

Penny Dreadful

THROUGH THE BREACH

A
STITCH
IN TIME

Wyrd



INTRODUCTION

A Stitch in Time is a Penny Dreadful adventure for the *Through the Breach* roleplaying game. This adventure is unfolding in tandem with the *A Stitch in Time* worldwide event, which allows the players to influence the destiny of Malifaux itself.

The *A Stitch in Time* event will consist of four adventures, each one encompassing a single play session. Twelve pregenerated characters have been provided for the players to control during these adventures, and players participating in the *A Stitch in Time* event must play one of these characters for the adventure to count towards the event.

A Stitch in Time is designed to serve as a glimpse at the second edition of *Through the Breach*. As such, the pregenerated characters included in this adventure have been constructed using the second edition rules.

A "Quick Play" rules sheet has been included in this adventure to help everyone get started with the adventure, even if they don't normally play *Through the Breach*. These rules are simpler and more streamlined than the basic rules, but that shouldn't be an issue during this adventure!

Once an adventure is finished, the Fatemaster must report the results on the Wyrd website in order for them to count towards the *A Stitch in Time* event. The form used to report these results can be found at <https://www.wyrd-games.net/a-stitch-in-time>.

Every three weeks, a new Act will be released on our website. Fatemasters can submit the results for any Act all the way through the end of the event. May 21st, 2017 will be the last day we accept results.

WITHIN THESE PAGES

Here's a list of what you'll find in this adventure!

CHAPTER 1: INTRODUCTION

This is the section you're reading now!

CHAPTER 2: QUICK PLAY RULES

These quick-play rules give new players everything they need to jump right into the action!

CHAPTER 3: ADVENTURE

The adventure makes up the bulk of *A Stitch in Time*. Each Act will be presented individually and is intended to be played over a single game session. If a session runs longer than expected, don't be afraid to split it up into multiple sessions.

----- CALL OUT BOXES -----

There are many call out boxes like this one scattered throughout the adventure.

These boxes have two main functions. Boxes like this one highlight rules or special notes for the Fatemaster.

Boxes like the box on the right are used to show dialogue or description. They are intended to be read by the Fatemaster aloud to the players. Be careful, though; some are only intended to be read if the Fated take certain actions or are successful at certain challenges.

CHAPTER 4: FM CHARACTERS

This chapter contains the stat blocks for the various adversaries the Fated might encounter over the course of the adventure. It contains descriptions and backgrounds for such characters as well as stat blocks for those characters the Fated might face in combat.

CHAPTER 5: FATED CHARACTERS

This chapter contains pregenerated characters the players can use to play through *A Stitch in Time*. If a character dies during this adventure, that character will be unavailable for players to select in subsequent adventures during the *A Stitch in Time* event. With fourteen characters, however, there should be plenty of room for a few mistakes along the way!

"Yeah, I was there." The drifter sighs, his shoulders slumping at the admission. "It only lasted a moment, and I still don't know how I lived through it. There was only the one Ortega, but she was so fast with that gun of hers..." He shakes his head. "Two of the bandits were dead before they even realized she had drawn on them."

His gaze becomes distant as the memory comes back to him. "It was a ballet of death."



HOW TO PLAY

Welcome to the *A Stitch in Time* worldwide event!

This booklet includes just about everything you need to play a game of *Through the Breach*, from quick play rules to pregenerated characters to the first Act of the *A Stitch in Time* adventure. The only things you need to start playing are some friends, a few decks of cards, and maybe some miniatures for keeping track of positioning during combat.

Through the Breach is a tabletop roleplaying game set in the world of Malifaux. The players take on the role of the Fated, who are men and women of exceptional destiny. One player takes on the task of Fatemaster and is tasked with telling a compelling story for the other players to participate in.

More than anything, *Through the Breach* is a game driven by the the Fated. During character creation, each character also generates their destiny, a list of vague and cryptic clues which tell the player just what Fate has in store for them.

The Fatemaster then uses these clues - or Destiny Steps - to weave together a story. At each step along the way, the Fated have the choice to either embrace their destinies or to Cheat Fate and change their futures.

Normally, each adventure is crafted around the Destiny Step of a specific Fated character, but in *A Stitch in Time*, the Fated aren't dealing with destiny so much as history...

PLAYING THROUGH THE BREACH

Through the Breach is an RPG set in Malifaux, an alternate Earth that uses gothic, steampunk, and Victorian horror with a dose of the wild west to send players into a world of magical lawlessness, monsters, gunslingers, and power-hungry politicos.

RULES SUMMARY

The following section contains the Quick Start rules for *Through the Breach*, which should allow you to play through the *A Stitch in Time* adventure with little hassle. Many of the game's details are glossed over here in order to get everyone playing the game in only a few minutes.

The player characters in *Through the Breach* are collectively referred to as the Fated; they are those characters who, for whatever reason, have caught a glimpse of their own Fate and can actively work to embrace or deny their destinies. The player who runs the game is called the Fatemaster.

FLIPPING CARDS

Unlike many roleplaying games, *Through the Breach* uses playing cards to resolve conflicts, rather than dice.

There are two types of decks in *Through the Breach*: the Fate Deck, which is a communal deck of 54 cards (13 cards of each suit, plus two jokers), and Twist Decks, which are smaller decks unique to each player.

The cards in the Fate Deck are called Fate Cards, and the cards in the various Twist Decks are called Twist Cards.

If the Fate Deck or any Twist Decks ever run out of cards, just shuffle that Deck's discard pile together to form a new Deck of the appropriate type.

STANDARD DECK OF CARDS

Wyrd produces official Fate Decks featuring the custom Suits of Malifaux. Players without access to Malifaux Fate Decks can play using a standard deck of playing cards instead. A substitute deck must include four full Suits of cards (1-13) and two Jokers (one Red and one Black).

HEARTS	DIAMONDS
Rams (¶)	Masks (¤)
CLUBS	SPADES
Tomes (█)	Crows (✗)

CHALLENGE DUELS

The core resolution system of *Through the Breach* is the Challenge Duel, which is often referred to simply as a "Challenge." Whenever a character wants to attempt an action that has some chance of failure (such as a skill check or an attack), the player engages in a Challenge.

In order to resolve a Challenge, the Fatemaster first determines a Target Number for the Challenge; the harder it is to succeed, the higher the Target Number will be. The player then flips the top card of the Fate Deck and adds their character's relevant Skill and Aspect to the card's value to generate a final total. If this final total is equal to or higher than the Target Number, then the character has succeeded at the Duel.

For example, Seong Gang has an Intimidate Skill of 2 and a Tenacity of 3. If he is called upon to make an Intimidate + Tenacity Challenge, she flips the top card from the Fate Deck and adds her Intimidate Skill (+2) and Tenacity (+3) to the total. This means that her final total will be equal to the value of the flipped card +5.

FATE MODIFIERS

Normally, players only turn over a single card when taking part in a Challenge. Sometimes, however, a given action will be easier or harder than usual, which will grant the character a Fate Modifier. Fate modifiers are indicated by a **+** for a positive Fate Modifier and a **-** for a negative Fate Modifier.

Any time a character performs a Challenge that is affected by one or more Fate Modifiers, they must total up the number of **+** (positive) and **-** (negative) modifiers. The two symbols cancel each other out one for one. For example, if a Challenge has **++** and **-** affecting it, then it has a total of **+** left, after one of the **+** and one of the **-** cancel each other out.

After all the modifiers have canceled each other out, the total number of Fate Modifiers remaining, whether positive or negative, is capped at a limit of three.

JOKERS

The two Jokers of the Fate Deck are a special case, as they represent the special attention of Fate. The Red Joker stands for a moment of great fortune and success, while the Black Joker indicates a moment of utter failure.

The Red Joker is considered to have a value of 14 and any Suit of the player's choice, and may be selected even if it was flipped on a Challenge with one or more negative Fate Modifiers.

The Black Joker has a value of 0 and no Suits of any kind, and if it is flipped on a Challenge - even one with positive Fate Modifiers - the player must choose to take the Black Joker and cannot Cheat Fate to replace it.

If the Red Joker and the Black Joker are flipped on the same duel, the Black Joker takes precedence (unfortunately).

POSITIVE FATE MODIFIERS **+**

If there are one, two, or three positive Fate Modifiers on a Challenge, then the player flips one additional Fate Card per **+**. The player chooses one of the flipped Fate Cards and discards the rest.

NEGATIVE FATE MODIFIERS **-**

If there are one, two, or three negative Fate Modifiers on a Challenge, then the player flips one additional Fate Card per **-**. The player must keep the lowest flipped Fate Card and discard the rest. If the lowest value is tied between two cards, the Fatemaster chooses which card the player must keep.

For example, Magdalena Rosales is trying to steal money from the cash register at the Honeypot Casino, but the bartender is nearby and won't take kindly to her theft. She casually makes her way toward the cash register, and the Fatemaster calls for her to make a TN 8 Stealth + Cunning Challenge to avoid drawing the bartender's attention.

*The Fatemaster tells Magdalena she will gain a positive Fate Modifier (**+**) to her Challenge because she works at the Honeypot and the bartender is used to her being behind the bar. Magdalena flips two cards from the top of the Fate Deck (one card for the Challenge and one for the **+**) and gets a 3 \spadesuit and a 9 \clubsuit . Because the Challenge has one or more positive Fate Modifiers, she can choose either of the two cards, so she picks the 9 \clubsuit , which after her +3 modifier (+1 Stealth and +2 Cunning) gives her a total of 12 \clubsuit , more than enough to pass the TN 8 Challenge.*

*Once she has the cash, Magdalena hits the Blackjack tables in an attempt to make a bit money. The Fatemaster calls for a TN 8 Gambling + Cunning Challenge but informs Magdalena that there will be a negative Fate Modifier (**-**) on the Challenge because the dealer is cheating. Magdalena swears under her breath and hopes that luck is still on her side.*

*Magdalena flips two cards (one card for the Challenge and one for the **-**) and gets a 4 \heartsuit and a 12 \clubsuit . Because of the **-** modifier on the Challenge, she's forced to take the lowest card, the 4 \heartsuit . After adding her +3 modifier (+1 Gambling and +2 Cunning), she has a total of 7 \heartsuit , which is just short of the TN 8 she needed. Despite having good cards, the dealer flips over 21 on the initial deal and Magdalena watches her money disappear.*

TWIST DECKS AND CONTROL HANDS

Every Fated has a Twist Deck of 13 cards, which is listed on their character sheet. When assembling their character's Twist Deck, each player should have their own distinct deck of playing cards to build from. Just set the unused cards (those not in the character's Twist Deck) aside until the game is finished.

At the start of each game session, each player shuffles and draws three cards from their Twist Deck to form their Control Hand. Only Fated players have Twist Decks; the Fatemaster only rarely flips or draws cards in *Through the Breach*.

Whenever the Fate Deck runs out of cards and is reshuffled, each player automatically draws a Twist Card from their Twist Deck. A player's hand is limited to five cards; if they ever have more cards than this, they must discard down to five cards.

When Dramatic Time (i.e., combat) ends, each player may discard any number of Twist Cards from their Control Hand and then draw Twist Cards until they have three cards in hand.

CHEATING FATE

During a Challenge, a player may choose to Cheat Fate with a card from their Control Hand. To Cheat Fate, the player plays the chosen Twist Card from their Control Hand in front of them, which replaces the Fate Card they flipped from the Fate Deck. The cheated Twist Card is now used to determine the character's final total in the Challenge.

After a Twist Card has been played to Cheat Fate, it is placed in its owner's Twist Deck discard pile.

If the Challenge is affected by one or more negative Fate Modifiers (\ominus), or if the Black Joker was flipped from the Fate Deck, then the player may not Cheat Fate on that Challenge.

A player cannot Cheat Fate for other players.

TRIGGERS

Some characters included in this adventure possess a Trigger, an ability that can be used as a Challenge is resolved. Triggers are usually found directly below an attack and are always preceded by one or more suits.

If the indicated suit is present in the final total of a Challenge, the player may declare that Trigger. A Trigger's full effects are indicated in its description.

For example, Darryl Fishbocker has the following Trigger on his Kick With A Metal Leg attack:

 *Electrocute: When damaging, this attack ignores Armor.*

If he makes an attack against an opponent and gets a  in his final total (either on the card he flipped from the Fate Deck or if he Cheated Fate, on the Twist Card he used to Cheat Fate), then his attack ignores his target's Armor ability (if applicable).

NPCs AND TRIGGERS

The NPCs in *Through the Breach* don't flip Fate Cards for their attacks, which makes it difficult for them to declare Triggers in the same manner as the Fated.

Instead, NPCs use the final total of a Fated Character's Defense or Willpower flip to determine whether or not they have the suit they need to declare their Triggers.



MARGINS OF SUCCESS & 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 total exceeds the TN of the Challenge, she is said to have achieved a Margin of Success.

For every five points by which the character's final total fell short of the TN of the Challenge, 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 effortlessness.

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.

MEASURING TIME

Time in *Through the Breach* is split into Dramatic Time and 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.

Dramatic Time represents those tense moments where every second matters. It 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.

DRAMATIC TIME AND COMBAT

In order to handle the near-simultaneous activities of so many characters during Dramatic Time, each character generates an Initiative value that determines when they are able to act during the Combat Round.

At the start of Dramatic Time, each player (in whatever order they wish) flips over the top card of the Fate Deck and adds their Initiative stat to the card's value to get their Initiative value. The cards flipped by NPCs are always fixed (i.e., they use set values instead of flipping cards). The final Initiative value of an NPC and can be found beside their Initiative stats, in parentheses.

Beginning with the character with the highest Initiative value and proceeding in descending order from there, the characters take their Turns consecutively. In the event of a tie, the Fated character goes first. If the tie is between two Fated characters, the one with the highest Speed goes first (with the Fatemaster deciding who acts first in the event of a further tie).

At the start of a character's Turn, they generate two Action Points (AP), which they may use to take Actions. Once a character has used all of their AP, their Turn ends and the next character's Turn begins. Characters do not have to spend all of their AP each Turn; they may choose to spend only 1 AP, or to spend no AP at all.

Some characters have (0) Actions. These "Free" Actions do not take an AP to use, but a character can only use one (0) per Turn.

Once every character in the Combat has finished their Turn, a new Round begins. This continues until the Combat ends.

MARGINS

For every 5 points a character beats the TN of a Challenge, they achieve a Margin of Success. For every 5 points a character fails to meet the TN of a Challenge, they achieve a Margin of Failure. These Margins are primarily used to determine when a character has succeeded (or failed) incredibly well at a given task.

ACTIONS

During a character's Turn, they may spend AP to take Actions. These can either be General Actions from the abbreviated list below or an Action listed on their Character Sheet. The number listed in parenthesis before the Action's name is how many AP the character must spend to take that Action.

(1) Walk: The character moves up to their Walk Aspect in yards. This may be in any direction and does not need to be in a straight line. If you are using miniatures, each yard is equivalent to 1" on the tabletop.

(2) Charge: The character targets another character that it can see and moves a number of yards equal to its Charge Aspect towards the target. The charging character must end this movement engaged with the target (see Attack Actions, pg. 9). The character then makes two Melee Attacks (//) against the target. A character may not declare this Action while engaged.

(2) First Aid: The character performs first aid on a patient within 1 yard (which may be themselves). The character then makes a TN 10 Skill Challenge using a Skill determined by the Characteristics of the patient (Doctor + Intellect for Living characters, Artefacting + Intellect for Constructs, Stitching + Tenacity for Undead). If a patient has more than one of these Characteristics, the character may choose which of the applicable Skills to use. If successful, the character heals 1 damage, plus one damage per Margin of Success.

(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. Subordinate characters are described in more detail in callout boxes next to the pregenerated characters that start the game with them (Conrad Tresler, Felix Mohren, Siegbert De La Cruz, and the Amazing Chavis).

(1) Ready Weapon: The character draws a weapon from their holster or sheathe, arming it so that it may be used. This action can also be used to holster a drawn weapon. Characters who are punching or kicking don't have to ready their weapons!

(#) Reload: The character reloads their firearm. This Action's AP cost varies depending upon the firearm in question, and this cost can be spent across multiple Turns.

(1) Focus: The character takes aim or otherwise prepares for a heavy attack. The next attack the character makes this Turn gains + to the Attack Challenge and + to any resulting Damage flips.

(#) 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 doing so would interrupt another action (typically by waiting for an opponent to take a specific action), then the named action interrupts the other action before any Challenges (if any) take place.

HORROR DUELS

When a Fated character is called upon to make a Horror Duel, she simply makes a Willpower duel against the noted TN.

When a Fated character causes a Horror Duel, it's handled as an attack. The Fated character uses half the TN of the Horror Duel (rounded up) as her Acting Value for this Challenge, and the target makes a Willpower duel to resist.

If a character fails a Horror Duel, that character becomes **Paralyzed**. On 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.

TARGET NUMBER (TN)

Some Actions (such as the Manifested Powers of The Amazing Chavis) have a TN listed in their description. In order for these Actions to succeed, the final total of the Challenge must equal or exceed the indicated number and must include any listed suits; if not, the Action fails.

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.

ATTACK ACTIONS

There are two general types of Attack Actions in Through the Breach: Melee Attacks (//) and Projectile Attacks (•).

Melee Attacks (//) are melee weapons. The weapon's range is listed right after the // symbol in the weapon's profile and is measured in yards. If an enemy is within range of your // attack, both of you are considered to be "engaged," and you may attack the enemy with that weapon.

If a character you are engaged with attempts to leave your // weapon's range, you may make a free Attack against that character with your readied // weapon. If you hit, you don't deal any damage, but the other character's movement is canceled (and any AP they spent attempting to leave is lost).

Projectile Attacks (•) are weapons that fire projectiles. These weapons have much longer ranges than Melee Attacks, but they cannot be used if the wielder is engaged.

Projectile Attacks are also affected by Soft Cover and Hard Cover. A target that is at least partially obscured by a soft object (such as a bush or hedge) is in Soft Cover, which imposes a - to the attacker's Attack flip with • weapons.

Hard Cover (such as the wall of a building or a large rock) imposes a - to the attacker's Attack flip and - to any resulting damage flip.

RESOLVING ATTACKS

When a Fated character attacks an enemy, they perform a Challenge Duel with that weapon. We've already calculated the Skill value + Aspect value of the attacks possessed by the pregenerated characters in this adventure; it's listed under AV in the weapons' descriptions. The enemy does not flip to resist this attack; their defensive final total is fixed (and is listed in parentheses next to their Defense or Willpower stat).

When an enemy attacks a Fated, the enemy's final attack total is fixed (and is listed in parentheses next to the attack's AV), but the Fated gets to make a Defense or Willpower Challenge (as determined by the attack's Resist stat, Df for Defense or Wp for Willpower) to determine their final Defense or Willpower total.

The attacker's final total is then compared against the defender's final total. If the attacker's total is equal to or greater than the defender's total, then the attack is successful and has the listed effect (which usually means the attack deals damage). If the defender's final total is higher, the attack misses.

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, which indicates the range of the effect in yards (e.g., (1)3 or (1)5).

Pulses (represented by the (1) 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 (Y) symbol) are effects that continually emanate outward from a certain point. Auras centered on a character will affect that character.

DAMAGE FLIPS

The amount by which the attacking character beats the defender's total is important, as it determines what sort of Fate Modifiers affect the Damage flip. If the attacking character was a Fatemaster character, the Fatemaster makes the damage flip in that character's stead.

ATTACKER WON BY	DAMAGE FLIP MODIFIER
Tie	⊕⊕
1 to 4 points	⊖
5 to 9 points	None
10+ points	⊕

Some abilities might impose one or more additional **⊕** or **⊖** modifiers to a Damage flip. Just add all the Fate Modifiers together before flipping to determine the total Fate Modifier on the Damage flip.

When making a Damage flip, flip over the appropriate number of Fate Cards and consult the chosen card's value (after adjusting for any Fate Modifiers).

Every weapon has three potential damage values, presented in a Weak/Moderate/Severe format. After making the damage flip, find the matching damage value on the weapon and deal that much damage to the defender.

CARD VALUE	DAMAGE DEALT
Black Joker	None
1 to 5	Weak
6 to 10	Moderate
11 to 13	Severe
Red Joker	Severe + Weak

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 a TN 10 Toughness Challenge. If the character fails this Challenge, she falls unconscious. Unconscious characters immediately fall Prone, do not generate Action Points on their turn, and cannot take actions.

If called upon to make a Defense or Willpower Challenge, an unconscious character is considered to have flipped the Black Joker. An unconscious Fatemaster character treats her Rank Value as 0 for the purposes of resisting attacks.

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

Fatemaster characters interact with Unconsciousness Challenges in special ways, as determined by their Rank Value.

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.

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 made to remain conscious.

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 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 (pgs. 14 - 15), 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.

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.

Sometimes, the location of the Critical Effect is merely a descriptive designation with no mechanical differences from other locations. Other times, the location of a Critical Effect is vitally important, especially 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 and usually last 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.

Removing Critical Effects

A lasting Critical Effect can be healed through a Doctor + Intellect, Artefacting + Intellect, or Stitching + Tenacity Challenge (for Living, Construct, and Undead characters, respectively).

The character performing the operation can only remove lasting Critical Effects that are no older than one day per Skill Rank she possesses.

To perform an operation, the character makes a Skill 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 character receiving the operation suffers a Killed/0/0 damage flip with a □ for each Margin of Failure.

Performing an operation takes 1 hour per Critical Effect the character attempts to remove. A character can only undergo an operation once per week and cannot perform an operation on herself.

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 flips a Fate Card and heals 1/2/3 damage. This flip may be Cheated.

Non-Living characters do not heal in this way.

ONGOING CHALLENGES

Ongoing Challenges are a way to break time-consuming or complicated tasks into a series of simple duels. Multiple characters can participate in an Ongoing Challenge, and these challenges can often be completed using a variety of Skills.

Each Ongoing Challenge lists which Skills the Fated are allowed to use to complete it. Each participating character chooses one of the listed Skills and makes a Skill Challenge against the listed Target Number (TN).

On a success, the character achieves one success toward the Ongoing Challenge's Success Requirement, plus one additional success per Margin of Success.

On a failure, the character does not affect the total, unless she achieved any Margins of Failure, in which case every such Margin of Failure counts toward the Failure Requirement.

If, after every participating character has made one Challenge, the characters have not reached the Success Requirement or Failure Requirement of the Ongoing challenge, then a new Duration begins and the Fated may make another round of duels, and then another, until the Ongoing Challenge is completed (one way or another). The Duration entry indicates how long each of these groups of Challenges takes to perform.

If the Fated reach the Success Requirement, they succeed on the Ongoing Challenge and gain the listed bonus.

If the Fated reach the Failure Requirement, they fail the Ongoing Challenge and suffers the indicated results for a catastrophic failure.

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.

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.

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**.

COMMON CONDITIONS

Here is a list of some of the most common Conditions in *Through the Breach*.

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, 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) Doctor + Intellect Challenge against 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.

DAZED

A character with this Condition has the TN of every action she attempts increased by +2:

DEFENSIVE

When a character gains this Condition, it is applied with a certain value.

Until the start of this character's next turn, she gains \oplus to her Defense Challenges for each value of this Condition (to a maximum of $\oplus\oplus\oplus$ 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

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 \oplus to the action for each value of the Condition (to a maximum of $\oplus\oplus\oplus$ 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

A character with the **Intoxicated** Condition suffers \ominus 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. Only Living characters can gain this Condition.

PARALYZED

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.

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 her **Poison** Condition is lowered by exactly 1. The **Poison** Condition generally only affects Living characters.

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 any). 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).

USELESS LIMB

When this Condition affects an arm, the character suffers $\ominus\ominus$ to any Challenges that would require the use of that arm, such as climbing or attacking with a two-handed weapon. 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 $\ominus\ominus$ to any Challenges that require the use of that leg.

CRITICAL EFFECTS

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 \square 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 \square 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.

CRITICAL EFFECTS

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 \square to all Mental Challenges. If this affects the Chest, the target suffers \square 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 \square 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.
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.
21 or more	Bloody mess! As 19 - 20 above, save that if the target was Living or Undead, every Living character within (0)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).

MULTIPLE CRITICAL EFFECTS

If a character suffers multiple Critical Effects from the same damage source, the attacker (or the Fatemaster, in the absence of an attacker) chooses the order in which they are flipped and resolves each Critical Effect one at a time.