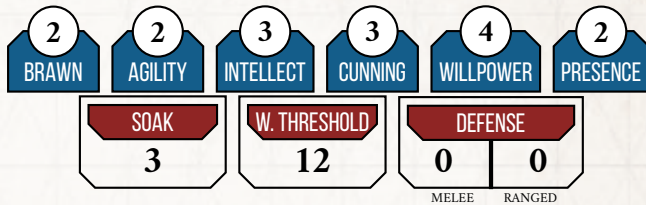


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ADVERSARIES

FLESHCRAFTER (RIVAL)

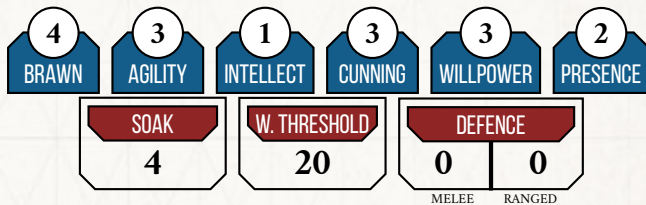


Skills: Manaflow 3 , Cool 2 , Know (Mana) 3 , Vigilance 2 , Stealth 2 , Ranged (L) 2 , **Talents:** Adversary 2 (Upgrade all combat checks against this target twice)

Abilities: Fleshy Resurrection: May make a Hard [] Manaflow check, on a success resurrect one corpse as a flesh abomination increase its brawn by 1 for , and its agility by 1 for .

Equipment: Revolver (Dam 6 | Crit 4 | Range Medium | Accurate 1), Heavy Jacket (Soak 1), Smoke Grenade

FLESH ABOMINATION (RIVAL)



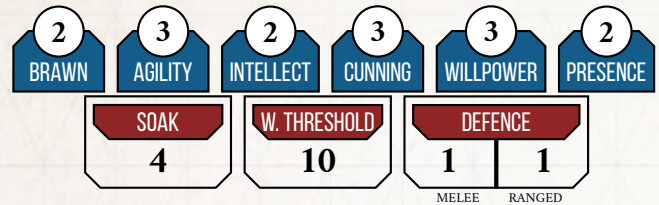
Skills: Brawl 4 , Ranged (Light) 3 , Survival 3 , Athletics 3 , Perception 3 , Vigilance 2 , Cool 2 ,

Talents: Berserk (Manoeuvre to get on all melee combat checks, opponents get on all combat checks targeting this character) Adversary (Upgrade all combat checks against this target by)

Abilities (One of): Pinning (After a successful melee attack the target must make a Hard [] Coordination check or be pinned down, They must succeed on the same check to get free or be unable to use manoeuvres.) Rage (After taking damage the critical value of all brawl attacks becomes 1) Adaptive Plating (After being attacked by a weapon, increase soak against attacks from that weapon by 1 until the end of the encounter.) Lightning Reflexes (Always has two manoeuvres)

Equipment (Two of): Venomous Fangs (Dam 5 (1+) | Crit 3 | Range Engaged | Burn 2 | Pierce 3), Crushing Limbs (Dam 7 (3+) | Crit 4 | Range Engaged | Concussive 1 | Inaccurate 2), Scything Claws (Dam 6 (2+) | Crit 2 | Range Engaged | Blast 3 | Vicious 2), Bone Spines (Dam 5 | Crit 2 | Range Short | Pierce 1 | Vicious 3), Hardened Plating (Defence 2),

PRIVATE MILITARY CONTRACTOR (MINION)



Skills: Ranged (Heavy) Ranged (Light) Perception Vigilance Melee Cool

Talents: Grenadier (Spend a story point to trigger blast, grenades have a range of medium)

Abilities: Suppressing Fire (When three or more PMCs make a ranged attack against targets that are engaged with each other, those targets take on all checks until their next turn)

Equipment: Assault Rifle (Heavy, Dam 7, Crit 3, Range Medium, Autofire) or Shotgun (Heavy, Dam 8, Crit 3, Range Short, Inaccurate 1, Blast 2, Vicious 1), Knife (Military) (Dam 4, Crit 2, Range Engaged, Vicious 2, Pierce 1) 1 Frag grenade (Light, Dam 8, Crit 3, Range Medium, Ammo 1, Vicious 2, Blast 5) per 5 PMCs, Flash Grenade (Dam 4, Crit 4, Range Medium, Ammo 1, Stun Damage, Blast 2, Concussive 2, Pierce 4), Military Armour (Soak 2, Defence 1)

ARCANE SCIENTIST (NEMESIS)



Skills: Weaving 4 , Knowledge (Mana) 4 , Alchemy 3 , Mechanics 3 , Medicine 3 , Computers 3 , Coercion 4 , Cool 3 , Vigilance 2 , Perception 2 , Deception 2 , Negotiation 2 , Leadership 2 , Ranged (Light) 1

Talents: Potent Weaving (Can add up to two effects to spells), Advanced Preferred Spell (Dominate) (Reduce the difficulty of Dominate by), Versatile Targeting (Using additional targets or range does not change the spell)

Abilities: Counterspelling (upgrade the difficulty of all foes within medium range's Weaving and Manaflow checks by two.)

Spellthief (Can copy any spell that is not successfully cast within medium range with less difficulty)

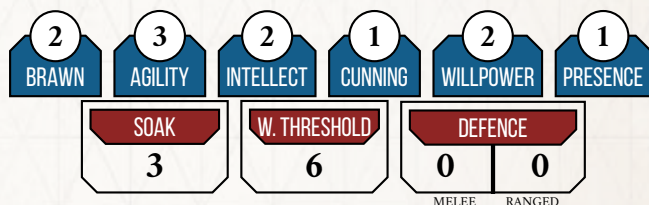
Spellcasting: Arcane Scientists can cast spells as weavers. Normally they know the additional effects Dominate (Curse), Plasma (Attack), Grand Summon (Conjure), Flowing Time (Augment), Defensive Blink (Barrier), Resonance (Attack), Blast (Attack), Permafrost (Curse), Cryostasis (Augment). Spells they cast often are:

Dominate make a Hard []Weaving check. If successful you dominate them and may give them orders as a part of the concentrate manoeuvre. At the start of each of their turns they make a Daunting []Discipline check to end the spell early.

Disintegrate make a Hard []Weaving check. On a success the target takes 10 damage.

Equipment: Flash grenade, Revolver (Dam 6 | Crit 4 | Range Medium | Accurate 1), Nanofibre Lab coat (Def 2 | Soak 1), Gas Mask

SYNDICATE SCUM (MINION)



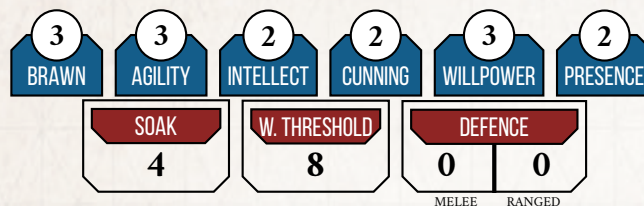
Skills: Melee, Ranged (Light), Skulduggery

Talents: None

Abilities: Fair-weather Fighters (Add on all combat checks if no allies have been defeated, if an ally has been defeated add instead)

Equipment: Knife (Commercial) (Melee, Dam 3, Crit 3, Range Engaged, Vicious 1), possibly an Air Rifle (Light, Dam 5, Crit 4, Range Medium, Stun Damage) or a Revolver (Light, Dam 6, Crit 4, Range Medium, Accurate 1)

SYNDICATE INITIATE (MINION)



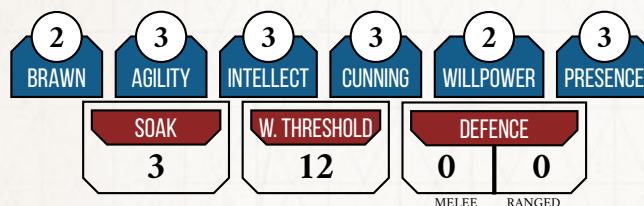
Skills: Melee, Ranged (Light), Cool, Vigilance, Perception

Talents: Syndicate Initiate (Add to the next check after a story point is spent)

Abilities: Loyalty (Upgrade the difficulty of checks to intimidate or threaten this target once)

Equipment: Shotgun (Sawn off) (Dam 7, Crit 4, Range Short, Inaccurate 2, Blast 1) or Revolver (Dam 6, Crit 4, Range Medium, Accurate 1), Knife (Commercial) (Dam 4, Crit 3, Vicious 1), Heavy Colthing (+1 Soak)

SYNDICATE LIEUTENANT (RIVAL)



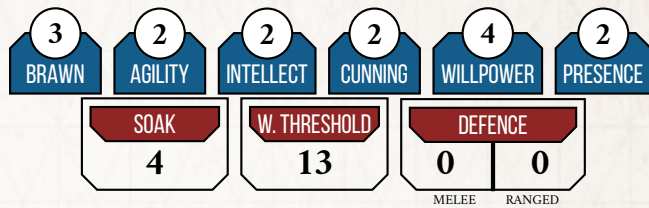
Skills: Ranged (Light) 2 , Leadership 2 , Charm 2 , Coercion 2 , Negotiation 2 , Deception 1 , Skulduggery 1 , Cool 1 , Discipline 1













Talents: Syndicate Initiate (add to the next check after a story point is spent), Syndicate Lieutenant (Cast a spell using Manaflow, upgraded once, with a story point)





Abilities: Don't Mess Up (Once per encounter may make a Hard []leadership check as an out of turn incidental. Reroll one die per and one or per) Loyalty (Upgrade the difficulty of checks to intimidate or threaten this target once)

Equipment: Knife, Military (Dam 4, Crit 2, Range Engaged, Vicious 2, Pierce 1), Shotgun (Sawn off) (Dam 7, Crit 4, Range Short, Inaccurate 2, Blast 1) or Revolver (Dam 6, Crit 4, Range Medium, Accurate 1), Heavy Clothing (+1 Soak)

SYNDICATE MAGE (RIVAL)



Skills: Melee 2  , Ranged (Light) 1  , Manaflow 3 
  , Vigilance 2    , Knowledge (Mana) 2  ,
Perception 2  , Cool 2  ,

Talents: Syndicate Initiate (Add   to the next check after a story point is spent) Discharge (Use a Manoeuvre to add   to the next spell cast)

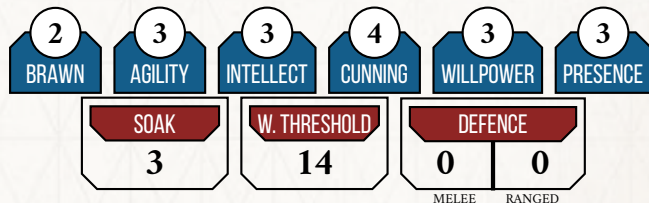
Abilities: Loyalty (Upgrade the difficulty of checks to intimidate or threaten this target once)

Spellcasting: a ganger mage can cast spells using Manaflow, the GM should select a type of magic that they can use, some example spells are given here (with the corresponding type of magic specified)




Incinerate (Fire Mage) make a Hard [◆◆◆] Manaflow check to deal 8 damage to a target

Equipment: Revolver (Dam 6, Crit 4, Range Medium, Accurate 1), Knife (Commercial) (Dam 4, Crit 3, Vicious 1), Heavy Clothing (+1 soak), Possibly an implement

GREEN RANSOMER (RIVAL)



Skills: Manaflow 3     Coercion 2     Negotia-
tion 3    Deception 3    Driving 2    Ranged
(Light) 2    1  Cool 1    Perception 1   

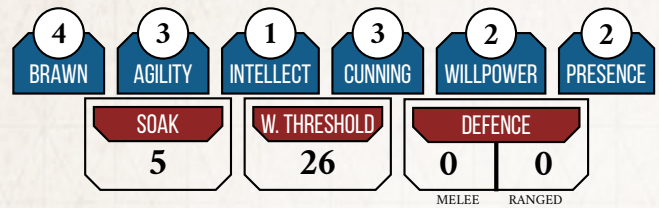
Talents: Discharge (Spend a manoeuvre to add  to your next spell casting check), Specialist (Remove   from Phasing spells that only use the additional targets effect)
















Spells: Phase (Make a Average [◆◆] Manaflow check. On a success two targets phase through objects at the Ransomer's discretion. Spend ▲equal to the silhouette of a vehicle to effect the vehicle and everything inside it, or to increase the number of targets)

Bulletproof (Make a Hard [◆◆◆] Manaflow check, reduce the damage taken by 1 per uncanceled ☀.)

Equipment: Knife (Military) (Dam 4, Crit 2, Range Engaged, Vicious 2 Pierce 1), Revolver (Dam 6, Crit 4, Range Medium, Accurate 1), Heavy Clothing (+1 Soak), possibly and AMP, possibly an implement.

SEWER CROCODILE (RIVAL)



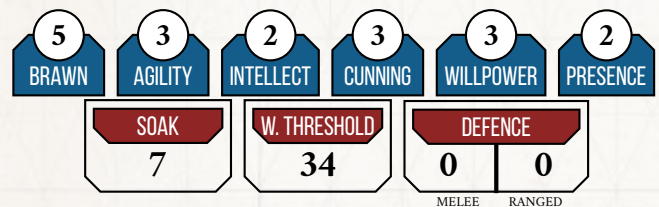
Skills: Athletics 2    , Brawl 3   , Stealth 2  
, Cool 3   , Vigilance 1  





















Talents: Berserk (add ⚔️⚔️ to melee combat checks. opponents add ⚔️ to theirs) Quick Strike II (add 🟩🟩 to all combat checks that target something that hasn't acted yet in this encounter)

Abilities: Death Roll (If a target is ensnared by a sewer crocodile's attack, add **AA** to all attacks the crocodile makes against that target), Lunge (On its first action in combat, a crocodile gets two manoeuvres instead of one), Silhouette 2

Equipment: Scales (+1 Soak), Powerful Jaws (Dam 8, Crit 3, Range Engaged, Ensnare I)

HYDRODILE (RIVAL)



Skills: Athletics 3    , Brawl 3   , Stealth 2  , Manaflow 2   , Cool 3   , Vigilance 1    Knowledge (Mana) 2  ,

Talents: Berserk (add ⚡⚡ to melee combat checks, opponents add ⚡ to theirs) Conduit (Deep Freeze) (reduce the difficulty of casting spells that use the deep freeze additional effect by 🎲)

Abilities: Death Roll (If a target is ensnared by a sewer crocodile's attack, add ♠♠ to all attacks the crocodile makes against that target), Lunge (On its first action in combat, a crocodile gets two manoeuvres instead of one), Silhouette 2, Magic Creature (Casting spells does not cause strain) **Spellcasting:** A Hydrocile can cast *Water*

spells does not cause strain) **Spellcasting:** A Hydrodnie can cast water spells using Manaflow as a natural caster. Some spells they often cast are:

Deep Freeze Select a target in Short range and make a Daunting [◆◆◆◆] Manaflow check, on a success reduce the target's ability for any skill checks by one, additionally they are staggered for the duration.

Drag Down Select a target in Short range and make a Average [◆◆] Manaflow check. On a success the target takes 3 damage, this spell has the disorient II and ensnare II qualities.







Frozen Waters Select a target in Engaged range and make an Hard [◆◆◆] Manaflow check. on a success reduce all damage the target takes by one plus one for each ☀☀, additionally all creatures engaged with the target add ◆ to their checks.

Equipment: Scarred Scales (+2 Soak), Powerful Jaws (Dam 9, Crit 3, Range Engaged, Ensnare I)

TUNNEL SPIDER (NEMESIS)









3 BRAWN	3 AGILITY	2 INTELLECT	4 CUNNING	5 WILLPOWER	2 PRESENCE
SOAK 3	W. THRESHOLD 23	S. THRESHOLD 28	DEFENCE 1 1		
			MELEE	RANGED	



Skills: Manaflow 3      , Cool 3      Vigilance 1     Knowledge (Mana) 4     Stealth 2     Brawl 1    Ranged (Light) 1    Athletics 1

Talents: Discharge I (Use a reaction to add   to the next check to cast a spell. up to    ), Arcano-Circean Study (Make magic traps, casting spells ahead of time)

Abilities: Skitter (can move across walls, ceilings, and giant spider webs without penalty), Silhouette 3, Fire-Resistant (A Tunnel Spider and its webs are resistant to fire damage, reduce all damage they take from fire by 1), Magic Creature (Casting spells does not cause strain)

Spellcasting: Tunnel Spiders can cast spells using Manaflow as a natural caster. Some spells they often cast are:

Flame Trap make a Hard [  ] Manaflow check with +    (Until successful), When other than the Tunnel Spider attempts to leave its lair they take 10 damage plus one for each uncanceled .








Immolate target a creature in Short range and make a Hard [ ] Manaflow check. On a success that target takes 5 damage, this attack has Blast IV and Burn IV



Equipment: Fangs (Dam 5, Crit 3, Range Engaged, Pierce 3), Webbing (Dam 1, Crit 6, Range Short, Ensnare 3), Thick Hide (Defense +1)

THUNDERFLY SWARM (RIVAL)


1 BRAWN	4 AGILITY	2 INTELLECT	2 CUNNING	5 WILLPOWER	1 PRESENCE
SOAK 1	W. THRESHOLD 9	DEFENCE 2 2			
		MELEE	RANGED		



Skills: Manaflow 4      , Knowledge (Mana) 4     , Vigilance 2     , Cool 1    




Talents: Conduit (Chain Lightning) (Whenever casting a spell with the chosen ability reduce the difficulty by ) Discharge (Spend a manoeuvre to add   to the next Manaflow check to cast a spell, stacks up to    )

Abilities: Magical Creature (Casting spells does not cause strain), Flyer (Can fly, see flying rules on page 100), Swarm (Takes half damage from bullets, knives and similar weapons, takes +50% damage from weapons with the blast quality, increase ranged and melee defence by 2, cannot be grappled etc.), Glowing (Ignore up to  for targeting this creature in darkness, this creature also ignores up to  for darkness), Silhouette 1 (0 Individually)

Spellcasting: Thunderfly swarms cast Lightning spells with Manaflow as natural casters. Some common spells they cast are:

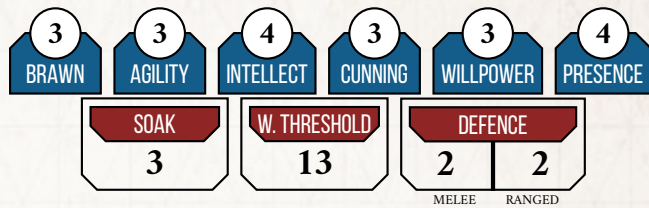
Chain Lightning Select one target in Short range and make a Easy [] Manaflow check. On a success the target takes 5 damage, this attack has the auto-fire quality.





























Thunderstrike Select one target in Short range and make a Average [ ] Manaflow check. On a success the target takes 5 damage, this attack has the auto-fire and Blast IV qualities.


Accelerate Select a target in Engaged range and make a Hard [  ] Manaflow check. on a success increase their ability by one for any skill checks they make, additionally they gain an additional manoeuvre each turn and ignore the effects of difficulty terrain.


Equipment:

MALOCHIO WITCH (RIVAL)



Skills: Knowledge (Mana 4)    , Weaving 3    , Coercion 3    , Negotiation 2    , Perception 3   , Deception 3   , Vigilance 2   , Cool 1   









Talents: Potent Weaving (Can add up to 2 additional effects to spells), Preferred Spell (Hex) (Reduce the difficulty of casting Hex by ) , Versatile Targeting (Additional Targets, and Range do not affect the nature of a spell)

Abilities: Old Tongue (Reduce the difficulty of making a curse permanent by  , upgrade the difficulty of dispelling a curse once) Black Mark (A Malochio Witch may place a black bark on your name, upgrade the difficulty of all social roles with Malochio Witches by one if they recognise your name or face) Counterhex (Upgrade the difficulty of all hostile spells that target a Malochio Witch once)

Spellcasting A Malochio Witch can cast spells as a weaver, she can add the following additional effects as well as range and additional targets: Reverberate, Silence, Resonance, Necrosis, Warped Limbs, Static Shock, Shut Down, Cold Snap. Some spells that they often cast are:

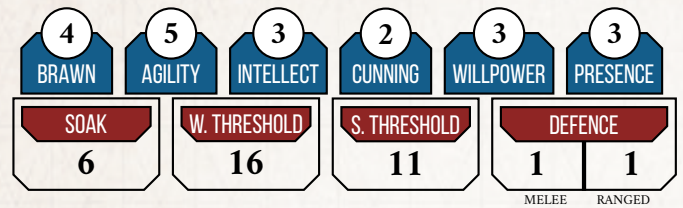
Hex Select a target within Short range and make a Hard [◆◆◆] Weaving check, on a success the target the target decreases the ability of any skill checks they make by one and upgrade the difficulty of all physical checks once for each ☀☀ generated.






























Eye of Death Select a target in Short range and make a Average [◆◆] Weaving check, on a success the target takes 4 damage, this attack has a critical rating of 2 and Vicious 4.

Ward Select a target in Engaged range and make a Average []Weaving check, on a success reduce all damage they take by 1 plus 1 for each . additionally when the target is struck they may spend  or  to inflict 4 damage to the attacker.

Equipment: Spear (+3 dam, Crit 3, Range Engaged, Defensive 2, pierce 2), Runed Knife (+2 dam, Crit 2, Range Engaged, Accurate 1, Pierce 3), Enchanted Robes (+0 Soak, +2 Defense), Hexproof Mask (Functions like a gas mask). Devil Dust (4 doses), Mana Phosphor (1 dose), Void Sand (Possibly)

THE SHERIFF (NEMESIS)



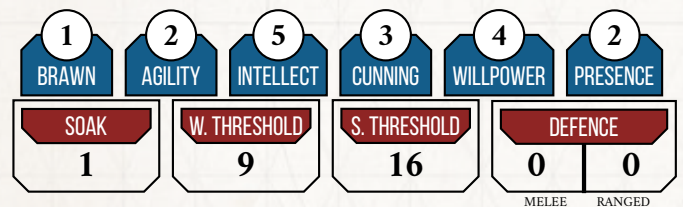
Skills: Discipline 2    Athletics 2     Ranged (Heavy) 3      Ranged (Light) 2     Skulduggery 1    Vigilance 2     Negotiation 1  
 Leadership 1   
























Talents: Rapid Reaction 2 (May suffer strain to add ☀ on initiative checks, up to twice) Side Step 1 (May suffer strain to upgrade the difficulty of ranged combat checks against them once)

Abilities: Mechanical (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons, toxins, and psychic effects) Telepresence (can operate independently, or can be controlled directly by an operator via wireless link; if being controlled, the combat drone counts as having ranks in a skill equal to the controller's ranks in that skill)

Equipment: Dragonfire Shotgun (Heavy, Dam 8, Crit 2, Range Short, Blast 4, Vicious 3, Pierce 2), Six Shooter (Light, Dam 7, Crit 3, Range Medium, Accurate 2, Superior)

THE MAGE (NEMESIS)



Skills: Computers 3      Weaving 2      Mechanics 2      Perception 4     Ranged (Light) 2   Skulduggery 3   Streetwise 2 Vigilance 4 Cool 2 Knowledge (Mana) 1 Knowledge (Mundane) 4

Talents: Unremarkable 2 (Add **XX** to any checks to identify your character in a crowd) Lucky Strike (Intellect) (Spend a story point to add 5 damage after a successful combat check)

Abilities: Omniscience (The Mage sees and parses all the data from networked cameras he controls), FTL (The Mage can parse and arbitrary amount of visual information trivially. He also has a perfect memory) Deploy The Sheriff (Once per session, The Mage can deploy the sheriff to complete a goal. It will attempt to do so to the best of its capabilities) Spellcasting (The Mage is a weaver who can cast spells using the following additional effects:)

Equipment: Smoke grenade, Revolver (Dam 6 | Crit 4 | RangeMedium | Accurate 1).