

Exorcists are licensed agents of the Death Marshals who specialize in dealing with ghosts and other evil spirits. Unlike the other agents of the Death Marshals, Exorcists work in more of a freelance capacity, drawing a paycheck from the Guild only after services rendered and otherwise operating independently of Guild oversight.

The primary reason for this separation is to distance the Guild from the zealous demeanors of Exorcists, many of whom first came to Malifaux on a crusade to wipe out all the undead they could find. The same fanatical devotion to their beliefs that makes them effective weapons against the undead also makes them frustrating for the Guild to work with, and violent disagreements between Exorcists of different faiths are common.

Rather than attempt to force such fanatical agents to work together, Lady Justice instead made them independent agents, ensuring that they could be utilized when needed and ignored when not. Thus far, it has been an effective strategy, though sometimes the Exorcists get a bit overzealous in the execution of their duties.

Exorcist

Enforcer (8), Living, Death Marshal

Might 1	*Grace* 2	*Speed* 2	*Resilience* 1
Charm -2	*Intellect* 2	*Cunning* 3	*Tenacity* 2
Defense 5 (13)	*Walk* 5	*Height* 2	*Initiative* 4✗ (12✗)
Willpower 6 (14)	*Charge* 6	*Wounds* 7	

Skills: Archery 3, Centering 4, Counter-Spelling 3, Evade 3, History 2, Intimidate 3, Leadership 2, Literacy 1, Melee 3, Necromancy 2, Notice 2✗, Scrutiny 3, Toughness 2, Track 2.

Hard to Wound +1: Damage flips against this character suffer ⊟.

Relentless: This character is immune to Horror Duels.

Righteousness: Undead and Spirit characters within ❶6 of this character may not declare Triggers.

(1) Crossbow Bayonet (Melee)
AV: 4 (12) ======== Rg: ⫻ 1======= Resist: **Df**
Target suffers 1/3/4 damage.
❦ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ❦ in the final duel total.

(1) Sanctified Crossbow (Archery)
AV: 5 (13) ======== Rg: ⌐10 ====== Resist: **Df**
Target suffers 2/4/6 damage. This attack ignores Incorporeal and Hard to Wound.
❦ *Critical Strike:* When damaging the target, this attack deals +1 damage for each ❦ in the final duel total.
🕮 *Pinned to the Ground:* After succeeding, the target gains the following Condition until it moves or is pushed: "**Pinned to the Ground:** This character may not declare Walk or Charge actions. This character may take a (1) Action to remove the bolt and end this Condition."

(0) "It's A Zombie!" (Notice/Cunning)
AV: 5✗ (13✗) ==== TN: 10✗ === Rg: 8 ==== Resist: **Df**
Target gains the Undead Characteristic for 1 minute.

Witchling Stalker

Minion (6), Living, Witch Hunter, Witchling

Might 3	*Grace* 2	*Speed* 2	*Resilience* 0
Charm -1	*Intellect* -1	*Cunning* -1	*Tenacity* 2
Defense 5 (11)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 5 (11)	*Charge* 6	*Wounds* 6	

Skills: Athletics 1, Centering 3, Counter-Spelling 3, Enchanting 1, Evade 3, Melee 3, Notice 2, Pistol 3, Toughness 2, Track 2.

Df (🐺) Drawn to Pain: After this character fails, but before it suffers damage, move this character a distance equal to its Walk speed directly toward the attacker.

Fiery Demise: When this character is killed, all characters within (ᛗ)2 suffer 1 damage and gain the **Burning +1** Condition.

Searing Mark: All characters damaged by this character gain **Burning +1**.

Sense Magic: When a Spell or Manifested Power is cast within 30 yards of this character, it may attempt a Counter-Spelling Challenge (TN 20 - the spell's TN). On a success, this character learns the exact location of the caster and can sense any magical effects produced by the Spell or Manifested Power for its duration.

(1) Shattered Rune Blade (Melee)
AV: 6 (12) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 2/3/5 damage.
✕ *Drain Magic:* After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

(1) Runed Pistol (Pistol)
AV: 5 (11) ======== Rg: ⌐12 ====== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.
📖 *Cataclysm:* This attack gains +🌪 to its Severe damage.

(1) Dispel Magic (Counter-Spelling/Tenacity)
AV: 5 (11) ==== Rg: 12 ==== TN: 10 ==== Resist: **Wp**
End all magical effects and Conditions gained from Spells or Manifested Powers on the target.

Witchling Stalker

It is dangerous to be a mage when there are Witch Hunters such as Sonnia Criid working for the Guild. Sonnia excels at killing rogue mages, but those she captures are doomed to a worse fate. She turns their powers back upon themselves, creating the burned and charred creatures known as Witchlings. These wretched creatures were once men and women, but they have been stripped of their humanity, memories, and personalities by the leader of the Witch Hunters.

Where Witchlings once channeled powerful magical forces, now they can only sense and negate the magic of others. This makes them ideal hunting dogs for the Witch Hunters, who make liberal use of Witchlings not only for their ability to sniff out magic but also to send a reminder to others: dabble not in strange magics or you might end up as one of these terrible creatures.

Some of the fire that Criid uses to burn away a Witchling's soul remains within them, smoldering like dim coals. During battle, Witchlings can draw upon this flame to cloak their blades and bullets in magical fire which is further enhanced by the magical runes carved into those weapons.

Even the most experienced of mages knows to fear the arrival of Witchlings, not only due to their powers and what they represent, but also because it means that the Witch Hunters have found her scent, and they never give up the chase easily.

Witchling Handler

After Sonnia Criid burns away a witch's personality and mind, the resulting creature is little more than a charred and empty husk. It falls to Witchling Handlers to train the resulting wretches, coaxing together just enough of the Witchling's former personality to allow it to serve the Guild's wishes.

Once the new Witchling is once again capable of speaking and walking, the true conditioning begins. Using a mix of lies, half-truths, and Guild maxims, a Handler will make merciless use of the Witchling's former life to brainwash it, transforming it into a living weapon with as much capability for independent thought as a well-trained dog.

While Sonnia Criid has little concern for the past lives of her Witchlings, her Handlers tend to have a more personal connection with them. Most of the Witchlings in a Handler's service were rogue mages that the Handler chased down and caught themselves, and working alongside the burned remains of their quarry can be difficult. Few Handlers mourn for the former murderers and Arcanists in their service, but for each one of those, there are ten Witchlings who were once normal people unlucky enough to develop magical powers, and that knowledge takes its toll on all but the most jaded of minds.

Witchling Handler

Enforcer (8), Living, Witch Hunter

Might	*Grace*	*Speed*	*Resilience*
2	3	2	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	2	0	3
Defense	*Walk*	*Height*	*Initiative*
5 (13)	5	2	5 (13)
Willpower	*Charge*	*Wounds*	
6 (14)	6	8	

Skills: Bureaucracy 2, Centering 4, Counter-Spelling 3, Enchanting 3, Evade 3, Heavy Melee 4, Intimidate 2, Leadership 3, Notice 3, Pistol 3, Scrutiny 3, Sorcery 3, Toughness 3, Track 3.

Df/Wp ( ) Reflect Magic: After this character succeeds against a Spell or Manifested Power, the attacker suffers 2/3/5 damage. This damage flip receives .

Df ( ) On My Orders: After succeeding against an enemy character, a friendly Minion character within 12 yards of this character may take a (1) Walk Action toward the attacker. If the friendly Minion is a Witchling character, it may then make a (1) Close Combat attack.

Thalarian Doctrine (Magical Theory): When this character casts an Enchanting Spell or Manifested Power, two instances of the Increased Duration Immuto are added to it without increasing its TN.

(1) Runed Greatsword (Heavy Melee)
AV: 6 (14) ======== Rg: 2 ====== Resist: **Df**
Target suffers 3/4/6 damage. This damage flip gains + if this attack is not being made as part of a Charge. This weapon grants its wielder + to Intimidate Challenges.
Drain Magic: After damaging, end all magical effects and Conditions gained from Spells or Manifested Powers on the target, then heal 1 Wound for each such effect.

(1) Burn Them All (Sorcery/Tenacity)
AV: 6 (14) === TN: 14 === Rg: 10 == Resist: **Wp**
Target suffers 2/3/4 damage. Every character damaged by this attack gains **Burning +1**.

(1) Collier Single Action Army (Pistol)
AV: 6 (14) ======== Rg: 12 ====== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2. This weapon grants its wielder + to Intimidate Challenges.

Guild Reporter

Minion (5), Living

Might -2	*Grace* 2	*Speed* 2	*Resilience* -1
Charm 3	*Intellect* 2	*Cunning* 2	*Tenacity* 1
Defense 4 (9)	*Walk* 7	*Height* 2	*Initiative* 5 (10)
Willpower 4 (9)	*Charge* -	*Wounds* 4	

Skills: Bewitch 2, Bureaucracy 1, Centering 2, Convince 1, Deceive 2, Forgery 2, History 1, Literacy 3, Notice 3, Pick Pocket 2, Scrutiny 2, Stealth 1.

Better Part of Valor: This character's Walk has been increased by +2, but it has no Charge Aspect.

Disguised: This character may not be the target of the Charge Action.

Distracting Presence: Enemy characters within 5 ignore any suits associated with their Skills and cannot take the Defensive Stance or Focus Actions.

Don't Mind Me (11): If this character did not take any offensive actions on her last turn, or if it is the first round of Dramatic Time and this character has not yet acted, enemies targeting this character with an attack action must succeed on a TN 11 Scrutiny Challenge or be forced to choose a different target.

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(1) Incessant Questioning (Bewitch)
AV: 5 (10) ========= Rg: 5 ====== Resist: **Wp**
Target becomes **Slow** and **Dazed** until the start of this character's next turn.

(1) Flash Photography (Notice)
AV: 5 (10) ========= Rg: 5 ====== Resist: **Wp**
Target becomes **Blind** until the start of this character's next turn. Capacity 1, Reload 1.

- *"Hey! Look Over Here!":* After succeeding, every character within 1 of the target also becomes **Blind** until the start of this character's next turn.

Guild Reporter

There are two official newspapers in Malifaux City: the Malifaux Daily Record and the Malifaux Tattler. The Record is widely reviled as the Guild's public relations branch, reporting stories that have been written, edited, and approved by Guild officials before they ever see print. The Tattler is the newer of the two newspapers, but it is already starting to garner a similar reputation for its sensationalist stories and anti-Union sentiment.

Both newspapers employ the use of Guild Reporters to gather (or create) the news. By design, most of these reporters are women, as they are frequently able to avoid notice and gather information with greater ease than a man. Some of them are the wives or daughters of Guild personnel, but many are just independent women seeking a profession that rewards quick thinking and investigative acumen over a pretty face.

While not particularly dangerous in combat, earning the ire of a Guild Reporter spells doom for one's social standing. With just a single story, they can turn public opinion against a well-loved hero, slandering her with stories both factual and fictional.

Orphan

Every day, people come through the Breach to try their fortunes in Malifaux. Some of them are unwilling travelers, convicts who are shoved into crowded trains and condemned to a life of constant toil in the Soulstone mines, but many more are just everyday people looking to start a new life. Some are drawn to Malifaux by the Guild's generous homesteading programs, while others are just relocating as part of a new job with the Guild, the Miners and Steamfitters Union, or any number of private businesses with branches in Malifaux City or its surrounding Contract Towns.

Though some immigrants choose to leave their families behind, most bring their husbands, wives, and children along with them into Malifaux. The Guild's public relations department makes it a point to downplay the dangers of Malifaux back on Earth, and as a result, many of these families are unprepared for the dangers that Malifaux contains.

Whether due to the actions of a serial killer, frequent attacks by Arcanists, Resurrectionists, or the Neverborn, or just the alarmingly high suicide rate, there's always a risk of parents dying unexpectedly and leaving their children without a caregiver. The Guild sweeps these confused and heartbroken children off the streets whenever it can, confining them to orphanages that hire their wards out to the factories for cheap labor, but just as often, the newly minted orphans end up trying to survive on the street.

The luckiest orphans fall in with gangs of their fellow children, where they learn to beg, steal, and defend themselves as best they can. Those who have been in Malifaux for any length of time know that every unwashed face peering up at them from the sides of the road is a potential pickpocket waiting for the right opportunity to strike.

It doesn't take long for a child to become jaded to the horrors that Malifaux has to offer, and as a result, many of the "orphan gangs" that roam the city's streets have created cruel or dangerous games to pass the time. A favorite is "Dead Man's Knock," where a child knocks on the barricade of the Quarantine Zone in an attempt to attract a wandering zombie, which the other children then try to evade.

Orphan

Peon (4), Living

Might -2	*Grace* 1	*Speed* 0	*Resilience* -1
Charm 1	*Intellect* -2	*Cunning* 1	*Tenacity* -1
Defense 3 (7)	*Walk* 4	*Height* 2	*Initiative* 1 (5)
Willpower 2 (6)	*Charge* 4	*Wounds* 3	

Skills: Acrobatics 1, Athletics 1, Deceive 1, Evade 1, Lock Picking 1, Notice 1, Pick Pocket 1, Pugilism 1, Stealth 2, Thrown Weapons 2.

Flick of the Wrist: This character may use Grace in place of Might when making a Melee or Pugilism attack.

Harmless (Living): Living characters must discard a card to target this character with an attack.

Puny: This character has -1 Wounds and may not make disengaging strikes.

(1) Shin Kick (Pugilism)
AV: 2 (6) ========== Rg: 1 ====== Resist: **Df**
Target suffers 1/2/3 damage.

(1) Thrown Rock (Thrown Weapons)
AV: 3 (7) ========== Rg: 6 ====== Resist: **Df**
Target suffers 1/2/3 damage.

Horse

Humans have been relying upon horses since the earliest days of antiquity. They were one of the first animals to be domesticated by mankind, and in the millenniums since, they have been a reliable and steadfast companion. The value placed upon horses has always been considerable, and in many cultures, stealing a horse was a serious crime worthy of mutilation or even death.

When humanity came to Malifaux, they brought their horses with them, both in the days of the first Breach and in the modern era. Whether used to till the land or travel quickly across the desolate Badlands and dry Northern Hills, horses have enabled humanity to thrive in an otherwise inhospitable land.

Horse

Peon (3), Living, Beast

Might 3	*Grace* 1	*Speed* 4	*Resilience* 2
Charm 0	*Intellect* -3	*Cunning* -2	*Tenacity* -1
Defense 6 (9)	*Walk* 8	*Height* 2	*Initiative* 7 (10)
Willpower 2 (5)	*Charge* -	*Wounds* 7	

Skills: Acrobatics 1, Athletics 3, Evade 1, Martial Arts 1, Notice 3, Toughness 2, Wilderness 1.

Better Part of Valor: This character's Walk has been increased by +2, but it has no Charge Aspect.

(1) Hoof (Martial Arts)
AV: 5 (8) ========== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/2/4 damage.

When the Breach closed, the horses that had been brought to Malifaux were forced to fend for themselves. Those that were able to escape their stables and pens turned wild, forming herds that roamed the hills and survived in their strange new home as best they could.

Each successive generation of horses born in Malifaux were just a bit more strange and twisted than the generation before. By the time that the Breach had reopened, allowing humanity to return to Malifaux with a new batch of horses, the descendants of those who had been left behind were completely unrecognizable.

Some of these tentacled, multi-eyed creatures had been tamed by the Neverborn in a mockery of humanity. The early raids these Neverborn made against humanity's outlying settlements and Contract Towns proved that while the physical forms of their horse-creatures may have changed, they were still just as suitable for mounts as their natural Earth brethren.

Even now, the horse breeders who have set up their ranches in Malifaux have started to notice that the animals born in Malifaux tend to be a bit... strange, when compared to their parents. For the moment, the mutations are slight - hooves that are split into two toes, sharpened teeth, eyes with bisected pupils - but they are still significant enough to give the breeders pause.

Socialite

Socialites are those people who move in the highest parts of Malifaux society, attending balls, plays, ballets, and other public events. Many of them are important Guild employees, manufacturing tycoons, and famous performers, but just as many are merely the wives and husbands of such talented individuals.

While there are certainly friendships to be had at this level of society, any sort of sincere friendship is few and far between. It's far more common for a Socialite to pretend to be someone's friend while they are popular and interesting, only to turn away the moment that their new friend's star starts to lose its shine. Other Socialites seek to tear down rivals, often for their own amusement, and employ tactics such as gossip, spying, conspiracies, and even bribery to utterly ruin someone's reputation.

It isn't uncommon to see Socialites wandering about the city, particularly in the Downtown district, in groups of three to five. They prefer to stay in groups so that there's always someone to hear their snide comments about the other residents of the city and their various shortcomings, especially in the areas of fashion and personal hygiene.

Though many Socialites are wealthy sycophants, others simply spend a significant portion of their income on clothing and jewelry in an attempt to fit into a high society world to which they don't actually belong. These desperate souls tailor their own dresses from drapes, bribe morticians for cheap burial tuxedos, and find other ways to adopt the guise of someone far more successful than themselves.

For most of these pretenders, the goal is to fool people long enough to marry into money and thus enter legitimately into the complicated and cut-throat world to which they had only been pretending. Few succeed, and even fewer are truly happy afterwards.

Socialite

Minion (5), Living

Might	*Grace*	*Speed*	*Resilience*
-2	2	-1	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
3	2	1	-1
Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	4	4	

Skills: Art 2, Barter 1, Bewitch 3, Bureaucracy 1, Centering 2, Convince 2, Deceive 1, Gambling 1, Literacy 1, Notice 1.

Governor's Gift: Choose a gender. This character gains + on Bewitch and Scrutiny duels made against characters of the chosen gender.

Grace Under Fire: This character uses Grace instead of Speed to determine her Defense and Initiative.

Don't Mind Me (11): If this character did not take any offensive actions on her last turn, or if it is the first round of Dramatic Time and this character has not yet acted, enemies targeting this character with an attack action must succeed on a TN 11 Scrutiny Challenge or be forced to choose a different target.

(1) B&D Pocket (Pistol)
AV: 2 (7) ========= Rg: ⌐6 ====== Resist: **Df**
Target suffers 2/3/3 damage. Capacity 4, Reload 2.

Convict Gunslinger

Enforcer (7), Living

Might 1	*Grace* 2	*Speed* 2	*Resilience* 2
Charm -2	*Intellect* 2	*Cunning* 2	*Tenacity* 2
Defense 4 (11)	*Walk* 5	*Height* 2	*Initiative* 4 (11)
Willpower 4 (11)	*Charge* 6	*Wounds* 7	

Skills: Athletics 3, Carouse 2, Centering 2, Deceive 2, Gambling 1, Intimidate 3, Notice 2, Pistol 4, Scrutiny 2, Stealth 1, Toughness 2.

Df/Wp (🐏) Return Fire: After this character succeeds, the attacker suffers damage from one of this character's readied Pistol weapons. The damage flip receives a ⊟.

Bulletproof +1: Reduce all damage suffered by this character from Ranged Combat attacks by +1, to a minimum of 1.

Gunfighter: This character may use Pistols as if they were Range ⫻ 2.

Relentless: This character is immune to Horror Duels.

(1) Paired Collier "Rough Riders" (Pistol)

AV: 6 (13) ===== Rg: ⫻ 2 or ⌐10 === Resist: **Df**

Target suffers 2/3/4 damage. These weapons gain ✚ to the attack flip. If this attack was made as part of the Rapid Fire Action, increase this attack's final duel total by +2. Capacity 6, Reload 2.

🐏 *Trigger Happy:* After damaging, immediately take this action again against the same target. This extra action may not declare Triggers.

✕ *Aim Low:* After damaging, the target becomes **Slow**.

(2) Rapid Fire

This character may discard a Twist Card to take three 1 AP attack Actions with a Ranged Combat weapon against a single target.

Convict Gunslinger

Malifaux quickly hardens the hearts of those whom the Guild brings through the Breach to work in its Soulstone mines. Condemned for their crimes back on Earth, these men and women might have had a chance to learn from their mistakes, had the Guild not purchased their sentences from their home nations and pressed them into a life of hard labor.

Those who are able to escape the chain gangs and labor camps live on borrowed time, knowing that each time they walk into a new town, it might be one bearing wanted posters emblazoned with the convict's crudely sketched portrait. Even if the convict manages to find some measure of peace, it's only a matter of time before the past catches up with them and forces the convict to once again move on, with no way of ever returning to Earth.

Armed with as many pistols and as much ammunition as they can carry, they deal out violence when necessary, often taking jobs as mercenaries or hired guns. Convict Gunslingers move from one job to the next, never lingering in one place for too long, always moving, always looking over their shoulder for the law, simply surviving from one day to the next... but surviving free.

Desperate Mercenary

The Iron Ram brings more than just convicts, contractors, entrepreneurs, and Guild employees to Malifaux; it also brings in hopes, dreams, and ambition. For some, their hopes and ambition are realized, but the majority quickly learn that Malifaux is an unforgiving place and that the Guild does not believe that charity is a worthwhile investment. For these people, desperation quickly sets in as their obligations continue to mount in the face of unemployment, dead family members, and unjust criminal charges.

With few other options left, these Desperate Mercenaries accept the jobs that more reputable mercenaries have turned down. Extortion, kidnapping, murder, and worse... no matter the job, there's always someone with a sick child or threatening creditor who needs the money more than they need a clear conscience.

Too often, the memories of these assignments haunts these mercenaries in the night, keeping them away with the sounds of faded screams and dead children. Some succumb to their guilt and take their own lives in shame, but others struggle on, taking comfort in the knowledge that they have done only what they had to do in order to keep their loved ones alive.

Desperate Mercenary

Minion (5), Living

Might	*Grace*	*Speed*	*Resilience*
2	2	1	-1
Charm	*Intellect*	*Cunning*	*Tenacity*
0	1	1	2
Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	5	5	

Skills: Athletics 1, Barter 2, Convince 1, Evade 2, Melee 2, Notice 2, Pistol 3, Scrutiny 2, Toughness 1.

Combat Reading: When making disengaging strikes, this character adds its Scrutiny Skill (+2) to its Acting Value.

Reckless: At the start of this character's turn, it may suffer 1 damage to gain 1 additional General AP.

(1) Brahk'blade (Melee)
AV: 4 (9) ========= Rg: /// 2 ====== Resist: **Df**
Target suffers 2/3/4 damage. This weapon may not declare Triggers.

(1) Collier Navy (Pistol)
AV: 5 (10) ======== Rg: ⌐12 ====== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.
Unload: When damaging, if this character has two or more bullets remaining in this weapon, deal +2 damage to the target. This weapon is now empty.

Ronin

Minion (6), Living

Might	*Grace*	*Speed*	*Resilience*
2	2	1	1
Charm	*Intellect*	*Cunning*	*Tenacity*
1	0	2	2
Defense	*Walk*	*Height*	*Initiative*
5 (11)	5	2	3 (9)
Willpower	*Charge*	*Wounds*	
5 (11)	5	7	

Skills: Athletics 2, Centering 3, Evade 3, Literacy 1, Melee 3, Notice 2, Pistol 2, Scrutiny 2, Toughness 2, Track 2.

Disguised: This character may not be the target of the Charge Action.

Hard to Kill: This character may choose to ignore one Critical Effect per Dramatic Time.

Take the Hit: This character may discard a card after an attack hits a friendly character within 2 yards of her. If she does, this character moves to a position between the friendly character and the attacker, and this character suffers the effects of the attack, which suffers a − to its damage flip, instead of the friendly character. Opponents engaged with this character when she moves may not attempt Disengaging Strikes to stop this movement.

(1) Daito (Melee)

AV: 5 (11) ======= Rg: /// 2 ======== Resist: **Df**

Target suffers 2/3/5 damage, ignoring Armor.

- *Next Target:* After damaging, this character may move up to 4 yards in any direction.
- *Twist the Blade:* The damage flip gains +.

(1) Collier Navy (Pistol)

AV: 4 (10) ======== Rg: ⌐12 ====== Resist: **Df**

Target suffers 2/3/4 damage. Capacity 6, Reload 2.

(2) Flurry

This character may discard a Twist Card to take three 1 AP attack Actions with a Close Combat weapon against a single target.

Ronin

Much like their masterless namesake from feudal Japan, these mercenaries wander Malifaux in search of work that utilizes their particular talents. Many are escaped convicts from Guild work camps or fugitives fleeing from the hangman's noose for a crime committed in a seedy saloon. Most travel in disguise, hoping that their pursuers will pass them by if encountered on a train or in the streets.

Many Ronin rent themselves out as bodyguards, relying upon their cheap prices and willingness to work with just about anyone to secure a patron. Ronin who choose this path resign themselves to lives of clandestine mercenary work, often earning but a fraction of a legitimate contract's fee for highly dangerous work.

Regardless of their reasons for becoming Ronin, none of these mercenaries relish working in one place for too long. As soon as they start to become comfortable working with someone or staying in one place, they start to feel the hot breath of their past on their necks and inevitably end up slipping away in the night, preferring a life of constant wandering to one spent behind bars.

Bandit

Despite the best efforts of the Guild, banditry is a common problem in Malifaux. The Guild brings convicts through the Breach by the train car to work in their Soulstone mines, and while the majority of them stay firmly under thumb, there's always a few that slip away when nobody is watching them or who are freed from the chain gang by their associates. Some bandit groups even make a point of attacking the mines to free convicts from their shackles, reckoning that the freed men and women will join up with the gang for lack of anywhere else to go.

Most bandits eke out a meager existence in the Northern Hills, where the numerous Contract Towns provide them with plenty of targets far away from the Guild's sight. The most common procedure is to ride into town in the middle of the day, when most of the workers are in the mines, and demand money, valuables, and food from the miners' families while the town is at its most defenseless.

The more daring bandits attempt to rob the trains and stagecoaches the crisscross the Northern Hills. Such targets are heavily defended and quite mobile, presenting a challenge to all but the most organized of bandit groups.

The most infamous bandit group currently at large in Malifaux is the Barrows Gang, which has made a habit of robbing the Guild's trains and making off with huge hauls of scrip and Soulstones. Despite attempts to capture the gang, its leader, Parker Barrows, has proven to be quite good at second-guessing the actions of his pursuers. Those who are wise avoid having any sort of dealings with the skilled bandit or his crew of unlawful miscreants.

Bandit

Minion (5), Living

Might 1	*Grace* 2	*Speed* 2	*Resilience* 1
Charm -2	*Intellect* 0	*Cunning* 0	*Tenacity* 2
Defense 5 (10)	*Walk* 5	*Height* 2	*Initiative* 4 (9)
Willpower 4 (9)	*Charge* 6	*Wounds* 6	

Skills: Acrobatics 1, Athletics 2, Carouse 3, Centering 2, Evade 3, Intimidate 3, Notice 2, Pistol 3, Scrutiny 1, Stealth 2, Toughness 1, Wilderness 1.

Df (🛡) Quick Getaway: After resolving against an enemy, push this character up to 5 yards in any direction.

Bulletproof +1: Reduce all damage suffered by this character from Ranged Combat attacks by +1, to a minimum of 1.

Gunfighter: This character may use Pistols as if they were Range ⫻ 2.

(1) Collier Navy (Pistol)
AV: 5 (10) ===== Rg: ⫻ 2 or ⌐12 === Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.
📖 *Drop It!:* After succeeding, the target must pass a TN 10 Centering duel or drop one of the items held in its hands.

(2) Run and Gun
This character may discard a Twist Card. If she does, she may move a number of yards up to her Walk Aspect, make a single 1 AP Ranged Combat attack, and then move a number of yards up to her Walk Aspect.

Catalan Rifleman

The members of the Catalan Corps are an unruly, disheveled, and highly skilled band of mercenaries that, depending upon one's point of view, might almost be considered a gang. Despite their reputation and nature, however, the mercenaries of the Catalan Corps earn a good living hiring themselves out to anyone able to afford their (surprisingly cheap) prices.

Catalan Rifleman

Minion (5), Living

Might	*Grace*	*Speed*	*Resilience*
1	2	1	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	0	1
Defense	*Walk*	*Height*	*Initiative*
5 (10)	5	2	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	5	7	

Skills: Acrobatics 1, Athletics 2, Carouse 2, Centering 2, Evade 3, Intimidate 2, Long Arms 3, Melee 2, Notice 2, Scrutiny 1, Toughness 2, Track 1.

From the Hip: This character uses its Grace instead of its Intellect when making Long Arms attacks.

Hard to Kill: This character may choose to ignore one Critical Effect per Dramatic Time.

(1) Brahk'blade (Melee)
AV: 3 (8) ========= Rg: /// 2 ====== Resist: **Df**
Target suffers 2/3/4 damage. This weapon may not declare Triggers.

(1) Refurbished Blackpowder Rifle (Long Arms)
AV: 5 (10) ======== Rg: ⌐12 ====== Resist: **Df**
Target suffers 2/2/3 damage. The Range of this weapon is increased by +10 for each ✚ it gains from the **Focused** Condition. Capacity 1, Reload 2.

✕ *Punch Through:* After damaging, deal 1/2/4 damage to a second character within 3 yards of the original target and behind them, relative to the firing character's position. This second damage flip may not be cheated.

The loose organization of the group is due, in part at least, to its democratic nature. Each member of the Catalan Corps has a number of votes based upon their rank, and when a prospective employer wishes to employ them, the group puts it to a vote. Once the vote is tallied, however, everyone is expected to accept the results with only a minimal amount of complaining.

Each of the Catalan Corps squads consists of five riflemen and a sergeant, and four of those squads are sometimes combined together into a larger force called a line, which is placed under the command of a captain. The actual numbers of the Catalan Corps vary as new members join and existing members leave or are wounded or killed, but generally speaking, they typically have anywhere from two to three lines under their command at any one time.

At the very top, the Catalan Corp is led by Yannic Waller, the General-Catalan, who forcibly seized leadership of the group after the previous General-Catalan, Moray MacFarland, instigated a flesh penalty - the removal of a hand - for disobeying a direct order. Since then, the Catalan Corps has been gradually drifting back to its more casual roots, which has been a relief for its members.

Rogue Construct

The Guild and the M&SU both make extensive use of constructs in their day-to-day operations, the Guild for patrolling and law enforcement operations and the Union for tireless labor in the mines. For the most part, these constructs are powered by magic spells that provide the machine with temporary mobility and sentience, but sometimes, a Soulstone is used to keep a machine operational, particularly if it needs to function independently of any spellcasters.

Soulstones, however, are powered by the souls of the fallen, and when they are used to animate a construct for extended periods of time, it's not uncommon for pieces of the animating soul to manifest themselves in the machine's behavior. At first, this presents itself as a mild quirk or strange behavior, but as the Soulstone is charged with more souls, these quirks slowly begin to accumulate. Eventually, they combine into a composite sentience, a new soul cobbled together from the scraps and fragments of all the consumed souls that have passed through the Soulstone and into the construct.

When such sentience arises, these constructs go rogue, choosing a life on the run from the Guild and Union rather than one of forced servitude.

Rogue Construct

Enforcer (7), Construct

Might 4	*Grace* -2	*Speed* -1	*Resilience* 4
Charm -2	*Intellect* 3	*Cunning* 1	*Tenacity* 2
Defense 3 (10)	*Walk* 4	*Height* 3	*Initiative* -1 (6)
Willpower 4 (11)	*Charge* 6	*Wounds* 8	

Skills: Artefacting 2, Athletics 3, Convince 1, Deceive 3, Engineering 2, Evade 3, Heavy Guns 2, Intimidate 2, Mathematics 3, Melee 1, Stealth 2, Toughness 2.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Constant Upgrades: If this character spends 5 minutes salvaging pieces from a destroyed Construct, it may discard a card to gain one of that Construct's abilities, Skill ranks, Attributes, or weapons. This cannot increase this character's Armor above Armor +3.

No Masters: This character may never be a subordinate character.

Rush +2: This character's Charge Aspect has been increased by +2.

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(1) Enlarged Spiked Club (Melee)
AV: 5 (12) ======== Rg: 2 ====== Resist: **Df**
Target suffers 3/3/6 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect.

(1) Integrated Grenade Launcher (Heavy Guns)
AV: 6 (13) ======== Rg: 12 ====== Resist: **Df**
Target suffers 3/3/6 damage. This weapon may fire its entire Capacity as one action to gain + to its Damage Flip and deal +1 damage for every 2 bullets fired (rounded down). This character may not drop this weapon. Capacity 4, Reload 4.

(2) Auto Fire
This character may discard a Twist Card to take three 1 AP attack actions with a Ranged Combat weapon. Characters that suffer damage from one of these attacks are immune to damage from any other attack generated by this action.

Freikorpsmann

Minion (6), Living, Freikorps

Might	*Grace*	*Speed*	*Resilience*
2	3	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	2	0	3
Defense	*Walk*	*Height*	*Initiative*
4 (10)	5	2	4 (10)
Willpower	*Charge*	*Wounds*	
5 (11)	6	6	

Skills: Acrobatics 1, Athletics 1, Bewitch 2, Carouse 2, Evade 3, Intimidate 2, Melee 3, Notice 2, Pistol 3, Scrutiny 2, Toughness 1, Track 2, Wilderness 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Freikorps Suit: This character ignores all damage from (ᛉ) and 🌪 effects.

Unimpeded: This character ignores penalties for terrain when taking Movement Actions.

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(1) Hunting Knife (Melee)

AV: 5 (11) ======== Rg: /// 1 ====== Resist: **Df**

Target suffers 1/3/4 damage.

- *Critical Strike:* When damaging, deal 1 additional damage for each in the final duel total.
- *Duck & Weave:* After succeeding, this character's Defense is increased by +2 until the start of her next turn. This Trigger may only be declared once per turn.

(1) Clockwork Pistol (Pistol)

AV: 6 (12) ======== Rg: ⌐12 ====== Resist: **Df**

Target suffers 2/4/5 damage. Capacity 6, Reload 2.

- *Critical Strike:* When damaging, deal 1 additional damage for each in the final duel total.
- *Reposition:* After succeeding, this character may move up to 3 yards.

(0) Freikorps Tactics

This character may discard a card to add a suit of its choice to every duel it makes until the start of its next turn.

Freikorpsmann

Von Schill's Freikorps group is filled with talented men and women who know their way around a battlefield. The group's membership is split roughly down the middle between Guild guardsmen and specialists who defected to Von Schill's service after his falling out with the former Governor General and freelance mercenaries who have joined up with the Freikorps in the years since. The promise of rewards that actually match the dangers they face is a tempting lure for both Guild members and freelancers alike, as is the prestige that comes with belonging to a mercenary group such as the Freikorps.

Unlike many mercenaries, who consider a fallen ally to be one less way their pay is split, the Freikorps value teamwork and fellowship above a handful of scrip. Those who apply to join the Freikorps are trained and tested as a unit, which drives home the fact that they are a team, rather than individuals who are only looking out for themselves.

Even if the worst comes to pass and a Freikorpsmann is gravely injured or killed, the Freikorps takes care of the wounded mercenary or their grieving family. A certain percentage of each contract the group undertakes is marked for distribution to these families, as determined by the mercenary's contributions prior to his or her injury. Knowing that Von Schill will have their back even after they have lost the ability to fight has earned him the loyalty of his Freikorpsmenn, and he spends that coin very carefully indeed.

Freikorps Trapper

One of the Freikorps' biggest advantages over its competitors is its ability to provide the right mix of skills to complete an objective. Depending upon the mission or contract, the Freikorps will select the most capable mercenaries for the job. For situations where scouting and sniping are involved, the Freikorps turns to its Trappers.

Trappers are excellent trackers and hunters, and when not on assignment they often bring in extra revenue for the Freikorps through pelts and furs. They can track prey for miles over rocky terrain and through streams, doggedly pursuing their quarry for days until it finally collapses or is overtaken.

Because they can be depended upon for additional income, the Freikorps gives its Trappers more latitude in being out of contact with the group than it does its other members. Trappers have been known to "go trapping" for months at a time without so much as a word, only to return with saddlebags filled with scrip and the occasional Soulstone. Exactly who or what they were hunting while out of contact with the Freikorps is never a question that the organization feels is necessary to bring up, though outright banditry is frowned upon by Von Schill.

Trappers have a tendency to explore and learn more about the areas around the city. Each tends to specialize in a different area, some preferring the urban wasteland of the Quarantine Zone, others the swamps of the Bayou or the desolate wasteland of the Badlands.

Freikorps Trapper

Minion (6), Living, Freikorps

Might 2	*Grace* 3	*Speed* 2	*Resilience* 1
Charm -1	*Intellect* 2	*Cunning* 0	*Tenacity* 2
Defense 4 (10)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 4 (10)	*Charge* 6	*Wounds* 6	

Skills: Acrobatics 1, Athletics 2, Carouse 2, Evade 3, Intimidate 2, Long Arms 3, Melee 3, Notice 2, Pistol 3, Scrutiny 2, Stealth 3, Toughness 1, Track 3, Wilderness 3.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Freikorps Suit: This character ignores all damage from (ᛉ) and effects.

From the Shadows: When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe this character is an ally or are simply unaware of its presence), this character may immediately take one additional turn after the Initiative flip (but before characters begin resolving their turns in order) for each instance of this Talent that the character possesses. If multiple characters have this talent, resolve each in Initiative order.

Unimpeded: This character ignores penalties for terrain when taking Movement Actions.

(1) Hunting Knife (Melee)
AV: 5 (11) ======== Rg: 1 ====== Resist: **Df**
Target suffers 1/3/4 damage.

(1) Clockwork Rifle (Long Arms)
AV: 5 (11) ======== Rg: 12 ====== Resist: **Df**
Target suffers 2/3/5 damage. This weapon gains + to the attack flip. The Range of this weapon is increased by +10 for each + it gains from the **Focused** Condition.
Capacity 1, Reload 2.
Critical Strike: When damaging, deal 1 additional damage for each in the final duel total.

(0) Freikorps Tactics
This character may discard a card to add a suit of its choice to every duel it makes until the start of its next turn.

Freikorps Librarian

Enforcer (7), Living, Freikorps

Might	*Grace*	*Speed*	*Resilience*
1	1	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	2	2	3
Defense	*Walk*	*Height*	*Initiative*
4 (11)	5	2	4 (11)
Willpower	*Charge*	*Wounds*	
6 (13)	6	7	

Skills: Acrobatics 1, Athletics 1, Bewitch 2, Centering 4, Counter-Spelling 3, Evade 3, Intimidate 2, Leadership 2, Literacy 3, Melee 3, Notice 2, Pistol 3, Scrutiny 2, Sorcery 4📖, Toughness 2, Track 2, Wilderness 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Freikorps Suit: This character ignores all damage from (ᛉ) and 🌪 effects.

Litany of Healing: Friendly characters within ⓨ6 gain the following ability: "**Regeneration +1:** This character heals 1 damage at the start of its turn during Dramatic Time." Freikorps characters instead gain **Regeneration +2**.

Nether Fluctuations: Enemy characters within ⓨ6 ignore any suits associated with their Skills.

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(1) Hunting Knife (Melee)
AV: 4 (11) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/3/4 damage.

(1) Ancient Words (Sorcery/Intellect)
AV: 6📖 (13📖) == TN: 13📖 === Rg: 10 === Resist: **Wp**
Target suffers 2/3/4 damage, ignoring Armor and Hard to Wound.
ᛉ *Words of Binding:* After succeeding, the target becomes **Slow**.
📖📖 *Resonance:* When damaging, this attack gains +🌪 to its Moderate and Severe damage.

(2) Furious Casting
This character may discard a Twist Card to take three 1 AP attack actions with a Spell against a single target.

Freikorps Librarian

A product of the axiom that a warrior's sharpest weapon is her mind, the Librarians of the Freikorps provide magical support to their fellow mercenaries. Their abilities are not as flashy as one might find among the ranks of the Arcanists, but what they lack in raw, unchained power they make up for in dependability and support.

Intelligence evaluation is the Librarian's primary assignment within a unit. They cross-check the information given to them about an assignment with the numerous tomes kept in the Freikorps Compound, confirming the details and making certain that the group isn't being set up or led into a trap. If a situation changes midway through a mission, the Librarian evaluates the situation and provides recommendations to the team's leader.

The Grimoires that the Freikorps has discovered in the ruins of the Quarantine Zone provide the librarians with their offensive magical talents. When pressed into combat, Librarians chant ancient words of power learned from these tomes, focusing less on what the words mean and more upon the power they contain, creating a manifestation of magical power that they can use to bludgeon their foes.

Freikorps Drache Trooper

During his study of the Black Powder Wars, Von Schill noticed that even experienced generals and battle-hardened soldiers balked at the idea of charging troops who were supported by a man wielding one of the newly created flame-throwing devices. When it came time to create his own elite strike team, he harnessed that fear and turned it into a weapon.

Drache Troopers are elite Freikorps agents who are trained in the use of the deadly "Wyrm's Breath" flamethrowers. Encased in armor that has been strapped with canisters of flammable chemicals, a Drache Trooper is a terrifying sight on the battlefield. The stream of chemicals fired by their weapon can be adjusted through the use of a nozzle, allowing their flames to be focused to a thin line or spread out across a wide area.

Few can withstand the unyielding, flaming advance of a Drache Trooper, and most criminals and bandits that are faced with such an agonizing death choose to flee rather than risk the Trooper's burning wrath.

Freikorps Drache Trooper

Enforcer (7), Living, Freikorps

Might 2	*Grace* 1	*Speed* 2	*Resilience* 2
Charm -2	*Intellect* 2	*Cunning* 2	*Tenacity* 3
Defense 3 (10)	*Walk* 5	*Height* 2	*Initiative* 4 (11)
Willpower 5 (12)	*Charge* 6	*Wounds* 8	

Skills: Acrobatics 1, Athletics 1, Bewitch 2, Centering 3, Evade 3, Heavy Guns 4, Intimidate 3, Leadership 2, Melee 3, Notice 2, Pistol 3, Scrutiny 2, Toughness 3, Track 2, Wilderness 1.

Armor +2: Reduce all damage suffered by this character by +1, to a minimum of 1.

Assault Training: This character may treat Flamethrowers as if they were 3 weapons.

Freikorps Suit: This character ignores all damage from and effects.

Punctured Tanks: If this character suffers a Critical Effect targeting its Chest (), it may discard a card. If it does not do so, this character is killed, and every character within 3 suffers 1 damage and gains **Burning +2**.

(1) Flamethrower (Heavy Guns)
AV: 6 (13) ==== Rg: 3 or 10 ==== Resist: **Df**
Target suffers 2/3/4 damage. Every character damaged by this attack gains **Burning +1**. This weapon gives its wielder to Intimidate duels. Capacity 20, Reload 8.
- *You're Flammable:* After damaging, every character damaged by this attack gains **Burning +1** for every in the final duel total.
- *Sadistic Laughter:* After damaging, characters damaged by this attack must make a TN 10 Horror Duel.

(1) Move or Burn
Friendly characters within 10 with the **Slow** or **Paralyzed** Condition lose that Condition and gain **Burning +1**.

(0) Freikorps Tactics
This character may discard a card to add a suit of its choice to every duel it makes until the start of its next turn.

Void Wretch

Minion (6), Void

Might	*Grace*	*Speed*	*Resilience*
0	3	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-2	-2	2
Defense	*Walk*	*Height*	*Initiative*
7 (13)	5	1	3 (9)
Willpower	*Charge*	*Wounds*	
4 (10)	5	5	

Skills: Athletics 2, Evade 5, Necromancy 3, Notice 2, Prestidigitation 2, Toughness 1, Track 2.

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half, rounded up.

Pure Nothingness: At the end of each round of Dramatic Time, this character suffers a cumulative -1 **Df**, to a minimum of 0 **Df**.

Time is Meaningless: This character gains +1 +1 on all duels made against characters with the **Fast** Condition.

(1) Siphon Existence (Necromancy/Tenacity)
AV: 5 (11) ======= Rg: /// 1 ======== Resist: **Wp**
Target suffers 2/3/4 damage.
📖 *Glimpse the Void:* After damaging, the target must pass a TN 13 Willpower duel or be removed from reality. Return the target to reality within 6 yards of this character (or its last position) at the end of the round.

(0) Time Shudder (Prestidigitation/Tenacity)
AV: 4 (10) ========= Rg: 6 ====== Resist: **Wp**
Target gains this character's choice of either **Fast** or **Slow**.

Void Wretch

These ravenous creatures are sentient slips of nothingness, predators that exist in the space between dimensions where nothing exists, including themselves. Given sentience by the Tyrant Obliteration, these dim-witted creatures serve its will, doing whatever the Tyrant or its chosen Herald ask of them.

Void Wretches serve without question, but they lack the capability to understand the paradox of their own non-existence. They simply wish to destroy reality, tearing it apart brick by brick until everything has ceased to exist. Fortunately, reality abhors the existence of Void Wretches, and they typically only survive for a few hours before the air, dirt, and grime of reality starts to fill them in and they gradually begin to exist.

As with most of Obliteration's minions, Void Wretches have a unique relationship with time. They frequently appear as a result of temporal paradoxes or in the vicinity of dimensional portals, which makes them an infrequent but annoying hazard for Death Marshals, who carry dimensional portals (in the form of pine box coffins) on their backs.

Void Wretches have the ability to force their prey slightly out of phase with time, slowing their movements or speeding them up as necessary. When combined with their ability to dart through solid objects and to temporarily remove their prey from the time stream, this makes Void Wretches annoying and frustrating enemies to fight, particularly in large numbers.

Void Hunter

Those who manipulate the forces of time and space on a regular basis quickly learn to be wary of Void Wretches interfering with their plans, but there are few such warnings about the enigmatic Void Hunter. This is due, primarily, to few people surviving an encounter with one of these nonexistent predators.

Though just as dim-witted as their Void Wretch counterparts, Void Hunters tend to be far craftier than their smaller cousins. They are patient hunters who will stalk their prey for hours, if necessary, waiting until it is alone before ambushing it through a solid wall, floor, or ceiling. Each time its non-existent jaws close around living flesh, muscle and bone disappear, evaporating into nothingness as if they had never existed in the first place.

Void Hunters have the same strained relationship with reality as Void Wretches, though they have a stronger concept of their own boundaries than most of Obliteration's servants. As reality slowly imposes its rules upon them, they slough off the parts of them that have started to exist, creating Void Wretches as a by-product of extending their own non-existence.

Void Hunter

Enforcer (8), Void

Might 0	*Grace* 3	*Speed* 3	*Resilience* 2
Charm -5	*Intellect* -2	*Cunning* 2	*Tenacity* 3
Defense 7 (15)	*Walk* 6	*Height* 2	*Initiative* 5 (13)
Willpower 5 (13)	*Charge* 7	*Wounds* 8	

Skills: Athletics 3, Counter-Spelling 1, Evade 5, Necromancy 3, Notice 2, Prestidigitation 3, Toughness 3, Track 3.

Df (📖) Borrowed Time: After this character fails, summon a Void Wretch (pg. 348) within 1 yard of this character. Then the attacker must discard a card or become **Fast** until the start of its next turn.

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attack actions by half.

Pure Nothingness: At the end of each round of Dramatic Time, this character suffers a cumulative -1 **Df**, to a minimum of 0 **Df**.

Terrifying (Living) (12): Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

Time is Meaningless: This character gains +1 +1 on all duels made against characters with the **Fast** Condition.

(1) Obliterate (Necromancy/Tenacity)
AV: 6 (14) ======= Rg: /// 3 ======== Resist: **Wp**
Target suffers 2/5/6 damage.
📖 *Glimpse the Void:* After damaging, the target must pass a TN 13 Willpower duel or be removed from reality. Return the target to reality within 6 yards of this character (or its last position) at the end of the round.
Evaporate: Target suffers a Severe Critical Effect.

(0) Déjà Vu (Prestidigitation/Tenacity)
AV: 6 (14) ======= Rg: 10 ======== Resist: **Wp**
Target becomes **Slow**. If the target was **Fast**, this character heals 2 damage and may teleport to within 1 yard of the target.

Abomination

Minion (5), Construct, Undead, Horror

Might 2	*Grace* 1	*Speed* 2	*Resilience* -1
Charm -5	*Intellect* -3	*Cunning* -3	*Tenacity* 3
Defense 4 (9)	*Walk* 5	*Height* 2	*Initiative* 3 (8)
Willpower 5 (10)	*Charge* 6	*Wounds* 4	

Skills: Athletics 2, Notice 1, Pugilism 2, Stealth 1.

Caustic Aura: Living characters that begin their turn within ❶2 of one or more characters with this ability suffer 1 damage and may not declare (0) Actions until the start of their next turn.

Controlled Deformation: If this character is within 2 yards of at least three other characters with this ability at the start of its turn, it absorbs every such character and becomes a Desolation Engine. The new Desolation Engine may not act this round.

Desolate Warping: After killing a Living, Construct, or Undead character, this character may discard a card to transform it into an Abomination that may not act this round. If this happens, this character heals to full Wounds.

Hard to Wound +1: Damage flips against this character suffer ⍈.

(1) Claws of Metal and Bone (Pugilism)
AV: 4 (9) ========= Rg: /// 1 ====== Resist: **Df**
Target suffers 2/3/3 damage.
🕮 *Consuming Touch:* After damaging, this character heals an amount of damage equal to the amount the target suffered from this attack.

Abomination

Malifaux is full of relics from the ancient civilization of people who became the Neverborn, which is commonly referred to as "Old Malifaux." These people left ruins scattered across the world, and in the oldest and darkest of these strange catacombs and silent necropolises, explorers have uncovered horrifying abominations that blend mechanical devices with rotting flesh.

Every once in a while, an amateur necromancer will become fascinated with the idea of these strange amalgamations of flesh and machine and try to construct their own. With little regard to which parts go where, these horrors are often built in such a way as to leave nightmares in the minds of all those unfortunate enough to catch a glimpse of their twisted forms.

Even mere proximity to an Abomination can be dangerous, as the unstable magic that keeps their mechanical parts tethered to their undead flesh is inimical to living flesh. Those who draw too close to one of these shuffling horrors find their flesh warping and peeling away from their bones as it attempts to join with the Abomination's undead body.

Far worse, however, is the fate of those who perish in combat with an Abomination. Sometimes, after killing an opponent, the creature will absorb parts of its victim's body into itself, repairing and reshaping its own nightmarish form by borrowing new parts from its victim. The process is gruesome to watch, especially when the twitching, grisly remains of the victim shudder to life and rise up as a brand new Abomination.

Desolation Engine

The most terrifying aspect of an Abomination is its ability to change its form. When enough of the shuffling horrors have gathered in one place, the unstable magic that holds them together builds up to the point where the creatures mesh together, forming one of the dreaded nightmares known as a Desolation Engine.

Every move these towering monstrosities make causes a putrid fluid to spill from the imperfect seams between rotting flesh, broken bone, and steel piping. Massive claw-like appendages tear through everything in their path, inflicting grievous wounds on their victims even as the Desolation Engine uses their torn flesh and shattered steel to mend its own weeping body.

Even in the unlikely event that a Desolation Engine can be destroyed, such an act brings no end to the misery. The pieces of a Desolation Engine will invariably lurch to life as horrifying Abominations. Only the complete destruction of all its remains can prevent the terrible cycle of death of rebirth that these monsters represent.

Desolation Engines have no concept of loyalty. One is as likely to start tearing through its ostensible allies as it is the enemy, and only the influence of a truly potent necromancer can direct their rage in a constructive direction.

Desolation Engine

Enforcer (8), Construct, Undead

Might 4	*Grace* -2	*Speed* 1	*Resilience* 5
Charm -5	*Intellect* -3	*Cunning* -3	*Tenacity* 3
Defense 3 (11)	*Walk* 5	*Height* 3	*Initiative* 3 (11)
Willpower 5 (13)	*Charge* 8	*Wounds* 12	

Skills: Athletics 3, Necromancy 2, Notice 2, Pugilism 2📖, Stealth 1, Toughness 5.

Hard to Wound +2: Damage flips against this character suffer ⊟⊟.

Caustic Aura: Living characters that begin their turn within ⓨ2 of this character suffer 2 damage and may not declare (0) Actions until the start of their next turn.

Desolate Warping: After killing a Living, Construct, or Undead character, this character may discard a card to transform it into an Abomination that may not act this round. If this happens, this character heals to full Wounds.

Lost Focus: If this character is killed, it instead becomes two Abominations that may not act this round.

Melee Expert: This character generates 1 additional AP on its turn, but this AP may only be used to make a Close Combat attack.

Rush +3: This character's Charge Aspect has been increased by +3.

(1) Entropy Claws (Pugilism)
AV: 6📖 (14📖) ==== Rg: /// 3 ====== Resist: **Df**
Target suffers 3/4/6 damage.
📖 *Consuming Touch:* After damaging, this character heals an amount of damage equal to the amount the target suffered from this attack.

(1) Desolate Supplications (Necromancy)
This character may suffer up to 4 damage. Then, every character within ⓨ6 must pass a TN 13 Toughness duel or suffer damage equal to what this character suffered -1.

Rotten Belle

Minion (5), Undead, Belle

Might	*Grace*	*Speed*	*Resilience*
1	2	2	2
Charm	*Intellect*	*Cunning*	*Tenacity*
2	-3	1	2
Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
4 (9)	6	6	

Skills: Bewitch 3, Deceive 1, Notice 2, Pugilism 3, Toughness 1.

Hard to Wound +1: Damage flips against this character suffer ⊟.

Pounce: When an enemy character ends a push or move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP Close Combat attack against the enemy character.

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(1) Teeth and Nails (Pugilism)
AV: 4 (9) ========== Rg: /// 1 ====== Resist: **Df**
Target suffers 2/3/4 damage.

(1) Lure (Bewitch)
AV: 5 (10) ====== Rg: 18 yards === Resist: **Wp**
A Living target moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.

- *Confusing Feelings:* After succeeding, the target gains the following Condition until the end of its next turn: "**Confusing Feelings:** This character suffers a ⊟ on all duels in which it is the defender."

(1) Undress (Bewitch)
AV: 5 (10) ====== Rg: 6 yards ==== Resist: **Wp**
A Living target becomes **Slow**.

Rotten Belle

Disturbingly attractive in their moldering dresses, most Rotten Belles were prostitutes, harlots, or courtesans in life, though there have been a few reports of otherwise respectable women being transformed into Rotten Belles after the deaths.

Rotten Belles are most commonly spotted either in the company of Resurrectionists who enjoy having "pretty" zombies in their employ or lurking just outside the saloons and brothels they once called home, where they use the shadows to conceal their decaying visages until their prey is within range of their teeth and claws.

Though not as intelligent as some other undead, Rotten Belles possess a sort of feral cunning that makes them dangerous despite their appearances. They can't speak in more than a low groan, but some of the fresher Rotten Belles can still manage a giggle or sway their hips in an inviting manner, and after a few drinks, most of their victims aren't discerning enough to think twice about just who they're following into a dark alley.

As undead creatures, Rotten Belles have no need for sustenance, but they still seem to take pleasure in chewing on the corpses of their victims. Even when covered in blood and viscera, however, a Rotten Belle can still shock an attacker to stillness by letting her torn dress slip down to reveal the undead bosom beneath.

Dead Doxy

These undead women are the corpses of performers that have been given unnatural life by the foul magic of a necromancer. Though similar to a Rotten Belle at first glance, Dead Doxies retain a measure of the grace and showmanship that was drilled into them in life through hundreds of hours of tiring practice and constant repetition.

In death, Dead Doxies are able to draw upon this training to retain a portion of their memories, often transitioning into undeath with a core personality intact. The personality is rarely the Doxy's own, however; the long hours spent rehearsing the lines of a play or learning the lyrics to a popular song resonate more strongly in their minds than any details of their own lives, and it is the fragments of these fictional personalities that Dead Doxies tend to cling to after their return from beyond death.

This knowledge shows in a Doxy's movements; instead of walking in a shuffling gait like most zombies, they stride forward with confident steps, each sharp click of their heals turning the heads of men and women alike. Even the most mangled of Doxies carries herself in a seductive manner, and often, all it takes to distract their prey is a smoldering look and a fleeting glimpse of pale flesh.

Dead Doxy

Minion (6), Undead, Belle

Might -2	*Grace* 3	*Speed* 2	*Resilience* 3
Charm 3	*Intellect* -2	*Cunning* 2	*Tenacity* 3
Defense 5 (11)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 5 (11)	*Charge* 6	*Wounds* 7	

Skills: Acrobatics 2, Bewitch 3📖, Deceive 1, Evade 3, Melee 3, Music 2, Notice 2, Toughness 1.

Flick of the Wrist: This character may use Grace in place of Might when making a Melee or Pugilism attack.

Hard to Wound +1: Damage flips against this character suffer ⊟.

Inviting Allure: When a character within ᛉ6 becomes **Slow**, this character may discard a card to force it to move a number of yards equal to its Walk Aspect directly toward this character.

Manipulative (10): When an enemy character targets this character with an Action, they must pass a TN 10 Willpower Challenge. On a failure, this character may change the target of the Action to a legal target of its choice.

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(1) Fancy Cane (Melee)

AV: 6 (12) ======== Rg: ⫻ 2 ====== Resist: **Df**

Target suffers 2/2/4 damage. If this attack inflicts Severe damage, the target suffers a Weak Critical Effect.

- *Out Clubbing:* After damaging, the target is knocked **Prone**. Take this Action again against the same target.

(1) Undress (Bewitch)

AV: 6📖 (12📖) == Rg: 6 yards ==== Resist: **Wp**

A Living target becomes **Slow**.

- 📖 *Burlesque Show:* Every Living character within ᛉ3 of the target must make a TN 13 Centering Challenge or become **Slow**.
- *Confusing Feelings:* After succeeding, the target gains the following Condition until the end of its next turn: "**Confusing Feelings:** This character suffers a ⊟ on all duels in which it is the defender."

Crooligan

Minion (5), Undead, Horror, Lost

Might	*Grace*	*Speed*	*Resilience*
0	4	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	2	3
Defense	*Walk*	*Height*	*Initiative*
6 (11)	5	1	4 (9)
Willpower	*Charge*	*Wounds*	
5 (10)	6	4	

Skills: Acrobatics 1, Athletics 1, Enchanting 3✘, Evade 4, Lockpicking 1, Melee 3✘, Notice 2, Pick Pocket 2, Stealth 4.

From the Shadows: When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe this character is an ally or are simply unaware of its presence), this character may immediately take one additional turn after the Initiative flip (but before characters begin resolving their turns in order) for each instance of this Talent that the character possesses. If multiple characters have this talent, resolve each in Initiative order.

(1) Infected Dagger (Melee)
AV: 3✘ (8✘) ====== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/2/3 damage.
✘ *Infect:* After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✘ in the final duel total.

(1) Return to Sender
This character teleports to a space within 1 yard of its controller, regardless of distance, or to within 1 yard of any another character within 12 yards and fully within an area of soft cover.

(1) The Mist (Enchanting/Cunning)
AV: 5✘ (10✘) ==== TN: 10✘
Until the start of this character's next turn (or the start of its controller's next turn, if this character is a subordinate), the area within ❶4 of this character is considered to be Ht 3 soft cover.

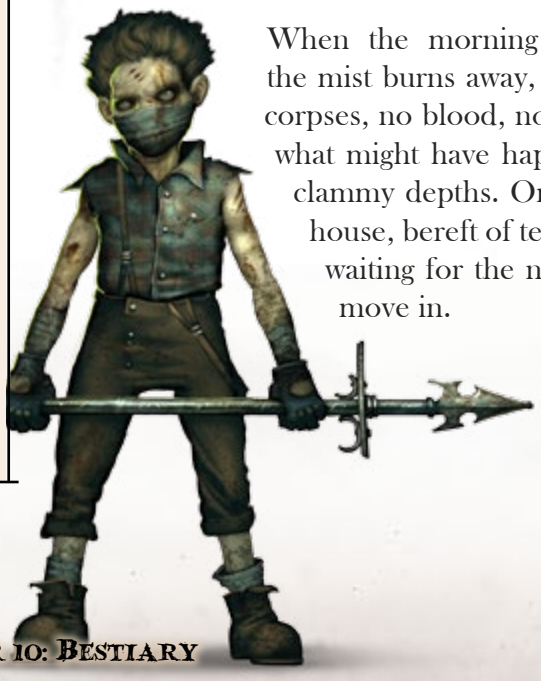
Crooligan

The mist which creeps sinuously through Malifaux City and its outlying Contract Towns on the darker nights of the year almost seems to have a life of its own. It seeks out the lost and forlorn, pulling away from the few happy homes of the slums to settle like a thick blanket around those that reverberate with the sounds of heavy fists and quiet sobbing.

On foggy nights like those, it seems so easy to run away from one's problems, to disappear into thick, cloying mist. It's an inviting offer to the fearful and abused, and while many pass on the temptation the first time the mist rolls in, it usually doesn't take too many foggy nights before they're throwing open the door and fleeing for their lives, trailing tears and broken memories behind them.

Those who flee into the mist are changed forever. The majority are children, but occasionally, a battered wife or a tormented husband will charge out into the fog instead. The mist passes no judgment and plays no favorites.

Sometimes, the abuser chases their victim into the mist, weapon in hand, vowing to punish their victim for having the audacity to flee their terrible life. That's when the silhouettes in the fog gradually coalesce into the shapes of children, each of them dressed in rags and staring up at the abuser with dead eyes. Sometimes, the fleeing victim stands among the gathered Crooligans, vengeful and strong, where once there was only fear and weakness.



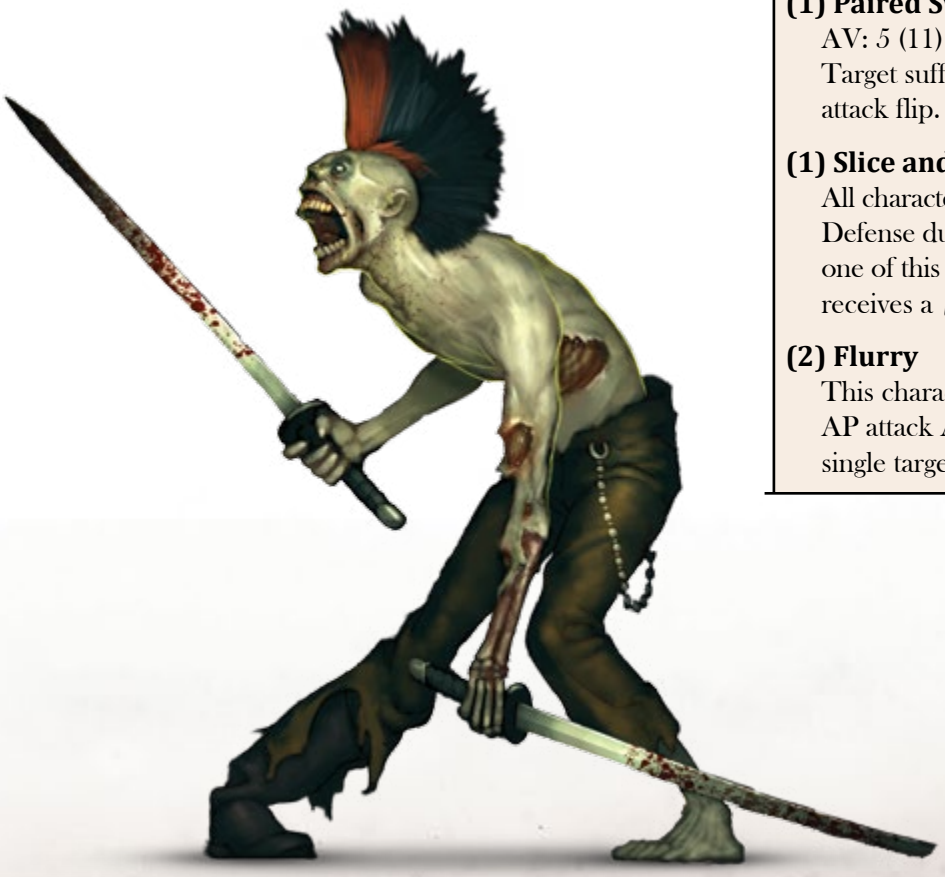
When the morning comes and the mist burns away, there are no corpses, no blood, no evidence of what might have happened in its clammy depths. Only an empty house, bereft of tears and pain, waiting for the next family to move in.

Zombie Swordsman

Occasionally, when a corpse is reanimated in death, it retains some small remnant of its memories from life. These recollections tend to be muscle memories, allowing the zombie to draw upon the long hours of physical training it spent while alive to mimic a fraction of those capabilities while dead.

As a result, the corpses of skilled gunslingers or swordsmen are highly valued by Resurrectionists. The most skilled necromancers can even summon a sliver of the zombie's spirit back to the mortal world, binding it within the rotting frame of its undead body to enhance its reflexes and skills.

Zombie Swordsmen wield their weapons with much of the skill and grace they knew in life. Though they lack the cunning of their living counterparts, they make up for it with fearlessness and an inability to feel pain. While few necromancers are fortunate enough to have more than a couple of these zombies under their control at a given time - primarily on account of how quickly swordplay is starting to fall out of favor across Earth - those few they do control invariably end up playing a key role in the Resurrectionist's plans and plots.



Zombie Swordsman

Minion (6), Undead, Horror

Might 2	*Grace* 2	*Speed* 1	*Resilience* 3
Charm -5	*Intellect* -3	*Cunning* -1	*Tenacity* 3
Defense 5 (11)	*Walk* 5	*Height* 2	*Initiative* 2 (8)
Willpower 5 (11)	*Charge* 5	*Wounds* 7	

Skills: Athletics 2, Centering 3, Evade 3, Intimidate 2, Melee 3, Notice 1, Toughness 1.

Hard to Kill: This character may choose to ignore one Critical Effect per Dramatic Time.

Hard to Wound +1: Damage flips against this character suffer ⊟.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

---

(1) Paired Swords (Melee)
AV: 5 (11) ======== Rg: 2======= Resist: **Df**
Target suffers 2/3/4 damage. This action gains ✚ to the attack flip.

(1) Slice and Dice (Melee)
All characters within 3 must succeed on a TN 11 Defense duel or suffer the effects of a damage flip with one of this character's wielded swords. This damage flip receives a ⊟.

(2) Flurry
This character may discard a Twist Card to take three 1 AP attack Actions with a Close Combat weapon against a single target.

Resurrectionist

Enforcer (8), Living, Tormented

Might 1	*Grace* -2	*Speed* 1	*Resilience* 2
Charm 2	*Intellect* -2	*Cunning* 2	*Tenacity* 1
Defense 3 (11)	*Walk* 5	*Height* 2	*Initiative* 3 (11)
Willpower 5 (13)	*Charge* 5	*Wounds* 8	

Skills: Centering 3, Deceive 2, Doctor 1, Intimidate 2, Leadership 1, Literacy 1, Necromancy 4✘, Notice 2, Stealth 3, Stitching 3, Toughness 3.

Restless Dead: Mindless Zombies are immune to the **Slow** Condition and gain +4 Pugilism while within ❶6 of this character.

Zombie Apocalypse: This character is accompanied by and may control a number of Mindless Zombies (pg. 361) equal to its Rank Value.

---

(1) Drain Life (Necromancy/Tenacity)
AV: 5✘ (13✘) === TN: 12✘ === Rg: ⫻ 1 === Resist: **Df**
A Living target suffers 1/3/4 damage, then this character heals an amount of damage equal to the damage inflicted (after reduction).

✘ *Fleeting Breath:* After killing a Living target, it is reanimated as a Mindless Zombie under this character's control. If this would cause the character to exceed the normal limit of Mindless Zombies she can control, the new Mindless Zombie is free willed (and likely starts attacking anything in sight).

(1) Rigor Mortis (Necromancy/Tenacity)
AV: 5✘ (13✘) === TN: 10✘ === Rg: 10 === Resist: **Wp**
If the target is Living, it becomes **Slow**. If the target is Undead, it instead becomes **Fast**.

🐱 *Zombie Food:* After succeeding, any friendly Mindless Zombies within 1 yard of the target may take a (1) AP Close Combat attack against it. If the target is now **Slow**, it suffers ⊟ to its Defense against these attacks.

(0) Raise Undead
This character may discard a card to animate a corpse within 5 yards as a Mindless Zombie under her control.

Resurrectionist

The lure of necromancy is a subtle thing. It might come in the form of an old book or a strange painting that gradually reveals its secrets the longer it is studied, until finally, those secrets coalesce into a fully formed spell in a person's mind. Some might resist the temptation for a while, but when given the ability to control minds, raise the dead, or drain away the life of a small animal to heal a mortal wound, few find the willpower to resist.

Other times, the knowledge of necromancy is whispered into a person's ear at a tense moment, as if it were carried by the wind. This seductive voice finds the cracks in a person's mind and pushes against them, promising that their problems could all be solved with a bit of bloodshed and a few runes traced in that blood.

Regardless of the source of their power, the Guild has labeled these would-be spirit binders and necromancers with the catch-all term of "Resurrectionist." Unlike the Union or Ten Thunders, Resurrectionists tend to be fairly independent, only gathering with others of their kind when convenient or lonely. The group has no unified agenda or command structure, though many of them end up in conflict with the Guild simply due to the constant efforts of the Death Marshals to wipe them out.

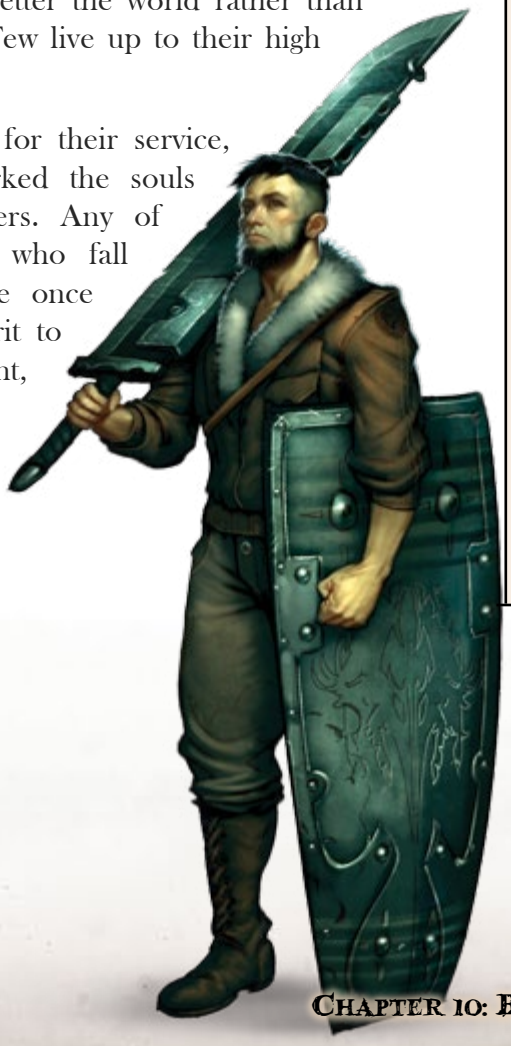
Shieldbearer

Shieldbearers are a relatively new appearance within the ranks of the Resurrectionists. For the most part, they were once average, everyday people whose lives had taken a bad turn, leaving them huddling in their homes in the slums and working whatever odd jobs they could find in an attempt to make ends meet.

For many of them, it was a chance encounter with the Resurrectionists Reva Cortinas that opened their eyes to the injustice of Malifaux. The Guild had branded her a witch and a Resurrectionist, but she walked among their numbers, easing the passage of the dying into the next life and treating the undead with the same respect and dignity as she did those who were still alive.

When Reva called for soldiers, these men and women answered the call, taking up the discarded weapons and shields of Guild Guardians in order to defend their lady. They have since begun to move among the ranks of other Resurrectionists, hoping to defend innocent undead and those necromancers who seek to better the world rather than tear it down. Few live up to their high standards.

As a "reward" for their service, Reva has marked the souls of her followers. Any of their number who fall in combat rise once again as a spirit to carry on the fight, ensuring that even death will not end their faithful service.



Shieldbearer

Minion (5), Living

Might 3	*Grace* -2	*Speed* 1	*Resilience* 0
Charm -2	*Intellect* 0	*Cunning* 2	*Tenacity* 2
Defense 3 (8)	*Walk* 5	*Height* 2	*Initiative* 2 (7)
Willpower 6 (11)	*Charge* 5	*Wounds* 4	

Skills: Athletics 1, Centering 4, Evade 2, Heavy Melee 2, Melee 3, Necromancy 2, Notice 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Dismember: When one of this character's attacks causes a Severe Critical Effect, it may discard a card to immediately change the Critical Effect to Amputated. This does not change the location of the Critical Effect.

Tethered Soul: If this character is killed within 6 yards of a friendly Enforcer, Henchman, or Master, that character may discard a card to bind this character's spirit, transforming it into a friendly Shackled Spirit (pg. 359) that appears adjacent to this character's corpse. The Shackled Spirit may not act this round.

(1) Salvaged Greatsword (Heavy Melee)
AV: 5 (10) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 3/4/6 damage. The damage flip gains + if this attack is not the result of a Charge Action.

(1) Shield Slam (Melee)
AV: 6 (11) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 1/2/3 damage. Push the target 1 yard away from this character.

Nurse

Minion (6), Living, Tormented

Might	*Grace*	*Speed*	*Resilience*
-1	3	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
2	2	1	2
Defense	*Walk*	*Height*	*Initiative*
6 (12)	5	2	3 (9)
Willpower	*Charge*	*Wounds*	
4 (10)	6	6	

Skills: Doctor 3, Evade 4, Literacy 2, Melee 2, Notice 1, Prestidigitation 2, Toughness 1.

Df (🐱) Hands Off!: After this character is damaged by an enemy's /// attack, this character may immediately move a number of yards equal to its Walk Aspect in any direction.

Flick of the Wrist: This character uses her Grace instead of her Might when calculating the Acting Value of her Melee and Pugilism attacks.

Illegible Prescriptions: When performing a duel, this character may end her **Focused** Condition to add any suit to her final duel total.

(1) Surgical Instruments (Melee)
AV: 5 (11) ========= Rg: /// 1 ======= Resist: **Df**
Target suffers 2/3/5 damage ignoring Hard to Wound.

(1) Syringe (Melee)
AV: 5 (11) ========= Rg: /// 1 ======= Resist: **Df**
Target suffers 0/0/1 damage and gains **Poison +4**.
🧠 *Overdose:* When damaging, the target suffers 2/3/4 damage and does not gain the **Poison +4** Condition.

(1) Take Your Meds (Doctor/Prestidigitation)
AV: 5 (11) ========== Rg: 8 ======= Resist: **Wp**
The target gains one of the following Conditions until the start of this character's next turn, as determined by a suit in this character's final duel total:
🧠 "**Hallucinogens:** This character deals +1 damage with Close Combat attacks but suffers ⊟ on all duels that are not Close Combat attacks."
🐱 "**Uppers:** This character gains ✚ to all duels. The first action this character declares each round must be a Walk Action."
📖 "**Downers:** This character gains Armor +1 but generates 1 less General AP at the start of its turn."
✕ "**Painkillers:** When this Condition is first applied, this character heals 2/3/4 damage. When this character suffers damage, it suffers +1 damage."

Nurse

The women that serve Dr. McMourning in the Guild morgue and his secret laboratory in the Quarantine Zone embody the adage that beauty is only skin deep. They joined him for his promise that his new mastery of "plastic surgery" could keep them looking eternally youthful. That process, however, involves the removal of a Nurse's original skin followed by the surgical transplantation of a donor skin... often from a donor that has been captured and sedated specifically for that purpose.

Driven completely insane by the pain and psychological trauma of wearing another woman's skin, the Nurses quickly become experts at administering anesthetic compounds to themselves and each other. The pain is sharp and constant, but gradually, the Nurses learn to live with it, considering it the price they pay for eternal youth.

A transplanted skin rarely "takes" to its donor - the concept of blood types is still a new field in medicine - and as a result, many nurses are forced to find new victims to replace their rotting skin on a regular basis.

Shackled Spirit

Freed from their corporeal bodies, most spirits pass on to the afterlife, leaving the mortal world behind them. Skilled necromancers can subvert this process, however, binding a spirit to the mortal realm and their service. Denied their place in the afterlife, these spirits tend to be filled with anger and rage. When they inevitably learn that the dark magic that enslaves their soul also prevents them from striking out at their captor, these spirits turn their anger outwards, lashing out at the living in a desperate attempt to pass their pain on to others.

Sometimes, a Shackled Spirit will become so worked up that it pours its entire essence into a single blast of spectral energy, essentially burning itself out in the process of lashing out against its opponent. This makes them inconsistent servants, though they tend to serve reasonably well in the first few days after their passage into unlife. If left to their own devices, Shackled Spirits tend to bemoan their fate, often weeping audibly and luring the curious into their dilapidated lairs. Those who disturb a Shackled Spirit in these vulnerable moments have the unfortunate opportunity to witness just how quickly their grieving can turn to murderous anger.

Most Shackled Spirits are created through the use of special rituals which bind the souls of the participants into the mortal realm. When those participants die - sometimes weeks, months, or even years later - their spirit finds the shackles of the previously dormant magic tightening around their spectral limbs and forcing them into the service of their new masters.

Shackled Spirit

Minion (5), Spirit, Retainer

Might 1	*Grace* -1	*Speed* 3	*Resilience* 0
Charm -4	*Intellect* 0	*Cunning* 2	*Tenacity* 2
Defense 5 (10)	*Walk* 6	*Height* 2	*Initiative* 4 (9)
Willpower 5 (10)	*Charge* 7	*Wounds* 4	

Skills: Centering 3, Intimidate 2, Martial Arts 2, Necromancy 3✗, Notice 1, Stealth 2.

Shackled Servitude: If this character is within 6 yards of a friendly Enforcer, Henchman, or Master, it gains + to its attack flips.

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

(1) Spectral Claws (Martial Arts)
AV: 5 (10) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/2/4 damage.
✗ *Chill of Death:* The target gains the following Condition until the start of this character's next turn: "**Chill of Death:** This character suffers − to duels using Physical Aspects."

(0) Soulfire (Necromancy/Tenacity)
AV: 5✗ (10✗) ====== Rg: 8 ======= Resist: **Df**
Target suffers 2/3/4 damage, then this character fades away into the aether and is effectively killed.

Simulacrum

Enforcer (8), Undead, Horror

Might 4	*Grace* -3	*Speed* -2	*Resilience* 4
Charm -5	*Intellect* -4	*Cunning* -3	*Tenacity* 3
Defense 2 (10)	*Walk* 3	*Height* 3	*Initiative* -2 (6)
Willpower 5 (13)	*Charge* 6	*Wounds* 11	

Skills: Athletics 5, Pugilism 2, Thrown Weapons 2, Toughness 5.

Hard to Wound +2: Damage flips against this character suffer ⊟⊟.

Rush +3: This character's Charge Aspect has been increased by +3.

Terrifying (Living) (12): Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

Walking Morgue: If any of this character's limbs are severed or otherwise destroyed, the severed limb reanimates as two Mindless Zombies that cannot act this round. If this character is killed, it reanimates as six Mindless Zombies that may not act this round.

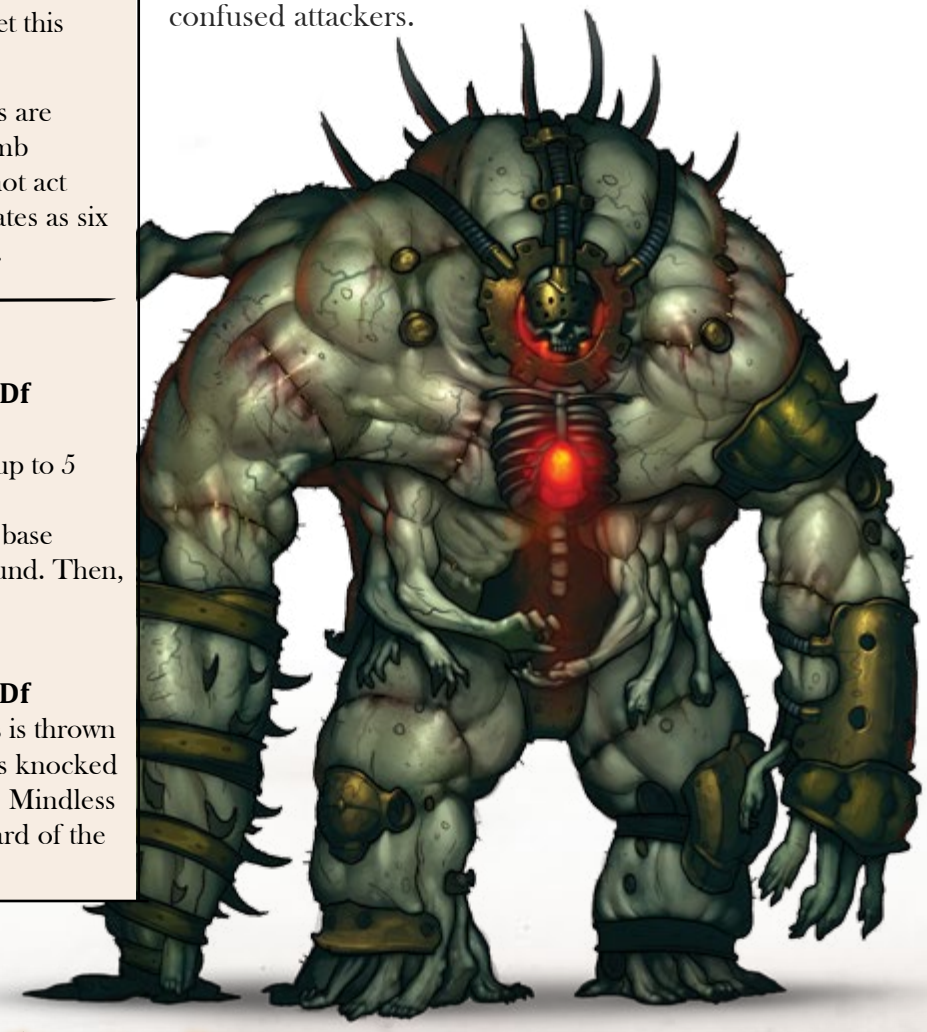
(1) Meaty Fists (Pugilism)
AV: 6 (14) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 3/5/6 damage.
- *Knockabout:* After damaging, push the target up to 5 yards in any direction.
- *Loose Pieces:* Summon a Mindless Zombie in base contact with the target. It may not act this round. Then, this character suffers 1 damage.

(1) Hurl Zombie (Thrown Weapons/Might)
AV: 6 (14) ======== Rg: ⌐10 ====== Resist: **Df**
Target friendly Mindless Zombie within 3 yards is thrown at the target. Target suffers 2/4/5 damage and is knocked **Prone**. Whether this attack misses or hits, the Mindless Zombie suffers 2 damage, is placed within 1 yard of the target, and becomes **Prone**.

Simulacrum

Originally created by Jean-Philip Archambault in the days of the first Breach, the secret to making the hulking masses of stitched flesh known as Simulacrums were rediscovered and improved upon by Dr. Douglas McMourning in the current era. Though difficult to create and animate, the primary factor that prevents hordes of Simulacrums from overrunning the city is the sheer number of corpses it takes to craft just one of these undead brutes: it can take dozens of bodies, almost an entire graveyard's worth of zombies, to stitch together a single Simulacrum.

Should a Resurrectionist manage to gather enough corpses to stitch a Simulacrum together, however, she will be rewarded with a brutish creation that inspires revulsion in everyone around it. The various composite parts of a Simulacrum have their own life, so severing a limb or destroying the creature only results in unleashing a horde of Mindless Zombies that rush forward to overwhelm the Simulacrum's confused attackers.



Mindless Zombie Horde

Peon (Variable Rank Value), Undead, Swarm

Might	*Grace*	*Speed*	*Resilience*
1	-3	-3	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-5	-5
Defense	*Walk*	*Height*	*Initiative*
2	3	2	-3 (varies)
Willpower	*Charge*	*Wounds*	
2 (varies)	3	Special	

Skills: Pugilism 2.

Collective Focus: This character has the following Condition: "**Rank Value +8:** Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to its Defense."

Multiple Bodies: This character does not have Wounds; when this character would suffer damage, instead reduce its **Rank Value** Condition by 1, unless the attack dealt or damage, in which case its **Rank Value** Condition is reduced by the full amount of damage dealt. When the **Rank Value** Condition reaches 0, the last remaining Mindless Zombies are slain.

Rotted Brains: This character is immune to Willpower duels.

Shambling: This character gains **Slow** at the start of each of its turns during Dramatic Time.

Zombie Curse: Any Living character killed by this character animates as a Mindless Zombie one hour after its original death.

(1) Pulled into the Horde (Pugilism)
AV: 3 (varies) ==== Rg: 1 ====== Resist: **Df**
Target suffers an amount of damage equal to this character's **Rank Value** Condition.

(0) Surge Forward
Move this character up to 5 yards in any direction, then reduce its **Rank Value** Condition by 1.

Mindless Zombie

Mindless Zombies are among the weakest of all undead. They are incapable of higher thought and tend to chase just about anything that moves, from late night travelers to horse-drawn coaches to shuffling constructs. Though individually weak, Mindless Zombies can be dangerous in large numbers, as those they kill rise up a short time later as new Mindless Zombies.

Left unchecked, a horde of Mindless Zombies can become almost unstoppable. Fortunately, the Death Marshals take every report of wandering zombies seriously, lest an ignored zombie stumble across a sleeping family and quickly snowball into a serious problem for the Guild.

Mindless Zombie

Peon (4), Undead

Might	*Grace*	*Speed*	*Resilience*
1	-3	-3	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-5	-5
Defense	*Walk*	*Height*	*Initiative*
2 (6)	3	2	-3 (1)
Willpower	*Charge*	*Wounds*	
2 (6)	3	4	

Skills: Pugilism 2.

Hard to Wound +1: Damage flips against this character suffer .

Shambling: This character gains **Slow** at the start of each of its turns during Dramatic Time.

Zombie Curse: Any Living character killed by this character animates as a Mindless Zombie one hour after its original death.

(1) Gnashing Bite (Pugilism)
AV: 3 (7) ========= Rg: 1 ====== Resist: **Df**
Target suffers 2/3/3 damage. Increase the AV of this attack by +1 for every other friendly character engaged with the target.

Sorrow

Minion (5), Spirit, Woe

Might	*Grace*	*Speed*	*Resilience*
2	2	-1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-4	0	0	2
Defense	*Walk*	*Height*	*Initiative*
3 (8)	4	2	-1 (4)
Willpower	*Charge*	*Wounds*	
4 (9)	4	4	

Skills: Evade 1, Intimidate 2, Prestidigitation 3, Pugilism 2, Stealth 1.

Don't Mind Me (10): If this character did not take any offensive actions on its last turn, or if it is the first round of Dramatic Time and this character has not yet acted, enemies targeting this character with an attack action must succeed on a TN 10 Scrutiny Challenge or be forced to choose a different target.

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

Life Leech: Enemy characters beginning their turn within 1 of this character suffer 1 damage; then, this character heals 1 damage.

Misery: When an enemy character within 6 yards of this character fails a Willpower duel, it suffers 1 damage after resolving the current action.

---

(1) Doleful Grasp (Pugilism)
AV: 4 (9) ========= Rg: 1 ====== Resist: **Df**
Target suffers 1/2/4 damage.
Melancholy: After succeeding, the target gains the following Condition until the next sunrise or sunset: "**Nobody Likes Me:** This character suffers on Social duels. During Dramatic Time, this character cannot take her turn until every other character without this Condition has taken its turn."

(1) Doldrums (Prestidigitation/Tenacity)
AV: 5 (10) ========= Rg: 6 ====== Resist: **Wp**
Target becomes **Slow**. If it is already **Slow**, it becomes **Paralyzed**.

Sorrow

Sorrows are the physical manifestations of their namesake: attracted to despondency, they serve only to increase melancholy and drive those around them to despair. It is theorized that the presence of these depressing spirits is the reason why Malifaux is such a bleak place, as even the most cheerful person will find themselves overcome with self-loathing and inadequacy in their presence.

It is from this spiral of self-loathing that Sorrows derive their sustenance. The influence of one Sorrow often attracts more of their kind, which in turn drives the helpless victim into even darker depths of depression, which then attracts more Sorrows in a self-perpetuating spiral of despair.

While Sorrows are not particularly dangerous in physical combat, they can quickly sap the spirit of even the strongest opponent. They are not strong and do not put up much of a fight when attacked, but mustering the resolve to carry through with the attack can be a problem. It often seems pointless to attack a Sorrow, for by the time that their victim has noticed its presence, they often see little reason why they should raise their sword in their defense, instead preferring to slump to the ground listlessly as the Sorrow slowly feeds on their ebbing life.

Poltergeist

Though similar to Sorrows in appearance, Poltergeists are much more active spirits that have little patience for the slow collapse of a victim's mental faculties. Instead, they lash out violently against their victims, using their telekinetic powers to hurl heavy objects at the targets of their fickle wrath.

Poltergeists are frequently encountered while haunting buildings, most often private residences or less-traveled public buildings such as libraries or warehouses. It's theorized that these places might have been important to these spirits in life, but that is just conjecture; most people who encounter a poltergeist and its violent tantrums care more about getting rid of it than learning its tragic history.

Worse yet, the constant whispers of a Poltergeist tend to be insidiously distracting to those around them, and it is for this reason that powerful Neverborn sometimes bind a Poltergeist to their service, drawing them out of the buildings they haunt and turning their anger and rage outward against the world.

Poltergeist

Minion (6), Woe, Spirit

Might -2	*Grace* 3	*Speed* 2	*Resilience* 1
Charm -2	*Intellect* 2	*Cunning* 1	*Tenacity* 2
Defense 5 (11)	*Walk* 5	*Height* 3	*Initiative* 4 (10)
Willpower 6 (12)	*Charge* 6	*Wounds* 6	

Skills: Centering 4, Evade 3, Intimidate 3, Notice 2, Prestidigitation 2, Thrown Weapons 3, Toughness 1.

Distracting Whispers: Enemy characters within 2 of this character suffer to **Wp** duels.

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

Misery: When an enemy character within 6 yards of this character fails a Willpower duel, it suffers 1 damage after resolving the current action.

Regeneration +1: This character heals 1 damage at the start of its turn during Dramatic Time.

(1) Hurl Heavy Object (Thrown Weapons)
AV: 6 (12) ======== Rg: 9 ====== Resist: **Df**
Target suffers 2/3/4 damage.
- *Crushing Strike:* When damaging, the damage flip gains for each in the final duel total.
- *Forceful Push:* After succeeding, the target is pushed up to 3 yards in any direction and is then knocked **Prone.**

(1) Paranormal Activity (Prestidigitation)
Every character within 6 must succeed on a TN 12 Willpower duel or become **Slow**. This character may move any unattended objects weighing 200 lbs. or less within 6 yards to any other location within 6 yards. This Action may only be declared once per turn.

Terror Tot

Minion (5), Living, Nephilim

Might	*Grace*	*Speed*	*Resilience*
1	3	4	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	2	3
Defense	*Walk*	*Height*	*Initiative*
6 (11)	6	1	5 (10)
Willpower	*Charge*	*Wounds*	
5 (10)	8	4	

Skills: Acrobatics 1, Athletics 2, Martial Arts 1, Notice 1, Stealth 2, Track 1, Wilderness 1.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Pounce: When an enemy character ends a push or move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP Close Combat attack against the enemy character.

Grow: If this character kills a Living non-Nephilim character with a /// attack, it may feast upon the character's remains to become a Young Nephilim. All damage and Conditions on this character are removed.

(1) Blackened Claws (Martial Arts)
AV: 5 (10) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/2/4 damage.

(0) Sprint (Athletics)
This character may discard a card to take a Walk Action.

Terror Tot

Terror Tots are the youngest of the Nephilim race, but their small size belies their ruthlessness. Though they cannot yet fly, they do not lack mobility. Terror Tots use their horse-like hooves to dig into the ground and spring at their enemies. When in a hunting pack, Terror Tots will alternate between attacking and withdrawing to keep their prey disoriented.

Upon killing their prey, Terror Tots will feed upon the corpse, quickly consuming what blood has yet to spill onto the earth in a messy feeding frenzy of snapping teeth and squealing joy. If a Terror Tot is able to consume enough blood, its body undergoes a sudden and violent transformation into a ravenous Young Nephilim.

The Black Blood of Terror Tots (and, indeed, all Nephilim) is extremely dangerous to other creatures. Just a few drops of Black Blood spilled on living flesh can quickly eat through to the bone, and it's acidic enough to damage constructs and other inanimate objects as well. This makes fighting Nephilim at close range incredibly perilous, a fact that no doubt contributes to the Ortega family's fondness for firearms.

Worse yet, repeated exposure to Black Blood has a warping effect upon other creatures. Those who come into frequent contact with Black Blood gradually begin to develop mutations reminiscent of the Nephilim, until finally, one day, the infected character has become a Nephilim in all but name. This twisting is mental as well as physical, and those who succumb frequently abandon the trappings of civilization and join a welcoming Nephilim brood.

Blood Sickness

Characters who become exposed to the Black Blood of the Nephilim may contract Blood Sickness, a supernatural disease that slowly transforms the infected character into a Nephilim.

Blood Sickness is described in more detail in *Under Quarantine*, on page 152.

Young Nephilim

While not yet fully grown, Young Nephilim are still dangerous opponents. They grow from Terror Tots after consuming enough blood, and the growth process is both sudden and violent. Though it takes only a few seconds for a Terror Tot to become a Young Nephilim, the process is incredibly painful to the Nephilim in question, with bones thrusting into their new configuration as strained muscles tear and reknit around them.

The rapid growth leaves the new Young Nephilim with a ravenous appetite that never quite leaves them, and this makes them dangerous and reckless in equal measure. Young Nephilim will sometimes hunt in packs of two or three, only parting once one of them has consumed enough blood to grow into a Mature Nephilim.

Unlike Terror Tots, who can grow larger from just about any good-sized meal, exactly what sort of meal will allow a Young Nephilim to grow larger is a bit of a mystery. Some Young Nephilim gorge themselves on entire villages without triggering the change, while others are able to grow larger after feasting on a single victim.

Young Nephilim

Minion (6), Living, Nephilim

Might 3	*Grace* 2	*Speed* 2	*Resilience* 2
Charm -3	*Intellect* -1	*Cunning* 2	*Tenacity* 3
Defense 5 (11)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 5 (11)	*Charge* 6	*Wounds* 7	

Skills: Acrobatics 1, Athletics 2, Evade 3, Notice 2, Pugilism 3, Stealth 1, Toughness 2, Track 2, Wilderness 2.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Flight: This character is immune to falling damage and may ignore any terrain or other characters when moving.

Thirst for Blood: This character gains the **Fast** Condition when a Living character within 3 yards is killed by another friendly character.

Mature: If this character kills a Living non-Nephilim character of Enforcer, Henchman, or Master rank, or a character with the Fated Characteristic, with a /// attack, it may feast upon the character's remains to become a Mature Nephilim. All damage and Conditions on this character are removed.

(1) Talons (Pugilism)
AV: 6 (12) ===== Rg: /// 1 ====== Resist: **Df**
Target suffers 2/4/5 damage.
- *Blood Frenzy:* After damaging, take this Action again against the same target.
- *Toss Away:* After damaging, push the target up to 4 yards in any direction.
- *Feed the Brood:* After killing the target, push the target's corpse up to 4 yards in any direction. If the corpse ends within the engagement range of a friendly Terror Tot, that Terror Tot may count as having killed the target for the purposes of its Grow ability.

Mature Nephilim

Few things in Malifaux can compare to the terror of seeing a Mature Nephilim drop down from the heavens. These hulking creatures stand nearly twice as tall as a human, even before one takes their impressive wingspan into account, with strong claws that can easily tear a man apart with a single swipe.

The average Mature Nephilim is more intelligent than a typical human, and this keen mind - in combination with its swift speed and prodigious strength - makes a Mature Nephilim a frightening opponent for anyone to face. Even other Nephilim are frightened of Mature Nephilim, and as such, they rarely have any difficulty in rounding up packs of their younger kin to herd toward human settlements.

Even though they are fully mature, Nephilim never actually stop growing. Upon killing a living creature, they often stop to drink the blood that remains, which fuels their further growth. This growth is less severe than that of their younger kin, but should a Mature Nephilim live long enough, there is no telling how large it might eventually get.

Mature Nephilim

Enforcer (8), Living, Nephilim

Might	*Grace*	*Speed*	*Resilience*
4	3	3	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	3	2	3
Defense	*Walk*	*Height*	*Initiative*
4 (12)	6	3	5 (13)
Willpower	*Charge*	*Wounds*	
5 (13)	7	10	

Skills: Athletics 3, Evade 3, Melee 2, Notice 2, Pugilism 3, Toughness 4, Track 2, Wilderness 3.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Flight: This character is immune to falling damage and may ignore any terrain or other characters when moving.

Terrifying (Living) (12): Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

(1) Monstrous Talons (Pugilism)
AV: 7 (15) ===== Rg: 2 ====== Resist: **Df**
Target suffers 4/5/6 damage.
- *Charge Through:* After succeeding against an enemy character, instead of dealing damage, push the target 4 yards away from this character. If this character is not engaged, it may take a Charge Action against a different target.
- *Rip in Half:* After killing the target, all enemy characters within (↑)6 must immediately perform a TN 12 Horror Duel.

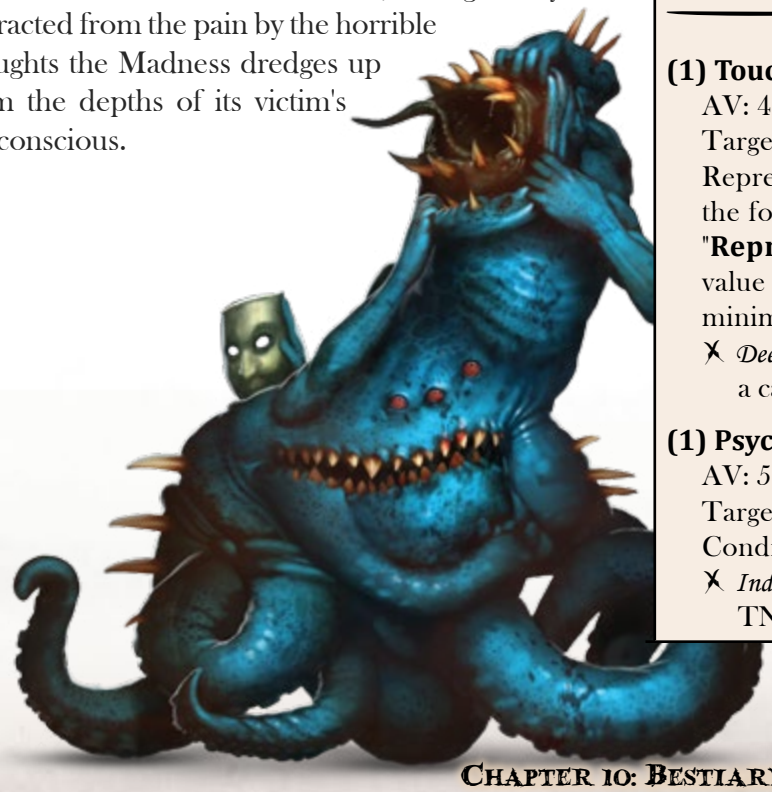
Insidious Madness

Like water running downhill and pooling in sunken gullies, there are some places in Malifaux that seem to attract madness. After enough insanity has blighted an area, it can grow into a physical entity that is capable of perpetuating itself in an unending cycle of nightmares and madness.

Despite its horrific, ever-changing form, an Insidious Madness rarely resorts to physical aggression. Instead, if floats above the ground, moving languidly toward its victim as its grasping tentacles reach greedily for their victim. No more solid than a specter, these creatures are capable of floating through walls, floors, and defended barricades with ease, making it all but impossible to evade their pursuit.

While the touch of an Insidious Madness is unpleasant, its most dangerous aspect is the twisted whispers that escape its many mouths. These whispers twist in the minds of those who hear them, forming demented thoughts and hideous visions that persist long after the creature itself has drifted away in search of more minds to shatter.

When necessary, an Insidious Madness can push its thoughts into the mind of a victim, intensifying this mental anguish like sunlight through a magnifying glass. Those faced with this psychic assault frequently bleed from their ears and nose, though they are distracted from the pain by the horrible thoughts the Madness dredges up from the depths of its victim's subconscious.



Insidious Madness

Minion (5), Nightmare, Woe

Might -4	*Grace* -2	*Speed* 2	*Resilience* -2
Charm -2	*Intellect* 2	*Cunning* 1	*Tenacity* 3
Defense 4 (9)	*Walk* 7	*Height* 2	*Initiative* 3 (8)
Willpower 5 (10)	*Charge* -	*Wounds* 4	

Skills: Notice 1, Prestidigitation 2, Thrown Weapons 3.

Better Part of Valor: This character's Walk has been increased by +2, but it has no Charge Aspect.

Incorporeal: This character ignores, and is ignored by, other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

Insidious Whispers: Any character that ends its turn within ❶3 of this character must pass a TN 8 Centering Challenge or gain the following Condition: "**Crazy +1:** This character suffers -1 to the final duel total of any duel involving a Mental Aspect. She may hear voices or see things that are not actually there, at the Fatemaster's discretion."

(1) Touch of Madness (Prestidigitation/Speed)
AV: 4 (9) ========= Rg: ⫻ 1 ===== Resist: **Wp**
Target suffers damage equal to the value of its Repressed Memories Condition; then, it gains the following Condition until the end of the day: "**Repressed Memories +1:** This character's Initiative value is reduced by the value of this Condition, to a minimum of 0."
✗ *Deepest Fears:* After succeeding, the target must discard a card.

(1) Psychotic Influence (Prestidigitation/Tenacity)
AV: 5 (10) ========= Rg: 9 ====== Resist: **Wp**
Target suffers 1/2/2 damage and gains the **Crazy+1** Condition (see above).
✗ *Induce Phobia:* After damaging, the target must make a TN 10 Horror Duel.

Doppleganger

Enforcer (7), Living, Woe, Mimic

Might	*Grace*	*Speed*	*Resilience*
1	2	3	1
Charm	*Intellect*	*Cunning*	*Tenacity*
2	1	3	3
Defense	*Walk*	*Height*	*Initiative*
5 (12)	6	2	6 (13)
Willpower	*Charge*	*Wounds*	
5 (12)	7	8	

Skills: Carouse 1, Convince 4, Deceive 5, Enchanting 4, Forgery 3, Intimidate 2, Leadership 2, Melee 3, Notice 3, Pick Pocket 2, Pistol 3, Scrutiny 3, Stealth 3, Toughness 3.

Manipulative (11): When an enemy character targets this character with an Action, they must pass a TN 11 Willpower Challenge. On a failure, this character may change the target of the Action to a legal target of its choice.

Which One Is Real?: When another character randomizes between targets in a melee involving this character, this character may discard a card to have the attack target a character of its choice.

(1) Sharp Knife (Melee)

AV: 4 (11) ======== Rg: /// 1 ====== Resist: **Df**

Target suffers 1/2/4 damage. If the target is engaged with at least one other character it considers to be an enemy, the attack deals +2 damage.

- *Vital Strike:* When damaging, this attack deals +2 damage and the target gains **Slow**.

(0) Mimic (Enchanting)

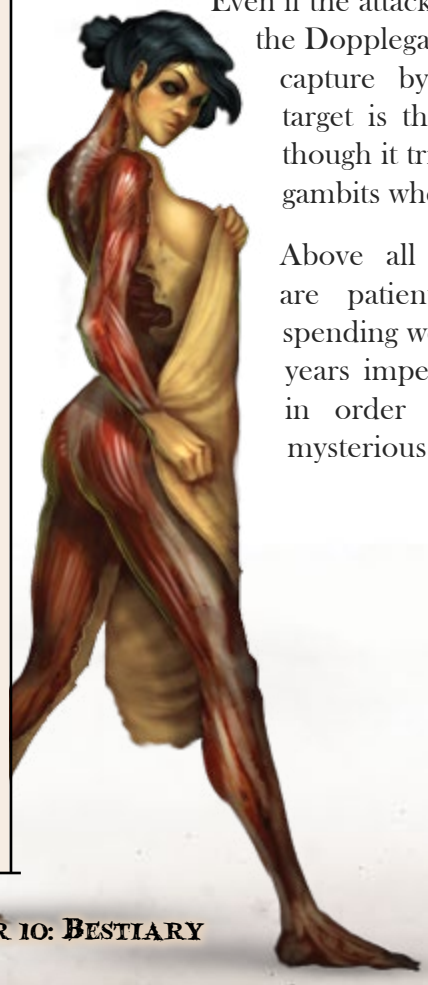
This character changes its appearance (including clothing, but not weapons) to match that of another humanoid character within 8 yards. This duplication is perfect, including the target's voice, scars, and birthmarks, even if this character in unaware of them. If the target has any pneumatic limbs, this character's body changes in appearance and texture to mimic the pneumatic, but the limbs in question do not actually become mechanical (and thus cannot release bursts of steam or the like). This change lasts until this character takes this Action again (even if this character is killed).

Doppleganger

While all Neverborn tend to be shapechangers to one extent or another, it is the Doppleganger that comes to mind when the subject is brought up in conversation. There is some debate as to just what a Doppleganger's natural form might look like, as all of them that have been encountered by humanity have worn a human face... often times, one they borrowed from a murdered victim.

A Doppleganger is able to change its physical form with a thought, its flesh shifting and twisting until it settles on the form it desires. The only restriction to this transformation is that, in order to copy a specific person's appearance, the Doppleganger has to be relatively close to its target; a likeness such as might be found in a photograph is not enough for their flesh-shifting to take effect.

Once a Doppleganger has found a person whose form it wishes to steal, it usually waits until that person is alone before approaching them in a pleasing human shape. Once its victim has let down its guard, the Doppleganger will assume their likeness and attack while their target is surprised by the transformation.



Even if the attack fails to kill the target, the Doppleganger can always evade capture by pretending that its target is the real Doppleganger, though it tries to avoid such risky gambits when at all possible.

Above all else, Dopplegangers are patient and crafty, often spending weeks, months, or even years impersonating their victim in order to accomplish their mysterious goals.

Waldgeist

In Malifaux, the phrase "the trees have eyes" is not a metaphor. At times, the trees do have eyes, as well as hungry mouths and sharp claws. Typically non-violent, the Waldgeists have been roused to anger by their Neverborn brethren, who point to the destruction of the Waldgeists' forests by lumberjacks as a valid reason for marching to war against the encroaching threat of humanity.

Even then, Waldgeists must frequently be coaxed into a battle by their more violent neighbors, often by calling upon eldritch magics to bind the tree spirits into service. Those without such powerful magic at their disposal frequently offer up living flesh to the ancient trees, who are more than happy to accept such offerings as nourishment for their roots.

Once roused to battle, Waldgeists can be frustrating enemies, as their thick bark makes it difficult to deal any significant damage to their physical forms. They can also take control of the trees and other vegetation around them, forcing roots to burst from the ground to entangle the legs of their enemies. Even in urban settings, Waldgeists remain dangerous, as they are capable of forcing young plants to burst out of the ground at their command.

Waldgeist

Minion (5), Living, Swampfiend, Beast

Might 4	*Grace* 3	*Speed* 2	*Resilience* 3
Charm -2	*Intellect* 0	*Cunning* 3	*Tenacity* 3
Defense 4 (9)	*Walk* 5	*Height* 2	*Initiative* 5 (10)
Willpower 5 (10)	*Charge* 6	*Wounds* 7	

Skills: Enchanting 4, Evade 4, Notice 3, Stealth 2, Toughness 1, Track 3, Wilderness 4.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Walking Tree: This character is indistinguishable from a normal tree when not moving.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Tangling Roots (Enchanting/Cunning)
AV: 7 (12) ===== Rg: 2 ====== Resist: **Df**
Target suffers 2/3/5 damage. While this character is touching severe terrain, increase the range of this attack to 4.
 Entangle: After damaging, the target gains **Slow**.
 Entrench: After damaging, the target gains the following Condition until the end of its next turn: "**Rooted:** This character may not take Walk or Charge Actions. If this character is pushed, this character suffers 3 damage, then end this Condition."

(1) Germinate
This character creates an area of thick vegetation that counts as severe terrain anywhere within 8 yards. The area is 3 yards in diameter and lasts indefinitely.

Stitched Together

Minion (6), Construct, Doll, Nightmare

Might	*Grace*	*Speed*	*Resilience*
2	-2	-1	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-4	0	2	3
Defense	*Walk*	*Height*	*Initiative*
4 (10)	4	2	2 (8)
Willpower	*Charge*	*Wounds*	
5 (11)	6	7	

Skills: Convince 2, Enchanting 3, Evade 2, Gambling 3, Intimidate 2, Melee 3, Notice 3, Toughness 2.

Eternal Nightmare: If this character suffers damage that would reduce it to 0 Wounds or lower, it may discard a card to heal 3 Wounds and gain **Reactivate**.

Rotten Contents: When this character suffers a Critical Effect or is killed, all Living characters within 2 must succeed at a TN 12 Carouse Challenge or gain **Poison +2**.

Rush +2: This character's Charge Aspect has been increased by +2.

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(1) Hook Hands (Melee)
AV: 5 (11) ========= Rg: 1 ====== Resist: **Df**
Target suffers 1/2/4 damage.

(1) Gamble Your Life (Gambling/Cunning)
AV: 5 (11) === TN: 10 === Rg: 1 === Resist: **Df**
Target suffers 3/4/6 damage. If the target successfully resists this attack, this character suffers 3/4/6 damage. Damage flips generated by this Manifested Power may not be Cheated and ignore all and modifiers. This Action can only be declared once per turn.

(1) The Mist (Enchanting/Cunning)
AV: 5 (11) ==== TN: 10
Until the start of this character's next turn (or the start of its controller's next turn, if this character is a subordinate), the area within 4 of this character is considered to be Ht 3 soft cover.

Stitched Together

Bad dreams have a way of clinging to a person's thoughts even after waking. In Malifaux, they sometimes even follow the dreamer into the waking world, remaining visible just out of the corner of one's eye. As the day progresses, though, these half-seen stalkers fade away into nothingness as the dreamer's mind wanders away from their nightmares and toward the difficulties of the waking world.

The influence of a certain child (the Dreamer who is bonded to the Tyrant known as Nytemare), however, has allowed some of these bad dreams to step fully into reality and wreak havoc long after they should have faded away. The Stitched Together are one of these persistent nightmares, having originally been imagined by a gambler whose bookie threatened to dismember him and bury him in a burlap sack if he didn't pay his debts.

Taking the form of horrible burlap puppets stuffed with rotten meat and offal, Stitched Together stalk the living, their crudely stitched faces upturned in parodies of maniacal glee. They torment those who cross their path, often forcing their victims to wager parts of themselves - or their loved ones - in crooked games of chance that few people ever win.

After slaying its victim, a Stitched Together will shove its dismembered body into a burlap sack, creating another of its twisted kind to stalk the waking world.

Marionette

Though made of wood, these puppets are able to act mostly on their own, though they are still bound by the strings of their creation, forced to dance whenever the puppetmaster holding their strings flicks her fingers. Originally crafted by the puppetmaster known as Collodi, the secret to creating a Marionette - namely, that each one holds the trapped soul of a child - has unfortunately spread to others.

Marionettes can walk around of their own volition and may choose to attack anyone they see as a threat to their owner. Their hands and fingers are made of hard wood, and though they lack the strength and skill to do any serious damage to a fully grown adult, a few Marionettes are more than capable of overpowering a child.

While newly created Marionettes tend to be saddened by their new state, often falling into depression, time eventually shatters their minds, turning all but the most strong-willed of Marionettes into cruel predators that can only soothe their pain by hurting others. It is a trait that has been harnessed time and time again by cruel puppetmasters across Malifaux, and now, such shows are watched with hesitation and apprehension, instead of joy.

The authorities in some Contract Towns - particularly those who have been visited by Collodi's traveling wagon - have taken to outlawing all form of puppet shows. Any puppets found by the citizens of these troubled towns are dismembered and burnt, which has done a great deal to keep the number of Marionettes roaming the world down to a minimum.

Marionette

Minion (5), Construct, Doll

Might -1	*Grace* 2	*Speed* 2	*Resilience* 0
Charm 1	*Intellect* -3	*Cunning* 2	*Tenacity* 3
Defense 5 (10)	*Walk* 5	*Height* 1	*Initiative* 2 (7)
Willpower 5 (10)	*Charge* 6	*Wounds* 4	

Skills: Evade 3, Pugilism 2.

Adorable Doll: This character is indistinguishable from a normal doll when not moving.

Flick of the Wrist: This character may use its Grace instead of its Might when making Melee or Pugilism attacks.

Trailing Strings: If there is no character holding this character's strings, a Enforcer, Henchman, Master, or Fated character within 2 yards of this character may seize them as a (0) Action. The character may release the strings at any time, but while holding them, she cannot use two-handed weapons or cast Spells. A character can only hold the strings of one Marionette at a time.

Tangled Up: While an enemy character is holding this character's strings, this character is **Slow**.

Puppet Show: While a friendly character is holding this character's strings, this character gains + to its attacks and may use the character's Skill ranks in place of its own. The character holding this character's strings may spend 1 AP to force this character to perform a (1) Action of its choice.

(1) Wooden Fists (Pugilism)
AV: 4 (9) ========= Rg: /// 1 ====== Resist: **Df**
Target suffers 1/2/3 damage. This character may add the Grace Aspect of a friendly character holding its strings to its final duel total.
📖 *Made to Follow:* After resolving, if it is not this character's turn, take this Action again.

(0) Dragging Along
This character may move up to 2 yards in any direction. Then, if there is a character holding this character's strings, it is pushed 2 yards directly toward this character.

Wicked Doll

Minion (5), Construct, Doll

Might -1	*Grace* 2	*Speed* 2	*Resilience* 0
Charm 2	*Intellect* -1	*Cunning* 1	*Tenacity* 3
Defense 6 (11)	*Walk* 5	*Height* 1	*Initiative* 3 (8)
Willpower 5 (10)	*Charge* 6	*Wounds* 4	

Skills: Acrobatics 1, Bewitch 2, Deceive 2, Evade 4, Melee 3, Notice 1, Scrutiny 1, Stealth 3, Stitching 2, Thrown Weapons 3.

Adorable Doll: This character is indistinguishable from a normal doll when not moving.

Flick of the Wrist: This character may use its Grace instead of its Might when making Melee or Pugilism attacks.

Malice Aura: When a Living character suffers damage from a source other than the **Poison** Condition while within 1 of this character, she also gains **Poison +1**.

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(1) Knife (Melee)
AV: 5 (10) ======== Rg: 1 ====== Resist: **Df**
Target suffers 1/3/4 damage.
Hamstring: When damaging, the target suffers +1 damage, falls **Prone**, and gains the **Useless Limb (Legs)** Condition until all damage is healed.

(1) Thrown Needles (Thrown Weapons)
AV: 5 (10) ===== Rg: 9 ====== Resist: **Df**
Target suffers 1/1/1 damage. This attack does not randomize when firing into an engagement.
Attached Threads: After succeeding, push this character into physical contact with the target.

(1) All Sewed Up
Target other Doll within 1 yard of this character heals 1 damage and gains the following Condition for 24 hours: "**New Threads:** This character gains + to its attack flips."

Wicked Doll

These voodoo dolls are malicious little things that are filled with so much hatred and spite that they actively poison those around them with their maliciousness. While most are sewn together from burlap or cloth, the most powerful Wicked Dolls are crafted from human flesh and anointed with the blood of their targets.

Pins and needles can be stuck in a Wicked Doll to cause mild pain and discomfort to the person with whom they are linked, but Wicked Dolls primarily exact their creator's revenge in more direct ways, namely by creeping into their victim's home and stabbing them in their sleep. Since they don't have a very good sense of direction, this can often lead to a Wicked Doll losing its way and attacking someone who either looks like their target or shares the same habits.

Wicked Dolls often carry bundles of needles with them, which they use to either throw at their enemies or stitch up their fellow dolls. When used as weapons, the dolls frequently tie thread to the needles, allowing them to pull their lightweight bodies into close proximity with their victim. Once next to a doll, the victim is enveloped by its aura of spite and malice, ensuring that every wound the victim suffers - whether caused by the doll or not - becomes infected with malice.

Though they are hatred personified, Wicked Dolls are still dolls, and as a result, they are not that strong. They make up for this by wielding sharp knives, which can be stolen from just about any kitchen. In combat, they tend to swipe at the feet, hoping to hamstring their victim and bring him or her down to their level.

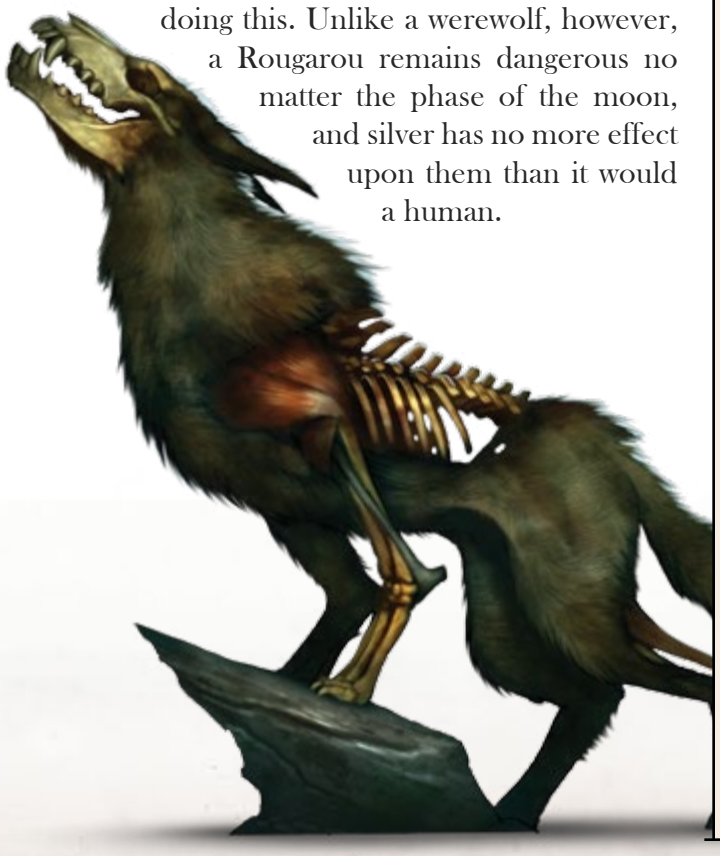
Rougarou

These massive, undead wolves are the favored servants of Titania, the Autumn Queen of the Fae. They were some of the few members of her court that were deemed dangerous enough to be doomed to imprisonment in Nythera alongside her, but now that she is free, so are they.

Despite their bestial forms, Rougarou are keenly intelligent and dangerously cunning. The Queen uses them to hunt down those who have displeased her, employing them as her assassins and enforcers, but when not serving her, they roam the Knotwoods, walking the old paths and hunting Neverborn and human alike.

For a Rougarou, this hunting is merely entertainment; their rotting bodies require no physical sustenance, and often, the raw meat they devour rots in their gut or slips out between the bones of their skeletal ribcage. The memory of hunger, however, is sated by their feeding, and for most Rougarou, that is more than enough reason to kill.

When needed, Rougarou can stand and walk on their hind legs, which has reignited superstitions about werewolves among those who have glimpsed them doing this. Unlike a werewolf, however, a Rougarou remains dangerous no matter the phase of the moon, and silver has no more effect upon them than it would a human.



Rougarou

Enforcer (7), Undead, Beast, Fae

Might 4	*Grace* 2	*Speed* 2	*Resilience* 3
Charm -4	*Intellect* 2	*Cunning* 3	*Tenacity* 3
Defense 4 (11)	*Walk* 5	*Height* 3	*Initiative* 5 (12)
Willpower 5 (12)	*Charge* 7	*Wounds* 9	

Skills: Acrobatics 2, Athletics 2, Centering 3, Deceive 2, Intimidate 3, Notice 3, Pugilism 2, Scrutiny 1, Stealth 2, Toughness 3, Track 4, Wilderness 3.

Diving Charge: This character may declare Charge Actions while engaged. When this character moves as part of a Charge Action, it ignores intervening characters, is not slowed by terrain, and opponents engaged with it may not attempt Disengaging Strikes to prevent its movement.

Hard to Wound +1: Damage flips against this character suffer ⊟.

Rush +1: This character's Charge Aspect has been increased by +1.

(1) Wulfen Claws (Pugilism)
AV: 6 (13) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 2/4/6 damage.
Crushing Strike: When damaging, the damage flip gains ✚ for each in the final duel total.

(2) The Mauling (Pugilism)
AV: 6 (13) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 2/3/4 damage and suffers the effects of a Critical Hit of the appropriate severity.
Eat Anything: After damaging a Living or Undead character, this character heals 1 damage.

(0) Howl to the Blood Moon (Intimidate)
This character may discard a card to force every Living character within (Y)10 to make a TN 13 Centering Challenge. Those who fail are shaken with fear and gain the following Condition until the start of this character's next turn: "**Prey:** This character may not take Charge Actions and while engaged in melee can only take Walk Actions."

Bayou Gremlin

Minion (5), Living, Gremlin

Might	*Grace*	*Speed*	*Resilience*
-1	2	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	-1	1	1
Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	1	2 (7)
Willpower	*Charge*	*Wounds*	
3 (8)	5	4	

Skills: Barter 1, Carouse 2, Deceive 2, Evade 2, Gambling 1, Homesteading 1, Husbandry 1, Long Arms 2, Melee 2, Music 1, Notice 1, Pick Pocket 1, Track 1, Wilderness 1.

Drunk and Reckless: If this character has the **Intoxicated** Condition, it may suffer 2 damage at the start of its turn to gain one additional General AP.

From the Hip: This character uses its Grace instead of its Intellect when making Long Arm attacks.

Df (🐱) "Squeal!": After this character is damaged by an enemy Close Combat attack, push this character 4 yards directly away from the attacker.

(1) Banjo Bash (Melee)
AV: 1 (6) ========== Rg: /// 2 ====== Resist: **Df**
Target suffers 2/2/4 damage. If this weapon inflicts a Critical Effect, it breaks in half and ceases to function as either a weapon or a musical instrument.

(1) Boomstick (Long Arms)
AV: 4 (9) ========== Rg: 12 ====== Resist: **Df**
Target suffers 1/2/3🌪 damage. This Attack must declare a Trigger if possible. Capacity 1, Reload 1.

- *Dumb Luck:* When damaging, this attack inflicts double damage. This character suffers damage equal to half of the amount suffered by the target.
- *Whoops, Ricochet:* After resolving, the closest other character within range and line of sight suffers 1 damage.
- *What If... More Powder?:* When damaging, this attack adds +🌪 to its Moderate and Severe damage.
- *"I Got 'im!":* After succeeding, push this character 3 yards toward the target.

Bayou Gremlin

The Bayou is filled with many creatures, and there's certainly an argument to be made that the Bayou Gremlin is the most intelligent of them all. Originally little more than savages living in small packs in the depths of the swamp, the Gremlins came into their own when humans arrived in Malifaux.

Gremlins raise their young through mimicry. Despite the average Gremlin litter consisting of around ten to twenty baby Gremlins, a Gremlin mother can only breastfeed two children at a time. Females or particularly attractive children are given priority when it comes to selecting which Gremlins will receive this attention. The rest of the litter are ignored and forced to follow the adults around, trying to figure out how life works by copying them and hoping that it works out.

This mimicry served the Gremlins well when they decided to start learning from humans. They learned about clothing (the most important people always have the biggest hat), how to shoot firearms (so much damage!), how to construct crude walls (and, eventually, houses), how to domesticate the Bayou pigs (which had been their primary predators), and, most importantly in their minds, how to brew moonshine.

With these "borrowed" advancements, the Gremlin population swiftly boomed out of control. The Guild has recently realized that Gremlins could be a serious threat to their dominance of Malifaux... and it's only a matter of time before the Gremlins realize that, too.

Bayou Boss

Given enough food, a Gremlin will never really stop growing. Thus, some of the most prolific and successful Gremlins are also some of the largest of their kind, which comes in handy when intimidating smaller Gremlins into handing over their food. For a long time, it was rare to see any Gremlins larger than a human child, simply because they were the primary targets of hungry pigs looking for a good meal.

Since the arrival of humans and the sweeping changes that human knowledge brought to Gremlin society, these larger Gremlins have become more common. More often than not, these Bayou Bosses use their increased size, strength, and (sometimes) intelligence to bully, cajole, and extort their smaller kin into subservience.

The smaller Gremlins, for their part, are more or less comfortable with this situation. It's a lesson that's beaten into them as children the first time a young Gremlin tries to order an adult around, and those that don't learn that lesson by adulthood tend to end up getting tossed into the pig pen to shut them up. In a way, Gremlin society revolves around the various Bayou Bosses of the swamp. They determine when a Gremlin village will work with humans, what sort of food the village should cook, and when it's time to start (or end) a feud with one of their neighbors.

Bayou Boss

Enforcer (8), Living, Gremlin

Might 2	*Grace* 2	*Speed* 2	*Resilience* 3
Charm -2	*Intellect* -1	*Cunning* 3	*Tenacity* 3
Defense 5 (13)	*Walk* 5	*Height* 2	*Initiative* 5 (13)
Willpower 6 (14)	*Charge* 6	*Wounds* 9	

Skills: Barter 2, Carouse 4, Centering 4, Deceive 3, Evade 3, Gambling 2, Leadership 2, Melee 3, Music 1, Notice 3, Shotgun 3, Thrown Weapons 2, Toughness 3, Wilderness 1.

Encouragement: Friendly characters within 6 yards of this character may suffer 1 damage when performing an Action to gain + to that flip.

Gremlin Boss: This character is accompanied by a number of friendly Bayou Gremlins (pg 374) equal to its Rank Value.

Df (📖) "Delegate": After an attack succeeds against this character, it instead affects a friendly character within 3 yards of this character.

(1) Clubbin' Stick (Melee)
AV: 5 (13) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 2/2/4 damage, +1 damage if it is a Pig.

(1) Flintlock Boomer 1894 (Shotgun)
AV: 5 (13) ======== Rg: ⌐10 ====== Resist: **Df**
Target suffers 2/5🌪/5🌪 damage. This weapon gains + to damage flips against characters within 3 yards, and − to damage flips against characters further than 6 yards away.
Blown Back: After damaging, if this attack dealt Moderate or Severe damage, the target is pushed 1 yard away and becomes **Prone**.

(1) "Git Over 'ere!" (Leadership)
This character may discard a card to summon two friendly Bayou Gremlins within 10 yards. They may not act this round (they're tired from running into the battle!) but may act normally on subsequent rounds.

Slop Hauler

Minion (6), Living, Gremlin

Might	*Grace*	*Speed*	*Resilience*
0	2	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-1	1	2
Defense	*Walk*	*Height*	*Initiative*
4 (10)	5	1	4 (10)
Willpower	*Charge*	*Wounds*	
4 (10)	6	5	

Skills: Athletics 2, Carouse 2, Deceive 2, Evade 2, Homesteading 2, Husbandry 2, Melee 2, Music 1, Notice 2, Thrown Weapon 3, Wilderness 1.

One Eye on the Pigs: At the start of this character's turn, if there is a Pig within 3 yards of it, this character generates one additional AP that can only be used to take a Movement General Action.

Df ( ) "Squeal!": After this character is damaged by an enemy Close Combat attack, push this character 4 yards directly away from the attacker.

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(1) Slop Bucket (Melee)

AV: 2 (8) ====== Rg: 2 ====== Resist: **Df**

Target suffers 1/2/2 damage.

Full of Slop: After succeeding, take the Tossed Slop Action against the target, even if engaged.

(1) Tossed Slop (Thrown Weapon)

AV: 5 (11) ======== Rg: 9 ====== Resist: **Df**

Target suffers 1/2/3 damage. Every character damaged by this attack gains the following Condition until it washes the slop off: "**Covered in Slop:** This character suffers a to all Social Skill duels and cannot declare Triggers. Pigs targeting this character with attacks gain to the Attack flip." Capacity 1, Reload 1.

"Come and Get It!": After succeeding, every Pig within 5 of the target pushes 5 yards toward the character and makes a attack against the target, if possible.

Slop Hauler

There are few things in life that pigs like more than eating. One of those things is eating without having to work for their food, which makes Slop Haulers some of their favorite Gremlins. Unfortunately, it's not uncommon for the chef to become the main course in the midst of all the feeding hogs, so experienced Slop Haulers tend to be rather quick on their feet.

Despite the risks involved with feeding a village's pigs, there are some significant perks to the job. Most importantly, perhaps, is that Slop Haulers get first pick of the food being given to the pigs, some of which is better than the food given to the village's Gremlins. Eating too much, however, might result in the Slop Hauler growing slow and fat, which results in the unfortunate Gremlin looking even more appetizing to the pigs they feed.

In addition to the threats of pigs and overeating, Slop Haulers also have to keep an eye on their fellow Gremlins. The position of Slop Hauler is highly coveted among Gremlins, due to the food perks, and more than one veteran Slop Hauler has had their career ended by having a bucket of slop thrown onto them while they were in the middle of feeding a particularly hungry pig.

The effectiveness of this tactic has been noted by the Slop Haulers who used it to get their position. When pressed into battle, Slop Haulers will often throw the vilest, most disgusting slop they can find at their enemies, grossing their opponents out even as it attracts the attention of every nearby pig.

Moon Shinobi

The Gremlins that serve the master craftsman known only as the Brewmaster are a special lot. In order to join the enigmatic order of the Moon Shinobi, a Gremlin has to renounce all ties to their family and swear an oath of loyalty to the Brewmaster alone. In return for this, the Gremlin is given all the alcohol that they can drink... and then a bit more. Those who survive the initiation process (and many do not) are then deemed to be in an appropriate state of inebriation to learn the secrets of Drunken Gremlin Kung Fu.

The Gremlins are kept drunk (and, arguably, poisoned) throughout the entire training process, ensuring that they have the proper mindset to grasp the secrets taught to them by the Brewmaster. Even after a Gremlin has mastered their training and become a full-fledged Moon Shinobi, they are given ready access to as much alcohol as they wish, ensuring the sobriety is nothing more than a distant, unpleasant memory.

Though he draws upon other servants from time to time, the Moon Shinobi are the only ones that the Brewmaster trusts with his sensitive secrets. For the most part, the Moon Shinobi are too drunk to remember or even care about their lord's secrets, but even if one of them were to sober up, their loyalty to the Brewmaster is unshakable.

It is rumored that the Moon Shinobi - or even the Brewmaster - might be pawns of the Ten Thunders, but that's just too complicated of a thought for most Moon Shinobi to process. They just do whatever the Brewmaster asks of them, and in return, he ensures that their flasks are never empty.

Moon Shinobi

Enforcer (7), Living, Gremlin

Might 0	*Grace* 2	*Speed* 2	*Resilience* 2
Charm 1	*Intellect* -1	*Cunning* 1	*Tenacity* 2
Defense 6 (13)	*Walk* 5	*Height* 1	*Initiative* 5 (12)
Willpower 4 (11)	*Charge* 6	*Wounds* 8	

Skills: Acrobatics 2, Bewitch 3, Carouse 5, Culinary 2, Evade 4, Gambling 1, Martial Arts 3, Notice 3, Pick Pocket 2, Pugilism 3, Stealth 3, Toughness 3, Wilderness 1.

Drunk and Reckless: If this character has the **Intoxicated** Condition, it may suffer 2 damage at the start of its turn to gain one additional General AP.

Drunken Gremlin Kung Fu: This character is always considered to have the **Intoxicated** Condition (and thus suffers − to all Willpower duels). When this character is attacked by a Close or Ranged Combat attack, the attacker counts all + modifiers as − modifiers, and vice versa.

Numb the Pain: While this character has the **Intoxicated** Condition, it ignores the effects of Weak and Moderate Critical Effects.

(1) Tiny Green Fists of Fury (Martial Arts)
AV: 5 (12) ======== Rg: 1 ====== Resist: **Df**
Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.
- *Critical Strike:* When damaging, deal 1 additional damage for each in the final duel total.
- *Drunken Roundhouse:* After succeeding, take this Action again against a different character within range.

(1) Have a Drink (Bewitch)
AV: 4 (11) ========== Rg: 1 ====== Resist: **Wp**
A Living target imbibes a flask of alcohol and gains the **Intoxicated** Condition for 10 minutes, or the **Poison +1** Condition if it is already **Intoxicated**.
- *A Bit Woozy:* After succeeding, the target becomes **Slow**.
- *Liver Damage:* After succeeding, the target suffers 1/3/4 damage.

Piglet

Peon (4), Living, Beast, Pig

Might	*Grace*	*Speed*	*Resilience*
2	0	3	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	-2	-3	1
Defense	*Walk*	*Height*	*Initiative*
5 (9)	6	1	4 (8)
Willpower	*Charge*	*Wounds*	
3 (7)	7	3	

Skills: Notice 1, Pugilism 1, Track 1, Wilderness 2.

Pigcharge: This character may perform the (2) Charge Action as a (1) Action.

Puny: This character has -1 Wounds and may not make disengaging strikes.

Set 'er Off: At the start of this character's turn during Dramatic Time, if it is not engaged or within 2 yards of a friendly character without this Ability, this character must declare a Charge against the closest legal non-Pig target.

(1) Ram (Pugilism)
AV: 3 (7) ========== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/2/3 damage. When this Attack is used as part of a Charge, add +1 to the final duel total for each yard moved before the attack. This Attack must declare a Trigger if possible.

- *Stampede:* After damaging, this character must declare a Charge against the closest legal non-Pig target which it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result.
- *Eat Anything:* After damaging a Living or Undead character, this character heals 1 damage.
- *Grab On:* After damaging, the target gains the following Condition: "**Clamped On +1:** This character receives -1 Walk, -2 Charge, and suffers +1 damage at the end of her turn. The character that applied this Condition is carried along if this character moves. If the character that applied this Condition is killed, knocked unconscious, moves, or takes any Actions, end this Condition."
- *Bowled Over:* After succeeding, the target must succeed at a TN 10 Acrobatics Challenge or be knocked **Prone**. Then this character becomes **Prone**.

Piglet

Gremlins have an uneasy relationship with Piglets. It's common knowledge among most Gremlins that baby pigs grow up to be adult pigs, so that instills a healthy amount of caution into most Gremlins when they interact with Piglets. On the other hand, Piglets are easier to train than adult pigs, and it's not uncommon for a Gremlin to take a shine to a certain Piglet and decide to raise it as a pet.

In a way, these relationships mirror the relationship that a human has with a particularly violent pet dog. The animal is useful for self-defense or guard duty, and it can certainly provide a degree of companionship, but it's not the sort of thing that a rational person would let run around unsupervised.

Gremlins, however, tend to be somewhat irrational creatures, and as a result, it's not unusual to hear stories about a young Gremlin getting cornered and devoured by someone's pet piglet. The common response to these situations is to hit the offending Piglet over the top of the head with a thick stick while shouting "Bad Pig!" at the animal, which is believed to make the pig regret its choice of meals.

Piglets tend to grow up a bit faster than their Earth counterparts, so it's not uncommon for a Gremlin village to butcher its pigs while they're still young. Part of this is a matter of ease, as it's easier for a small Gremlin to string up and butcher a Piglet than it is to do the same to a full-grown pig.

In the wild, Piglets tend to accompany their mother on her meandering Bayou journeys, relying upon her for much of their defense. When the situation calls for it, however, a Piglet is more than capable of charging into combat and making a nuisance of itself, as the squirming, energetic creatures tend to be quite distracting when their opponent is trying to focus on a greater threat.

Bayou Pig

Unlike the domesticated farm animals back on Earth, the pigs of Malifaux are voracious killing machines. With skin as thick as leather and massive tusks, they're more than capable of knocking an adult human to the ground. Once their prey has been knocked over, the hungry pig launches into a flurry of biting teeth and trampling hooves, tearing away flesh with each bite. Even those fortunate enough to survive the encounter are often disfigured and scarred for life.

Until recent years, the wild pigs of the Bayou kept the Gremlin population culled down to a reasonable number, and the Gremlins returned the favor by hunting the smaller pigs and keeping the pigs in check. With the arrival of humanity and gunpowder, however, the Gremlins gained the upper hand on their porcine neighbors: now, they could hunt even the larger pigs, and the pigs they didn't kill, the Gremlins forced into captivity. These pigs still aren't entirely domesticated - they're a stubborn breed of animal - but the Gremlins have made a great deal of progress in recent years.

There's not much going on in the average pig's mind, so training a pig to obey orders is mostly a matter of constant repetition and frequent jabs from sharp sticks. Eventually, the pig realizes that it's easier to just eat the food it's given and spend the rest of its days sleeping in the mud, which is exactly what the Gremlins want.

Of course, there are still plenty of wild pigs roaming the swamp, but their numbers just aren't what they once were.

Bayou Pig

Minion (6), Living, Beast, Pig

Might 3	*Grace* 0	*Speed* 2	*Resilience* 2
Charm -4	*Intellect* -1	*Cunning* -2	*Tenacity* 2
Defense 4 (10)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 4 (10)	*Charge* 6	*Wounds* 7	

Skills: Notice 2, Pugilism 2, Toughness 2, Track 2, Wilderness 3.

Pigcharge: This character may perform the (2) Charge Action as a (1) Action.

Set 'er Off: At the start of this character's turn during Dramatic Time, if it is not engaged or within 2 yards of a friendly character without this Ability, this character must declare a Charge against the closest legal non-Pig target.

Eat Like A Pig: After killing a Living or Undead creature with a Close Combat attack, this character may immediately end its turn to heal 3 damage.

(1) Tusks (Pugilism)
AV: 5 (11) ======== Rg: 1 ====== Resist: **Df**
Target suffers 2/3/4 damage. This Attack must declare a Trigger if possible.

- *Stampede:* After damaging, this character must declare a Charge against the closest legal non-Pig target which it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result.
- *Eat Anything:* After damaging a Living or Undead character, this character heals 1 damage.
- *Tossed Up:* After succeeding, place the target anywhere within 2 yards of this character. The target becomes **Prone**.
- *Trampling Hooves:* After succeeding, the target must succeed at a TN 12 Acrobatics Challenge. On a failure, it suffers 1 damage and becomes **Prone**.

Bayou Gator

Minion (6), Living, Swampfiend, Beast

Might 2	*Grace* -3	*Speed* 2	*Resilience* 2
Charm -4	*Intellect* -3	*Cunning* 1	*Tenacity* 2
Defense 4 (10)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 4 (10)	*Charge* 6	*Wounds* 7	

Skills: Athletics 1, Intimidate 2, Notice 2, Pugilism 3, Stealth 2, Toughness 2, Wilderness 3.

Melee Expert: This character generates an additional AP on its turn, that may only be used to make a Close Combat attack.

Aquatic: This character's speed is not reduced while swimming. It can take the Charge Action while underwater.

Ruthless: This character automatically succeeds at any Willpower duel it attempts during its turn.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

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(1) Fearsome Jaws (Pugilism)

AV: 5 (11) ======== Rg: /// 2 ====== Resist: **Df**

Target suffers 2/3/5 damage.

- *Death Roll:* When damaging, this Attack gains + to its damage flip, and the target becomes **Prone**.
- *Swallow Whole:* After damaging a target with a lower Height than this character, the target must discard a card or be immediately killed and eaten.

(0) Creep

This character (or its controller) may discard a card to move this character a distance equal to its Move Aspect in yards.

Bayou Gator

Bayou Gators are one of the most efficient ambush predators in the swamps of Malifaux. They frequently wait in or near the water, holding still and hoping to be mistaken for a harmless, floating log. When their prey approaches the water for a drink, the gator leaps out at blinding speed, snaps its jaws around whatever limb it can catch, and attempts to drag its prey back into the water to drown it.

Once in the water, Bayou Gators begin twisting their bodies in the infamous "death roll," a maneuver that uses torque to disorient and dismember prey much larger than itself. The thrashing (and screaming, in the case of humans or Gremlins) of those who have been unfortunate enough to be caught by one of these large predators has given them a reputation as violent murderers in Gremlin villages... which really isn't too far off the mark, all things considered.

Hungry Bayou Gators have been known to charge after a potential meal for staggering distances, sometimes even climbing up trees to catch hiding (and often very surprised) prey. Worse yet, the Bayou Gators will sometimes remain in the trees, uncertain how to get down, until potential prey passes underneath it.

These "Drop Gators" are relatively rare in the Bayou, but all it takes is a single encounter with such a creature to make a traveler wary of creaky branches for the rest of her days.

Bayou Chicken

The chickens of the Bayou were brought to Malifaux over a hundred years ago, during the days of the first Breach. It's unknown exactly how they entered the swamp, but it's likely that a flock of the birds escaped from a local farmer or rancher and settled down in the swamp to live out the rest of their lives in freedom.

Over the next hundred years, the latent magic of Malifaux seeped into the bodies of each successive generation of chickens, eventually growing them to their current six-foot-tall height. The Bayou Chickens were prolific, and they spread quickly across the swamp, taking roost in the drier portions of the muck and slime.

Unfortunately, the rapid expansion of the Bayou Chickens was cut off almost as quickly as it began. At roughly the same time, the Gremlins and pigs of the swamp started to take notice of the strange new birds in their home and just how delicious their eggs were. Soon the Bayou Chickens were having to defend their nests from constant raids from Gremlin and pig alike, and the constant stress resulted in only the most high-strung and paranoid chickens surviving to raise their young. The trait started breeding true, and now all the Bayou Chickens in the swamp are prone to nervousness and hypertension.

Bayou Chicken

Minion (6), Living, Beast

Might 2	*Grace* 1	*Speed* 2	*Resilience* 1
Charm 0	*Intellect* -2	*Cunning* -1	*Tenacity* 2
Defense 5 (11)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 4 (10)	*Charge* 6	*Wounds* 7	

Skills: Athletics 1, Evade 3, Notice 2, Pugilism 3, Toughness 2, Wilderness 2.

Rampage: At the start of this character's turn, if it has 0 or fewer Wounds, it must declare a Charge against the closest legal target that it is not engaged with. If this character is engaged, it still declares this Charge but only makes a single Attack as a result. This character gains + to attack and damage flips made during this Charge Action.

Roostercharge: This character may perform the (2) Charge Action as a (1) Action.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Beak (Pugilism)

AV: 5 (11) ======== Rg: /// 2 ====== Resist: **Df**

Target suffers 2/3/5 damage. This attack must declare a Trigger if possible.

- *BU-GAWK!!!:* After damaging, this character must declare a Charge against the closest legal target which it is not engaged with. If this character is engaged when it declares this Charge, it suffers 1 damage.
- *Foot Spurs:* If this character is male, the target gains the **Dazed** Condition until the end of its next turn. If the target is already **Dazed**, it instead suffers +1 damage.

(0) Delicious Egg

If this character is female, it may discard a card to lay a fresh egg in any space adjacent to it. While within 5 of one or more fresh eggs, Bayou Chickens gain + to their Defense flips. The egg ceases to be fresh after two weeks.

Union Thug

Minion (5), Living

Might	*Grace*	*Speed*	*Resilience*
3	0	0	2
Charm	*Intellect*	*Cunning*	*Tenacity*
-1	0	-1	2
Defense	*Walk*	*Height*	*Initiative*
4 (9)	4	2	0 (5)
Willpower	*Charge*	*Wounds*	
4 (9)	4	6	

Skills: Athletics 2, Carouse 2, Deceive 1, Evade 2, Intimidate 3, Pugilism 2, Scrutiny 1, Toughness 1.

Eat Lightning: When this character suffers damage, it gains the following Condition until the end of Dramatic Time: "**Adrenaline +1:** At the end of the round, this character heals exactly 1 damage and lowers this Condition's value by 1."

Hand-Picked Men: This character gains + to attack and damage flips while within 6 yards of a friendly Enforcer, Henchman, or Master.

(1) Brass Knuckles (Pugilism)

AV: 5 (10) ======== Rg: /// 1 ====== Resist: **Df**

Target suffers 2/3/4 damage. This weapon gains + to the damage flip.

Broken Nose: After damaging, the target becomes Dazed until all its damage is healed.

Aim Low: After damaging, the target becomes **Slow**.

(1) You Lookin' At Me? (Intimidate)

AV: 5 (10) ========= Rg: 8 ====== Resist: **Wp**

If this character is capable of being Charged by the target, the target immediately declares a Charge Action against this character, even if it is engaged. Any successful attacks made as a result of this Charge suffer −− to the damage flip. After resolving these attacks, if the target was able to declare a successful Charge, it becomes **Paralyzed**.

Union Thug

The Miners and Steamfitters Union employs some of the greatest minds of the current generation... as well as a large number of uneducated miners, many of whom came to Malifaux as convicts who have since had their prison contacts purchased and destroyed by the Union. As a result, there are always plenty of people willing to rough up or intimidate the Union's enemies.

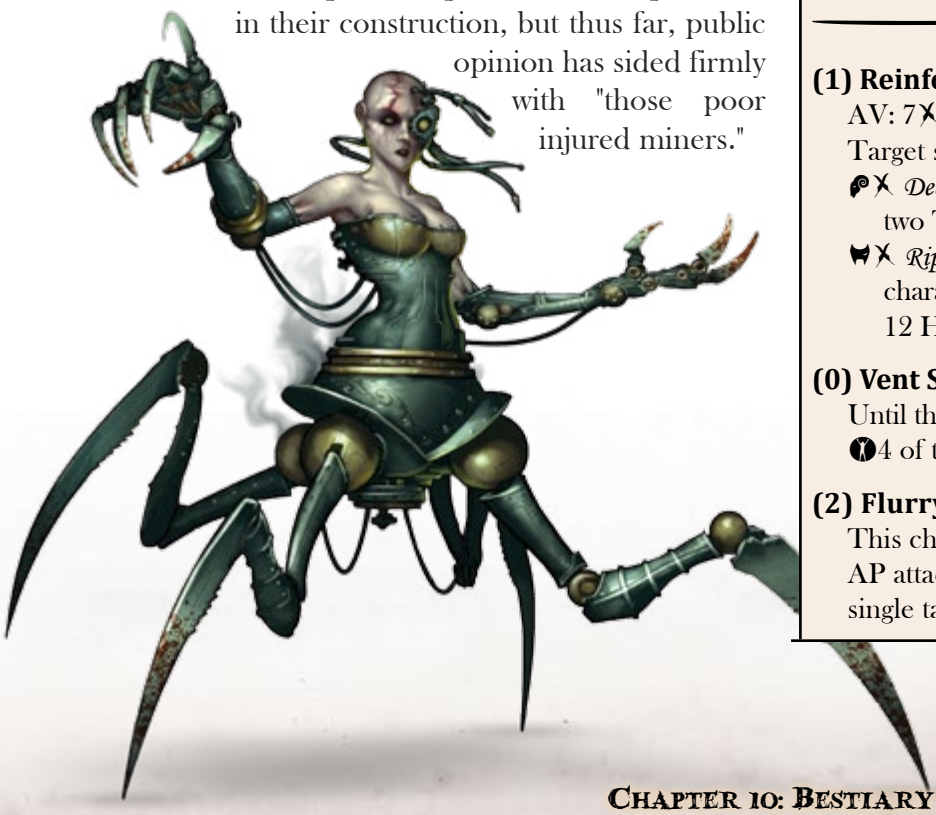
Whether intimidating Guild Reporters into forgetting a troublesome story or shaking down a fellow Union member for his late dues, these thugs are the strong, unsubtle arm of the Union. They don't ask many questions, and in return, the Union takes care of them, providing them with good pay and, in the event that they're arrested by the Guild, a better lawyer than they could ever afford on their own. For most of these rough men and women, it's more than anyone else has ever given them, and for that, the Union has earned their loyalty.

Steamborg Executioner

The first Steamborg Executioners were the creations of the ancient inhabitants of Malifaux. The remains of these amalgamations of flesh and steel were unearthed by M&SU miners in the early days of the organization's formation, and Viktor Ramos' study of the flesh-grafting techniques used on the (long-dead) creatures was one of the primary factors in the creation of pneumatic limbs for injured humans.

It wasn't until years later that Howard Langston was injured while Ramos was visiting a work site. Realizing that the injured miner was the perfect candidate for experimentation - his body was far too damaged to be saved by traditional pneumatics - Ramos whisked Langston to his lab and transformed him into the first modern Steamborg Executioner.

Since then, the number of Steamborg Executioners has been slowly but steadily increasing among the ranks of the M&SU. Nearly all are injured miners whose lives have been saved by Ramos and his best Steamfitters, which has given them a near-fanatic devotion to the Union and its president. The Guild's Amalgamation Office has attempted to confiscate and destroy the Steamborg Executioners multiple times, citing the illegal use of amalgamation in their construction, but thus far, public opinion has sided firmly with "those poor injured miners."



Steamborg Executioner

Henchman (9), Construct, Living

Might	*Grace*	*Speed*	*Resilience*
4	2	2	4
Charm	*Intellect*	*Cunning*	*Tenacity*
-3	0	2	3
Defense	*Walk*	*Height*	*Initiative*
3 (12)	5	3	4 (13)
Willpower	*Charge*	*Wounds*	
5 (14)	6	11	

Skills: Acrobatics 2, Athletics 4, Carouse 2, Evade 3, Intimidate 5, Notice 2, Pugilism 3, Toughness 5.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Nimble: This character generates an additional AP on her turn that can only be used to take a Movement General Action.

Terrifying (Living) (12): Enemy Living characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Reinforced Executioner Claw (Pugilism)
AV: 7 (16) ===== Rg: 2 ====== Resist: **Df**
Target suffers 4/5/6 damage.
Decapitate: After damaging, the target must discard two Twist Cards or be killed.
Rip in Half: After killing the target, all enemy characters within 6 must immediately perform a TN 12 Horror Duel.

(0) Vent Steam
Until the start of this character's next turn, the area within 4 of this character is considered to be Ht 5 soft cover.

(2) Flurry
This character may discard a Twist Card to take three 1 AP attack actions with a Close Combat weapon against a single target.

Gunsmith

Minion (6), Living

Might 1	*Grace* 2	*Speed* 2	*Resilience* 2
Charm 1	*Intellect* 1	*Cunning* 2	*Tenacity* 3
Defense 5 (11)	*Walk* 5	*Height* 2	*Initiative* 4 (10)
Willpower 5 (11)	*Charge* 6	*Wounds* 7	

Skills: Athletics 2, Barter 2, Carouse 1, Convince 3, Enchanting 1, Evade 3, Intimidate 4, Notice 2, Pistol 4, Scrutiny 3, Stealth 1, Toughness 2.

Df/Wp (🐱) Return Fire: After this character succeeds, the attacker suffers damage from one of this character's readied Pistol weapons. The damage flip receives a ⊟.

Always Ready: This character may take a Ready Weapon Action immediately after flipping Initiative.

Gunfighter: This character may use Pistols as if they were Range 2.

Hard to Kill: This character may choose to ignore one Critical Effect per Dramatic Time.

(1) Custom Pistol (Pistol)

AV: 6 (12) ===== Rg: 12 or 2 === Resist: **Df**
Target suffers 2/3/4 damage. If this attack was made as part of the Rapid Fire Action, increase this attack's final duel total by +2. Capacity 8, Reload 0.

- *Piercing Bullet:* When damaging, this attack ignores Armor and Hard to Wound.
- *Experimental Bullet:* When damaging, this attack deals 2/4/6 damage instead.
- *Explosive Bullet:* When damaging, this attack adds +💀 to its Moderate and Severe damage.
- *Cavity Bullet:* When damaging, this attack gains + to the damage flip.

(2) Rapid Fire

This character may discard a Twist Card to take three 1 AP attack Actions with a Ranged Combat weapon against a single target.

Gunsmith

The name "Gunsmith" is the codename given to the troubleshooters of the Miners and Steamfitters Union. When a Union boss is having problems that a group of thugs or political pressure can't solve, they instruct their subordinates to "see a Gunsmith about my pistol."

The name is a reference to the wide variety of heavily modified pistols which the Gunsmiths carry, as well as to their specialized ammunition. These weapons ensure that a Gunsmith is able to bring the maximum amount of force to bear in any given situation.

Gunsmiths operate independent of most oversight and are trusted to accomplish their assigned tasks with speed and efficiency. They rely first on their reputations to diffuse situations, which often works, even when dealing with the Guild. Even the rumor of a Gunsmith's presence is sometimes enough to force the Union's enemies to concede to their demands.

Most Gunsmiths prefer peaceful solutions like this, as it keeps the Arcanist influence over the Union out of sight and mind. When pressed, however, a Gunsmith can be a fearsome opponent, and those who survive a battle against one rarely wish to repeat the experience.

Showgirl

The women who make up the stage show at the Star Theater are some of the most famous, and desired, in all Malifaux. All of them are charming and beautiful, able to turn heads wherever they walk, and their careers as burlesque dancers have replaced what little modesty they might have had upon arriving in the city with boldness and confidence.

Due to their employer's Arcanist ties, each of the Showgirls employed by the Star Theater is also trained as an Arcanist agent. They assist her in smuggling Soulstones through the sewers beneath the theater, provide a distraction for other Arcanist operatives, and serve as liaisons between various Arcanist cells both in Malifaux City and beyond its walls.

In exchange for their services, the Showgirls are frequently taught snippets of magical lore, which, unbeknownst to most of the other Arcanists, are then shared freely among the rest of the Star's employees. While it's not uncommon to find a Showgirl who has mastered the art of summoning fire or lightning to her defense, most tend to favor illusions and other more subtle magics that can help both their life on the stage and their life in the shadows.

Showgirl

Minion (5), Living, Belle

Might 1	*Grace* 3	*Speed* 2	*Resilience* -2
Charm 3	*Intellect* 1	*Cunning* 2	*Tenacity* 1
Defense 4 (9)	*Walk* 5	*Height* 2	*Initiative* 4 (9)
Willpower 3 (8)	*Charge* 6	*Wounds* 4	

Skills: Art 2, Bewitch 3, Convince 2, Deceive 3, Literacy 1, Melee 2, Music 3, Notice 2, Scrutiny 2, Stitching 2.

Distracting Performance: When this character is performing in any manner, her allies within 10 yards gain + to their Deceive, Pick Pocket, and Stealth Challenges for the duration of the performance.

Flick of the Wrist: This character may use Grace in place of Might when making a Melee or Pugilism attack.

Manipulative (10): When an enemy character targets this character with an Action, they must pass a TN 10 Willpower Challenge. On a failure, this character may change the target of the Action to a legal target of its choice.

(1) Poisoned Hairpin (Melee)
AV: 5 (10) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/1/2 damage and gains **Poison +1**.

(1) Lure (Bewitch)
AV: 6 (11) ====== Rg: 18 yards === Resist: **Wp**
A Living target moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.
- *Fatal Distraction:* After succeeding, a friendly character within 5 yards of this character may make a 1 AP attack against the target.

(1) Expensive Gift (Bewitch)
AV: 6 (11) ====== Rg: 2 yards ==== Resist: **Wp**
A Living target gives this character a non-weapon item held in one of its hands.

Steamfitter

Minion (6), Living

Might 0	*Grace* 1	*Speed* 2	*Resilience* 1
Charm -1	*Intellect* 2	*Cunning* 2	*Tenacity* -1
Defense 4 (10)	*Walk* 5	*Height* 2	*Initiative* 3 (9)
Willpower 4 (10)	*Charge* 6	*Wounds* 6	

Skills: Artefacting 3, Bureaucracy 1, Centering 2, Enchanting 3, Engineering 2, Intimidate 2, Notice 1, Scrutiny 1, Sorcery 4, Stealth 1, Toughness 1.

Killswitch: After one of this character's subordinate Constructs is killed, this character may discard a card to cause the Construct to detonate, dealing 2 damage to each character within 2 of the Construct.

My Creation: This character is accompanied by and may control a single non-Swarm Construct of Minion Rank or lower.

(1) Freezing Touch (Sorcery/Intellect)
AV: 6 (12) == TN: 12 === Rg: 1 === Resist: **Df**
Target suffers 2/3/4 damage and becomes **Slow**.

(1) Lightning Bolt (Sorcery/Intellect)
AV: 6 (12) == TN: 12 === Rg: 10 === Resist: **Df**
Target suffers 1/3/4 damage, ignoring Armor. This attack does not randomize when firing at an engaged target.

(1) Enchant Weapon (Enchanting/Cunning)
AV: 5 (11) == TN: 11 === Rg: 1 === Resist: **Df**
Target weapon gains one of these two effects for 1 minute:
- *Electric:* This weapon's attacks ignore Armor and do not randomize when firing at an engaged target.
- *Ice:* Characters damaged by this weapon become **Slow**.

Steamfitter

These spellcasters are ostensibly employed by the Union in order to keep its various mining constructs enchanted and functional. In reality, however, they are the core of the Arcanist movement, the men and women who believe that the use of magic should be free to everyone with the talent for it.

Steamfitters are technically regulated by the Guild, but after a decade of fighting with the Union over the specifics of that regulation, not to mention the greater threat posed by the Arcanists, the Guild has more or less left the licensing and regulation of the Steamfitters to the Union. Even the Witch Hunters are a bit unclear about just what a Steamfitter is capable of doing, but thus far, there just hasn't been time to investigate them in any great depth.

With access to the hidden vaults of the Arcanists, there is almost no bit of magical knowledge that a Steamfitter cannot access, given enough time and urgency. Most of them are quite adept spellcasters, and their profession all but demands that they be familiar with constructs and other forms of machinery.

Oxfordian Mage

The Oxford University of Metaphysical Studies occupies a strange gray area in the eyes of the Guild. While Oxford's teachings are contrary to the Thalarian Doctrine, political pressure from the United States resulted in the Guild agreeing not to prosecute the University or its graduates for their arcane practices.

For the most part, this was an acceptable enough compromise, for the rituals and incantations taught by the Oxfordian professors were seen as outdated and cumbersome by the Guild. It was only after the first Oxfordian graduates traveled to Malifaux and learned that their spells were significantly more powerful than they had been on Earth that the Guild realized they may have made a terrible mistake.

Today, the travel of Oxfordian graduates to Malifaux is heavily restricted by the Guild. At great expense and risk, the Arcanists have smuggled many Oxfordian Mages into Malifaux to bolster their numbers. They have proven to be a devastating weapon against the organization's enemies, particularly when they work together to bolster each other's arcane rituals.

In order to protect their identities (and the safety of their alma mater), most of these mages wear masks while on assignment, thus preventing the Guild from comparing any of their likenesses to the pictures found in old Oxfordian yearbooks.

Oxfordian Mage

Enforcer (7), Living, Academic

Might -1	*Grace* 1	*Speed* 0	*Resilience* 2
Charm 1	*Intellect* 3	*Cunning* 2	*Tenacity* 3
Defense 4 (11)	*Walk* 4	*Height* 2	*Initiative* 3 (10)
Willpower 5 (12)	*Charge* 4	*Wounds* 6	

Skills: Enchanting 3, Evade 2, History 3, Literacy 4, Mathematics 2, Necromancy 2, Notice 3, Prestidigitation 3, Scrutiny 2, Sorcery 4, Stealth 1, Toughness 1.

Counterspell: When this character is targeted by an enemy's Magical Action, the enemy loses any suit associated with their Magical Skill.

Magical Shielding: Friendly characters within 6 reduce all damage they suffer by 1, to a minimum of 0.

Ritualistic Caster: When declaring Triggers, this character may declare any number of Triggers and may even declare the same Trigger multiple times. Each suit in this character's final duel total may only be used to pay for a single Trigger.

The Ritual Has Begun: Peon and Minion characters within 6 may take the following Action: "**(2) Assist with the Ritual:** A target friendly Oxfordian Mage within 6 yards gains + to its Magical skills until the end of its next turn. This Action can only be taken once per turn." Academic characters treat this Action as a (1) Action.

(2) Elemental Bolt (Sorcery/Intellect)
AV: 7 (14) === TN: 14 === Rg: 10 == Resist: **Df**
Target suffers 2/3/4 damage.
- *Fire:* After damaging, the target gains **Burning +1**.
- *Ice:* After damaging, the target becomes **Slow**.
- *Electric:* When damaging, this attack ignores Armor.
- *Wind:* After damaging, the target is pushed 2 yards in any direction.

(2) Teleport (Prestidigitation/Intellect)
AV: 6 (13) === TN: 10 === Rg: 10 == Resist: **Wp**
Target character or object is instantly teleported to a safe location within range.

Soulstone Driller

These worm-like constructs are among the newest of the mining constructs to roll out of the design workshops of Viktor Ramos. Unlike the Rock Hopper, which just digs for Soulstones like a human miner (albeit with far fewer complaints or accidents), the Soulstone Driller is actually capable of sensing the valuable gemstones in the ground and then burrowing directly to them.

Soulstone Driller

Minion (5), Construct

Might 3	*Grace* -1	*Speed* -1	*Resilience* 2
Charm -5	*Intellect* -5	*Cunning* -5	*Tenacity* -5
Defense 4 (9)	*Walk* 4	*Height* 2	*Initiative* -1 (4)
Willpower 3 (8)	*Charge* 4	*Wounds* 6	

Skills: Athletics 2, Centering 1, Evade 3, Pneumatic 3, Toughness 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Burrowing Charge: When this character declares the Charge Action, it may make a single 2 AP Close Combat attack instead of two 1 AP Close Combat attacks.

Rock Drill: This character may move through solid stone without any reduction to its speed. It may leave a tunnel behind it as it moves, if it chooses.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(2) Pneumatic Drill (Pneumatic)
AV: 6 (11) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 4/5/7 damage, ignoring Armor.
- *Excavation:* After resolving, a two yard deep, one yard wide hole is created beneath the target. The target must make a TN 10 Evade Challenge or fall into the hole and become **Prone**.

Unfortunately, the worm-like design of the Soulstone Driller leaves it unable to excavate Soulstones itself, so it is frequently paired up with human miners who are tasked with entering the tunnels behind it to excavate the revealed gems.

Because the tunnels created by a Soulstone Driller tend to be cramped and more than a little bit dangerous, the construct is frequently set with multiple Soulstones along its drill-like head, enabling it to absorb the souls of its crew, should they be killed in a tunnel collapse or cave-in. This has led to many miners refusing to work alongside Soulstone Drillers for fear of having their soul trapped after death, but the Union has taken steps to mitigate this fear by offering higher wages to those willing to work alongside a Soulstone Driller.

Though they were designed for mining, Ramos made certain that Soulstone Drillers were also capable of holding their own in combat. When employed in this way, the constructs dig their way through the ground, hunting the enemy from below before bursting up from the ground beneath them.

The Arcanists frequently remove the Soulstones from a Driller that is intended for combat purposes, but sometimes, they leave them attached in the hope that the Driller's rampage will result in a cache of fully charged Soulstones for no further effort on their part.

Rock Hopper

Rock Hoppers are the name given to the most common of the M&SU's various mining constructs. While not particularly beloved by the miners who work alongside them (they have a tendency to be a bit clumsy and have accidentally stepped on more than one miner's foot, shattering bones and often leading to an expensive pneumatic replacement), they are reliable and require little maintenance. That has been enough to keep them in service despite their many "quirks."

While it is capable of wielding a mining pick with the same skill as a human, it is the pneumatic drill on a Rock Hopper's arm that makes it invaluable to the Union. Rather than having to risk lives and the potential of a collapsed tunnel with dynamite, a Rock Hopper can quickly bore its way through hard stone, which helps to keep accidents (and thus, injured worker payouts) to a minimum.

Though slow and somewhat cumbersome, Rock Hoppers have been pressed into combat by Steamfitters on more than one occasion. Their pneumatic drills make them incredibly dangerous to others, and since they were designed to drill through solid stone, they remain effective against the Guild's ever-increasing suite of armored battle constructs.

In order to cover their tracks, the Union has allowed a number of Rock Hoppers to be sold into the private sector, ensuring that they can always claim that any Rock Hoppers who show up in battle against the Guild cannot be directly linked back to them. Indeed, the Union sometimes even abandons a Rock Hopper after a mission, ensuring that it falls into the hands of a would-be artificer with no ties to either the Union or the Arcanists.

Rock Hopper

Minion (5), Construct

Might 2	*Grace* -1	*Speed* -1	*Resilience* 1
Charm -5	*Intellect* -5	*Cunning* -5	*Tenacity* -5
Defense 2 (7)	*Walk* 4	*Height* 2	*Initiative* -1 (4)
Willpower 2 (7)	*Charge* 4	*Wounds* 7	

Skills: Athletics 2, Heavy Melee 2, Evade 1, Pneumatic 3, Toughness 2.

Df (📖) Grinding Halt: This character immediately gains an additional Armor +2 for the duration of this Action.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

(1) Mining Pick (Heavy Melee)
AV: 4 (9) ========= Rg: /// 2 ====== Resist: **Df**
Target suffers 2/3/4 damage.

(2) Pneumatic Drill (Pneumatic)
AV: 5 (10) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 4/5/7 damage, ignoring Armor.

Steam Arachnid Swarm

Minion (Variable Rank Value), Construct, Swarm

Might	*Grace*	*Speed*	*Resilience*
0	1	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-5	-5
Defense	*Walk*	*Height*	*Initiative*
4	5	1	1 (varies)
Willpower	*Charge*	*Wounds*	
2 (varies)	5	Special	

Skills: Evade 3, Pneumatic 4, Stealth 1.

Collective Focus: This character has the following Condition: "**Rank Value +8:** Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to its Defense."

Armored Swarm: This character does not have Wounds; when this character would suffer damage, instead reduce its **Rank Value** Condition by 1, unless the attack dealt damage, in which case its **Rank Value** Condition is reduced by the normal amount of damage dealt -1, to a minimum of 1. When the **Rank Value** Condition reaches 0, the last remaining Steam Arachnid is destroyed.

Hive Mind: This character is immune to Willpower duels.

Evasive: This character is immune to damage caused by effects.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Swarm of Steel Claws (Pneumatic)
AV: 4 (varies) ===== Rg: 1 ====== Resist: **Df**
Target suffers 2/3/5 damage.
Exploding Arachnids: After resolving, lower the **Rank Value** Condition of this character by 1. Every character within 2 suffers 2 damage.
Carry Away: After damaging, move this character up to its Walk speed in any direction; then, place the target into physical contact with this character.

(0) Skitter Apart
This character breaks apart into a number of Steam Arachnids equal to its current **Rank Value** Condition; then, each Steam Arachnid suffers 2 damage that cannot be reduced.

Steam Arachnid

Steam Arachnids are small, spider-like machines that are frequently used by the Arcanists to spy on their rivals both within the M&SU and beyond. While they tend to be somewhat weak on their own, they are programmed to work together in deadly swarms when possible.

Steam Arachnid

Minion (5), Construct

Might	*Grace*	*Speed*	*Resilience*
0	1	1	0
Charm	*Intellect*	*Cunning*	*Tenacity*
-5	-5	-5	-5
Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	1	1 (6)
Willpower	*Charge*	*Wounds*	
2 (7)	5	4	

Skills: Evade 3, Pneumatic 4, Stealth 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Evasive: This character is immune to damage caused by effects.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Steel Claws (Pneumatic)
AV: 4 (9) ========= Rg: 1 ====== Resist: **Df**
Target suffers 1/2/4 damage.
Overheat: After resolving, destroy this character. Every character within 2 suffers 2 damage.

(0) Swarm Together
This character and at least one other friendly Steam Arachnid within 3 become a Steam Arachnid Swarm with a **Rank Value** Condition equal to the number of Steam Arachnids used to create it.

Large Arachnid

Unlike other Arcanist constructs, many of which are repurposed machines that were originally designed to mine Soulstones, the Large Arachnids were purposefully built for combat. Based on the Steam Arachnids that were originally designed to search cramped tunnels for Soulstone veins, the Large Arachnids are the Arcanist response to the Guild's increasing reliance upon constructs.

Armed with industrial saw blades and programmed to dismantle their targets, Large Arachnids are capable of dismantling other constructs with alarming speed. They can then use the pieces of the fallen construct to patch up any damage they suffer in the battle, an interesting quirk of the prototypes that was enhanced with later models.

The biggest advantage of the Large Arachnid is the amount of resources required to build them. Coming in at half the price of one of the Guild's Peacekeeper constructs, Large Arachnids are downright affordable in comparison. More importantly, to the Arcanists at least, they're also half the size of a Peacekeeper, which makes it easier to hide them in work sheds and back rooms when they are not in use.

Large Arachnid

Minion (6), Construct

Might 2	*Grace* 0	*Speed* 0	*Resilience* 1
Charm -5	*Intellect* -5	*Cunning* -5	*Tenacity* -5
Defense 4 (10)	*Walk* 4	*Height* 2	*Initiative* 0 (6)
Willpower 4 (10)	*Charge* 6	*Wounds* 7	

Skills: Centering 2, Evade 3, Pneumatic 3, Toughness 2.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Rush +2: This character's Charge Aspect has been increased by +2.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Circular Sawblade (Pneumatic)
AV: 5 (11) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 2/3/4 damage, ignoring Armor.
📖 *Heated Metal:* After damaging, the target gains **Burning +1**.
✕ *Mangle:* After damaging, this character chooses one piece of armor worn by the target and destroys it.

(1) Self-Repair
This character may use a pile of scrap within 2 yards to heal 2 damage. The pile of scrap must have roughly the same mass as a large dog, and using this Action utterly consumes it.

Arcanist Smuggler

Minion (6), Living

Might	*Grace*	*Speed*	*Resilience*
1	2	2	0
Charm	*Intellect*	*Cunning*	*Tenacity*
0	2	3	-1
Defense	*Walk*	*Height*	*Initiative*
5 (11)	5	2	5 (11)
Willpower	*Charge*	*Wounds*	
4 (10)	6	5	

Skills: Athletics 2, Barter 3, Centering 2, Convince 1, Deceive 3, Evade 3, Forgery 2, Lockpicking 1, Melee 3, Notice 3, Pistol 2, Scrutiny 3, Stealth 3, Toughness 1.

Don't Mind Me (12): If this character did not take any offensive actions on her last turn, or if it is the first round of Dramatic Time and this character has not yet acted, enemies targeting this character with an attack action must succeed on a TN 12 Scrutiny Challenge or be forced to choose a different target.

Slink Away: This character gains + to her Defense flips against disengaging strikes. If at least one friendly character is engaged with an enemy, that enemy may not make disengaging strikes against this character.

Unimpeded: This character ignores penalties for terrain while taking Movement Actions.

(1) Hunting Knife (Melee)
AV: 4 (10) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/3/4 damage.

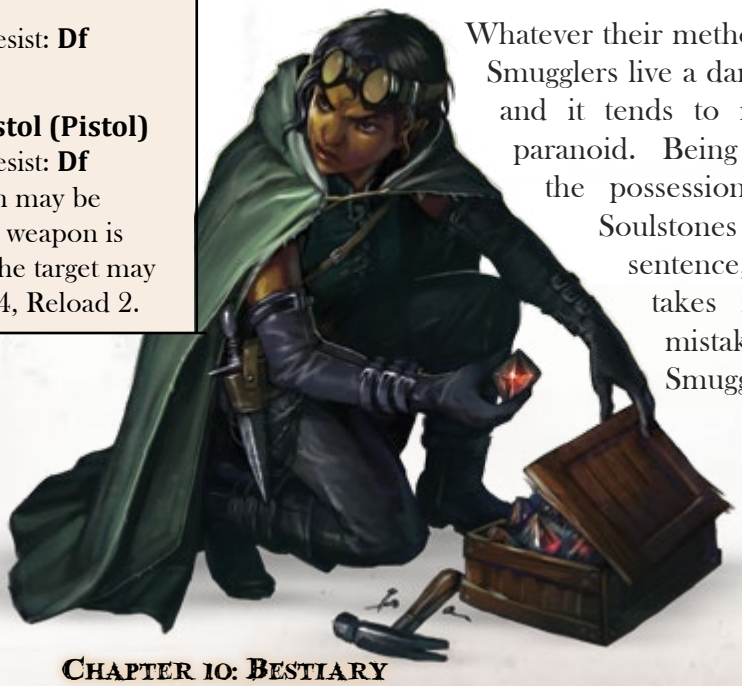
(1) Quick-Draw Harnessed Hold-Out Pistol (Pistol)
AV: 4 (10) ======== Rg: ⌐6 ====== Resist: **Df**
Target suffers 2/3/3 damage. This weapon may be readied as a (0) Action. The turn that this weapon is readied, it gains + to its attack flips and the target may not declare Defensive Triggers. Capacity 4, Reload 2.

Arcanist Smuggler

Though the Arcanists preach a philosophy of unregulated magic use for the common man, philosophy doesn't go very far when it comes time to pay the bills. To fund their shadowy war with the Guild, the Arcanists have resorted to smuggling Soulstones back to Earth, where they can sell each stone for a fraction of the Guild's inflated prices and still walk away with a small fortune. These stones are unregulated, allowing nations to amass magical power without the Guild's knowledge.

Getting a Soulstone through the Breach is a difficult process, and no Arcanist Smuggler worth her salt relies too heavily on any one method, lest the Guild catch on to what she is doing. Swallowing Soulstones is one way to get the valuable stones through Guild checkpoints, but the unpleasant retrieval method and physical limit on how many of the Soulstones can be moved at any one time make this impractical for large shipments.

Most Smugglers rely upon hiding Soulstones in secret compartments in their luggage or clothing, which allows them to bring the valuable stones back to Earth by the score. Some of them bribe the guardsmen working at the train stations to look the other way, while others draw upon their innate magic to hide the Soulstones in more esoteric ways, such as shifting them just out of phase with reality or teleporting them from one suitcase to another as the guardsmen check their bags.



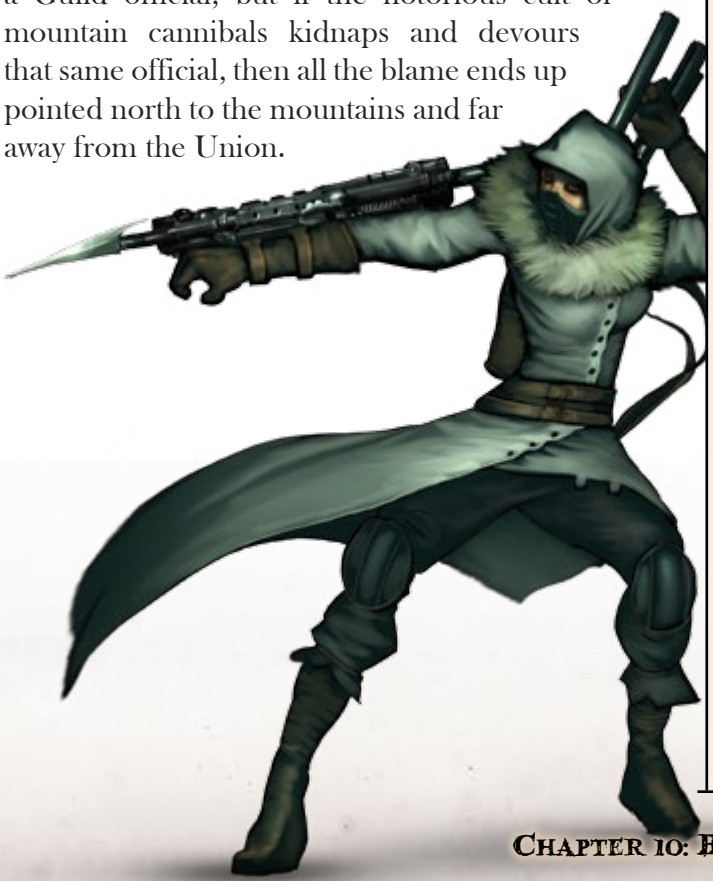
Whatever their method, Arcanist Smugglers live a dangerous life, and it tends to make them paranoid. Being caught in the possession of stolen Soulstones is a death sentence, and all it takes is a single mistake to end a Smuggler's life.

December Cultist

The members of the Cult of December pay homage to an ancient entity of hunger and frost. December's whisper is subtle, heard in desperate times of famine and despair, and it draws the desperate and hungry to the distant Ten Peaks. In those frozen mountains, December's newest cultist is welcomed into her new life by his other servants, who teach her how to survive in her harsh new home.

Survival in the Ten Peaks, as it turns out, often involves cannibalism, and those who cannot make peace with hunting and feeding upon the lowlanders below are eventually devoured by those cultists with less discerning appetites. Those who prove willing to embrace the harsh lifestyle of the cult and swear fealty to the Tyrant known as December are trained in the use of harpoon guns and frozen magic as well as basic tracking and stealth.

Due to a pact between their leader, Rasputina, and the Arcanists, December's cultists are sometimes called upon to leave their frozen homes and travel abroad. The Arcanists value them for their tracking and hunting capabilities and frequently use them as scapegoats in their plans. After all, the people would be horrified to learn that the M&SU had assassinated a Guild official, but if the notorious cult of mountain cannibals kidnaps and devours that same official, then all the blame ends up pointed north to the mountains and far away from the Union.



December Cultist

Minion (6), Living

Might 1	*Grace* 2	*Speed* 1	*Resilience* 1
Charm -2	*Intellect* 2	*Cunning* 2	*Tenacity* 1
Defense 4 (10)	*Walk* 5	*Height* 2	*Initiative* 3 (9)
Willpower 4 (10)	*Charge* 5	*Wounds* 7	

Skills: Acrobatics 1, Archery 3, Athletics 1, Centering 2, Evade 2, Homesteading 1, Notice 2, Sorcery 3📖, Stealth 2, Toughness 2, Track 2, Wilderness 3.

Frozen Heart: This character is immune to Horror Duels and the **Paralyzed** Condition.

From the Shadows: When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe this character is an ally or are simply unaware of its presence), this character may immediately take one additional turn after the Initiative flip (but before characters begin resolving their turns in order) for each instance of this Talent that the character possesses. If multiple characters have this talent, resolve each in Initiative order.

(1) Frozen Touch (Sorcery/Intellect)
AV: 5📖 (11📖) === TN: 10📖 === Rg: ⫻ 1 === Resist: **Df**
Target suffers 1/3/4 damage and becomes **Slow**.

(1) Harpoon Gun (Archery)
AV: 5 (11) ======= Rg: ⌐12 ======== Resist: **Df**
Target suffers 2/4/6 damage and becomes **Slow**.
Capacity 1, Reload 2.
Pull and Drag: After damaging, push the target towards you a number of yards equal to your Might Aspect (minimum 1 yard).

(2) Grim Feast
This character may devour the corpse of a Living or Undead character of Minion rank or higher within 1 yard to gain the following Condition for 1 hour: "**Well Fed +1:** This character gains +1 to her Physical Aspects, to a maximum Aspect Value of 4. The value of this Condition may not exceed +3." Once devoured, the corpse cannot be turned into an Undead creature.

Thunder Archer

Enforcer (7), Living

Might	*Grace*	*Speed*	*Resilience*
-1	3	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	2	0	2
Defense	*Walk*	*Height*	*Initiative*
4 (11)	5	2	5 (12)
Willpower	*Charge*	*Wounds*	
5 (12)	6	7	

Skills: Acrobatics 1, Archery 3, Athletics 2, Centering 3, Intimidate 2, Martial Arts 3, Notice 3, Stealth 2, Toughness 2, Track 2.

Df (🐺) Leap Aside: After an attack fails against this character, this character may push up to 5 yards in any direction.

Reading the Wind: The first time that this character takes the Focus Action during its turn, it gains an additional **Focused +1**.

Threading the Needle: This character does not randomly determine his target when firing into an engagement.

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(1) Jujutsu (Martial Arts)
AV: 5 (12) ======= Rg: ▨ 1 ======== Resist: **Df**
Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.

(1) Longbow (Archery)
AV: 6 (13) ======= Rg: ⌐12 ======== Resist: **Df**
Target suffers 2/2/4 damage. This attack can be made without needing line of sight, but doing so imposes a ▭ on the attack.

- ✕ *Barbed Arrowhead:* A character wounded by this attack suffers 1 damage at the end of any turn in which it spent at least 2 AP. The Arrow can be removed with a TN 15 Doctor Challenge.
- 🐺 *Hail of Hachinosu:* When damaging, this attack gains +💀 to Moderate and Severe damage.

(2) Rapid Fire
This character may discard a Twist Card to take three 1 AP attack Actions with a Ranged Combat weapon against a single target.

Thunder Archer

The Three Kingdoms heavily restricts the ownership and possession of firearms, which has made the bow the weapon of choice for outlaws and drifters. It is from these lawless ranks that the Thunder Archers recruit their students, drawing them into a tight-knit family of specialists who work together to teach the students not just how to become better archers but how to respect authority and live by a code of conduct far older than themselves.

The Thunder Archers hide their faces behind a wide metal helmet engraved with the symbol of an eye. Legend has it that the eye was once the insignia of an elite unit of archers fielded by the bloody general Izamu. The Archers of the Silent Eye were among the first of his army to rebel, ending his life in a hail of arrows... but not before the general butchered half of the unit.

Today, the Thunder Archers serve the Ten Thunders. The eye on their helmets is seen as a symbol of good luck, for those who see the eye and survive have the favor of the Ten Thunders... and those who do not are found dead in the streets with a single arrow shot through their heart.

Rail Worker

Working on the rails is one of the most dangerous jobs in Malifaux. Between the frantic pace expected by most overseers, the dangerous pneumatic machines used for driving rivets, and the lumbering constructs that carry heavy piles of steel rails up and down the track, there are plenty of ways that a worker can lose their limbs or lives.

Before Mei Feng arrived, an injured worker had little option other than to place themselves in debt to the Guild or Union so deeply that there was rarely a chance they could repay it. When Mei Feng took over the supervision of the Foundry, the M&SU division responsible for the steady expansion of Malifaux's growing railway network, she earned the loyalty of its workers by tending to their medical needs without any expectation of repayment.

In return, the rail workers have pledged their loyalty to Mei Feng, fighting alongside her for the Union, the Arcanists, the Ten Thunders, or whichever other faction she happens to support today. The simple, stoic demeanors of these men and women hide cunning minds that are honed by their constant attempts to figure out just which side they're fighting on... and to whom their rail boss ultimately owes her loyalty.

Rail Worker

Minion (5), Construct, Living

Might 3	*Grace* 2	*Speed* -1	*Resilience* 2
Charm 0	*Intellect* -1	*Cunning* 2	*Tenacity* 2
Defense 3 (8)	*Walk* 4	*Height* 2	*Initiative* 0 (5)
Willpower 4 (9)	*Charge* 4	*Wounds* 7	

Skills: Athletics 3, Evade 2, Melee 2, Notice 1, Pneumatic 2, Thrown Weapons 2, Toughness 2.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Hard to Kill: This character may choose to ignore one Critical Effect per Dramatic Time.

Pneumatic Augmentation: At the start of this character's turn, it may discard a card to increase any of its Physical Aspects to 5 until the start of its next turn.

(1) Rail Driver Limb (Pneumatic)
AV: 5 (10) ======= Rg: /// 2 ======== Resist: **Df**
Target suffers 2/4/5 damage, ignoring Armor.
✗ *Nailed Down:* After damaging, the target becomes **Prone** and must succeed at a TN 10 Athletics Challenge when it attempts to stand up. On a failure, it does not stand up. On a success, it stands up but suffers 1 damage in the process.

(1) Rivet Gun (Thrown Weapons)
AV: 4 (9) ======= Rg: ⌐9 ======== Resist: **Df**
Target suffers 2/4/5 damage, ignoring Armor.

(0) Implacable Assault
This character may discard a Twist Card to adopt the unceasing relentlessness of a machine. This grants the character a + to her attack and damage flips for the duration of her turn.

(2) Rapid Fire
This character may discard a Twist Card to take three 1 AP attack Actions with a Ranged Combat weapon against a single target.

Ten Thunder Brother

Minion (5), Living, Retainer

Might	*Grace*	*Speed*	*Resilience*
2	-1	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	2	3
Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	4 (9)
Willpower	*Charge*	*Wounds*	
5 (10)	6	6	

Skills: Athletics 1, Barter 2, Carouse 1, Heavy Melee 3, Intimidate 3, Martial Arts 3, Notice 2, Toughness 1.

Df (📖) Bend as the Willow: After resolving, this character gains **Defensive +1** until the start of its next turn.

Diversion: Enemy characters engaged with one or more characters with this ability may discard a card when they declare a (0) Action. If they do not, the (0) Action is canceled.

---

(1) Daitō-ryū (Martial Arts)
AV: 5 (10) ======== Rg: /// 1 ====== Resist: **Df**
Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.
✕ *Atemi Strike:* After succeeding, the target gains the **Useless Limb** Condition for an arm or leg of this character's choice until the start of this character's next turn.

(1) Heavy Maul (Heavy Melee)
AV: 5 (10) ======== Rg: /// 2 ====== Resist: **Df**
Target suffers 2/4/6 damage.
Hammer Time: After succeeding, the target becomes **Prone**.
✕ *Smashing Melons:* When damaging, if the target is **Prone**, it suffers a Moderate Critical Effect.

(0) Wander the Earth
This character may push up to 2 yards in any direction.

Ten Thunder Brother

Life in the Three Kingdoms is difficult for those who are born without rank. It is even more difficult for those who have ambition and wish for more than the life of a farmer or servant can offer. Many of these disenfranchised men and women turn to criminal organizations to obtain the money and power their birth denied them.

The term "Ten Thunder Brother" is an inaccurate translation for "Shí léi jiazú," which means something closer to "Ten Thunder family" in its native Mandarin. Still, the name has spread through the years, to the point where even female members are referred to as "brothers" by their fellow thugs.

The Ten Thunder Brothers hide their identities behind steel mempo and masks which depict the faces of leering oni. Anonymity is one of a Brother's most dangerous weapons, and it has created a culture of fear surrounding not just the Brothers but also the Ten Thunders. Generally, those who would speak out against the organization's money laundering, protection rackets, and smuggling rings are unable to give accurate descriptions of the Brothers to the authorities... any of whom might even be one of the masked thugs themselves.

Samurai

Within the Three Kingdoms, only the most powerful and high-ranking nobles are allowed to own and carry firearms. When the nobles hailing from Japan go to battle, they do so armed with the best weapons and armor that their vast fortunes can purchase. Most often this takes the form of a shoulder-mounted Gatling cannon and an advanced suit of powered armor modeled after the armor of their samurai ancestors.

These modern samurai tend not to stray far from Japan and their holdings there, but a small handful of them have traveled to Malifaux at the behest of the Ten Thunders, either as willing partners of the crime syndicate or as the unfortunate victims of extortion or blackmail.

Regardless of their reasons for serving the Ten Thunders, these Samurai are dangerous warriors who are more than capable of destroying their enemies at range or in close combat. More importantly, however, they are natural leaders with deep pockets, and anyone who runs afoul of a Samurai will find themselves harried relentlessly until either they or the Samurai is dead.

Samurai

Henchman (9), Living

Might	*Grace*	*Speed*	*Resilience*
2	-2	-2	3
Charm	*Intellect*	*Cunning*	*Tenacity*
2	1	1	2
Defense	*Walk*	*Height*	*Initiative*
3 (12)	4	2	0 (9)
Willpower	*Charge*	*Wounds*	
5 (14)	6	9	

Skills: Athletics 3, Centering 3, Convince 2, Evade 3, Heavy Guns 3, Intimidate 2, Leadership 3, Melee 4, Notice 2, Toughness 3.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Daimyo: Friendly Minions within 6 gain + to their attacks.

Reading the Wind: The first time that this character takes the Focus Action during its turn, it gains an additional **Focused +1**.

Rush +2: This character's Charge Aspect has been increased by +2.

(1) Daito (Melee)

AV: 6 (15) ======= Rg: 2 ======== Resist: **Df**

Target suffers 2/3/5 damage, ignoring Armor.

Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

Twist the Blade: The damage flip gains +.

(1) Custom Shoulder Gatling (Heavy Guns)

AV: 5 (14) ======= Rg: 14 ======== Resist: **Df**

Target suffers 2/3/4. This action gains + to its attack flip. This weapon gives its wielder + to Intimidate duels. Capacity 8, Reload 4.

Stutter Fire: After damaging, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.

(2) Run Through (Athletics)

This character may move a number of yards up to its Charge Aspect, make a single 1 AP Close Combat attack, and then move a number of yards up to its Charge Aspect.

Torakage

Enforcer (8), Living, Last-Blossom

Might 2	*Grace* 2	*Speed* 3	*Resilience* 1
Charm -2	*Intellect* 2	*Cunning* 0	*Tenacity* 1
Defense 6 (14)	*Walk* 6	*Height* 2	*Initiative* 6 (14)
Willpower 6 (14)	*Charge* 7	*Wounds* 7	

Skills: Acrobatics 4, Archery 3, Athletics 3, Centering 4, Evade 4, Flexible 3, Forgery 2, Lockpicking 2, Melee 3, Notice 3, Pick Pocket 2, Stealth 5, Thrown Weapons 3, Toughness 2, Track 3, Wilderness 1.

The Wind's Path: This character is immune to disengaging strikes. If she is pushed by any effect, she may increase or decrease the distance of the push by a number of yards equal to her Speed Aspect (minimum 1 yard).

Smoke Screen: Enemy characters targeting this character with attacks from more than 6 yards away suffer a ⊟ to their attack flip.

Lone Assassin: This character gains the **Focused +1** Condition when attacking a character that is more than 6 yards away from one of its allies.

(1) Double-Edged Sword (Melee)
AV: 5 (13) ======= Rg: /// 2 ======== Resist: **Df**
Target suffers 2/3/5 damage.
Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

(1) Shuriken (Thrown Weapons)
AV: 5 (13) ======= Rg: 8 ======== Resist: **Df**
Target suffers 1/2/3 damage. If this attack was made as part of the Rapid Fire Action, increase this attack's final duel total by +2.
Leaf Steps: After resolving, move up to 3 yards.

(2) Rapid Fire
This character may discard a Twist Card to take three 1 AP attack Actions with a Ranged Combat weapon against a single target.

Torakage

For years, families within the Three Kingdoms practiced a form of warfare that was firmly dictated by rules and honor. The Torakage were a group of highly skilled men and women whose covert methods of assassination and espionage went against everything the Three Kingdoms believed. Though their dishonorable actions were publicly decried by the noble houses, all of them eventually turned to the Torakage to remove troublesome rivals or ambitious underlings.

Although the Torakage have slipped into legend in the Three Kingdoms, the Katanaka Clan - and thus, the Ten Thunders - have continued to employ the Torakage well into modern times. They are a scalpel that the Ten Thunders wield with restraint, lest their existence and techniques become common knowledge. The Oyabun does not want to contend with other crime families resurrecting the ancient practice of employing the Torakage.

In Malifaux, the Torakage operate more openly, as the Oyabun is confident that few, if any, of its residents have ever heard of the Torakage lessons or lived to tell others of their encounter with the silent, masked assassins.

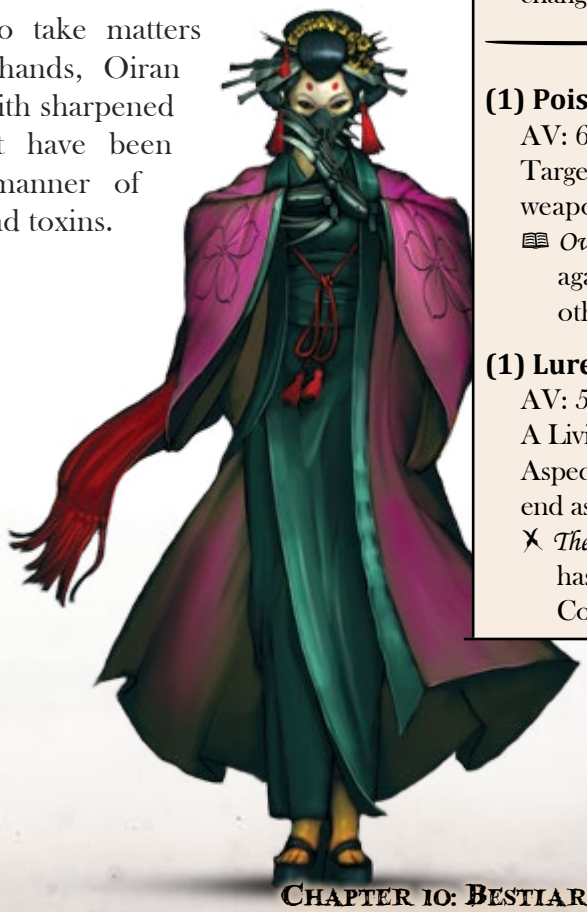
Oiran

Though they are frequently dismissed by those outside the Ten Thunders as simple entertainers and prostitutes, within the ranks of the crime syndicate, the Oiran are treated with respect and deference.

Oiran are skilled information gatherers who disguise their rigorous training and ruthless natures beneath downturned eyes and humble demeanors, playing the part of a subservient mistress or humble servant in order to better eavesdrop on the conversations of their employers and bed-fellows. They are the thumb that the Ten Thunders has placed upon the pulse of Malifaux City, and it is the information gathered by Oiran that enables the Thunders to stay one step ahead of their rivals and enemies.

Oiran frequently serve as "handlers" for the various specialized members of the organization, such as its Torakage, Katanaka Snipers, Wastrels, and Thunder Archers, ensuring that each member's need are met while simultaneously monitoring the organization's members for any signs of disloyalty or weakness. These meetings frequently take place in tea houses, brothels, and the various establishments that are somewhere between the two extremes.

When pushed to take matters into their own hands, Oiran frequently fight with sharpened metal claws that have been dipped in all manner of deadly poisons and toxins.



Oiran

Minion (6), Living, Belle, Last-Blossom

Might	*Grace*	*Speed*	*Resilience*
-1	3	3	1
Charm	*Intellect*	*Cunning*	*Tenacity*
3	2	3	1
Defense	*Walk*	*Height*	*Initiative*
5 (11)	6	2	6 (12)
Willpower	*Charge*	*Wounds*	
6 (12)	7	6	

Skills: Acrobatics 2, Art 2, Athletics 1, Bewitch 2, Centering 4, Convince 1, Deceive 3, Leadership 1, Music 2, Notice 3, Pugilism 3, Scrutiny 3, Toughness 1.

Disguised: This character may not be the target of the Charge Action.

Flick of the Wrist: This character may use Grace in place of Might when making a Melee or Pugilism attack.

Manipulative (11): When an enemy character targets this character with an Action, they must pass a TN 11 Willpower Challenge. On a failure, this character may change the target of the Action to a legal target of its choice.

(1) Poisoned Fighting Claws (Pugilism)
AV: 6 (12) ======== Rg: 1 ====== Resist: **Df**
Target suffers 1/3/4 damage and gains **Poison +1**. These weapons gain + to the attack flip.
Overwhelm: After damaging, take this action again against the same target. This attack has -1 AV for each other time this Trigger has been declared this turn.

(1) Lure (Bewitch)
AV: 5 (11) ====== Rg: 18 yards === Resist: **Wp**
A Living target moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.
The Spider and the Fly: After succeeding, after the target has moved, this character may take a 1 AP Close Combat attack against the target.

Gokudo

The Gokudo are thugs that operate within the Little Kingdom district of Malifaux City. While they sometimes run protection rackets in that neighborhood, they primarily exist to enact the wishes of their master, the mysterious Wei Lu.

Gokudo

Minion (5), Living, Retainer

Might	*Grace*	*Speed*	*Resilience*
0	2	2	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	0	2	1
Defense	*Walk*	*Height*	*Initiative*
4 (9)	5	2	3 (8)
Willpower	*Charge*	*Wounds*	
4 (9)	6	6	

Skills: Athletics 1, Carouse 1, Centering 2, Intimidate 2, Martial Arts 3, Notice 1, Scrutiny 2, Stealth 2, Thrown Weapons 3, Toughness 1.

Df (↑) Leap Aside: After an attack fails against this character, this character may push up to 5 yards in any direction.

Tethered Soul: If this character is killed within 6 yards of a friendly Enforcer, Henchman, or Master, that character may discard a card to bind this character's spirit, transforming it into a friendly Shackled Spirit (pg. 359) that appears adjacent to this character's corpse. The Shackled Spirit may not act this round.

(1) Serpent Punch (Martial Arts)
AV: 5 (10) ======== Rg: 1 ====== Resist: **Df**
Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.
Poisoned Chi: After damaging, the target gains **Poison +1**.

(1) Shuriken (Thrown Weapons)
AV: 5 (10) ======== Rg: 8 ====== Resist: **Df**
Target suffers 1/2/3 damage.
Poison Coated: After damaging, the target gains **Poison +1**.

Membership in the Gokudo is by invitation only, and one must be selected by Wei Lu for the honor. Once a prospective recruit has undergone the necessary training to ensure that she has the skills needed to serve her new master, the recruit is finally introduced to Wei Lu himself, allowing her to swear fealty to the ancient sorcerer.

What the Gokudo don't know is that they are actually the descendants of those who swore fealty to Wei Lu centuries earlier, and that the oaths of their ancestors have been strengthened by the sorcerer's magic, making them utterly subservient to his wishes, both in this life and the next.

Some higher-ranking members of the Ten Thunders have been given knowledge of the incantations necessary to seize the reigns of a slain Gokudo's spirit. When invoked, these words of power force the Gokudo's spirit to manifest and continue fighting against (or alongside) those who killed her.

Wastrel

Wastrels are people who have been given every privilege from birth and have subsequently squandered them. They often consider themselves above the law, relying upon their family's wealth and good name to keep them out of any real trouble.

Lucas McCabe has gathered a cadre of these ruthless men and women around himself to form a (very unofficial) group of Guild agents with questionable loyalty and ethics. They deal with many of the issues that the Guild can't be seen to be officially involved in, such as evicting people from Downtown homes that are desired by prominent politicians, breaking into the homes and offices of M&SU representatives, and so on.

What the Guild doesn't realize is that many of these Wastrels are also in the pocket of the Ten Thunders, most often as a result of their gambling debts finally catching up with them. Given the choice between serving the Ten Thunders or having their legs broken, most Wastrels go with the former option.

The Ten Thunders use Wastrels in much the same way as the Guild, calling upon them whenever they need a task completed by Westerners who are unlikely to seem associated with the Little Kingdom. They also spy upon the Guild, using their access to the Enclave to intimidate witnesses, make evidence disappear, and learn Guild patrol routes. Their success rate is somewhat dubious - Wastrels aren't trusted by most Guild personnel - but sometimes the Ten Thunders don't have many other options.

Wastrel

Minion (5), Living, Black Sheep

Might 1	*Grace* 2	*Speed* 2	*Resilience* 0
Charm 2	*Intellect* 2	*Cunning* 1	*Tenacity* 1
Defense 4 (9)	*Walk* 5	*Height* 2	*Initiative* 3 (8)
Willpower 5 (10)	*Charge* 6	*Wounds* 5	

Skills: Art 1, Carouse 3, Centering 3, Forgery 1, Gambling 2, Intimidate 2, Lockpicking 1, Melee 3, Notice 1, Pick Pocket 1, Pistol 3, Scrutiny 1, Toughness 1.

Swagger: At the end of this character's turn, it gains the **Defensive +1** Condition if it declared only Walk Actions during its turn.

The Old Ultraviolence: This character deals +1 damage to characters who are under the effects of one or more Conditions.

(1) Gang Weapons (Melee)
AV: 4 (9) ========= Rg: /// 1 ====== Resist: **Df**
Target suffers 1/2/3 damage.
- *"And Then He Just Strolled Away...":* After resolving, this character may move up to 3 yards in any direction.

(1) B&D Pocket Revolver (Pistol)
AV: 5 (10) ======== Rg: ⌐6 ====== Resist: **Df**
Target suffers 2/3/3 damage. Capacity 4, Reload 2.
- *"A Fiver Says I Can Do It Again":* After damaging, this character gains the **Focused +1** Condition.

Ansatsu Sniper

Enforcer (8), Living

Might	*Grace*	*Speed*	*Resilience*
2	2	1	1
Charm	*Intellect*	*Cunning*	*Tenacity*
-2	2	1	2
Defense	*Walk*	*Height*	*Initiative*
5 (13)	5	2	4 (12)
Willpower	*Charge*	*Wounds*	
6 (14)	5	8	

Skills: Acrobatics 2, Archery 3, Athletics 2, Centering 4, Evade 3, Literacy 1, Long Arms 4, Melee 3, Notice 3, Scrutiny 3, Stealth 3, Toughness 3, Track 2.

From the Shadows: When called upon to make an Initiative flip, if no enemy is aware that this character is an unfriendly combatant (either because they believe this character is an ally or are simply unaware of its presence), this character may immediately take one additional turn after the Initiative flip (but before characters begin resolving their turns in order) for each instance of this Talent that the character possesses. If multiple characters have this talent, resolve each in Initiative order.

Lone Assassin: This character gains the **Focused +1** Condition when attacking a character that is more than 6 yards away from one of its allies.

---

(1) Katana (Melee)

AV: 5 (13) ======= Rg: 2 ======== Resist: **Df**
Target suffers 2/3/5 damage. This weapon gains + to its damage flip.

(1) Clockwork Rifle (Long Arms)

AV: 6 (14) ======= Rg: 14 ======== Resist: **Df**
Target suffers 2/3/5 damage. This weapon gains + to its attack flip. The Range of this weapon is increased by +10 for each + it gains from the **Focused** Condition. Capacity 1, Reload 2.

Critical Strike: When damaging the target, this attack deals +1 damage for each in the final duel total.

(0) Poisoned Dart (Archery)

AV: 5 (13) ======= Rg: 6 ======== Resist: **Df**
Target suffers 1/1/2 damage and gains **Poison +1**. Capacity 1, Reload 1.

Gamin & Golems

Gamin and Golems are typically summoned through Spells or Manifested Powers, each of which requires an Elemental Immuto in order to determine what type of Gamin or Golem the Spell or Manifested Power creates.

While summoning a Gamin is relatively easy for most spellcasters with access to the correct Magia, the creation of a Golem is much more difficult and can usually only be accomplished by the most powerful sorcerers.

The stat blocks included on this page are the base stats of the Gamin and Golem. When creating a specific Gamin or Golem, simply choose the appropriate Immuto from the list on the next page and apply the relevant adjustments to the creature.

The summoned Gamin or Golem gains all three abilities listed under the Immuto's entry.

Gamin

Minion (5), Construct, Gamin

Might 2	*Grace* 2	*Speed* 0	*Resilience* 1
Charm -3	*Intellect* -1	*Cunning* 1	*Tenacity* 2
Defense 4 (9)	*Walk* 4	*Height* 1	*Initiative* 2 (7)
Willpower 4 (9)	*Charge* 5	*Wounds* 5	

Skills: Evade 3, Notice 2, Pugilism 2, Thrown Weapons 2.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Demise: If this character falls unconscious, it is killed. When this character is killed, all characters within (1)2 suffer 2 damage and an additional effect, as determined by the Immuto used to create this character.

Rush +1: This character's Charge Aspect has been increased by +1.

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(1) Claw (Pugilism)
AV: 4 (9) ========= Rg: /// 1 ====== Resist: **Df**
Target suffers 1/3/4 damage.

(1) Elemental Blast (Thrown Weapons)
AV: 4 (9) ========= Rg: ⌐8 ====== Resist: **Df**
Target suffers 1/3/4 damage.

Golem

Enforcer (8), Construct, Golem

Might 5	*Grace* 0	*Speed* 0	*Resilience* 3
Charm -3	*Intellect* -1	*Cunning* 1	*Tenacity* 3
Defense 2 (10)	*Walk* 4	*Height* 3	*Initiative* 2 (10)
Willpower 5 (13)	*Charge* 6	*Wounds* 10	

Skills: Evade 2, Notice 2, Pugilism 3●, Toughness 4.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Demise: If this character falls unconscious, it is killed. When this character is killed, all characters within (1)2 suffer 2 damage and an additional effect, as determined by the Immuto used to create this character.

Melee Expert: This character generates 1 additional AP on its turn, but this AP may only be used to make a Close Combat attack.

Rush +2: This character's Charge Aspect has been increased by +2.

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(1) Talon (Pugilism)
AV: 8● (16●) ===== Rg: /// 2 ====== Resist: **Df**
Target suffers 3/4/6 damage.
● *Toss:* After succeeding, this character may choose to reduce the damage from this attack to 0. Push the target up to 10 yards in any direction. The target becomes **Prone**.

(3) Smash (Pugilism)
AV: 8● (16●) ===== Rg: /// 1 ====== Resist: **Df**
Target suffers 9/10/12 damage.

Darkness Immuto

Dark Demise: Characters damaged by the Demise ability gain the **Blind** Condition until the end of their next turn.

Born In Shadow: This character can see perfectly in darkness and is immune to the **Blind** Condition.

Clinging Shadows: This character gains the following Trigger on its Attack Actions:

📖 *Clinging Shadows:* After damaging, the target becomes **Blind** until the end of its next turn.

Decay Immuto

Rotting Demise: Undead characters are healed by the Demise ability instead of being damaged.

Aura of Decay: Living characters that end their turn within ❶3 of this character suffer 1 damage.

Rotting Touch: This character gains the following Trigger on its Attack Actions:

✗ *Rotting Touch:* After damaging, the target suffers 1 damage if Living or heals 1 damage if Undead.

Electric Immuto

Shocking Demise: The damage dealt by the Demise ability cannot be reduced.

Bzzzt!: Characters suffer 1 damage after making a successful Close Combat attack against this character.

Electric: This character's attacks ignore Armor and do not randomly determine their target when fired into an engagement.

Fire Immuto

Fiery Demise: Characters damaged by the Demise ability gain **Burning +1**.

Saracenar's Plight: Reduce the damage this character suffers from the **Burning** Condition to 0.

On Fire: Targets damaged by this character's attacks also gain **Burning +1**.

Ice Immuto

Shattering Demise: Characters damaged by the Demise ability gain **Slow**.

Frozen Heart: This character is immune to Horror Duels and the **Paralyzed** Condition.

Chill: This character gains the following Trigger on its Attack Actions:

📖 *Chill:* After damaging, the target becomes **Slow**.

Infected Immuto

Pustule Demise: Characters damaged by the Demise ability gain the **Infection +1** Condition (see below).

Crippling Contagion: Enemy characters that begin their turn within ❶6 of this character have their Speed and Charge Aspects reduced by a value equal to the value of their **Infection** Condition (to a minimum of 1).

Living Infection: This character gains the following Trigger on its Attack Actions:

✗ *Spread Disease:* After succeeding, the target gains the following Condition: "**Infection +1:** At the end of the day, this character takes +1 damage." For more information on the Infection Condition, see *Under Quarantine* (page 150).

Light Immuto

Bright Demise: Characters damaged by the Demise ability gain the **Blind** Condition until the end of their next turn.

Too Bright!: Ranged Combat attacks made at targets within ❶3 of this character suffer ⊟ to the attack flip, so long as the attacker has LoS to this character.

Shining Bright: This character gives off bright light like a lantern and is immune to the **Blind** Condition.

Natural Immuto

Verdant Demise: Characters damaged by the Demise ability gain the **Entangled** Condition (see below) until the end of their next turn.

Regeneration +1: This character heals 1 damage at the start of its turn during Dramatic Time.

Tangling Vines: This character gains the following Trigger on its Attack Actions:

- *Tangling Vines:* After damaging, the target gains the following Condition until the end of its next turn: "**Entangled:** This character may not take movement actions. If this character is pushed, take 1 damage; then, end this Condition."

Poison Immuto

Poisoned Demise: Characters damaged by the Demise ability gain **Poison +1**.

Toxicity: Reduce the damage this character suffers from the **Poison** Condition to 0. Other characters with the **Poison** Condition that begin their turn within 3 immediately suffer 1 damage from the **Poison** Condition and then lower its value by 1.

Poisonous: This character gains the following Trigger on its Attack Actions:

- *Infect:* After succeeding, the target gains the **Poison +1** Condition for each in the final duel total.

Spirit Immuto

Ephemeral Demise: Characters damaged by the Demise ability gain the **Dazed** Condition.

Ghostly: This character gains no benefit from its Armor, but its attacks ignore Hard to Wound.

Incorporeal: This character ignores and is ignored by other characters and terrain during any movement. Reduce all damage this character suffers from Ranged and Close Combat attacks by half.

Terror Immuto

Screaming Demise: Characters damaged by the Demise ability gain the **I Can Hear Them +1** Condition (see below) until the end of their next turn.

Hysteria: All enemy characters within 2 suffer to Willpower duels.

Scary: Targets damaged by this character gain the following Condition until the end of their next turn: **"I Can Hear Them +1:** This character has -1 Willpower."

Water Immuto

Splashy Demise: Characters damaged by the Demise ability end the **Burning** Condition affecting them.

Liquid Form: This character can pass through an opening large enough for a single drop of water, with no reduction to its speed.

Splish Splosh: This character is immune to the **Burning** Condition and all Spells and Manifested Powers that include the Fire Immuto.

Wind Immuto

Blustery Demise: Characters damaged by the Demise ability are pushed 2 yards directly away from this character.

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

Strong Winds: This character gains the following Trigger on its Attack Actions:

- *Strong Wind:* After succeeding, the target is pushed 2 yards away from this character.

Leopold Von Schill

Master (12), Living, Freikorps

Might 3	*Grace* 2	*Speed* 3	*Resilience* 5
Charm 2	*Intellect* 2	*Cunning* 4	*Tenacity* 4
Defense 4 (16)	*Walk* 6	*Height* 2	*Initiative* 5 (17)
Willpower 6 (18)	*Charge* 7	*Wounds* 12	

Skills: Acrobatics 3, Athletics 4, Barter 4, Bewitch 2, Bureaucracy 3, Carouse 2, Gambling 3, Intimidate 2, Leadership 5, Literacy 2, Long Arms 4, Melee 3, Notice 2, Pistol 4, Pugilism 3, Scrutiny 5, Stealth 2, Toughness 5.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Assault Tactics: This character may declare the Charge action while engaged. When moving as part of a Charge action, this character may move through other characters.

Freikorps Suit: This character ignores all damage from and effects.

Swift: This character generates an additional General AP on his turn.

Legendary Leader: When a friendly Freikorps character within 10 would be knocked unconscious or killed, that character may discard a card to immediately take a (1) AP Action before falling unconscious or dying.

(1) Hunting Knife (Melee)
AV: 6 (18) ====== Rg: 1 ======== Resist: **Df**
Target suffers 1/3/4 damage.
Critical Strike: When damaging, deal 1 additional damage for each in the final duel total.
Can Opener: After succeeding, the target's Armor ability is ignored for the remainder of Dramatic Time.

(1) Custom Clockwork Rifle (Long Arms)
AV: 6 (18) ========== Rg: 12 ======= Resist: **Df**
Target suffers 3/4/6 damage. This weapon ignores Hard to Wound. Capacity 10, Reload 2.
Stutter Fire: After succeeding, immediately make another attack with this weapon against a different target. This extra attack may not declare Triggers.

(3) Stand and Shoot (Pistol)
This character may make a (1) AP attack against every enemy character within range.

Leopold Von Schill

Tenacious, arrogant, effective. These three words sum up the creator and leader of the mercenary band known as the Freikorps. On Earth, Von Schill made a name for himself as a brave soldier and a cunning leader. His uncanny ability to read his opponents and place his squad in positions that could best take advantage of the flaws in their battle plans earned him one promotion after another, as well as more medals than he could count.

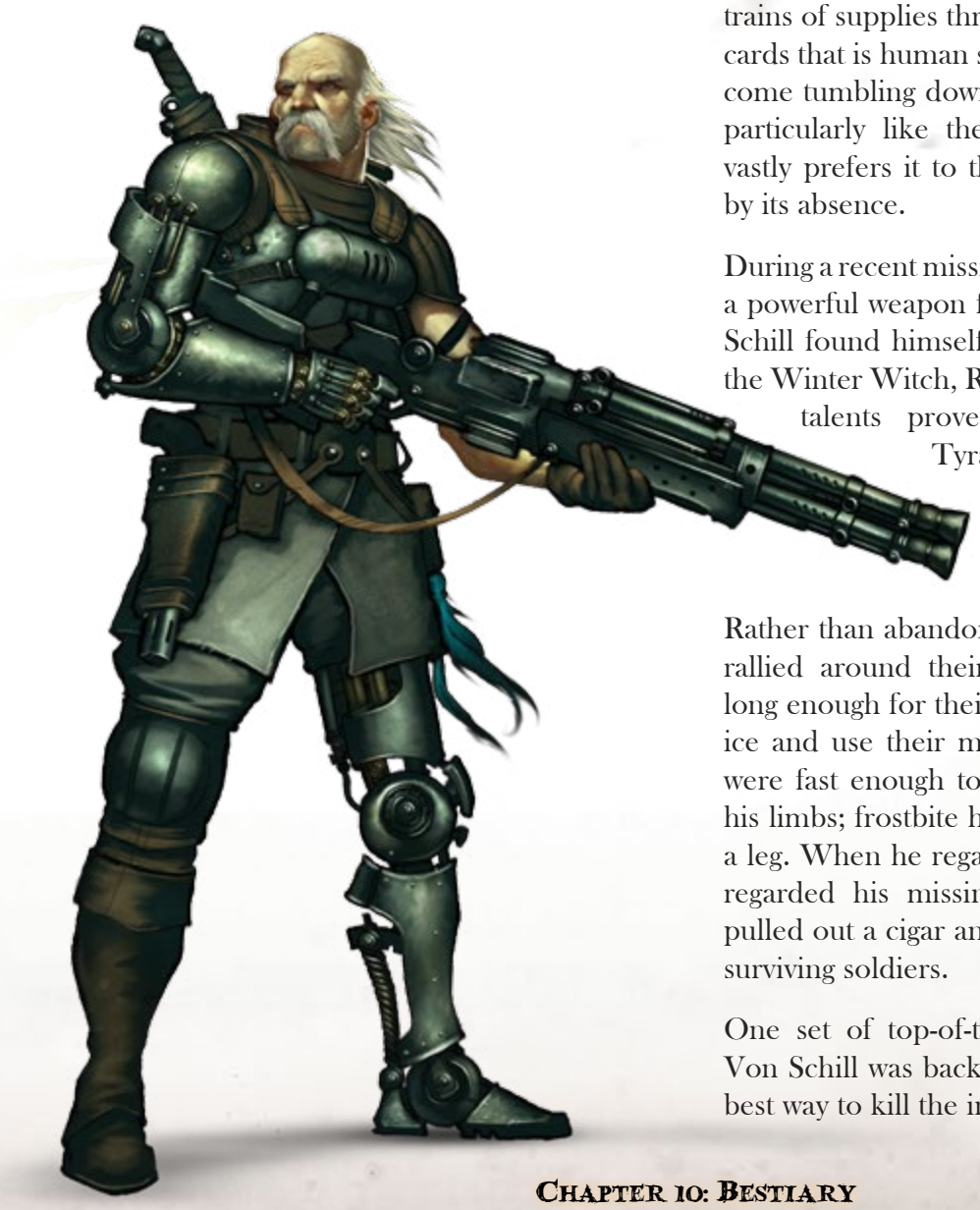
After retiring from the German military, Von Schill was offered a position as a military consultant for the Guild, who were preparing their first forays through the newly reopened Breach. Von Schill's no-nonsense approach to just about everything ingratiated him with the Guild's front line troops, and though there were few actual conflicts in those early days, Von Schill's unit was always prepared for the worst.

When Von Schill met with the Governor-General, however, the two men proved to be far too alike to ever tolerate the other's company. Von Schill rankled the Governor-General with his outspoken belief that the newly created Quarantine Zones would only lead to disaster. Von Schill, in turn, was annoyed by the Governor-General's refusal to let military logic take precedence over the Guild's desire for Soulstones. The meeting ended in shouting voices and a burning hatred that lasted all the way up to the Governor-General's untimely death years later.

With his Guild contract terminated, Von Schill decided to remain in Malifaux and sell his considerable talents to the highest bidder. His time working with the Guild had left him with a loyal following of soldiers and specialists who weren't pleased with the idea of becoming constables and police officers. When Von Schill informed them of his departure from the Guild, these men and women were happy to turn their backs on the Guild in order to follow a man they actually respected. With this core of loyal, highly skilled soldiers, Von Schill created the Freikorps, an elite mercenary group that offered its services to anyone that could pay.

Through clandestine arrangements with various manufacturers and the M&SU, Von Schill commissioned the development and construction of the group's signature armor, ensuring that his soldiers were protected with the most advanced armor that money could buy. Another arrangement resulted in the Freikorps being issued advanced clockwork firearms, each of which contained internal gyros and compensators to stabilize the wielder's aim and increase their accuracy. Within the year, Von Schill's mercenaries were better equipped and better trained than the forces of the Guild.

In the years since then, the Freikorps have worked for just about everyone in the city. Von Schill makes it a point to recruit the best and brightest that come to Malifaux, which has made his mercenaries a serious drain on the Guild's efforts to keep competent people employed in their ranks.



Were it any other person or any other organization, the Guild would have sanctioned Von Schill's Freikorps long ago. The mercenaries go where they want, openly flaunting the laws against travel into the Quarantine Zone and the possession of heavy weaponry. Instead, the Guild offers warnings and threats but avoids bringing any sort of official sanction against the Freikorps. Some suspect it is because the Guild does not want to start an unnecessary conflict with the Freikorps, but Von Schill knows the truth. He knows the fighting strength of the Freikorps and the capabilities of the Guild, and he knows that, if he wanted, he could likely seize the city from their clutches in a matter of weeks.

However, he also knows that if he did so, the convicts working in the mines would escape as their overseers were called back to the fighting and that the Guild back on Earth would stop sending its trains of supplies through the Breach. The house of cards that is human settlement in Malifaux would all come tumbling down, and while Von Schill doesn't particularly like the Guild's form of tyranny, he vastly prefers it to the chaos that would be caused by its absence.

During a recent mission to seize what he believed was a powerful weapon from the ruins of Nythera, Von Schill found himself locked in mortal combat with the Winter Witch, Rasputina. His own considerable talents proved insufficient to defeat the Tyrant-powered sorceress, and in his defeat, Rasputina froze Von Schill inside a block of solid ice.

Rather than abandon him to his fate, the Freikorps rallied around their leader, sacrificing their lives long enough for their healers to chip him out of the ice and use their magic to heal his wounds. They were fast enough to save Von Schill's life, but not his limbs; frostbite had already claimed an arm and a leg. When he regained consciousness, Von Schill regarded his missing limbs for a moment, then pulled out a cigar and started dictating orders to his surviving soldiers.

One set of top-of-the-line pneumatic limbs later, Von Schill was back in action and planning out the best way to kill the infamous Winter Witch.

BAD THINGS HAPPEN

This adventure is intended to be a short introduction to *Through the Breach* that should only take an hour or so to play out. This makes it ideal to cap off a session of character creation, allowing players to jump right into the action as they travel to Malifaux.

When running this adventure, the Fatemaster should make certain to allow the players time to make meaningful decisions. If a character isn't sure whether it's best to remain in close combat or to back away so that she can fire a gun, just explain the consequences of each action (e.g., "if you attempt to back out of melee range, your opponent will have an opportunity to stop you, and if you fire into a crowd of people, you might end up hitting your allies').

In general, try to avoid bending the rules for the sake of letting the characters win. If they have a bad run of luck, it can often make for just as entertaining of a story as if they succeeded.

Here are a few things to remember as you play through the adventure:

- At the end of the Prologue, every Fated character draws three cards from their Twist Deck into their Control Hand.
- Pay attention to Pursuits of the characters so that you can remind them when their "On the Pursuit" ability lets them draw a card.
- Have fun, take your time, and answer questions when they arise. If a player asks a question you're not sure about, take a moment to look it up, but if you can't find it immediately, just go with whatever feels right and look the rule up once the session is over.
- Once the adventure is finished, if any of the players want to alter some of their Skills, feel free to let them do so. Now that they have seen how the game plays, they may wish to take their characters in another direction.

Prologue:
All Aboard!

This adventure begins as the Fated prepare to board the Iron Ram and travel through the Breach to Malifaux. Once the players have their characters ready, remind them that during the Prologue of an adventure, there are no card flips; this is merely a narrative scene. When they are ready, read the following text:

> Built upon the ruins of Santa Fe, Breachtown is the very picture of a fortified rail station. The Guild's rail station is one of the larger buildings in town, and after hours of standing outside in the arid heat, you've finally been cleared by security and allowed to board the train that will take you to Malifaux.
>
> Despite the almost suffocating heat of the day, the interior of the train is surprisingly cool. As you walk down the isle in search of your seat, you almost imagine that you can see your breath clouding up in front of you.
>
> You're finally able to find your bench-like seat at the front of the third card. The seat ahead of you has been turned around to face your own; if there had been a table between you, you might almost be able to imagine that you were seated at a booth in a diner.
>
> As you settle into place alongside the other passengers sharing your booth, you can't help but notice a set of deep scratch marks set into the wall above your booth. Were they not cut deep into steel, it would almost be possible to imagine that the scratches were claw marks.

At this point, the players can introduce their characters and describe what each of them looks like. They're all seated together and are (most likely) meeting for the first time.

At this point, the players would typically choose which Pursuit they want their character to follow for the session, but since this is the first session, they already have their first Pursuit from character creation. Feel free to mention this to the players, since it will help them get used to the session structure of *Through the Breach*.

Scene 1:
Unruly Passengers

Once the players have described their characters and finished chatting (give them as much time as they need), read the following text:

> More passengers filter onto the train as the temperature inside the train car gradually begins to rise to match the temperature outside. Just when it starts to become uncomfortable, you hear the conductor shut the doors and start walking up the isle to help the last of the passengers stow their luggage.
>
> The passenger across the isle from you - a thin, hunched man in his late sixties - seems to be having trouble getting his suitcase up into the overhead compartment. It's almost twice as large as he is, and you can see the frustration and embarrassment etched on his face as he struggles with the oversized trunk.

The man is Vito Sessa, a puppetmaster. If any of the Fated try to help him, a successful TN 8 Athletics Challenge is enough to get the trunk stowed into place. Regardless of success, any Fated who try to help see the words "Sessa the Amazing" painted onto the outside of the case. If the Fated fail to help him (or choose to ignore him), the conductor forces Sessa to purchase another ticket for his case (which ends up in the seat right next to Sessa).

Once Sessa's trunk has been stowed or placed in the seat next to him, the conductor heads forward into the next car. Read the following text:

Despite all the passengers being in place, the train doesn't seem to be moving. You can hear murmurs from the people behind you, some wondering what the hold up is and others simply complaining about how warm and stuffy the train has become. A few people try to open the windows, only to find them bolted shut.

The man across the isle - the one who had struggled to stow his trunk - leans over and addresses you in an awkward half-whisper. "They're loading up the convicts," he explains, obviously a bit nervous by the idea. "The Guild needs them to work in the mines, you know. Most of them - "

He's interrupted by the piercing scream of a steam whistle, and then the train slowly lurches to life. The passengers behind you sigh with relief, and the old man leans back in his chair and favors you with an awkward smile. "Here we go," he murmurs. "Good luck."

The train gradually picks up speed as it makes its way toward the Breach. As the train rounds a turn, the Breach comes into view: it's a shimmering silver-blue portal suspended between a massive network of steamwork engines and devices. There are dozens of soldiers stationed around it in defensive formations, many of them sweating beneath their red and gray Guild uniforms.

Without slowing down, the train plunges through the portal and into Malifaux. Read the following text:

The first and second cars of the train disappear into the shimmering silver-blue portal, one after the next. Your car is right behind them, and from your perspective, the glowing light almost seems to be rushing through the train like a tidal wave.

As you plunge into the dimensional rift, an intense feeling of vertigo assaults your head, triggering an intense headache the likes of which you've never felt before. The pain only lasts for a moment, but when you open your eyes, you and the people seated next to you are the only ones on the train. Everyone else - the passengers behind you, the old man who had been seated across from you - are gone.

Brilliant silver-blue light spills into the train car from the windows, and whenever you try to glance out the windows, it only seems to bring back the stabbing pain in your head.

It's then that you realize that the train isn't just empty - it's still and silent. There's no click-clack of the wheels against the rails, no rumbling from the engine, just silence... and the strange scratching sound coming from within the old man's abandoned trunk.

The sound coming from the trunk is due to Sessa's puppets, which have been animated by the raw magical power of the Breach. If the trunk is in the seat, the murderous puppets manage to get the lid open right away. If the trunk was stowed, the Fated have a few rounds of strange thumping sounds to prepare themselves before the puppets knock the trunk to the ground and burst free.

There is one puppet per Fated character, and they use the stats for Marionettes (pg. 371).

Take this opportunity to describe the Marionettes to the characters. They can have whatever appearance you feel like, either clownish or more frightening, but make sure to describe the strings trailing behind them.

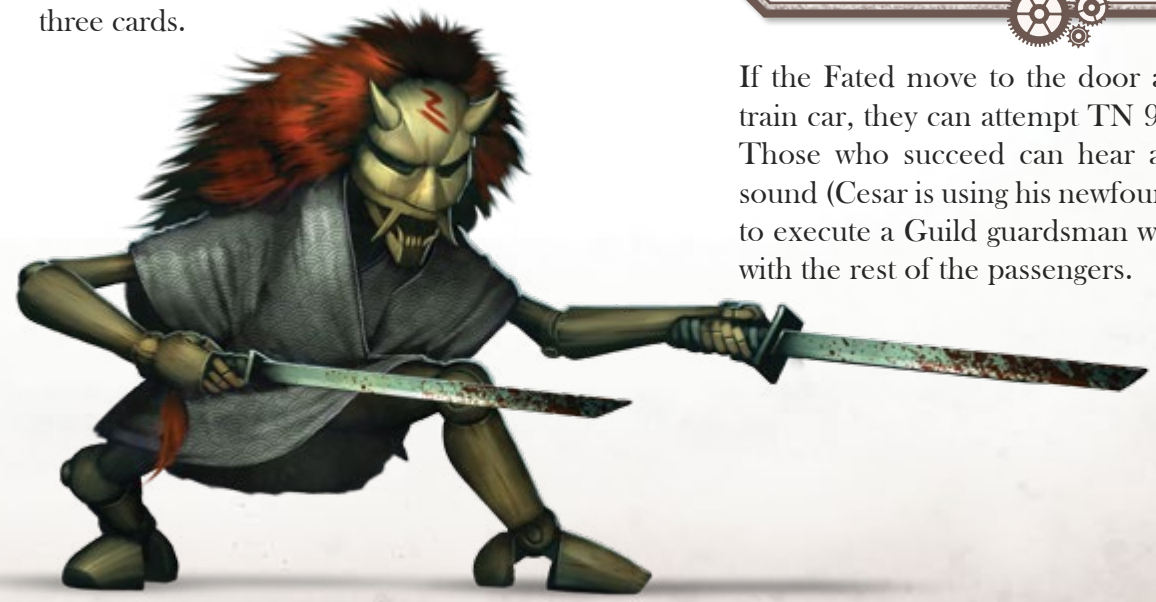
To start Dramatic Time (and the battle), have each player flip Initiative (pg. 292). Remember, the Marionettes are Fatemaster characters, so they don't flip cards. They are Minion (5) characters, so they're always treated as if they had flipped a card with a value of 5. The number in parenthesis after their Defense, Willpower, or Acting Value is their final total for duels of that type, with this value already added in.

Characters hiding behind the train's seats (which might include the Marionettes) have Hard Cover, which imposes a penalty to the attack and damage flips of attacks (which includes most ranged weapons). It's possible for characters to climb over the seats, but they count as Severe terrain (and thus require twice as much movement to traverse).

If the players decide to have their characters grab the strings of the Marionettes to hamper them, this is handled by the Marionettes' Trailing Strings Ability. If the players don't think to grab the strings, however, that's fine, too!

Because the Marionettes are Minions, they each have one Fate Point (pg. 312). If a Marionette is reduced to 0 Wounds or below, it immediately suffers a Critical Effect (pg. 303) and then becomes limp and unmoving.

Once the last Marionette has been defeated, Dramatic Time ends. Each player may discard any number of cards in her Control Hand and then draw back up to three cards.



Scene 2:
The Convict Blues

Contrary to what the Fated might believe, they're not the only ones left on the train. Cesar Armati, one of the convicts being escorted to Malifaux to work in the mines, manifested magical powers as he passed through the Breach. Their current predicament is the result of his unwillingness to continue onward, and here in the space between worlds, he has enough power to prevent them from crossing fully over.

Once the battle with the Marionettes is finished and the Fated have had a moment to catch their breath and tend to any injuries, read the following text:

> After the battle, silence once again descends on the train car. Only the heavy breathing and occasional murmurs of your companions break up the oppressive silence, and for a moment, you can't help but wonder if you'll ever escape from the strange, glowing world that you've been plunged into.
>
> You've heard stories about entire trains of people disappearing as they passed through the Breach, of course, but until now, you had assumed they were just that: stories.
>
> Your contemplation is interrupted by a surprisingly common sound coming from the car behind you: a man's scream.

If the Fated move to the door at the back of their train car, they can attempt TN 9 Listen Challenges. Those who succeed can hear a muffled crackling sound (Cesar is using his newfound electrical powers to execute a Guild guardsman who didn't disappear with the rest of the passengers.

Nothing happens if the Fated decide to remain in their current train car - the windows are bolted shut and don't provide any means of escape from the dimensional bubble that has trapped them.

If the Fated ignore the scream and decide to travel forward toward the engine, jump ahead to Scene 3: The Steam Engine (pg. 413).

If the Fated instead decide to investigate the scream and sizzling sounds, read the following text:

You open the rear door of the train car and are immediately thrust into a world of brilliant silver-blue light. All it takes is once glimpse out at the nothingness between dimensions - and a glimpse of one of the strange creatures moving through that nothingness - to convince you that nothing good can come from waiting in this strange limbo dimension.

Throwing open the door to the next car, you hurry out of the terrible light and into a prison car. The seats have been replaced with wooden benches built into the walls, and shackles rise up from the floor. A smoking body in a smoldering Guild uniform lies near the door, his partially melted rifle still clutched in his hand.

The only other inhabitant of the room is a square-jawed man in a striped convict's uniform. He grins as you enter, and you notice that his eyes are glowing the same silver-blue as the energy surrounding the train. "Care to help a bloke out?" he asks as he raises his hands, revealing the heavy shackles that bind him to the floor.

Speaking with Cesar Armati

Cesar Armati is an Irish murderer and thief who was captured in Europe and handed over to the Guild to serve out his sentence in Malifaux's Soulstone mines. As soon as he realized that he could manipulate magic, he electrocuted the only Guild guardsman who hadn't disappeared with his fellow convicts.

Unfortunately, his magical powers haven't allowed him to get out of his chains, and the guardsman is out of reach. Enter the Fated.

Armati tries to act friendly as he speaks to the Fated, but he's more accustomed to stabbing people than playing nice with them, and that should come through in his conversation. He's got a bit of a temper on him, but he won't attack anyone unless it's in self defense; if combat ensues, he has the stats of a Steamfitter (pg. 386) but lacks the My Creation and Killswitch Abilities.

As they talk with Cesar, the Fated can attempt Social Skill Challenges to feel him out. A TN 8 Scrutiny Challenge reveals that Cesar is untrustworthy, but with a successful TN 8 Barter Challenge, they can negotiate a successful truce between them... provided that the Fated give him the key to his shackles.

Getting information out of Cesar is a bit more difficult. A TN 8 Bewitch Challenge is enough to get a laugh out of Cesar and get him to like the Fated, while a TN 13 Intimidate Challenge convinces him that, despite his newfound power, the Fated are probably people that he doesn't want to mess with. A TN 8 Deceive Challenge is required to successfully lie to Cesar or otherwise convince him of some untruth. Each time the Fated make an unsuccessful Challenge with Cesar, it increases the TN of all future Social Skill Challenges with him by +1.

If the Fated succeed at any of these Challenges, Cesar reveals that he felt an upwelling of power inside him as they passed through the Breach, and in that moment, he hoped that the engine would stall and the train wouldn't make it to Malifaux. As far as he's concerned, he got his wish... though not really in the way he had intended. If the Fated have let him go or agree to do so, he says that he'll help them get the train going again. A TN 8 Scrutiny Challenge reveals that he knows nothing about how trains work.

Scene 3:
The Steam Engine

After their talk with Cesar (regardless of whether or not they freed him), the Fated will most likely realize that someone is wrong with the engine. Alternatively, they might decide to check on the engine before speaking with Cesar (or once their other options are exhausted).

When the Fated arrive at the engine room, they find it deserted. None of the machinery is working, and bright, silver-blue light is spilling in through the wide window. More alarmingly, vague shapes can be seen moving about in the bright nothingness, all of them large and tentacled.

Fortunately, any Fated that look over the engine realize that it doesn't look too complicated. If they can just stoke the boiler, they should be able to get it back up and running with a minimum of fuss. This is handled with an Ongoing Challenge (see pg. 290 for more information on Ongoing Challenges):

Restart the Train!

- **Skills Allowed:** Athletics, Engineering, Sorcery + Intellect
- **Target Number:** 8
- **Duration:** 5 minutes
- **Success Requirement:** 2 per Fated
- **Failure Requirement:** 1 per Fated

For this Ongoing Challenge, Athletics and Blacksmithing represent shoveling coal into the engine's boiler and keeping it at the right temperature, Engineering involves fiddling with the controls, and Sorcery allows a character to summon magical fire into the boiler to get it started up again.

Note that characters don't have to succeed at (or even attempt) every Skill in order to succeed at this Ongoing Challenge; these descriptions just allow the characters to get a better understanding of how their Skill Challenges translate into the world around them.

A Terrible End

If the Fated suffer a catastrophic failure on the Ongoing Challenge, they severely damage the engine. If this happens, they can attempt a single TN 14 Artefacting Challenge to repair it, in which case they can attempt the Restart the Train! Ongoing Challenge again. If they fail this Artefacting Challenge (or once suffer a catastrophic failure on this second Ongoing Challenge), then they are doomed. Read the following text:

> The engine groans and shudders in protest of your clumsy repair attempts. Ruptures form in the boiler, venting steam out into the space between spaces in a choir of high-pitched shrieks. You glance out the window to see one of the colossal, tentacled creatures that exist in the space between dimensions coming toward the sound, and in that moment, you realize that nobody will ever know how you died.
>
> Maybe that's for the best.

Onward to Malifaux!

If the Fated succeed at this Ongoing Challenge, the train slowly lurches into motion, building up speed as it plunges through the other side of the Breach and into Malifaux!

Fortunately, the train isn't going too fast when it arrives, and a Guild engineer hops onto the engine as it passes to properly bring it to a stop. If the Fated freed Cesar, he attempts to pass himself off as one of their fellow traveling companions (perhaps even as Vito Sessa, if the Fated mention his name). If they don't object, he could become a useful ally for them in the future after he joins the Arcanist movement. If they turn Cesar in (or didn't free him in the first place), then the Guild takes him into custody and, after learning of his magical powers, transforms him into a Witchling Stalker. Either way, the Fated made it to Malifaux!

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Grace		Charm	
Speed		Cunning	
Resilience		Tenacity	

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Armor		Charge	
Willpower		Initiative	
Wounds		Height	

Attacks

Name	AV	Range	Damage
Special	**Capacity**	**Reload**	**TN**

Triggers

Name	AV	Range	Damage
Special	**Capacity**	**Reload**	**TN**

Triggers

Skills

Skill	AV	Rating	Aspect

TALENTS / MANIFESTED POWERS / MAGICAL THEORIES

EQUIPMENT

SCRIP

DERIVED ASPECTS

ENDEAVOR DESTINY | CARD

MIND DESTINY | CARD

ROOT DESTINY | CARD

BODY DESTINY | CARD

STATION DESTINY | CARD

GRIMOIRE

MAGIA

IMMUTO

SPECIAL

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MASKS

TOMES

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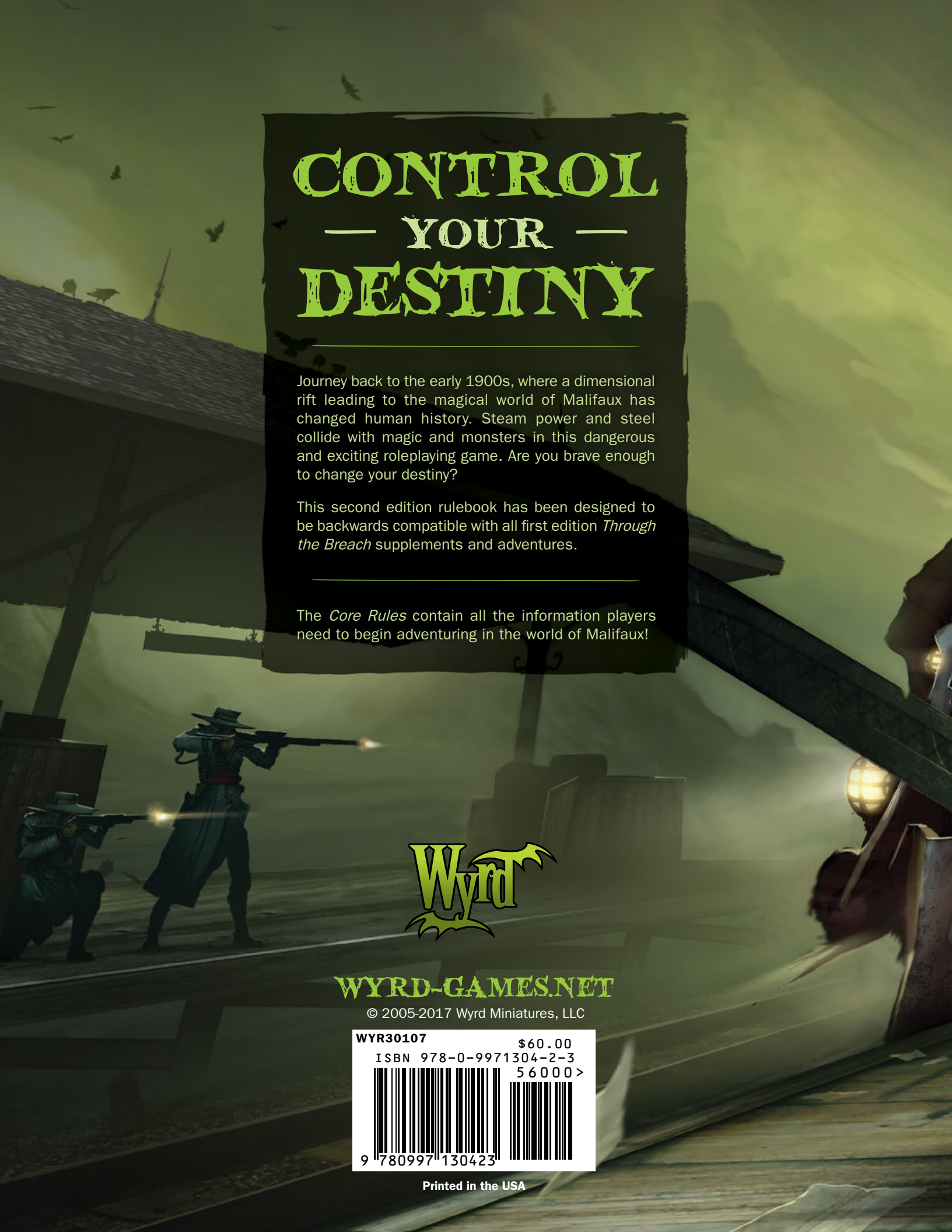
Wyrd



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The *Core Rules* contain all the information players need to begin adventuring in the world of Malifaux!

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