



FATEMASTER CHARACTERS

A Stitch in Time takes place across a variety of locations (and eras). As the Fated progress in their adventure, they will encounter a variety of Fatemaster characters. The important ones have been noted here for easy of reference and are arranged in order of appearance.

As with any roleplaying game, it is the characters in the story that make it worth telling. The Fatemaster is encouraged to add her own special touches to the people and monsters the Fated encounter to make them unique and memorable.

For instance, when the Fated encounter the Gudgeon at Captivating Salvage and Logistics, they fight as a group of characters with equal stats. However, if they are described in greater detail - perhaps one of them is wearing a long, oil-stained duster, while another has a bandaged face or a pneumatic arm - it adds that extra bit of flavor that can turn a good fight into a truly memorable one.

The following pages contain the stat blocks for the Fatemaster characters who are likely to appear in the adventure. They have been created with an eye toward ease of use by the Fatemaster and provide all the information needed to run the characters present in this adventure.

At the end of this chapter is a collection of the subordinate characters that are attached to this adventure's pregenerated Fated characters. If a player has chosen one of the characters with a subordinate character, she should be given a copy of the subordinate character's stat block.

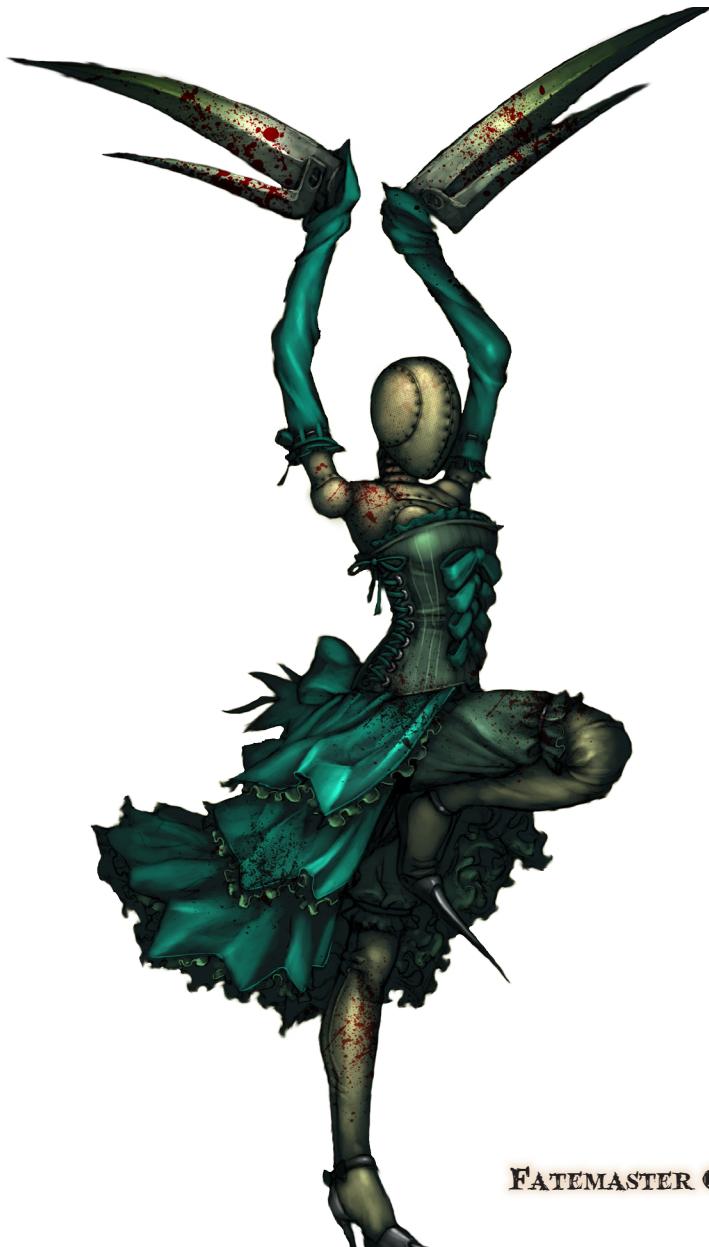
Above all else, have fun!

LAYTON'S CORYPHEE

Layton's Coryphee is the lithe, murderous machine that serves Layton as his personal bodyguard. Though not as agile or skilled as the versions used by the showgirls at the Star Theater, it has thus far proven to be an invaluable companion in an otherwise dangerous and unpatrolled district.

Since his breakup with Kizzy Shepard, Layton has taken to dressing his Coryphee in the handful of dresses that she left behind in his home. He considers this to be more practical than anything else: he finds the Coryphee to be somewhat odd-looking when it's not dressed, and dressing it up gives him an excuse to not throw the dresses out.

This has not prevented his neighbors from gossiping, however, and as a result, they all consider Layton to be a little bit strange and eccentric.



LAYTON'S CORYPHEE

Enforcer (7), Construct, Doll

Might 3	Grace 3	Speed 2	Resilience 1
Cheat -5	Intellect -5	Cunning -5	Tenacity -5
Defense 5 (12)	Walk 5	Height 2	Initiative 4 (11)
Willpower 4 (11)	Charge 7	Wounds 6	

Skills: Acrobatics 2, Athletics 1, Centering 2, Evade 3, Notice 2, Pneumatics 2, Toughness 1.

Armor +2: Reduce all damage suffered by this character by +2, to a minimum of 1.

Pneumatic Sentry: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Notice Skill.

(1) Pneumatic Blades (Pneumatics)

AV: 5 (12) ===== Rg: 1 ===== Resist: Df
Target suffers 2/4/5 damage. This attack flip receives +.

• *Swirl of Motion:* After damaging, this character can move up to 4 yards in any direction.

✗ *Hypnotic Movements:* After damaging, the target gains the following Condition until the end of its next turn:

"Hypnotized: This character receives - to Defense and Willpower duels."

(1) Blinding Flash (Acrobatics)

AV: 5 (12) ===== Rg: 6 ===== Resist: Wp
Target suffers 1/2/3 damage and becomes Slow.

GUDGEON

Minion (5), Living, Tormented

Might 2	Grace 2	Speed 1	Resilience 1
Charm -2	Intellect -1	Cunning -1	Tenacity 2
Defense 4 (9)	Walk 5	Height 2	Initiative 2 (7)
Willpower 4 (9)	Charge 5	Wounds 5	

Skills: Athletics 1, Deceive 2, Evade 2, Melee 2, Notice 1, Pistol 2, Pugilism 1, Sorcery 3, Stealth 1.

Gruesome Resurrection: When this character falls unconscious or is killed, this character becomes an Abomination. If the Abomination acts during the round it appears, it is considered to be **Slow**.

(1) Crow Bar (Melee)

AV: 4 (9) ----- Rg: 2 Resist: **Df**

Target suffers 2/2/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects it might suffer.

(1) Collier Navy (Pistol)

AV: 4 (9) ----- Rg: 12 Resist: **Df**

Target suffers 2/3/4 damage. Capacity 6, Reload 2.

(1) Necrotic Unmaking (Sorcery/Tenacity)

AV: 5 (10) TN: 9 Rg: 5 Resist: **Wp**

Target suffers 1/3/4 damage, ignoring Armor. This character suffers 1 damage.

✗ *Unwholesome Transformation:* After killing a Living, Construct, or Undead target, it transforms into an Abomination that may not act this round.

GUDGEON

The art of Necromancy is constantly being taken in new directions by creative practitioners. One of the more recent (and horrifying) breakthroughs combines modern engineering and surgical techniques with dark magic to transform a hapless victim - often a mercenary or vagrant who responded to a bounty notice or job advertisement - into a wretched science experiment.

Gudgeons typically have numerous scars crisscrossing their body, a terrible reminder of the many mechanical devices grafted onto their bones and implanted into their organs. These devices have a terrible purpose: should a Gudgeon's muscles ever relax (such as from being killed, falling asleep, or even falling unconscious), the apparatuses trigger, snapping bones and tearing through muscle as they suddenly and violently contort her body. The Gudgeon dies almost instantly, but the machines channel her life force inward, animating her mangled body as an Abomination.

In order to stave off such a transformation, Gudgeons are usually placed on a regime of painkillers and sleep suppressants. These drugs ensure that a Gudgeon will remain intact and useful while also ensuring her loyalty; a Gudgeon who abandons or betrays her master is effectively signing her own death warrant.



ABOMINATION

Malifaux is full of relics from the ancient civilization of the 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 to 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.

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 $\textcircled{Y}2$ 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 \textcircled{D} .

(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.



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 (4) ---- 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 (0)6 must pass a TN 13 Toughness duel or suffer damage equal to what this character suffered -1.

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.

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.

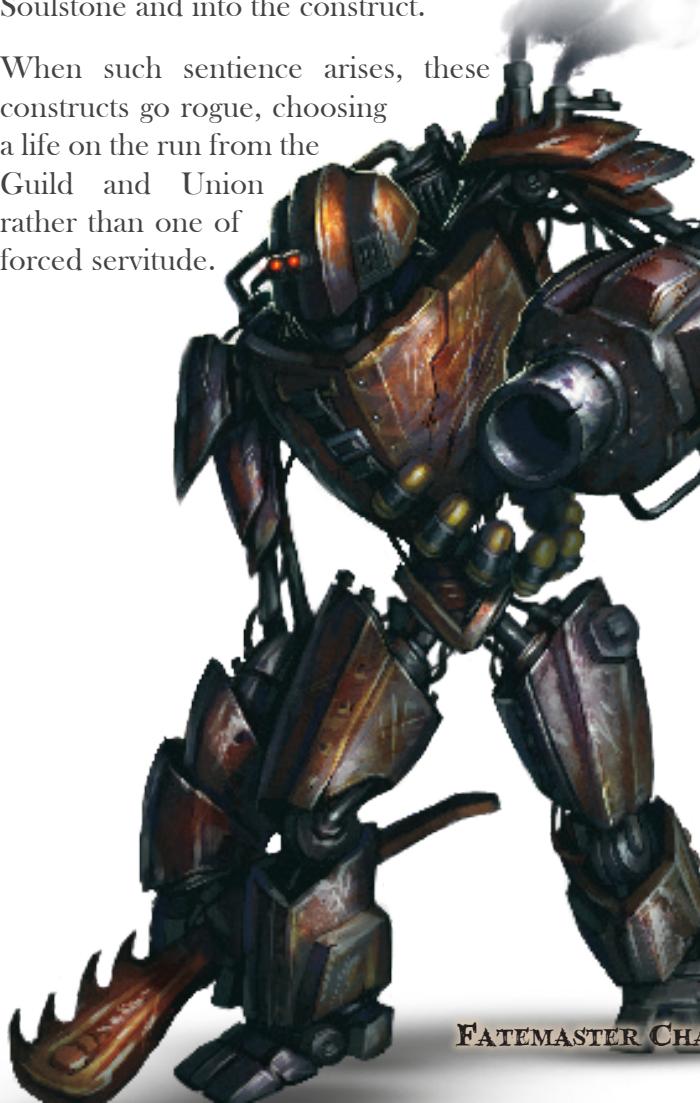


ROGUE CONSTRUCT

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

<i>Might</i> 4	<i>Grace</i> -2	<i>Speed</i> -1	<i>Resilience</i> 4
<i>Charm</i> -2	<i>Intellect</i> 3	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 3 (10)	<i>Walk</i> 4	<i>Height</i> 3	<i>Initiative</i> -1 (6)
<i>Willpower</i> 4 (11)	<i>Charge</i> 6	<i>Wounds</i> 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.

(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 (18) ===== 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.

AFE

Enforcer (8), Construct

Might 2	Grace -1	Speed 1	Resilience 3
Charm -1	Intellect 3	Cunning 2	Tenacity 2
Defense 3 (11)	Walk 5	Height 2	Initiative 3 (11)
Willpower 4 (12)	Charge 5	Wounds 7	

Skills: Athletics 2, Centering 2, Convince 2, Deceive 1, Doctor 4, Engineering 1, Evade 2, Homesteading 3, Intimidate 2, Notice 2, Pneumatics 3, Toughness 1.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Swift: This character generates an additional General AP on its turn.

Unimpeded: This character ignores penalties for terrain while taking Movement actions.

(1) Surgical Cutters (Pneumatic)

AV: 5 (13) ----- Rg: // 1 ----- Resist: **Df**

Target suffers 2/3/5 damage. If this weapon deals Severe damage, the target suffers a Moderate Critical Effect.

• *Throat Slit:* Target gains the **Bleeding Out** Condition.

(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.

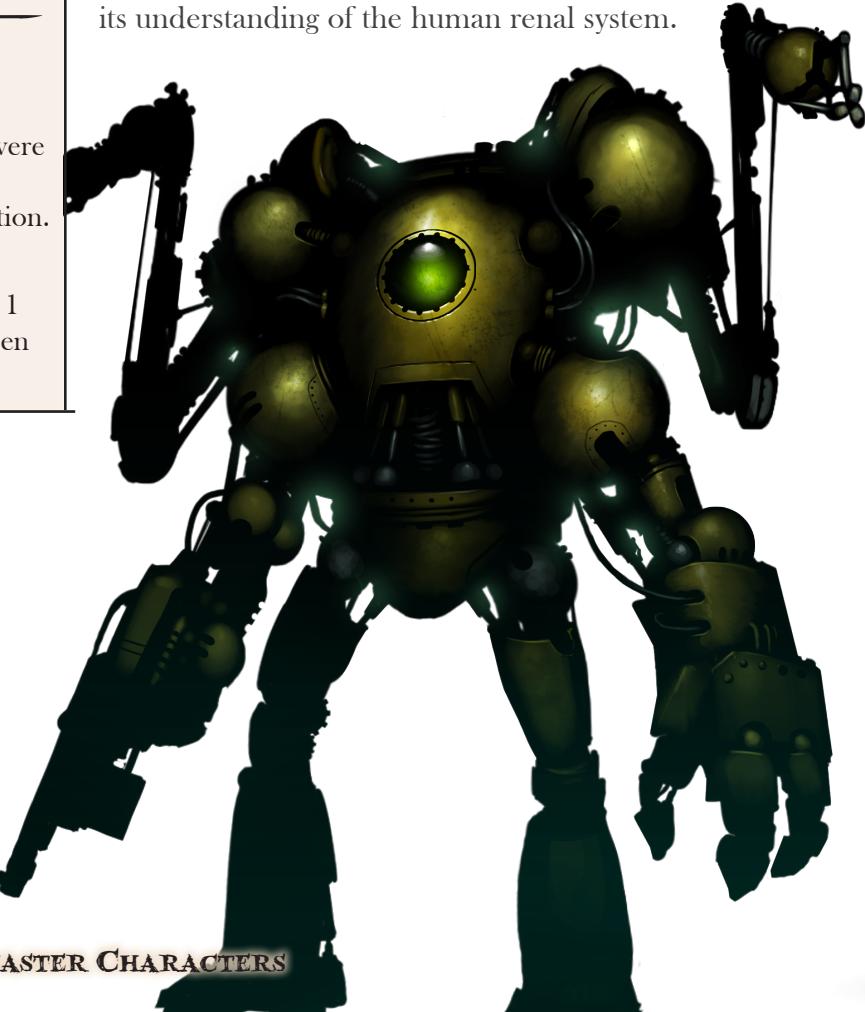
AFE

The Automated Farming Emulator was created to help plow fields, sow seeds, and harvest plants. For a time, it labored as its creator intended, never complaining about the long hours it worked or the way that dirt and dust would get into its gears.

It was only after a bandit attack left its creator dead that AFE began to question its purpose. The Soulstone that powered the construct contained a shadow of a memory that confused the machine. At the edges of its consciousness, it could remember helping humans with its medical skills.

AFE wasn't able to save its creator, but the attempt did expose the machine to the internal workings of living creatures. It was fascinated by the way that blood moved through arteries, capillaries, and veins, and that fascination left it wondering why it had ever been interested in farming in the first place.

AFE wandered for a time, upgrading its body to better help it study the internal mechanisms of living creatures. By the time it had settled in Ampersand, AFE was well on its way to improving its understanding of the human renal system.



HUNTER

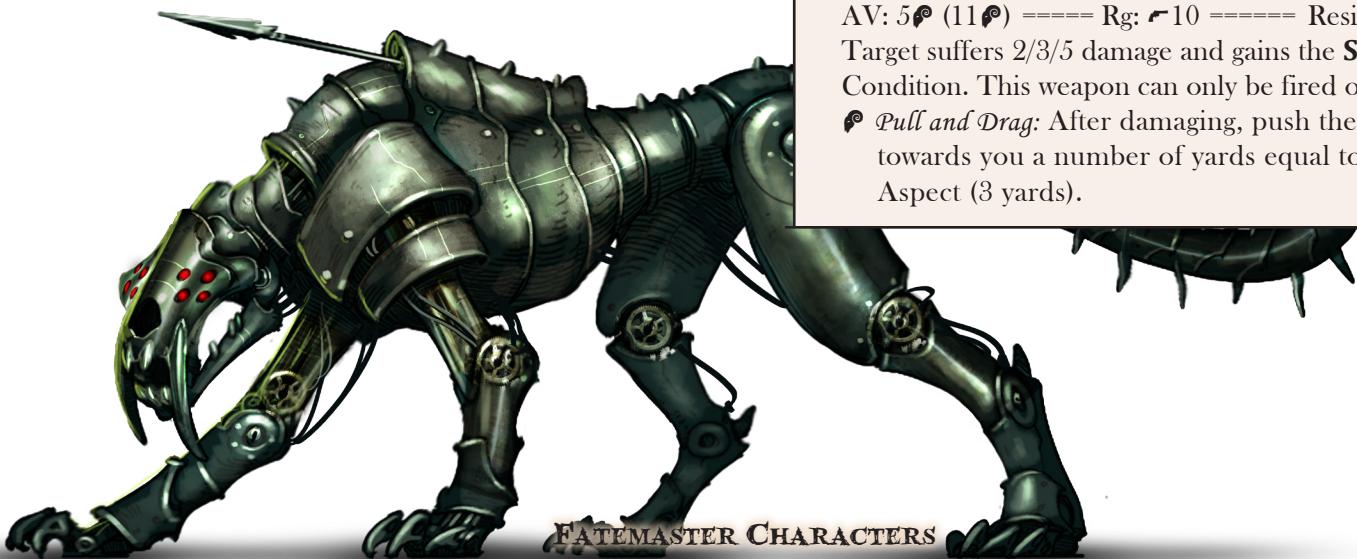
The Hunter constructs were originally designed to track down escaped convicts, smugglers, and bandits. Their segmented bodies and specially sprung legs make them an agile and stealthy predators, while their steel claws allow them to slice through flesh and bone with ease.

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.

Leveticus built this Hunter himself, using schematics he obtained from the Guild as payment for one of his mercenary contracts. It functions just as well as the ones manufactured by the Guild, which is quite the achievement, given how many times it's been destroyed and rebuilt in the years since then.

A collar around the construct's neck proclaims its name to be "Scrappy."



FATEMASTER CHARACTERS

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 gains +1 against characters that have not yet taken their 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).

WATCHER

Adapted from the crude scouting and prospecting constructs that saw use in the first days of Malifaux's resettlement, the bat-like Watchers are the remarkable creations of Charles Hoffman, the head of the Guild's Amalgamation Office. They serve the Guild as aerial scouts and reconnaissance agents, keeping an eye on important people and places from a distance.

WATCHER

Minion (5), Construct

Might 0	Grace 1	Speed 2	Resilience 0
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 3 (8)	Walk 5	Height 1	Initiative 5 (10)
Willpower 2 (7)	Charge 6	Wounds 4	

Skills: Acrobatics 2, Pneumatic 3, Notice 3.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Flight: This character is immune to falling damage and may ignore any terrain or other characters while moving.

Pneumatic Tracker: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Notice and Track Skills.

(1) Small Metal Claws (Pneumatic)

AV: 3 (8) ----- Rg: // 1 ----- Resist: DF

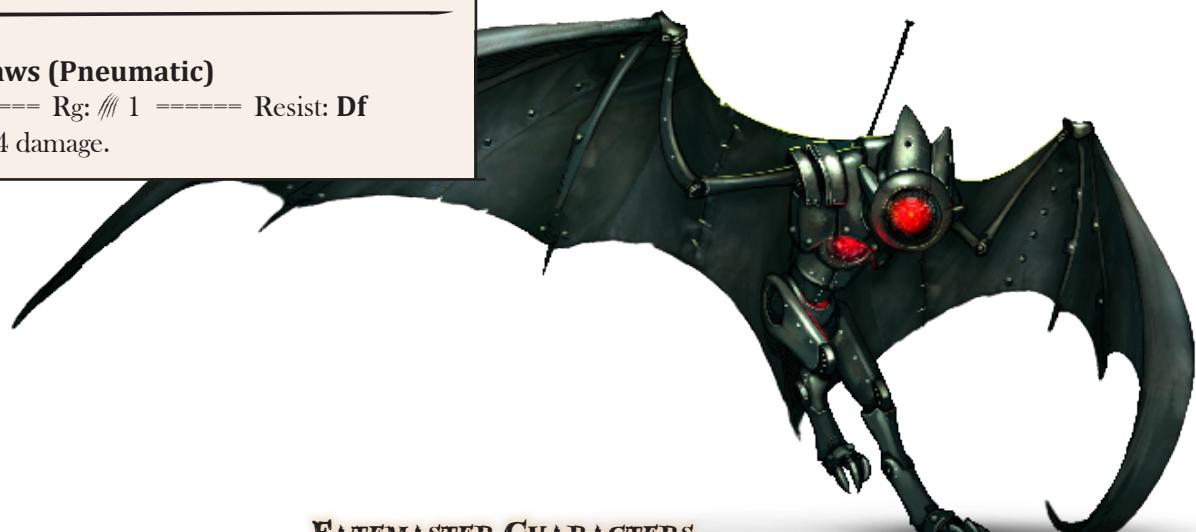
Target suffers 1/2/4 damage.

Watchers are constructed from a paper-thin carapace that encloses a skeleton of pencil-thin brass rods and whirling gears. Their wings are crafted from either hide or canvas, depending upon the preferences of the artificer, which is pinioned in either metal or hardwood and powered by a super-compressed steam pump. This lightweight design allows Watchers to ride thermal air currents and remain aloft for long periods of time.

Watchers typically eschew combat in favor of operating as airborne scouts, either surveying distant locations or following indicated individuals from far overhead. Once assigned to a task, the winged constructs locate the designated site or individual, snap several photographs of the target using the camera built into their chests, and then return to deliver the information to their handlers. More than one criminal has found her excuses and alibis shattered in the light of photographic evidence provided by a spying Watcher.

Though most Watchers have a spotlight mounted in their head allowing them to illuminate their targets in the darkness, the Guild is still leery about deploying Watchers after sundown. For one, the glow of a Watcher's spotlight makes it stand out in the darkness, rendering it an easy target for any half-decent sharpshooter.

More embarrassingly, Watchers seem to suffer from a sort of partial night-blindness and occasionally end up flying directly into the sides of darkened buildings. To compensate for this, the Guild has taken to primarily using Watchers during the day, unless the information they might bring back is important enough to risk their potential destruction.



SEISHIN

A skilled medium can tear the spirits of the departed out of the aether and force them into service. Though too weak to be of much use on their own, these spirits can be twisted and woven together into composite spirits known as Seishin.

Because of their composite nature, Seishin are not fully sentient. Their ghostly forms are tenuous at best, and paying too much attention to them has roughly the same effect as poking a soap bubble: the Seishin's tenuous physical form simply disappears in the blink of an eye.

When carefully coaxed into action, however, Seishin can make for useful allies. Their ability to pass through walls and other physical barriers makes them useful scouts, and other spirits find their presence to be invigorating and calming. This makes Seishin particularly useful for those mediums who wish to calm the angry spirits they sometimes press into their service.



SEISHIN

Peon (3), Spirit

Might -4	Grace 2	Speed 2	Resilience -5
Charm -5	Intellect -5	Cunning -5	Tenacity -5
Defense 4 (7)	Walk 5	Height 2	Initiative 3 (6)
Willpower 4 (7)	Charge -	Wounds 2	

Skills: Athletics 2, Notice 1, Pugilism 2, Stealth 1.

Ghost: If this character is the target of a successful attack, it is automatically killed. This character ignores and is ignored by other characters and terrain during any movement.

Representation of Power: At the start of this character's controller's turn, this character may teleport to a location within 3 yards of its controller.

Spiritual Empathy: Though unable to speak, this character can convey simple concepts to its controller (such as how many people are in a hallway, but not what they look like or the subject of a conversation).

Invigorate: Friendly Spirits within $\textcircled{Y}2$ of one or more characters with this Talent gain +2 Defense.

COURTNEY DENNEL

Courtney Dennel is, in her mind, at least, an up-and-coming star who has had a few runs of bad luck. She's finally come to accept that she might not be star material, but she hasn't yet managed to gather enough courage to say those words aloud.

Just when things seemed bleakest and Courtney was starting to consider alternate means of keeping herself fed, the Amazing Chavis entered her life. She was star-struck from the first moment she laid eyes on the magician, and she dreamed of standing on the stage next to him and serving as his assistant.

Chavis already had an assistant, but Courtney was a firm believer in taking one's destiny into her own hands. One "unfortunate mugging" later and Courtney's competition was out of the picture and she had enough pocket money to get her hair done in just the right way.

When it came time for the auditions, Courtney's natural talents carried her to the front of the list, and she got the role. She was excited to finally find herself on stage and performing, even if she was just a distraction to keep anyone from looking too closely at Chavis' tricks and illusions.

Even when not performing, Courtney continues to follow Chavis around in the hopes of earning his affection. She cooks and cleans for him, holds his jacket and cape at social functions, and trudges out into the snow and cold to restock his groceries. He hasn't really thanked her yet, but Courtney is certain that he's just waiting for the right moment.

Any day now, he'll wave his hand and make a huge engagement ring appear on her finger.

Any day now...

Gear: Magician's Assistant Costume, B&D Pocket Pistol, 20 bullets.

COURTNEY DENNEL

Minion (5), Living

Might -1	Grace 1	Speed 0	Resilience -1
Charm 1	Intellect 0	Cunning 0	Tenacity 0
Defense 3 (8)	Walk 4	Height 2	Initiative 1 (6)
Willpower 2 (7)	Charge 4	Wounds 4	

Skills: Acrobatics 1, Bewitch 1, Deceive 1, Evade 1, Notice 1, Pistol 1, Stealth 1.

(1) Weak Flailing (Martial Arts)

AV: 0 (5) ===== Rg: ⚡ 1 ===== Resist: Df
Target suffers 0/1/2 damage.

(1) B&D Pocket (Pistol)

AV: 2 (7) ===== Rg: ⚡ 6 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2.

