



FATED CHARACTERS

The following fourteen characters were specially designed to be used with this adventure as part of the *A Stitch in Time* Event. Each Faction has two characters that can be played during the adventure, and as the *A Stitch in Time* Event progresses, these characters will advance in predetermined ways.

If a character possesses the ability to cast Spells or Manifested Powers, they most likely have a corresponding Magical Theory that modifies those abilities. If no Magical Theory is listed, the character is assumed to have a Unique Magical Theory (which has no benefits or drawbacks).

Remember, if a character dies, they cannot be played in subsequent Acts of the adventure!



CONRAD TRESLER

Conrad Tresler grew up in a family of burglars and thieves, but unlike his siblings, he never quite took to the family business. He was intrigued by the art of lockpicking, however, and his parents thought that he might have had a promising future as a safecracker.

Those plans came to an end when his family tried to rob the house of a Guild officer. The woman was home, and she shot Conrad's parents and pressed Conrad and his siblings into servitude as indentured servants for the Guild. Conrad bounced around for a few years before joining the Amalgamation Office.

Gear: Mechanical Focus (Rank 2), Watcher Construct (subordinate character, needs to be animated, stats on page 44), Toolbox, 10 scrip.

Destiny: “Once your vendetta is nigh upon the mountains, you will refuse to open the tome, and the sullen stars align for you. The red woman will light the path, and you will deal with the devil.”

Twist Deck: Rams (1, 5, 9, 13), Tomes (4, 8, 12), Masks (3, 7, 11), Crows (2, 6, 10)

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(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.

CONRAD TRESLER

Fated, Living, Tinkerer

Might 1	Grace -3	Speed 2	Resilience 0
Charm 0	Intellect -1	Cunning 2	Tenacity -1
Defense 4	Walk 5	Height 2	Initiative +3
Willpower 3	Charge 6	Wounds 5	

Skills: Artefacting 2, Centering 1, Deceive 2, Enchanting 3, Engineering 3, Gambling 1, Leadership 3, Lockpicking 1, Martial Arts 1, Notice 1, Stealth 1, Toughness 1, Wilderness 1.

Gear Head (Tinkerer): When one of Conrad's subordinate Constructs fails a Pneumatic duel during Dramatic Time, he may draw a card.

The Darlin Theories (Magical Theory): Conrad must have his Mechanical Focus to cast Spells. He may reduce the TN of any Spell or Manifested Power he casts by the Rank of the Mechanical Focus (which is 2).

Clear Orders: When Conrad takes the Order Action to give commands to one or more subordinate characters, he may Cheat Fate for those characters.

Loyal Protector: When Conrad is within 2 yards of one or more of his subordinate Constructs, he may add the Height of the largest such Construct to his Defense.

Languages: English, German.

(1) Quick Strike (Martial Arts)

AV: +3 ----- Rg: ⚡ 2 ----- Resist: Df
Target suffers 1/2/3 damage.

(1) Animate Construct (Enchanting/Charm)

AV: +3 ----- TN: 10P ----- Rg: 1 yard
Target inanimate construct becomes a Minion (5)
subordinate character under Conrad's control for 1 hour.

SEONG GANG

Fated, Living, Boozer

Might 1	Grace 1	Speed 0	Resilience -1
Charm 1	Intellect -2	Cunning -1	Tenacity 3
Defense 3	Walk 4	Height 2	Initiative +1
Willpower 5	Charge 4	Wounds 6	

Skills: Bewitch 1, Carouse 2, Culinary 1, Doctor 1, Evade 1, Gambling 1, Intimidate 2, Leadership 1, Melee 2, Notice 1, Shotgun 3, Toughness 2.

Moonshiner (Boozer): When Seong fails a Crafting duel (such as Culinary), she may draw a card.

Drinking "Problem": Seong gains a + on any Culinary Challenges made to brew alcohol.

Undermine Confidence: Seong gains a + to Intimidate Challenges made during Dramatic Time.

Languages: English, Korean.

(1) Truncheon (Melee)

AV: +3 ----- Rg: // 1 ----- Resist: Df

Target suffers 1/3/4 damage. If this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects.

(1) US&E Pump Action (Shotgun)

AV: +4 ----- Rg: -12 ----- Resist: Df

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

What If...More Powder?: When damaging, this attack adds + to its Moderate and Severe damage values.

(1) Have a Drink

Make a Bewitch + Charm Challenge against the Carouse + Tenacity of a Living character within 1 yard. On a success, the target imbibes an offered flask of alcohol.

(0) Hidden Stash

This character may discard a card to find one flask of alcohol (of any type she desires) that she has hidden away among her belongings. If the discarded card had a value of 10+, she finds one additional flask of alcohol.

SEONG GANG

Seong's parents were accountants for the Guild, so it was a given that she would follow in their footsteps when she was old enough. Unfortunately, Seong wasn't a particularly bright girl, nor did she possess any particularly amazing leadership skills. In fact, if Seong possessed any defining feature, it was laziness.

Eventually her parents gave up on trying to find her a respectable position as a clerk or officer and just badgered her into joining the Guild Guard. She's been with them for six months so far, and it's been a miserable experience for everyone involved. The only weapons she has shown any real talent for have been shotguns, and then only because they don't rely upon her less than amazing aim.

Seong's superiors have written her off as an expendable failure, and in truth, much of it is her own fault: faced with the high expectations of her parents, Seong decided to retreat into a bottle. After an incident involving her confusing a small child for a Gremlin and shooting at it, Seong was finally placed on extended leave in order to sober up.

Gear: Truncheon, US&E Pump Action Shotgun, 20 bullets (shot), Portable Still (+ to Culinary Challenges), 5 flasks of alcohol (any type), 3 scrip.

Destiny: "Once your strangers travel in three, you will run from the melancholy light, and the reaper walks the path alongside you. Spirits run sour in your veins, and she is part gore and part kin."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10)

FLASKS OF ALCOHOL

When the rules reference "flasks of alcohol," it is only as a unit of measurement; any similar amount of alcohol (around six ounces) will have the same effect, regardless of whether or not the drink is actually in a flask.

When a Living character imbibes a flask of alcohol, she gains the **Intoxicated** Condition for 10 minutes. If the character was already **Intoxicated**, she instead gains the **Poison +1** Condition.

AMANDA ALONSO

Amanda Alonso grew up in Mexico City, the daughter of a single mother. Her mother made ends meet through theft and prostitution, but neither was a particularly lucrative career, and as a result, Amanda grew up in hunger and poverty.

Eventually, Amanda and her mother were caught and shipped off to Malifaux to work in the granite mines. It was hard work, but Amanda kept quiet, fearing further punishment. The Guild eventually decided that she was docile and transferred her north to one of its Soulstone mines.

Desperate and fearing that she would die in the mines, Amanda waited for a moment of distraction and attacked the guardsman next to her, tearing open his throat with her teeth. Leaping from the speeding train into the snow, she stumbled through the snow until she was found, nearly dead, by the Cult of December.

The Cult nursed Amanda back to health on human flesh and taught her how to hunt and survive in the frozen mountains. She still worried about her mother, however, and when the cult's leader asked for volunteers to travel to Malifaux City to help an inventor with a special project, Amanda volunteered in the hopes that she might also learn something about her mother's fate.

Gear: AG Harpoon Gun, 5 Harpoons (reusable).

Destiny: "After the reaper has come for innocence, you will take an eye for the eye was taken, but your misfortune will not be your own. The blood-stained cheeks will weave the grasses, and you will fall."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Tomes (3, 7, 11), Crows (2, 6, 10)

THE WELL FED CONDITION

"Well Fed +1: This character gains +1 to her Physical Aspects, to a maximum Aspect value of 4. The value of this Condition cannot exceed +3."

Whenever a character gains the **Well Fed** Condition, the entire Condition's duration refreshes.

AMANDA ALONSO

Fated, Living, Ghoul

Might 0	Grace 1	Speed 2	Resilience -1
Charm -2	Intellect 0	Cunning 1	Tenacity 1
Defense 4	Walk 5	Height 2	Initiative +3
Willpower 3	Charge 6	Wounds 5	

Skills: Archery 2, Athletics 1, Evade 2, Grappling 3, Intimidate 1, Music 1, Notice 1, Pick Pocket 1, Scrutiny 1, Stealth 1, Track 3, Wilderness 3.

You Are What You Eat (Ghoul): When Amanda fails a Close Combat duel (such as Grappling) during Dramatic Time, she may draw a card.

Frozen Heart: Amanda is immune to Horror Duels and the **Paralyzed** Condition.

Unnatural Vigor: Amanda's Wounds have been increased, and she may reduce any damage she suffers by the value of her **Well Fed** Condition (to a minimum of 1 damage). This reduction does not stack with Armor.

Languages: English, Spanish.

(1) Grab and Chew (Grappling)

AV: +5 ===== Rg: ⚡ 1 ===== Resist: **Df**
Target suffers 1/1/2 damage, ignoring 1 point of Armor.
If this weapon deals Severe damage, the target becomes **Paralyzed** until Amanda takes a non-Pass Action.

(1) Harpoon Gun (Archery)

AV: +3 ===== 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 (min 1 yard).

(2) Grim Feast

Amanda may devour the corpse of a Living or Undead character of Minion rank or higher to gain the **Well Fed +1** Condition for 1 hour.

FELIX MOHREN

Fated, Living, Animator

Might 2	Grace 0	Speed -1	Resilience 1
Charm 1	Intellect 1	Cunning -1	Tenacity -1
Defense 3	Walk 4	Height 2	Initiative +0
Willpower 5	Charge 4	Wounds 6	

Skills: Art 1, Artefacting 3, Centering 3, Convince 1, Engineering 1, Evade 1, History 3, Homesteading 1, Husbandry 1, Melee 1, Notice 1, Pistol 2, Toughness 1.

Always More Scrap (Animator): When a Cobbled or Amalgam controlled by Felix is killed or sacrificed by an enemy during Dramatic Time, Felix may draw a card.

The Darlin Theories (Magical Theory): Felix must have his Mechanical Focus to cast Spells. The TNs of his Spells and Manifested Powers have been lowered by the Rank of the Mechanical Focus (which is 3).

Reset Fate: At the end of Dramatic Time, before he discards any unwanted Twist Cards, Felix may reshuffle his Twist Card discard pile back into his Twist Deck.

Cobbled Creator: When Felix creates a Cobbled, he may spend its Cobbling Points points to increase its stats, as shown on page 52. He may only have one Cobbled active at a time.

Languages: English, Yiddish.

(1) Ashwood Club (Melee)

AV: +3 ===== Rg: ⚡ 2 ===== Resist: **Df**

Target suffers 2/2/4 damage. If this weapon inflicts Severe damage, it causes a Weak Critical Effect in addition to any other Critical Effects.

(1) Cobble Together (Artefacting/Intellect)

AV: +4 ===== Rg: 8 yards ===== TN: 7

Create a subordinate Cobbled with 4 Cobbling Points from a pile of scrap roughly the size of a small dog. If the Cobbled acts on the round it is summoned, it gains **Slow**.

(1) Axton & Co. Model 1842 (Pistol)

AV: +2 ===== Rg: ⚡ 10 ===== Resist: **Df**

Target suffers 2/3/4 damage. Capacity 1, Reload 2.

FELIX MOHREN

After facing discrimination for his religious beliefs in Europe, Felix brought his family to Malifaux via the Guild's homesteading program. As he was repairing their water pump, however, magic leapt from his hands and twisted it into an obedient metal creature.

Thinking it a blessing in disguise, Felix tore apart the interior of his barn and used his newfound magic to create a mechanical oxen to help him plow his fields. His neighbors reported the creature to the Guild, however, forcing Felix and his family to turn to the Arcanists. Now, they protect his family from the Witch Hunters in exchange for his service.

Gear: Artificer's Toolbox (+ to Artefacting Challenges), Axton & Co. Model 1842, 10 Bullets, Mechanical Focus (rank 3).

Destiny: “After the branch snaps beneath your sorrow, your eyes will be open unto the abyss, and you will read the horror in the clouds below. The blood-stained cheeks will weave the grasses, and you will splinter the white door.”

Twist Deck: Tomes (1, 5, 9, 13), Masks (4, 8, 12), Crows (3, 7, 11), Rams (2, 6, 10)

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(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.



FELIX'S COBBLED

Minion (5), Construct

<i>Might</i> 1	<i>Grace</i> 1	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -5	<i>Cunning</i> -5	<i>Tenacity</i> -5
<i>Defense</i> 4	<i>Walk</i> 4	<i>Height</i> 1	<i>Initiative</i> +0
<i>Willpower</i> 2	<i>Charge</i> 4	<i>Wounds</i> 4	

Skills: Evade 2, Pneumatic 2.

(1) Bash (Pneumatic)

AV: +3 ===== Rg: ⚡ 1 ===== Resist: Df

Target suffers 1/2/4 damage.

(2) Frenzied Flurry

This character's controller may discard a Twist Card to make this character take three 1 AP attack actions with a Close Combat weapon against a single target.

COBBLING POINTS

When Felix creates a Cobbled, he may spend its Cobbling points to augment it in any of the following ways:

- **1 Point:** Increase the AV of the Cobbled's Bash or Fling attack by +1 (max +3).
- **1 Point:** Increase the Cobbled's Defense by +1 (max +3).
- **1 Point:** Increase the Cobbled's Willpower by +1 (max +3).
- **1 Point:** Increase the Cobbled's Wounds by +1 (max +3).
- **1 Point:** Increase the Cobbled's Walk and Charge by +1 each (max +3).
- **1 Point:** Increase a Skill associated with a Physical Aspect (even a Skill the Cobbled does not possess) by +1 rank, to a maximum of 4 Skill ranks.
- **1 Point:** Increase the damage of one of the Cobbled's attacks by +1. Each time you choose this option, the damage values are increased, starting with Severe, then Moderate, then Weak. No value may be increased more than once.
- **2 Points:** The Cobbled gains 1 rank in the Pistol Skill, as well as the following attack:

(1) Fling (Pistol)

AV: +3 === Rg: ⚡ 8 === Resist: Df

Target suffers 1/2/3 damage.

ASHLEY MORGAN

Fated, Undead, Drudge

Might 2	Grace 0	Speed 1	Resilience 3
Charm -3	Intellect 1	Cunning -1	Tenacity 2
Defense 4	Walk 5	Height 2	Initiative +1
Willpower 4	Charge 5	Wounds 11	

Skills: Art 1, Artefacting 1, Athletics 1, Barter 1, Engineering 1, Evade 3, History 1, Literacy 1, Pugilism 3, Scrutiny 1, Stealth 1, Stitching 1, Toughness 3.

Long Days (Drudge): When Ashley fails a Training duel (such as Athletics, Evade, Stealth, and Toughness), she may draw a card.

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

Hard Worker: Ashley gains +1 to all Athletics Challenges. If she succeeds on an Athletics Challenge, she gains a Margin of Success.

I Thought You Died?!: The first time that Ashley is killed, she returns to life to rejoin her companions at some point during the next day. This Talent may only be used once.

Long Suffering: Ashley's Wounds have been increased by +2.

Undead Amalgam: Some of Ashley's body parts belonged to other people. Her Aspects have been adjusted slightly, and identifying her as an Undead creature requires a TN 10 Scrutiny duel. She is immune to any Condition that references a Living anatomy (such as **Bleeding Out** and **Suffocation**).

Languages: English, French.

(1) Spiked Pneumatic Arm (Pugilism)

AV: +5 ===== Rg: // 1 ===== Resist: Df

Target suffers 3/4/5 damage. This weapon may ignore one ☐ on the Damage flip.

• **Dissection:** When damaging, deal +1 damage if the target does not have the Armor ability.

ASHLEY MORGAN

Since she was a little girl, Ashley Morgan has been painting pictures of the world. At first, her drawings were just cute little scribbles of dogs and kittens that her parents hung up in their galleries, but as she grew older and increased her skills, she began to attract a following of her own. Her greatest triumph was having her art included in a prestigious showing in downtown Philadelphia, and afterwards, her name became quite well known in artistic circles.

Upon the advice of her friends, Ashley packed up her things and traveled to Malifaux with the intention of doing an entire series on the strange new world. Unfortunately, her work attracted the attention of the demented Professor Von Schtook, and as she was walking home from her studio, the Professor's undead minions grabbed Ashley and dragged her down into the sewers.

The horrors inflicted upon Ashley in the Professor's twisted University of Transmortis resulted in her eventual death and dismemberment. Instead of letting her rest peacefully, however, the Professor resurrected Ashley as an undead amalgamation of sewn-together body parts and mechanical limbs.

Ashley's had difficulty adjusting to her current situation. She's attended all of the "classes" demanded by the professor, assisting him and his other "students" as they hack apart their victims and rebuild them into monstrosities much like herself, but she still longs for the life she lost. Sensing some of her distraction, the Professor granted Ashley a "leave of absence," allowing her to return to the surface in exchange for helping Kizzy Shepard, an inventor with whom he has a few tenuous ties.

Gear: Pneumatic Arm (Full Limb, Enhanced Fist), 10 scrip.

Destiny: "If you wager everything upon a single blow, tattered banners flap in a foul wind, but the prison's bars are forged from guilt. The earth will crack open in protest, and your visage will be reflected in the mirror of flesh."

Twist Deck: Crows (1, 5, 9, 13), Rams (4, 8, 12), Masks (3, 7, 11), Tomes (2, 6, 10)

SIEGBERT DE LA CRUZ

The first time Siegbert heard the whispers of the dead was at his father's factory. A worker had been crushed in a metal press, and Siegbert conveyed his final thoughts to the man's family. As he grew older, the whispered grew louder, and he continued to help the departed whenever possible.

While some people might crumble beneath the strain of ghostly voices, Siegbert managed to leverage his condition into a successful writing career. At the moment, he's working with a local inventor in order to gather research for his next book, which deals with a murdered engineer and his quest for revenge.

Gear: B&D Pocket Pistol, 20 bullets, 3 scrip.

Destiny: "Once your stains have been bound within, the dusk of a new sun will light your steps into the cave, but everything rots away in the end. The mask donned for peace will blind you to bloodshed, and you will thrice damn him."

Twist Deck: Crows (1, 5, 9, 13), Tomes (4, 8, 12), Masks (3, 7, 11), Rams (2, 6, 10)

SUBORDINATE CHARACTERS

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On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(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.

SIEGBERT DE LA CRUZ

Fated, Living, Spirit, Medium

Might -3	Grace 2	Speed 1	Resilience 2
Charm 1	Intellect 2	Cunning -1	Tenacity 0
Defense 3	Walk 5	Height 2	Initiative +2
Willpower 2	Charge 5	Wounds 5	

Skills: Barter 1, Bewitch 1, Convince 1, Engineering 1, Intimidate 1, Leadership 1, Literacy 3, Necromancy 3, Notice 1, Pistol 3, Pneumatic 1, Printing 2.

Shrieking Spirits (Medium): When one of Siegbert's non-Peon Spirit subordinates is killed within 6 yards of her, he may draw a card.

Honest: This character gains + to all Convince and Leadership Duels.

Spirit Beacon: At the start of his turn, Siegbert may discard a card to summon a subordinate Seishin (pg. 45) within 3 yards. He may only control one Seishin at a time.

Languages: English, French, German, Spanish, Dutch.

(1) B&D Pocket (Pistol)

AV: +5 ===== Rg: 6 ----- Resist: Df
Target suffers 2/3/3 damage. Capacity 4, Reload 2.
 Armor-Piercing Bullets: When damaging, this attack ignores Armor.

(1) Mark of Jigoku (Necromancy/Tenacity)

AV: +3 ===== Rg: 8 yards === Resist: Wp
Target gains the following Condition until the start of this character's next turn: "**Adversary:** Spirits gain + to attacks targeting this character."

(0) Sense Spirits

This character becomes aware of the presence of any characters with the Spirit Characteristic within 10 yards (even if they are invisible or hidden).

MAGDALENA ROSALES

Fated, Living, Performer

Might 0	Grace 2	Speed 1	Resilience -2
Charm 3	Intellect -2	Cunning 2	Tenacity -2
Defense 3	Walk 5	Height 2	Initiative +1
Willpower 2	Charge 5	Wounds 4	

Skills: Acrobatics 2, Bewitch 3, Carouse 2, Deceive 2, Flexible 2, Gambling 1, Music 2, Pick Pocket 3, Scrutiny 1, Stealth 1.

Flair for the Dramatic (Performer): When Magdalena fails a Social duel (such as Bewitch, Deceive, or Scrutiny), she may draw a card.

Center of Attention: After another character fails a Social Skill Challenge, Magdalena 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 \oplus or \ominus modifiers), they apply to Magdalena's flip as well. If she succeeds, Magdalena is considered to have succeeded on the initial Social duel, and the original character's failure is ignored.

Distracting Performance: When Magdalena is performing in any manner, her allies within 10 yards gain \oplus to their Deceive, Pick Pocket, and Stealth Challenges for the duration of the performance.

Helping Hand: When Magdalena takes the Assist Action during Dramatic Time, the target of her assistance gains the **Focused +1** Condition. When Magdalena takes the Pass Action during Dramatic Time, she may add 1 to the Initiative Value of every other friendly character within (0)3.

Languages: English, French.

(1) Driving Whip (Flexible)

AV: +4 ===== Rg: $\#$ 2 ===== Resist: **Df**
Target suffers 1/2/3 damage.

(1) Volyer Revolving (Pistol)

AV: +2 ===== Rg: $\#$ 10 ===== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 7, Reload 4.

MAGDALENA ROSALES

The woman who now calls herself "Magdalena Rosales" was born to a prostitute on the streets of Paris. Her childhood was hard and filled with indignities, but she's put that life behind her and created a new persona for herself using the money she earned on the streets.

Malifaux was supposed to be Magdalena's chance to make a better life for herself, but soon she found herself at the Honeypot Casino, working as a hostess and prostitute. Fortunately, her employer, Jakob Lynch, has agreed to let her audition as a stage performer... provided that she ingratiates herself with an inventor and steals her completed device for him.

Gear: Well-Rehearsed Song Lyrics (\oplus to Music Challenges), 8 scrip.

Destiny: "After you bleed the coal from the bones, you will refuse the call, for you must dredge the waters until the just give up their dead. The sisters will show the way, and so the circle will be completed."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10)

THE ASSIST ACTION

(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 Flip using the first character's assistance, the second character's assistance must be for a different action than the first.

GUIGNOL

Guignol is a mysterious bounty hunter who appeared in Malifaux City a little over two months ago. He's claimed several bounties thus far, each time rolling into town with a collection of severed heads tied to his belt, each time rolling back out into the Badlands with a fistful of scrip.

Unbeknownst to those who deal with him, Guignol is not a man, nor is it even human. The mercenary is actually an advanced puppet which has been given dark life by the puppetmaster Collodi. Every mission the puppet has gone on up to this point has merely been a prelude to its true performance: namely, getting close to the inventor Kizzy Shepard.

Collodi is interested in some of the woman's machines, which demonstrate a level of craftsmanship and innovation which the puppetmaster has rarely seen in a human. In order to ensure that she remains safe until Collodi can create a proper vessel to contain her spirit, the puppetmaster created Guignol and tasked the puppet with protecting her.

It took the deaths of a few dozen bandits and petty criminals, but soon Guignol had amassed enough of a reputation to make it a valid candidate for the inventor's bodyguard. When Shepard's current bodyguard disappeared (murdered, crammed into a small trunk, and dumped into the river), Guignol was waiting to take his place.

The inventor has yet to suspect that Guignol is anything other than a silent and somewhat mysterious mercenary, which suits the puppet just fine. It will be one less complication to navigate when it comes time to deliver her to the puppetmaster.

Gear: Dueling Swords x2, Porcelain Mask.

Destiny: "Standing at the crossroads of truth and sorrow, the steed of iron will carry you to the trial of steel, and you will stand in the eye of the storm. The truth is a sword in your hand, and you will disappear beneath the flood."

Twist Deck: Masks (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Tomes (2, 6, 10)

GUIGNOL

Fated, Construct, Scrapper

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

Skills: Acrobatics 1, Artefacting 1, Athletics 3, Centering 1, Deceive 3, Intimidate 1, Melee 3, Notice 1, Scrutiny 1, Stealth 1, Toughness 1, Track 1.

Bloody Minded (Scrapper): When Guignol fails a Close Combat duel (such as Melee) during Dramatic Time, it may draw a card.

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

Into the Fray: Guignol's Charge Aspect has been increased by +2.

Paired Weapons (Melee): When Guignol is wielding two melee weapons, one in each hand, it gains  to any attacks made with either weapon. Despite fighting with two weapons, Guignol only makes a single attack flip and only deals damage with one of its wielded weapons; the second weapon merely gives it a bonus to hit.

Standard Chassis: Guignol's Height, Defense, and Armor is determined by its chassis. Guignol is immune to any Condition that references a Living anatomy (such as **Bleeding Out** and **Suffocation**).

Languages: English.

(1) Dueling Sword (Melee)

AV: +5 ===== Rg:  2 ===== Resist: **Df**
Target suffers 2/3/4 damage.

 *Duck and Weave:* After succeeding, this character increases its Defense by +1 until the start of its next turn.

ABEBA KETEMA

Fated, Living, Academic

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

Skills: Artefacting 2, Bureaucracy 2, Convince 2, Counter-Spelling 2, Doctor 2, Engineering 3, Evade 1, Heavy Guns 1, History 2, Homesteading 1, Long Arms 2, Mathematics 1, Notice 1.

Avid Student (Academic): When Abeba fails an Academic duel (such as Bureaucracy, Engineering, History, or Mathematics), she may draw a card.

Know-It-All: When Abeba 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.

Self-Sufficient: Abeba's Willpower has been increased +1, but she cannot take the Assist Action and cannot voluntarily take part in Ongoing Challenges alongside other characters (though the Fatemaster can still force her to participate if it makes sense for the Ongoing challenge in question).

Student of Knowledge: This character gains the following Trigger on all Academic Skills:

Insight: After resolving, draw a card.

Languages: English, Amharic.

(1) Weak Flailing (Pugilism)

AV: +0 ===== Rg: 1 ===== Resist: Df
Target suffers 0/1/2 damage.

(1) Hawken Rifle (Long Arms)

AV: +4 ===== Rg: 16 ===== Resist: Df
Target suffers 2/3/5 damage. Capacity 1, Reload 2. The Range of this weapon is increased by +10 for each it receives from the **Focused** Condition.

ABEBA KETEMA

Abeba Ketema is an Abyssinian researcher who came to Malifaux both to study the strange constructs and machines left behind by the people of ancient Malifaux and to escape her father. Though she cares for him, Abeba is tired of his attempts to convince her to join the Abyssinian military. In her mind, the military is more concerned with using its superior technology to bully smaller and less advanced nations around than in protecting the people of Abyssinia from harm.

She's found something of a sympathetic ear in Kizzy Shepard. The Abyssinian inventor has become a good friend, and Abeba has temporarily put aside her own research in order to help Kizzy with her latest invention.

Gear: Research Books (to History Challenges), Hawken Rifle, 10 bullets, 5 scrip.

Destiny: "Once you rise from the ashes, you will wait when you should act, and your blood will run black. The other place beckons with the voice of oblivion, and the mage's knee bends before your river."

Twist Deck: Tomes (1, 5, 9, 13), Rams (4, 8, 12), Crows (3, 7, 11), Masks (2, 6, 10)

MAGICAL SHIELDING

The Counter-Spelling Skill can be used for Magical Shielding. 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 at a time in this way.

The shielding character may end the Magical Shielding as a (0) Action. It automatically ends if the protected character moves out of line of sight of the shielding character.

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.

THE AMAZING CHAVIS

THE AMAZING CHAVIS

Fated, Living, Illusionist

Although Sewati Chavis comes from a long line of sorcerers and spellcasters, he never possessed much talent for the magical arts. He poured what few skills he did possess into illusion, becoming a passable but thoroughly mediocre magician.

After arriving in Malifaux, Sewati found himself shown up at every turn by Colette Du Bois, a rival magician that he had previously encountered on Earth. In his attempts to upstage her show at the Star Theater, he's approached an inventor, Kizzy Shepard, in the hopes of convincing her to build him a teleportation device once she finishes her current project.

Gear: Collier Navy Pistol, 10 bullets, 1 scrip.

Destiny: “Once your stains have been bound within, your eyes will be open unto the abyss, for the hunter shall lay down to sleep upon the lilies. Denying the battle will win the war, and she will kiss the hanged man's lips.”

Twist Deck: Masks (1, 5, 9, 13), Tomes (4, 8, 12), Crows (3, 7, 11), Rams (2, 6, 10)

SUBORDINATE CHARACTERS

Subordinate characters do not generate an Initiative value during Dramatic Time and do not act unless they receive the (1) Order Action from their controller. If a subordinate character does not receive the (1) Order Action, it does not get a turn that round. A subordinate character may only take one turn per round.

On its turn, the ordering character controls the subordinate character. During its turn, the subordinate character may flip (but not cheat) cards as if it were a Fated character; at all other times, the subordinate character uses its Rank Value in place of card flips.

(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.

Might -2	Grace 3	Speed 0	Resilience 0
Charm 2	Intellect -1	Cunning 1	Tenacity -1
Defense 3	Walk 4	Height 2	Initiative +2
Willpower 4	Charge 4	Wounds 4	

Skills: Acrobatics 1, Bewitch 1, Centering 2, Deceive 2, Evade 1, History 1, Lockpicking 3, Notice 2, Pick Pocket 2, Prestidigitation 3, Sorcery 1, Stealth 1.

Nothing is Real (Illusionist): When an enemy successfully disbelieves one of Sewati's illusions for the first time during Dramatic Time, he may draw a card.

Sychophant: Sewati is accompanied by Courtney Dennel, his lovely assistant and subordinate character (pg. 46). If Courtney is killed, he may gain a new assistant (with the same stats) after a few days spent in any reasonably populated area.

Languages: English.

(1) Collier Navy (Pistol)

AV: +3 ===== Rg: 12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

(1) Illusions (Prestidigitation/Charm)

AV: +5 ===== TN: 10 Create an animated illusion that appears real to observers for 1 minutes. You must declare all details of the illusion at the time it is created. The illusion will not react to external stimuli, but it can be commanded with a (0) Order Action. Those viewing the illusion believe it to be real unless there is reason for them to doubt it (TN 10 Willpower duel to disbelieve it). Characters coming into physical contact with an illusion automatically disbelieve it.

(1) Hocus Pocus (Prestidigitation/Charm)

AV: +5 ===== TN: 10 ===== Rg: 8 yards

Choose one of the following effects:

- Create a sound audible to everyone in sight.
- Say something that can only be heard by one person you can see.
- Shove an object that weighs 5 lbs. or less.
- Make a small object invisible for 5 minutes.
- Create or extinguish a small source of light.

DARRYL FISHBOCKER

Fated, Living, Gremlin, Augmented

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

Skills: Archery 2, Athletics 1, Carouse 1, Deceive 3, Evade 2, Homesteading 2, Pugilism 2, Stealth 1, Toughness 2, Wilderness 1.

End of the Line (Augmented): When Darryl fails a Might duel (such as Athletics or Pugilism), he may draw a card.

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

Hysterical Frenzy: Darryl gains +1 to his attack and damage flips when he has zero Wounds or fewer.

More Machine Than Man (Brain Pan): Darryl's brain is covered with a glass dome. His Willpower has been increased by +1, and he is immune to Horror duels.

Scapegoat: Whenever something goes wrong, everyone assumes that Darryl was somehow involved, and he receives the majority of the blame for it. On the plus side, years of trying to convince others of his innocence gives him a +1 to Deceive duels.

Steam Coils: Once per session, Darryl may activate his Steam Coils to gain +5 Speed until the start of his next turn. This increases his Walk to 6 and his Charge to 8.

Languages: English.

(1) Kick With A Metal Leg (Pugilism)

AV: +3 ===== Rg: // 1 ===== Resist: **Df**

Target suffers 2/3/3 damage.

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

(1) Shortbow (Archery)

AV: +5 ===== Rg: -8 ===== Resist: **Df**

Target suffers 2/2/3 damage. This weapon may fire without needing line of sight, but if it does so, the attack suffers □ and neither attack nor damage can be cheated.

DARRYL FISHBOCKER

Darryl's had a hard life, even for a Gremlin. Ever since he was just a little child, his siblings blamed him for all of their mischief, which resulted in him taking the brunt of his litter's beatings, paddlings, and smacks upside the head. Adulthood didn't change very much, because everyone remembered what a "problem child" he had been and just assumed that he was involved whenever something went wrong.

The worst of it came after Patti Fishbocker tried to make some homemade dynamite. Darryl had just lit his pipe when the building behind him exploded, sending him pinwheeling through the sky minus one leg and a good portion of his skull. He was rescued by two local engineers who shooed the pigs away from his brain, stuck it back into his skull, and made a new leg to replace the one he had lost.

Unfortunately, Darryl later learned that they had only saved him on account of the village boss wanting to beat him within an inch of his life, on account of how Darryl had blown up a third of the village and killed a bunch of Gremlins with his "reckless pipe-lighting." Rather than stick around for the beating, Darryl fled into the night, eventually winding up in Malifaux City.

He's been doing odd jobs for a human lady, Kizzy Shepard, in exchange for a bit of food and allowing him to sleep in a warm corner of her workshop. Just like the Gremlins back home, however, she's taken to blaming him whenever something in her workshop goes wrong, which usually results in Darryl getting hit with a broom. He takes comfort in the fact that thus far, she's only hit him with the soft end.

Gear: Pneumatic Leg (Partial Limb, Steam Coils), Shortbow, 10 arrows, 6 scrip.

Destiny: "If you inscribe your name in the book of love, the king will watch his empire crumble, and your paper world will burn to cinders. The owls judge you from the shadows of the lodge, and the crown of frogs is lost among the broken reeds."

Twist Deck: Tomes (1, 5, 9, 13), Masks (4, 8, 12), Crows (3, 7, 11), Rams (2, 6, 10)

MAMA MAUDE

Fated, Living, Dabbler

MAMA MAUDE

Mama Maude grew up in New Orleans, the daughter of a tailor and a traveling gambler. When her father never came home from a game, Maude's mother assumed that his debts finally caught up with him and moved in with her sister, a hoodoo priestess.

Decades later, Maude traveled to Malifaux at the behest of a strange vision. She settled in the Bayou, casting bones and waiting for her visions to come true. The omens have become more clear in recent days, and in following them, she's come into the service of Kizzy Shepard, an inventor whose destiny is still too clouded to Mama Maude to understand.

Gear: Crow Bone Necklace (Grimoire: Mind Control, Telekinetic Push, Alter Range, Increase AP, Reduce AP), 10 scrip.

Mastered Magia: Wrench

Destiny: "As you walk the lonely road, your eyes will be open unto the abyss, and the page turned is empty of promises. The circle will bind as well as the grave, and it shoulders aside the guardian."

Twist Deck: Tomes (1, 5, 9, 13), Crows (4, 8, 12), Masks (3, 7, 11), Rams (2, 6, 10)

Might 0	Grace 0	Speed 1	Resilience -1
Charm 0	Intellect 2	Cunning -1	Tenacity 1
Defense 4	Walk 5	Height 2	Initiative +3
Willpower 3	Charge 5	Wounds 5	

Skills: Art 1, Evade 2, Convince 1, Gambling 1, History 1, Husbandry 1, Music 1, Necromancy 3, Notice 2, Scrutiny 2, Sorcery 2, Stitching 1, Toughness 1, Wilderness 1.

Epiphany (Dabbler): When Mama Maude fails a Magic duel (such as Necromancy or Sorcery) during Dramatic Time, she may draw a card.

Hedge Magic (Magical Theory): When Mama Maude casts a Spell or Manifested Power, a single instance of the Natural Immuto is applied to the spell for free. This Immuto affects the target regardless of whether they suffered any damage from the magical effect.

Great Fate: When Mama Maude draws her Control Hand at the end of the Prologue, she draws an additional card.

Languages: English, Cajun French.

(1) Nature's Wrath (Sorcery/Tenacity)

AV: +3 === TN: 10 Rg: Resist: -

A Living target must make a TN 10 Toughness Challenge. If it fails, it suffers a Moderate Critical Effect and is **Rooted**. The TN is increased by +2 per Margin of Success.

(1) Grasping Roots (Sorcery/Intellect)

AV: +4 === TN: 7 Rg: 5 yards === Resist: **Df**

Target is pushed 2 yards in any direction, then it gains the **Rooted** Condition until the start of your next turn.

(1) Soporophic Growth (Necromancy/Charm)

AV: +3 === TN: 10 X === Rg: 5 yards === Resist: **Wp**

Target performs a 1 AP Action of this character's choice (which may not be to attack itself or to divulge information). Once the action is complete, the target gains the **Rooted** Condition until the start of your next turn.

(0) Imbue Protection

Target a friendly character within 1 yard and discard a card. The target gains the following Condition for five minutes: "**Imbued Protection +1**:

When this character suffers damage, reduce the damage by +1 (to a minimum of 0), then reduce the value of this Condition by the same amount." Increase the value of this Condition by +1 if the discarded card was 6-10, or by +2 if it was 11 or greater.

IMMUTO

Mama Maude has access to the following Immuto when casting Spells:

Alter Range: +2 TN to increase Range one step or -2 TN to reduce Range one step: 1, 2, 3, 5, 10, 15, 30, 50. If the Spell does not have or , ignore those symbols.

Increase AP: -3 TN, Spell becomes 2 AP.

Reduce AP: +5 TN, Spell becomes 0 AP.

THE ROOTED CONDITION

Rooted: This character may not take Walk or Charge Actions. If this character is pushed, this character suffers 3 damage, then end this Condition."

HARUKA AKIYAMI

Fated, Living, Guard

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

Skills: Art 2, Athletics 1, Bewitch 1, Culinary 1, Evade 2, Heavy Melee 3, Intimidate 3, Notice 1, Scrutiny 1, Toughness 3.

Iron Tank (Guard): When Haruka fails a Close Combat duel (such as Heavy Melee) during Dramatic Time, he may draw a card.

Df (P) Glancing Blow: When suffering damage, reduce the amount of damage suffered by 1, to a minimum of 0.

Lasting Challenge: When this Haruka succeeds on the Impose Action, the effects last until the end of Dramatic Time or until he takes the Impose Action again (in which case the previous Impose Action lasts until the start of his next turn).

Wall of Muscle: Haruka's Height has been increased to 3. The range of all // weapons wielded by Haruka is increased by 1 yard, to a maximum of 3 yards.

Languages: English, Japanese.

(1) Breaching Axe (Heavy Melee)

AV: +4 ----- Rg: // 3 ----- Resist: Df

Target suffers 2/3/4 damage.

P Critical Strike: When damaging the target, this attack deals +1 damage for each P in the final duel total.

X Finisher: After damaging, if the target is Paralyzed, the target is killed.

HARUKA AKIYAMI

Haruka's family has served the Katanaka family for generations. His parents were cooks for the former daimyo, and he grew up eating the same delicious meals that were served to the daimyo and his family. Some might even say that Haruma "grew up" a bit too much; by the time he was fifteen, he was already larger than many of the daimyo's warriors (both in height and width). When he was called to into the daimyo's court on his twenty-fifth birthday, he had become an eight foot tall, four-hundred-pound giant of a man.

Due to his intimidating size, Haruka was sent to Malifaux to serve the Katanaka family's interests on foreign soil. He follows his orders as best he can, frightening shopkeepers and fighting off attackers when it is asked of him, but in his heart, Haruka is a man of peace and quiet joy. He enjoys nothing more than enjoying a good meal or quietly reading a new story, and a portion of his payment goes toward supporting the seven adorable kittens that he's rescued from the streets and taken into his home.

Gear: Breaching Axe, Duster (Protected P), Trail Gloves (Protected X), 4 scrip.

Destiny: "When the seven gifts are opened, you will bathe in the waters of rage, but welcome the song of frozen winter. The leaves will whisper your name, and you will forget yourself."

Twist Deck: Rams (1, 5, 9, 13), Crows (4, 8, 12), Tomes (3, 7, 11), Masks (2, 6, 10)

THE IMPOSE ACTION

(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..

CHOUKO KATANAKA

Chouko is a distant cousin of Baojun Katanaka, the daimyo of the Katanaka family and the Oyabun of the Ten Thunders. Since her arrival in Malifaux three months ago, she has been managing the Qi and Gong, one of the Ten Thunders' most profitable brothels.

While such a position would be enough for most people, Chouko considers it little more than a stepping stone on her path. Her ambition is great, and she has been ingratiating herself with the daimyo's daughter, her cousin Misaki, in the hopes of maneuvering herself into a position of influence once Misaki assumes control of the Katanaka family.

Chouko is no fool, however, and she knows that the only way to earn such a position is to prove her loyalty and usefulness. To that end, she has volunteered for an assignment involving an important inventor, hoping that it will bring her the success she needs to attract her cousin's attention.

Gear: Geisha Makeup (+ to Bewitch Challenges), Armored Fighting Claw (Protected X, provides Chouko with her Armor), 4 scrip.

Destiny: "When your death rattles at the door, she will sit alone amongst your misery, and you will be repaid thrice for the sins you have sold. The shards you pass through leave a bloody trail, and the Empress will know the traitor."

Twist Deck: Masks (1, 5, 9, 13), Crows (4, 8, 12), Tomes (3, 7, 11), Rams (2, 6, 10)

CHOUKO KATANAKA

Fated, Living, Overseer

Might 0	Grace 0	Speed 2	Resilience 0
Charm 2	Intellect -1	Cunning 2	Tenacity -3
Defense 3	Walk 5	Height 2	Initiative +4
Willpower 4	Charge 6	Wounds 4	

Skills: Acrobatics 1, Art 2, Bewitch 2, Carouse 1, Centering 2, Deceive 1, Doctor 1, Leadership 3, Literacy 1, Martial Arts 3, Music 1 Notice 2, Scrutiny 2, Stealth 1.

Oversight (Overseer): When Chouko fails a Social duel (such as Bewitch, Deceive, Leadership, or Scrutiny), she may draw a card.

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

Governor's Gift (Male): Haruka gains a + on all Bewitch and Scrutiny duels made against men.

Management Material: When Chouko joins an Ongoing Challenge, she may discard a card to use the Leadership Skill as if it was 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.

Supervision: Chouko 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).

Languages: English, Japanese, Mandarin.

(1) Fighting Claw (Martial Arts)

AV: +5 ===== Rg: // 1 ===== Resist: Df
Target suffers 1/3/4 damage. This weapon may ignore one ⚡ on the Damage flip. If this weapon deals Severe damage, the target suffers a Weak Critical Effect in addition to any other Critical Effects.

• *Low Blow:* After succeeding, the target becomes **Dazed** until the end of its next turn.