

Wyrd

THROUGH THE BREACH

THE FATED ALAMANAC



THE FATED ALMANAC

CORE RULEBOOK

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INTRODUCTION

Through the Breach is a tabletop roleplaying game set in the Malifaux world. The players take on the role of Fated, who are men and women of exceptional destiny. One player, however, takes on the task of becoming the group's Fatemaster, who is tasked with telling a compelling story for the other players to participate in. All of the participants are communally telling a story, like a movie in which the players are the main characters, and the Fatemaster is the writer, director, and supporting cast.

As a player, it is your job to make all the relevant decisions for your Fated character. You will decide what kind of person he or she is and play his or her role in the story. There are many ways to customize the character, from the equipment carried, the magics learned, and what skills are mastered. It is up to you, the player, to bring the character to life. Your goal is helping to tell the story of your character in the dangerous and unforgiving world of Malifaux.

If you are the Fatemaster, it is your task to bring the world to life. You play the role of many Fatemaster Characters, who will challenge, aid, or just exist, within the world. In one scene you might play the part of a local saloonkeeper, or a boy who pleads with the Fated for help. In another, you might be in control of a group of bandits attacking the Fated, or a powerful Neverborn who wants to deal for their souls.

In the end, the goal for everyone at the table is to tell a good story that all the participants can enjoy. *Through the Breach* is designed to give each Fated character a moment in the sun, as well as providing the Fatemaster with the tools to tell an excellent story. To achieve that goal the Fatemaster will challenge the players, and the players will likely surprise the Fatemaster with their Actions. Much of the fun of a roleplaying game comes from interacting with each other and responding to events as they unfold.

THINGS YOU NEED TO PLAY

Each player will need access to a copy of this book, as it includes all the rules a player needs to manage a character. In addition, the group will require a single Fate Deck, and each player will need part of a Fate Deck from which they build their own personal Twist Deck. It is easiest if each player and the Fatemaster have their own Fate Deck. Each player can then easily build their Twist Deck from their own Fate Deck, and the Fatemaster's Fate Deck can serve as the communal deck that players will be making most Flips from (this will be explained later).

A Fate Deck is a special deck of playing cards, but a regular deck of cards will do. The Fate Deck has unique Suits (rams, crows, tomes, and masks), but players can easily substitute a standard poker deck if needed. The Gameplay chapter has more details on that.

The Fatemaster will need a copy of the Fatemaster's Almanac, which contains information he will need to do his job at the table. It contains advice, enemies, and discussion on a wide range of topics. It also includes alternate rules for combat in cases where the group wishes to use miniatures.

Additionally, the Fatemaster may wish to have some sort of screen, so that he can easily hide his notes. Unlike most roleplaying games, the Fatemaster does not roll dice, or generate random numbers at all, really, so this screen serves to hide notes, and provide reference information rather than obscure dice rolling.

The group will also need character sheets (found in the back of this book or online) as well as pencils to record information.

Additional books will be released with new options for Fated characters, as well as new ways for the Fatemaster to tell the story and challenge the players. While these books are optional, players and the Fatemaster will want to have the relevant supplement handy if they intend to use it during the game.

HOW TO USE THE FATED ALMANAC

This book is the player's primary resource for playing games of *Through the Breach*. It is divided into eight chapters. Each chapter covers a different topic in detail.

CHAPTER 1: INTRODUCTION

You're reading this chapter now. Here you'll find information for new players as well as a glossary of terms used in the rest of this book and throughout the *Through the Breach* series.

CHAPTER 2: LOST MEMORIES

This chapter discusses the history of Malifaux, both Earthside and through the titular breach into Malifaux city and the lands around it. While a Fated character might not know all of the information available in this chapter, it is designed to give players a grounding in the world as a whole, so that they can make informed choices when making an interesting character.

A Fatemaster doesn't need to be worried if players read something in this section that their character might not know, as anything written in this chapter is commonly available. Written by Dr. Emmanuel Harris, with copious notes by fellow "scholars" of various degrees of repute, it is possible that some of the more peculiar speculations might be quite wrong, so a Fatemaster is encouraged to read this chapter as well and decide how he wishes to integrate the information into his game.

CHAPTER 3: FORGING A FATED

If you're new to the game, this is the chapter you'll likely want to take a quick look at first. It includes all the rules for creating a new character. Beginning with the crossroads tarot, the chapter also details different pursuits that a character can... well pursue. It is often a good idea for players new to the world to skim the pursuits section, as these can provide inspiration for crafting an interesting character.

CHAPTER 4: SKILLS

During character creation, you'll be asked to choose some skills for your character. In addition, the Fated can learn new skills as they advance, or become more proficient. This chapter details everything you need to know about these skills.

CHAPTER 5: TALENTS

Like skills, Fated characters can gain Talents as they advance. These are tricks and other abilities that make a character more competent at certain tasks in ways that aren't measured purely by a skill rating. These abilities are usually purchased as part of character advancement and are separated into different categories, such as General, Pursuit, and Magical Theory.

CHAPTER 6: GEAR

If it can be purchased, made, stolen, or traded, it appears in the Gear chapter. These pages are presented as a catalogue of equipment found in one of the Guild's many general outlets. Notes from various patrons and vandals dot the yellow pages of this aging book, and a young Fated would be wise to pay attention to the advice they give.

CHAPTER 7: GAMEPLAY

Here are the meat and potatoes of the book. These rules detail the process for resolving Challenge Flips, moving, resolving attacks, suffering damage, and a variety of environmental effects. If the Actions the characters are undertaking are opposed, either by enemies or the world itself, this is the chapter that gives rules on how to handle it.

CHAPTER 8: MAGIC

The flow of magical energy in Malifaux is powerful, and even mundane women and men find themselves affected by it. Whether it is a gunfighter looking to harness magic through his pistols or a sorcerer summoning the undead to do his bidding, this chapter covers the process for creating magical effects and building Spells.



GLOSSARY

Here are some of the common terms used in this book. If you're new to roleplaying games or Malifaux, these will serve as a handy reference.

ACTING VALUE: A combination of values (usually Aspect + skill) that determine a total modifier to be used during a Challenge Duel.

ASPECTS: These values define the character numerically. Average for a human in each Aspect is 0, but "normal" people can range from -3 to +3. There are four Physical Aspects (Might, Grace, Speed, and Resilience) and four Mental Aspects (Intellect, Charm, Cunning, and Tenacity).

AURA (☉): A symbol in a range that indicates an ongoing effect that emanates from a central location.

BLAST (☼): A symbol in a damage code that represents an area effect.

CHALLENGE DUEL: The primary resolution mechanic of *Through The Breach*, which involves Flipping a card or cards to determine success or failure. Duels are performed by Fated characters in an attempt to influence the outcome of events (such as avoiding being shot or attacking a target).

CHALLENGE DUEL, ONGOING: A series of Simple Duels to handle complex long term Actions.

CHALLENGE DUEL, SIMPLE: In these Duels a character Flips a card (or cards) and adds an Acting value in an attempt to overcome a Target Number and achieve success.

CHARACTERISTICS: This a term that defines the type of creature that a character is, such as Living, undead, or construct. A character can have multiple characteristics that help to define the character.

CHEAT FATE: The process of replacing a Flipped card during a Duel with a card from the player's hand, usually with the intent of improving success.

CLOSE (☙): This is a type of attack made by striking the target in melee. Close attacks have a ☙ symbol in their range.

CONDITION: An effect that temporarily alters a character's performance. Some conditions can be beneficial (such as when a character focuses) and some can be detrimental (such as a Critical Effect condition).

CRITICAL EFFECT: Negative effects that represent serious damage to a character, and which can even lead to a character's death.

DEFENSE (DF): A value that determines how difficult a character is to hit with a Physical attack.

FATE DECK: The communal deck of 54 cards that the players use to perform Challenge Duels.

FATE CARD: A card Flipped from the Fate Deck.

FATED: A character who knows that he has a destiny, and, more importantly, is capable of denying or rushing towards this fate. These are the characters that the players control. If you are familiar with other roleplaying games, then you may have heard these referred to as Player Characters, or PCs.

FATEMASTER: The person running the game and telling the story.

FATEMASTER CHARACTER (FC): This is any non-Fated character that the Fated may encounter (such as shopkeepers, bandits, or zombies). The Fatemaster controls these characters while telling the story. If you are familiar with other Roleplaying games then you might have heard these referred to as Non-Player Characters or NPCs.

FATE MODIFIER (☙ or ☐): A modifier to a Flip that indicates multiple cards should be Flipped and one chosen based on whether the Fate Modifier was ☙ (player choice) or ☐ (Fatemaster choice).

FLIP: The process of revealing the top card of the Fate Deck to resolve an event.

FINAL DUEL TOTAL: The final value from a Duel, usually compared to a TN for determining success or failure. A Final Duel Total can contain both a value and one or more Suits.

PULSE ((X)): A symbol in a range that indicates a momentary effect that emanates from a central location.

PURSUIT: A template for advancement that defines what a character is focused on during the story. Pursuits can change often, and a character is likely to have several different pursuits that help to define him.

PROJECTILE (☞): This is a type of attack that requires Line of Sight (LoS) to a target. Projectile attacks have a ☞ symbol in their range.

RANK: The relative power of a Fatemaster Character. There are five ranks in ascending order: Peon, Minion, Enforcer, Henchman, and Master.

RANK MODIFIER: A value based on the Fatemaster Character's rank that determines a value used to create Target Numbers in Challenge Duels. This simulates the Fatemaster Character Flipping a card (and always getting a set value).

SKILL: This value defines knowledge or training the character has with a specific task. Skills can range from 0 (little understanding of the topic) to 5 (deep and intricate knowledge).

SOULSTONES: A gemstone that can contain magical power by harnessing the soul. Characters can use Soulstones to enhance magics.

STATION: This is a descriptor of the social, economic, and political life the character was born into.

STRIKE: An attack, usually with a weapon.

TALENT: A special rule that alters the way the character may act. Characters start with only a single Talent and can earn both General Talents (that are available to everyone) and Pursuit Talents (which are available only through a Pursuit) as the game story unfolds.

TRIGGER: A special effect that can be declared as a result of a Duel when a character has the correct Suits in his Final Duel Total.

TWIST CARD: A card in a player's hand that his Fated Character can use to Cheat Fate.

TWIST DECK: A 13 card deck of Fate Cards that is unique to each Fated character. Players will draw their hand from this deck.

WILLPOWER (WP): A value that determines how difficult a character is to hit with a mental attack.

WOUNDS: A measurement of how much damage a character can suffer before they begin to take Critical Effects.



THE STATEMENT OF LUCIUS CROW

BY ANDY HOARE

These were found in cell C27,
they are hereby submitted into
evidence for inspection at a Guild
investigator's leisure.

In the Beginning...

The name's Lucius Crow. Who and what I am doesn't make a whole lot of difference, but this might be my last chance to make a mark on this stinking, cursed world, so I plan on taking it. I don't know how long I have nor how much of my sorry tale I'll be able to commit to vellum, but the sun's only just gone down and the screaming is only just getting started. You'll forgive me if my writing isn't the fanciest; this place - by which I mean Malifaux, not the damp, blood-stained cell I'm currently residing in - gives even the strongest man the shivers. Fact is, I've seen stone-faced killers, who'd murdered their own grand-sires Earthside, soil themselves upon spying their first walking corpse, or go stark crazy on hearing the whispers of the Neverborn carried on the night time winds. I'll admit to having had my nethers shriveled more than once by this sorry city, but I can tell you one thing, sure as the two moons rise each night...

I love this city, fates curse her. She'll be the death of me, but I love her.

But that's by-the-by, as they say. I hope to have all night so I may as well start at the start. I was born in the old country, by which I mean the King's Land. My line is supposed to stretch right back to Popham, or so

a distant uncle once told me, but he was more than a little touched in the head and spent most of his hours in his cups if you get me. Whatever the truth, by the time of my birth my line was all but played out, what wealth we once had long frittered away by feckless forebears. I had some schooling, but not much, and when my folks were slain during the Salem vortex I had little reason to stick around. The vortex claimed not just my folks, but my inheritance too, or what was left of it, the old place reduced to ashes. I had little choice but to look to make my own way in the world, as did many kin of those the vortex took.

So what happened next? What do you think? I was a young man in my prime and though I had nothing to my name I did have ambition. I was naive of course - who isn't at that age - but I had my wits and was willing to do pretty much anything to earn an honest crust. Well, 'honest' is a relative term, something anyone who's spent a night Breachside knows all too well. Needless to say, I did what I had to do, which is ultimately what brought me to Malifaux and this stinking cell. I'll spare the gory details for I don't know who might be reading this (for the sake of argument I'll assume you're that high-class doxy I once had the pleasure of dancing with at the commissioner's ball, but I have little doubt you look more akin to the scam-bagger who tried to fleece me the next morn). Needless to

I have organized these texts in what I believe to be the proper order. Although, there are many pages in archive filled with drawings such as this one.



say, I fell in with what some mothers call the 'wrong crowd', at least when it's their spawn that's done the falling in. In truth, it was probably me who was a wrong'un, but then I had to be, just to fill my belly each day.

By the time I was twenty, I'd done pretty much everything it's possible to do and not get hung or a nasty rash. I'd killed three men, each of whom were well and truly asking for it (aren't they all?). I'd

come into fabulous wealth (none of it honestly) and lost all of it, mostly gambling but just as often at the hands of thieving so-called friends. By twenty five I'd earned myself something of a reputation as a dependable man and my services were very much in demand amongst those who like to conduct their business according to rules that don't come written in statute. Funny thing is, the better I did and the higher I climbed, the more often I came into contact with the great and the good - turns out they were every bit as bent as me. For several years I ate at the finest banquets, sipped the finest brandies and smoked the finest cigars in the most exclusive gentlemen's clubs in the old world and the new. I frequented the most opulent of bordellos and saw things in them I can't pronounce. I mixed with what you might call people of quality, but in doing so saw more than I should. That was the problem. That was what brought it all crashing down and led me through the Great Breach to Malifaux.

You see, when a man's standing for high office, he doesn't want to be reminded of his misdemeanors. So it was that, when the great underworld boss Xavier Benjamin decided to go all respectable and run for governor, he set in motion a little, how do you call it... house

keeping. Every contractor who'd ever worked for Benjamin was suddenly blessed of a great big target painted right between his shoulder blades, and no one was willing to help. Men of title and office, men who'd once sworn they'd repay me my services any way they could suddenly didn't know me. With Benjamin's bloodhounds closing, I saw no choice but to cover my tail and vanish.

But where to go? The west was out, for if anything it would have been easier for Benjamin to find me out on the frontier. I considered the far east, but I'd had a few run-ins with eastern crime lords over the course of my career and knew that they'd find me all too easily. I considered the Hindu Kush, having undertaken a few tasks for the Imperialists in that region, but didn't really fancy living out my days in a cave with only nanny goats for company.

Yeah, I know it's obvious to you reading this, but it wasn't such a clear choice at the time. Needless to say, I decided to head for the Great Breach and seek a new life in Malifaux, but I was a wanted man, and everyone I'd ever known was either wanted too or being paid to hunt me down to save their own skin. That's when the idea hit me - why not gather a few of the old crew, they do say there's safety in numbers (though whoever 'they' is, I'd sure like to smack 'em in the chops for the duff advice they've dished out over the years).

And so it was I set about gathering up a few old friends and acquaintances, though it turned out later one or two weren't so friendly as I hoped....



LOST MEMORIES

The first entry into the Breach is always the most spectacular.

I myself have seen its thrumming engines up close, but only after I had been in the city for some time. From inside the train, there is no clear way to see the rift approaching. There is simply an eerie glow, inexorably gliding closer, and then a blinding flash as you pass.

It is palpable, the change from Earthside to Breachside. You can feel it immediately, in the air, in your bones, right to the core of your being. It is an awareness that slowly fades, for most. For some, though, there is an unshakable sense that something deep within their very soul has been kindled. A power, of sorts, has been awakened, and a destiny irrevocably altered.

As I pen this final missive, this introduction to my life's work, I sit, a captive in a cell, condemned to die. My crime (though, in the interests of full disclosure, I am forced to admit it was not my only crime) was knowledge and the pursuit of it, and my captors have every intention

to deny me the fruits of my long labor. Knowledge comes with a price, they say, but it also holds its share of power. If everything goes according to plan, this tome will make its way outside these walls and my words, at least, will live on past me.

If you are reading this, I swing now with Jack Daw. It is my final hope that this document makes its way to you, dear reader, so that the truth may be laid bare and my death was not in vain. Perhaps the lessons I have learned will serve you slightly better than they have served me.

I am Dr. Emmanuel Harris, and this is my story. But it is not just my story...

A BRIEF HISTORY OF MALIFAUX

It is best, I believe, that we begin at the beginning.

The city and her surroundings have a long and storied history from before the arrival of the first human settlement. A history, I regret to say, I remain only partly privy to.

Before the coming of man, this world was inhabited by two races, a grouping of greater and lesser gods. They lived in peace, for a time, but the greater gods became decadent and tyrannical, and the lesser gods warred with them.

Some sources claim that they clashed for a mere fortnight. Others say that their conflict raged for centuries. Some say it was the greater gods that warred amongst themselves, and that their lesser brethren were decimated as an afterthought.

Whatever its cause, it was an apocalypse of a scale unimaginable. The sky was ice and fire, and plague, death, and madness gripped the streets. The whole of that strange world ripped itself asunder, and, in the end, only Malifaux remained, a grim and silent testament to their titanic struggle.

It was untold eons later that man first came.

*Mr. Lucius,
I cannot comment on the accuracy
of this document, but the Marshal's
have its author in custody. He
is being remanded to Smedley
Asylum under the care of Dr. Ian
Smedley.*

Dr. Douglas McMourning

THE COMING OF MAN 1787 (1 P.F.)

What truth these tales of the original fate of Malifaux hold is unknown, but one thing is certain; when the humans took their first halting steps into the city from Earthside, they found her cobblestone streets and ruined buildings hauntingly empty. Man's first foray into this new world was met with silence, and it was this eerily becalmed metropolis that they discovered, explored, and, eventually, began to murder each other over.

THE OPENING OF THE BREACH

The flow of magic on Earth had, for centuries, been slowly dwindling. Where once will-workers, wizards, and masters of the occult had wielded phenomenal power, the supernatural feats of days of yore had slowly receded into the stuff of myth and legend. Even the simplest of cantrips was far beyond the grasp of any but the most skilled practitioners of the arcane arts. Many scholars of the day doubted the very existence of the supernatural, believing the grand tales of an earlier age to be naught but fantastical stories and outright fabrications.

The truth, however, was that the great ancient societies of mages and masters of the arcane were very real, but that they had lost all but the last vestiges of their power. The last scions of these mystic cabals met in secret, and with their combined sagacity an audacious covenant was formed. A great call was sent out over the Earth to any and all with even a shred of magic means left to them.

From all corners of the Earth and from all walks they came, the last of their kind. Hoary bearded sages from the Siberian steppes, witch-women of the deepest jungles of Afrique, bespectacled Parisian salon-goers, stoic Bharatan gurus, ancient Gypsy crones, and wizened viziers from the arid deserts of the Near East, any and all with that last hint of arcane spark left within them, all converged for one final, desperate gambit; a ritual to ensure that magical power was not lost forever from the world.

They say that the ceremony that cracked open the Breach was grueling beyond imagining. For a day and a night, the scores of gathered practitioners poured out their last remaining empyrean energies. Some were overcome, and perished from the strain of it, while others willingly relinquished the last of their life's essence in a final act of desperate sacrifice. It must have been an extraordinary

sight; the greatest aether-wielders of the day, encircled, chanting primeval words of power and channeling their will by way of ancient arcane gesture, stoically burning through the last remnants of the world's occult energy.

The initial tear was very small, a faint rip that hung in the air for mere moments. Many from the surviving assemblage must have gasped in awe, their eyes alight with tearful elation. At last, success! These proud few had saved their beloved magic from an ignoble end.

This sense of triumph was to be short lived.

With a sharp, deafening crack and a resounding, thundering boom, the rift ripped from a tiny tear to its full and terrible glory. The aetheric energies unleashed were an unmitigated catastrophe.

The city that surrounded the ritual site Earthside (even I dare not utter its old name) was completely and instantly decimated. The massive shock-wave from the Breach's opening caused the largest buildings to crash to the ground while the smaller structures were ripped from their very foundations, their debris flung into the air like a child's plaything. As if this physical devastation was not enough, the resulting aetheric surge left only death in its wake, as the city's inhabitants' very life force was ripped away from them. The place was reduced in a single moment to naught but ruin, insanity, and corpses. I do not know that our world has ever seen so much loss in so short a time, either before or since.

Those first few moments after the Breach was opened must surely have been a blind panic. While the surrounds were nothing but silent devastation, the area around the Breach was filled with screams of dying agony and plaintive wails of mourning. Corpses littered the ground in varying states of wither and decay. A pall of ash hung heavy in the air. There were those clutching ruptured eardrums, tearing at blood-streaked eyes, or cradling ruined limbs, others gently holding dead compatriots. A few stared out hollow-eyed or, mumbling, rocked back and forth and tightly gripped themselves, stripped of their sanity as well as their magical power. Still others stood, mouths agape, gazing out at the devastation around them in dumbstruck horror.

Those lucky few that stood before the Breach with their lives and powers intact, however, saw that their magical aptitudes and abilities had increased exponentially, powers unimaginable newly coursing through their veins. Feats of aetheric manipulation that would have, in the age of legends, likely taken an archmagus numerous lifetimes to achieve were suddenly at their beck and call. The most powerful magi, conjurers, and shaman the world had ever seen were assembled, and before them stood the result of the most amazing magical event ever witnessed in all of human history.

The survivors had claimed their prize, though the toll had been steep indeed.

THE FIRST STEPS

A cold wind blew through the shimmering portal, and with it wafted a primordial, charnel stench.

Surrounding the Breach were the greatest powers of an age, and they knew it. While some of that august aggregate were associates or allies, and while there were amongst that number some few who may even have called themselves friends, most of those present were complete strangers to one another.

The ritual had not gone according to plan. It was quickly evident that magic had not flooded back into the Earth, but that a gate had been opened to another plane. Instead of acting as mankind's saviors, this bunch had been party to its inadvertent slaughter. Bitter recriminations were quick to follow in the wake of the carnage and folly, but if there was some dark architect that had foreseen this turn of events he did not reveal himself. It was quite possible, nay likely, that he lay among the dead.

History does not record the name of that brave soul who was first to test the Breach, nor do we know his (or her, I suppose) fate, but what that unknown explorer discovered must have been at once fascinating, stupefying, and utterly terrifying.

Just beyond the portal lay a silent city; a city of ruins, a dark metropolis heady with the stench of death and magic.

Those early days quickly descended into chaos.

INTO A NEW WORLD

Once the Breach had been proven safe to enter, the survivors were quick to cross its threshold. Curiosity, it seems, has been a boon companion of the Arcanist since time immemorial, and none among them were equipped at that moment to disregard its siren's call.

It all began innocently, with the sorcerers and their allies first getting their bearings, then exploring the city's remains. In their defense, the wealth they found must have been astounding. Old tomes and artifacts, they say, positively littered the ground in those first days, and unspoiled vaults and ancient laboratories were open for the plundering.

Who it was that struck the first blow is another detail lost now to the ages. Perhaps it was a disagreement about the ownership of a petty trinket, some dusty book or weathered sword. Mayhap it was an off-handed insult, some sort of cultural misunderstanding or a simple misplaced allegation. Whatever the reason, it was not a full day after the opening of the Breach that mayhem and murder had returned to the streets of Malifaux.

That first hint of conflict touched off a conflagration. The illusion of peace had been shattered. The magicians, gripped by fear and greed, warred with one another, and arcane duels were fought across the streets and in the sky. They hurled balls of fire, lances of ice, bolts of lightning, and the pure stuff of the aether. Friend turned upon friend, and bitter rivals became desperate allies. So many who had survived the chaos and destruction at the opening of the Breach succumbed instead to the red hot fury, mad panic, or cold avarice of their fellows.

Ah, to have been a witness to those great battles! The glory and the tragedy of it all!

For a fortnight they slew one another. As the fighting grew ever fiercer, the remaining will-workers began, slowly, to band together into opposing cabals (though a handful, they say, fled back through the portal to Earth or out into the Breachside wilds, never to be seen or heard from again).

When that vicious clash had finally ceased, one faction held clear supremacy. They executed or subjugated their foes, and bound those that remained to ancient oaths. A council was formed by the victors. Charters, treaties, and rules were quickly formulated.

The old city had finally found itself a new master.

EARLY EXPLORATION

In all their cruel feuding, the mages had not found the barest hint of life within the city, save that which they had brought with them.

The newly-formed Council was quick and diligent in the secretive solidification of its holdings.

A veritable army of mercenaries was chartered to ensure the barrier was defended against the possibility of outside influence or foreign aggression. Small groups of explorers were enlisted to begin investigating the old city and its hinterlands, and academicians and archaeologists by the score were procured to begin unraveling the city's plethora of enigmatic riddles, ancient mysteries, and dark secrets.

As should surprise no one, especially given the nature of the Council's rise to power, they hired their agents with great secrecy. Some say they spread stories of plague and quarantine throughout the Earthside area around the Breach. Others whisper that they enacted a great ritual to shroud the Breach and the ruined city that surrounded it from men's minds, and that those that died at the Breach's opening were wiped from mankind's collective memory. It sounds far-fetched, I am aware, but we have no idea the true extent of the power of those early practitioners, and reliable information on the Earthside city is notoriously difficult to come by (though I suppose that may be better attributed to diligence on the part of the Guild, rather than by mystical means).

One of the first breakthroughs was the discovery of a great repository of books left by the city's previous inhabitants. Duer's Library, as it was later to be called (after the explorer and gentleman who first unearthed its hallowed halls), was a network of vaults and towers bursting with strange knowledge. A team of scholars and excavators worked around the clock for months, clearing collapsed stacks and diligently scrutinizing the eldritch tongue of those who had constructed this miraculous and foreboding place.

At the same time the Council sent teams of explorers to catalogue the city and its surrounding areas. While the mages could sense a great wellspring of aetheric power in this new place, they could find no way to tap it, and the initial reserves of magic collected from the cataclysm at the Breach must have surely been beginning to dwindle. The will-workers themselves set to solidifying the Breach.

Without any magical support, the gate was starting to shimmer and quiver erratically after every passage. There were some within the Council who believed that the rift was dangerously unstable, and a popular theory that developed among the learned was that too much passage in too short a time would cause the thing to seal up in upon itself (or, possibly worse, rupture further).

The exploration teams the Council sent found a world both strangely familiar and sinisterly foreign. In the sky, when the city descended into night, there rotated twin moons and unfamiliar constellations, and during daylight hours an alien sun blazed above.

Within the city itself, these courageous early pathfinders discovered an enchanting hodgepodge of earthly architecture. Ranging from elegant potpourri to nightmarish patchwork, the buildings and streets appeared for all the world to be a collection of mankind's most magnificent structural achievements. To quote Dr. Ferris Lhavago, from the introduction to his seminal masterwork, *Her Dark Majesty, A Complete and Unabridged Catalogue of the Wonders of Malifaux (An Architectural Perspective)*:

"It was as if all the great capitals from throughout history had been stacked and shuffled by the gods—Gothic arches before Palladian villas, Lahore minarets beside Italian spires, rough brick chimneys from Empire factories over marble colonnades, and Three Kingdom's pillar-gates guarding Colonial mansion houses."

The marvels, however, were not soon there to end. Beneath the city proper lay an entire network of sewage chambers, conduits, caverns, canals, caves, and catacombs. Stories tell of torch-wielding trailblazers lighting miles-wide subterranean grottos for the first time in untold eons, of intrepid adventurers uncovering antediluvian crypts filled wall-to-brim with shimmering treasures unimaginable, and of unwary reconnoiters descending deep down dark and twisting labyrinths and passageways 'til, inevitably, they found themselves forever lost.

And in the distance, beyond her walls, lay the city's strange wilderness.

First, mainly to the city's north and south, there lay miles of a dry, lightning-prone wasteland, a seemingly endless expanse of barren, red-tinged dirt stretching for

as far as the eye could conceivably see. This inhospitable region was christened, in short order, the Badlands. Nearer the city's east and west borders encroached a set of mighty swamplands teeming with all manner of vine and creature. This bog-fraught no-man's-land was named by those early explorers the Bayou. Finally, in the wilds' farthest reaches, a majestic and jagged range of blizzard-laden, snow-capped mountains pierced the sky.

UNEXPECTED DISCOVERIES

After months of heavy work, the grim-faced sages and savants that had set themselves to deciphering the signs and sigils of the city had finally made a lexicographical breakthrough. It was Dr. Arthur Duer himself, together with Professor Mondragoné of the much-vaunted Voynich Institute, who finally cracked that cryptic code. While many of the more complicated tomes were in a higher form of native speech, and would likely take years longer to decipher, the lesser volumes and the relatively simple system of signage used within the city was now mastered.

With this early research, these men unlocked one of the most venerable secrets of the ancient city. Malifaux, she was called, in the days of old.

The scholarly teams set about cataloging what they could of the strange script found throughout the dark metropolis. Many of the buildings and streets were labeled in a fashion not at all out of place in an Earthside hamlet. There were edifices with insignia representing fishmongers, blacksmiths, tailors, shopkeepers, and the like, all obviously long vacant. Then there were the idiosyncratic translations. The scholars pored over their notes to make sure that their transcriptions were correct. Signs heralding Mechanical Magics, Aether Vaults, Death Surgeons, and Memory Weavers were nestled incongruously between displays touting bakers, bankers, jewelers, and butchers.

Meanwhile, after much debate and research, the Council believed it had found a solution to the vexing conundrum of its vacillating dimensional fissure. Months of toil, both physical and metaphysical, went into the construction of a massive stonework plinth and archway, carved deeply with mystic rune and sigils, which they built up around either side of the rift. With their labor complete, the rebellious portal finally stabilized. The Breach of the Great Boundary was the title they bequeathed their wondrous work.

As time passed, the early explorers began to slowly filter their way back into the city. Some of that number returned laden with riches, some returned with nothing but harrowing tales, still others were never heard from again.

The greatest of the early scouts' discoveries came from the band that had wandered the farthest afield. Deep within the Badlands, surveyors had come across a deserted town, a few crumbling knotwood shanties and little more sitting nearby a grass-less hillock, in the center of which was an abandoned hole leading deep into the dry, cracked earth.

What they discovered at the bottom of that burrow would revolutionize that age and all that came after it. This hole was a mineshaft, of sorts, and at its lowest point the men came upon a great trove of precious stones. If this had been ordinary diamond, opal, or ruby, these men could have chipped them free and made a comfortable retirement as princes of the Earth, but what they had actually uncovered was far more precious and terrible than they could have possibly ever imagined.

The first inkling that this was no ordinary mine came as the men had set themselves to loading up all the gemstones they could possibly carry. One of that eager number had ventured down a side shaft in the interests of exploring for further riches. I regret to inform you now, dear reader, that he did not survive over-long beyond that. His poking and prodding, indeed, provoked a small cave-in. The man's sharp scream was abruptly cut off by the sound of the falling debris that untimely crushed him.

As if in response to his death cry, the gemstones in the possession of the other gentlemen of his party began to briefly glow and sparkle, before quickly falling dormant again. It was in this fashion that the second discoverer of these stones profited from their unearthing.

As the jewels were studied, it was discovered that the power they held was finite. As its aetheric energy was depleted, the stone would grow dark. If someone near the stone were to die, however, the stone would brighten, its energy replenished. It was this macabre discovery that earned these gems their lasting sobriquet: "Soulstone."

When this band returned to the city proper and presented their findings to the Council, they touched off an uproar. The stones were the source of power the Council had been looking for. Their scholarly servants, for their part, brought up references to the gems that had been found in some of the earliest translated works. While the ancient manuscripts suggested a promise of great power within these artifacts, they also warned of great danger.

If the Council heard anything beyond the promise of great power, they certainly did not show it. Plans were drawn up for full scale excavation of these magical gems, so that their magic could be shared with the world (under the tight-fisted control of the Council, of course).

It was six months after the opening of the Breach that the Council made the decision to share their designs with the rest of the world. In a grand pronouncement, the will-workers revealed that they had found a new source of nigh-limitless energy that would propel human civilization into a new golden age, one that operated on principles most of the population had assumed were myths and legends.

A call was sent out for brave men and women to travel through a Breach to another world, a land of danger and opportunity, to help secure this new resource for the good of all mankind.

From that moment, one word was on the lips of every person on Earth...

Malifaux.



A NEW AGE

1788 TO 1796 (2PF-9PF)

The Council's announcement shocked the world.

Every tavern, saloon, town square, and boudoir was abuzz with debate. Pamphlets and newspapers were printed in abundance, either praising this new turn of events as Earth's saving grace or decrying it as the utter ruination of mankind.

Diplomats and envoys from the great powers of the Earth came through the Breach to investigate the Council's claims. They were shown the wonders of Malifaux, beguiled by demonstrations of occult technologies, and given one clear petition: send us your citizens and we will share with you the secrets of Soulstone.

NEW PROMISE

In short order, Malifaux became a thriving metropolis to rival any other in history.

First in their hundreds, then in their thousands, travelers made their way to this new land. They say that at the height of the pilgrimage the wagon-trains, convoys, and caravans stretched out to the horizon, a host of pioneers all awaiting their turn to pass through the Breach-Gate. The crumbling, abandoned Badlands settlements closest to Malifaux proper became thriving boomtowns overnight.

The mining of Soulstone was backbreaking work. In short order it became obvious that not all Soulstones were made equal. The smaller Soulstones could not be used to aid in will-working. They were ground up and used as fuel for machinery, as alchemical components, or to make medicinal tinctures. The larger Soulstones were rare, but the miracles they could work in the right hands were unprecedented.

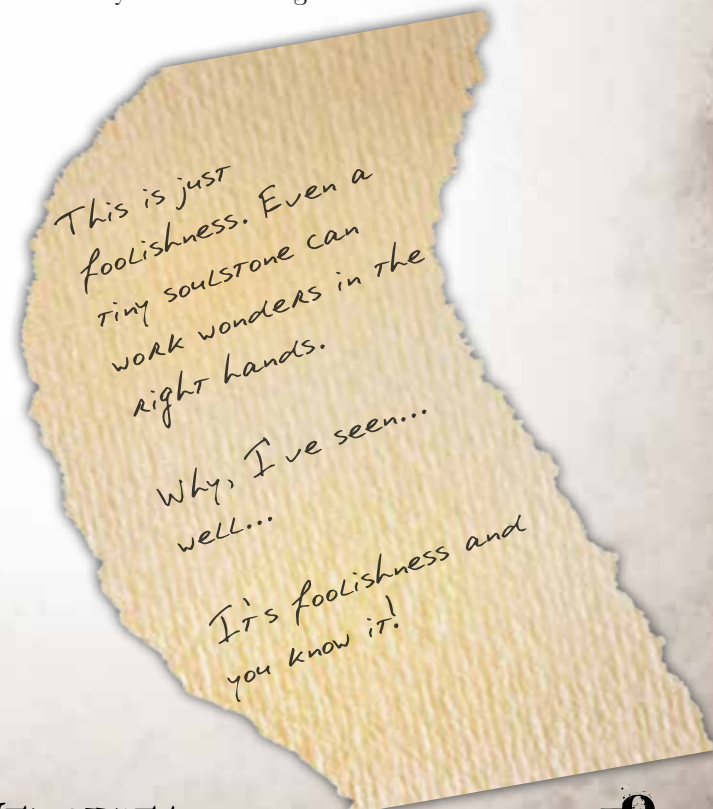
Specialists, sages, and savants also flocked through the Breach in droves. A new sort of science blossomed around the study of Aetheric Energy and Soulstone use, and the geniuses and prodigies of the age gathered in Malifaux to explain its causes and deliberate its ramifications. They delved deeply into the minutiae of Soulstone mechanics, began translation of the more difficult works the original inhabitants had left behind, and made great insights into the workings of Malifauxian artifacts. It did not take long

for distinct schools of thought to be formed, each with their own models and hypotheses, to explain the weird wonders all around them.

One great discovery of a particularly clever student of Malifaux's mysteries was the activation of the first Construct. There was a great deal of debris within the city that resembled nothing so much as piles of broken or inert machinery. When fitted with a Soulstone, however, and tinkered with to some extent, it was discovered that what appeared to be common debris were, in fact, fully functioning mechanical marvels. Many of the machina discovered in this fashion were simple, tiny servitors or mechanical replicas of different kinds of fauna. A few, however, were fearsome clockwork titans capable of wielding an assortment of vicious weaponry.

Construct creation and maintenance was an inexact science at best, however, and numerous industrial "accidents" attributable to haywire mechanical weaponry were recorded in the early days of their research.

The Council, for their part, began to invite Earth's artistic and political luminaries to join them in the city, as part of their design to turn Malifaux into a thriving metropolis to rival any in the world. The power-brokers of the earth sent their agents to discover the secrets of Soulstone, and with it secure dominion over their rivals. With their arrival Malifaux became a city of patronage and politics as well as secrecy and subterfuge.



AND NEW DANGERS

Those pilgrims and pioneers who had braved the Great Boundary began to settle further and further from the city proper. As they ventured further afield, reports of strange sightings of fantastical creatures and mythological monstrosities began to filter through to the taverns and public houses of the city and her surrounding settlements. At first these reports were laughed off. The explorers and survivors of the outlying communities were decried as tellers of tall tales and lunatics. The corpses the pioneers had run across were attributed to accident or the normal depredations of the wilderness. The people of Malifaux dubbed the strange creatures of these fanciful fables the Neverborn, and those who claimed to have encountered such strange beasts were scoffed at, their pleas derided as the preposterous ramblings of idiots.

All of that changed over the course of a single fateful evening. A large caravan was on its way to one of the outlying ghost towns to start a new life: over a hundred souls with everything they needed to survive in the Malifauxian wilderness, or so they thought. From the darkness they came; winged, horned creatures. They set upon the caravan, carrying away or slaying men, women, and children. It was the largest such attack up to that point, and the survivors were simply too numerous to ignore. The unexplained attacks had grown too vicious to dismiss as mere fiction. The monsters of Malifaux were very real.

As if the appearance of hostile native denizens of Malifaux was not enough, a new threat emerged from underneath the city itself. According to some of the early explorers, deep within the long-forgotten recesses of the city lay a necropolis, chamber upon chamber of graves from a previous era. Rumors began to circulate of forbidden knowledge interred within these crypts along with the dead, and a few power-hungry seekers of ancient secrets took it upon themselves to discover the veracity of these claims.

No more famous example of the corruptive influence of Malifaux's darker forces exists, than the story of the first Resurrectionist. No one living knows what exactly transpired in those timeworn tombs. Some say that ancient corpse-guardians rose up to attack the living, leaving only one survivor. He, horribly scarred in both body and mind by the ordeal, escaped the undercity with a single tome, a paean to those who had perished in the city's early days and a secret to a life, of sorts, after death.

This nascent necromancer, as the power-mad oft do, raised himself an army, but one unlike humanity had ever seen. He brought to battle revolting formations of shambling corpses, once-living flesh reanimated by dark magics and sciences. The unliving horde attacked the Council fortifications en masse, a legion of putrescent foot-soldiers attempting to tear the city apart brick by brick, and for a moment it looked as if they would succeed and turn the city into a necrotic monarchy of darkness, death, and despair.

The whole of the city rose up in defense. Members of the Council did battle with old magics, and their mercenaries manned battlements to stave off the oncoming press. Even with all the resources at their disposal the mood was grim, and it appeared unlikely anyone would survive the onslaught.

What turned the tide, however, were the defenders that arose, unexpected, from the city's populace. Great feats of daring and daredevilry were accomplished that fateful day. Miners brandishing pickaxes and musketmen firing flintlock rifles fought shoulder-to-shoulder with fire-wielding wizards and clockwork automatons. Whenever things looked their direst, whenever another battle line looked sure to be swept away by the sweeping tide of the unliving, another hero emerged, as if placed into the fray by destiny herself.

There are some reports that even native denizens of Malifaux took part in the conflict. Tales are still told of the dark lady herself scything putrefied corpse-soldiers down with frenzied gleeful abandon.

It was hard fought, but, when the dust had settled and the harrowing night had given way to the peaceful morning light, the nameless necromancer lay defeated by the combined might of the Council and the new champions of the age (though, as we all know, the dark secret of unlife did not die with that dastardly villain).

AN AGE OF VILLAINS AND HEROES

From that point onward, the city of Malifaux was rampant with danger and adventure. The city had opened into an era of legend.

It was a time of grievous villains. Fables are rife with accounts of the legendary cruelty of Astarte, the dark mistress, and the malevolent depredations of Jean-Philip Archambault, the Quebecois madman, and his Légion de Mortes Vivantes. Evil men and monsters of all stripes haunted the city's cobblestone streets at night, snatching the unwary and terrorizing the populace.

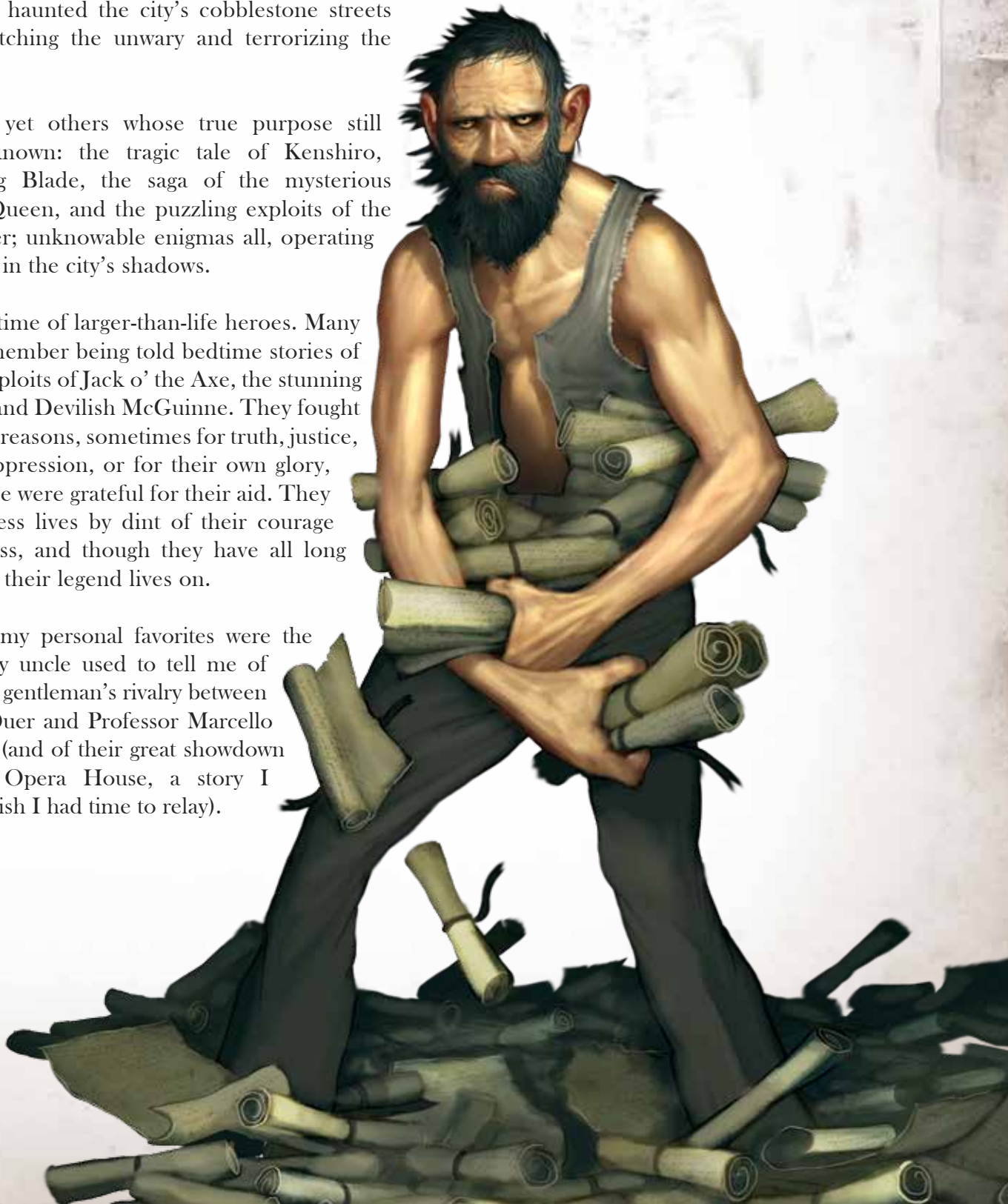
There were yet others whose true purpose still remains unknown: the tragic tale of Kenshiro, the Weeping Blade, the saga of the mysterious Clockwork Queen, and the puzzling exploits of the Masked Rider; unknowable enigmas all, operating inscrutability in the city's shadows.

It was also a time of larger-than-life heroes. Many of us still remember being told bedtime stories of the gallant exploits of Jack o' the Axe, the stunning Lady Zorra, and Devilish McGuinne. They fought for their own reasons, sometimes for truth, justice, to combat oppression, or for their own glory, but the people were grateful for their aid. They saved countless lives by dint of their courage and cleverness, and though they have all long since passed, their legend lives on.

I know that my personal favorites were the great tales my uncle used to tell me of the legendary gentleman's rivalry between Dr. Arthur Duer and Professor Marcello Mondragoné (and of their great showdown at the Star Opera House, a story I desperately wish I had time to relay).

All these amazing tales and more, of thrilling conflict and tantalizing mystery, of the exploits of the city's greatest heroes and darkest villains. They fought and died in her streets, for wealth, power, knowledge, and their own inscrutable purposes alike. The streets were full of adventure and tumult, and above it all, the secretive Council ruled with an iron grip.

It must have seemed to her inhabitants that Malifaux would stay this way forever.



PARADISE LOST

1797 (10 PF)

The winter of 1797 was a particularly bitter and cold one for Malifaux. In her ten years of human occupation there had never been the like of that December's furious blizzard. Those that were able made shelter in their rime-mantled homes or taverns, hearths raging to keep the dastardly frost at bay. Those without proper shelter made attempts to warm themselves by burning trash and debris in abandoned tenements, trying, with desperation, to stave off frostbite and an icy, benumbed death.

For all the weather's cacophonous bluster, however, no one in Malifaux had any inkling that a truer, more pernicious and calamitous threat lay concealed just under the storm's stark white mask.

At the very apex of the shrill ice-tempest, the Breach began to resonate and tremble. The stone archway that kept the Great Boundary secure started to violently quake and rumble. According to the witnesses stationed on the Earthside of the Breach that fateful day, the din of fearsome battle could be heard, tinny and indistinct at first, from the other side of the rift.

The Breach began to slowly shrink in on itself. Further, the path to Malifaux was completely cut off. The Breach was uncrossable, as if the portal had been bricked over. The thaumaturgists on Earth went quickly to work trying to stabilize the hole, but to no avail. Any and all attempts to pass through the Breach were rebuffed, as if an invisible wall had been constructed in front of it.

As the rift began to wane, the masonry of the great archway crumbled and collapsed in colossal stone heaps upon the ground. The sounds of explosions and the fearful cries of men from the other side of the Breach lasted all evening and into the wee hours of the next morning.

Just before dawn, the sounds of havoc from the Breach stopped. In silence, the fissure between worlds hung, barely big enough now for a man to fit through.

The arcane practitioners Earthside huddled around the closing rift. They had long since exhausted any hope of keeping the aperture open or of saving those trapped on the other side. The field around them, in fact, lay littered with drained Soulstones.

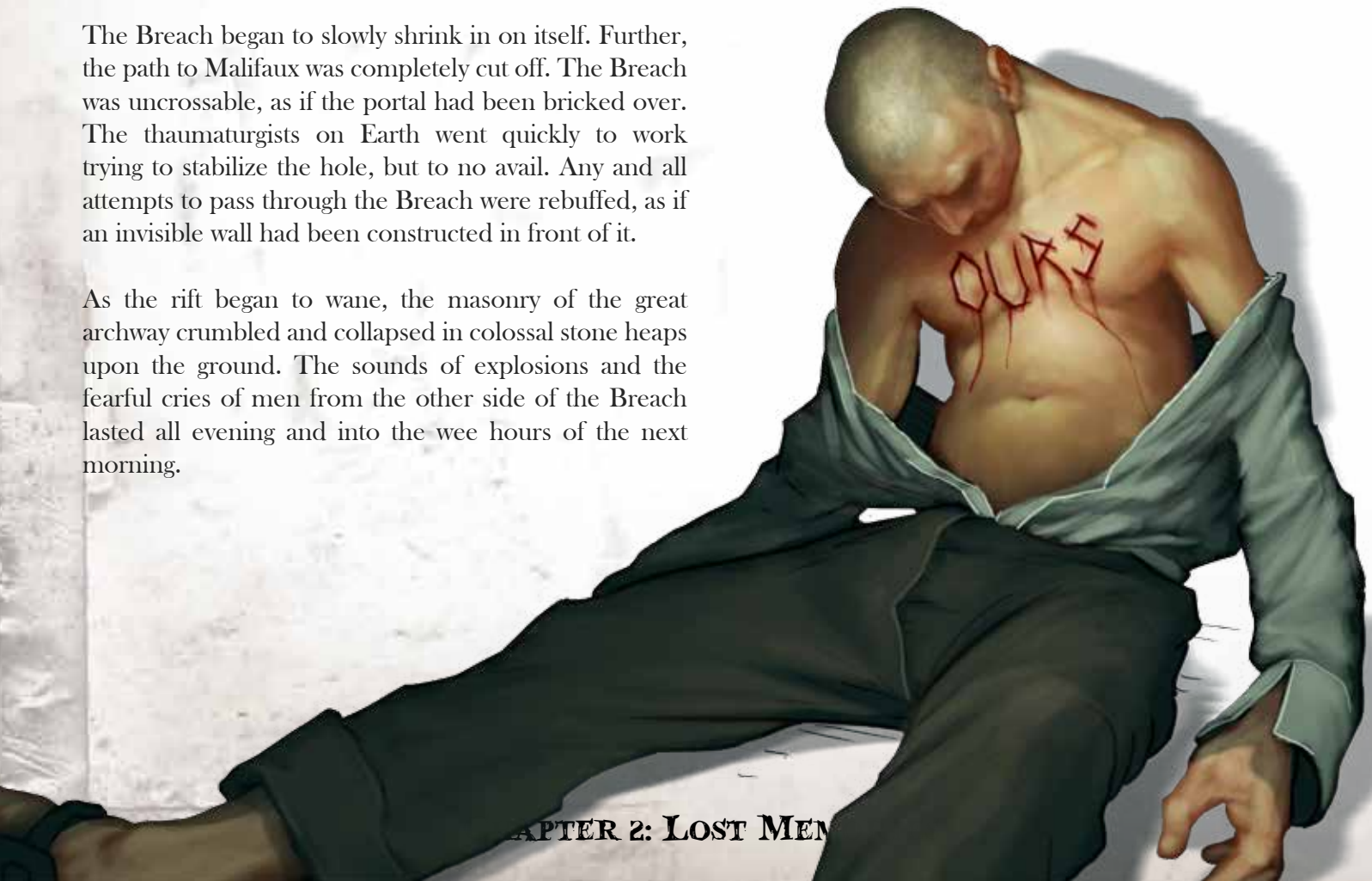
A body came hurtling through the rift, to land at their feet with a sickening thud. On its torso was carved a single, haunting word:

"Ours."

The Breach of the Great Boundary lay still for one briefest moment more, and then closed in upon itself with an ear-rending, sonorous howl.

As the last remaining smoke from Malifaux drifted into the sky, the remaining practitioners stationed Earthside could do naught but stand and stare at one another, mouths agape and faces twisted in horror.

All was lost. Malifaux was no more.



CHAPTER 2: LOST MEN

AN AGE OF STRIFE

1798-1814 (10PF-26PF)

The Fall of the Great Boundary shocked the world.

One moment Malifaux was a wellspring and a miracle, at once the source of the world's magical power and its greatest city. The next moment the metropolis had vanished, the only route to it inexplicably blocked, the fate of its inhabitants unknown.

A great many people had settled Malifaux in the decade since the opening of the Breach. Each person brought with them a part of their culture and a shared dream for fortunes or a better life. There was not a corner of the Earth unaffected by their loss. In every nation and city there were men and women who had lost brothers or sisters, children or parents, or husbands or wives when the Breach fell. Makeshift memorials sprouted up over the world overnight.

Newspaper headlines were garish and sensational in their coverage of the loss of Malifaux. Wild rumor and theories of vast conspiracy were propagated across the globe. Many refused to believe that the Breach was actually closed, calling for investigations and criminal charges. Some said that the supposed 'loss' of Malifaux was a ruse, a way to prop up the price of Soulstone. Others believed that whatever had closed the Breach was coming for the inhabitants of the Earth next. Apocalyptic signs and portents were preached loudly on street corners from Moscovy to New Amsterdam, and the world was gripped deep in throes of grief and panic.

The source of Soulstone had disappeared; the fountainhead of every major magical and technological leap forward of the previous decade. It was the most sought after commodity in the world, and in one fell swoop it had become the rarest. Institutions began to hoard their meager supplies, and governments assembled think tanks of their brightest minds in an attempt to predict the ramifications of such a massive calamity. Fear washed over the world, and the powerful and prestigious were in the grip of a great panic.

There were those, however, who saw in this great calamity not a threat, but a golden opportunity.

THE BLACK POWDER WARS

The loss of the Great Boundary ushered in a time of shock and turmoil. Soulstones were stockpiled immediately, and any of their uses that were deemed 'non-essential' were cut-off immediately. This included, tragically, many large public works as well as Soulstone applications that were medicinal in nature. If the bearers were not well-connected, no matter what good they were doing, their Soulstones were stripped from them.

After the initial stockpiling, the politicians, merchants, and remaining magical practitioners were at an impasse. Lines had been drawn that no one wished to cross. A war for Soulstone would engulf all the great nations of the world.

At first glance it appeared for all the world that various treaties and trade agreements were soon to be signed. Calamity and catastrophe were giving way to a new order, one more peaceful but less prosperous than what had preceded it. As time passed, however, talks stalled, diplomats were recalled, and troops amassed at borders. An easy armistice was not to be had.

A few weeks later, the earliest shots of the great Black Powder Wars rang out, engulfing first the whole of Europa and soon thereafter the rest of the world. With sabre and flintlock, soldiers fought and died for their countries, musket lines proudly holding against gallant cavalry charges, and always the ever present thunder and din of the cannonades. As it ever was, the living left the battlefield with tales of glory, leaving the dead trampled in the blood-mixed mud.

Unlike any other war in remembrance, though, magic was at play. Amongst the musket lines and cavalry charges, practitioners wielded eldritch energies and fought arcane duels against one another. Some states even employed a few Malifauxian Constructs that had made their way Earthside, while others (who were quick at war's end to be censured for their crimes) employed Necromantically-infused soldiery, pinning their battlefield strategies to the backs of the recently dead.

Europa and North America were some of the largest battlegrounds, and by the end of the conflict they had become a patchwork of warring factions, with smaller conflicts raging in Central America, Northern Afrique, and parts of Oceania. Gallic Legions crossed swords with the King's Empire, igniting ancient rivalries

with the weapons of a new age. Muscovites and Prussians took to the field in their thousands. Later in the Powder Wars, the Three Kingdoms broke its stalemates and truces, doing battle in Eastern Europa and Western North America.

Ottoman Sultans, Amerindians, Hessians, and all other manner of mercenary factions fought in the Black Powder Wars as well. To the victors went the spoils, not the least of which was a cache of freshly-powered Soulstone, for death was a constant battlefield companion.

The "Black Powder Wars," as some called them, were a time of diplomacy, spycraft, and open warfare the Earth would not soon see the like of again.

THE END OF THE WARS

When the dust had settled, many of the world's national boundaries had slightly changed, but there was one clear victor.

They are known today simply as the Guild.

There is an untold story to the Black Powder Wars. It is a story that the 'Guild' would prefer you not to hear any time soon.

There is much evidence that the great Powder Wars were not so much about national sovereignty and security as you may have been led to believe from the history books. If my extensive research into this subject is correct, then there was a second, hidden conflict raging around the world at the same time.

It is said that a handful of magical secret societies did not participate in the opening of the Great Breach, while others had their number decimated either by the tragedy of its opening or the conflict of mages shortly after, and never returned to Malifaux in force. Before the Breach had closed there had been numerous factions unsuccessfully competing with the Council for control over Malifaux and her Soulstone supply, and while none of these conspirators found purchase while the Breach was open, when the Breach was shut and the Council's holdings had been decimated, these shrouded syndicates redoubled their efforts.

The most important generals and politicians of the Black Powder Wars were not beholden to the

nations for which they fought, but were instead agents of these secret societies, all of whom were attempting to control the use of Soulstone and magical power for their own purposes and under the auspices of their own personal philosophies.

It was not one conspiracy, but a number, and their members could have been found all over the world. Prussian Generalfeldmarschalls, Dukes of the King's Empire, and Gallic Countesses were secretly allied with emissaries from the Continental Congress, Three Kingdoms Satraps, and Congolese Mwami.

I have as of yet been unable to pinpoint which of the various secret sects in conflict at that time eventually grew to become the Guild. What I do know, however, is that by the end of the war this ruthless cadre of mages, merchants, politicians, and generals had gained de facto control over the remaining supply of Soulstone, and with it the world.

THE RISE OF THE GUILD

1815-1896 (27PF-108PF)

The Guild.

They are, in the modern age, ubiquitous. Their presence is felt in every strata of civilization, from the grand courts of haughty emperors to the lowly lives of simple farmers.

Their rise was unprecedented. In the few short years after the Powder Wars, the Guild had secured complete control over Soulstone use, a monopoly they have sustained now for close to a hundred years. They formed their central headquarters at the former site of the Breach and from it have manipulated kings and kingdoms the world over.

Laws were passed, as the nations began to rebuild following the wars, that forbade Soulstone ownership or use by anyone who was not duly authorized by the officials of the Guild. Anyone caught violating this ban was executed, often in the very presence of the Soulstone they had illicitly obtained.

Many countries adopted official Guild liaisons. A country will, to this very day, have a whole cadre of Guild operatives within its borders to ensure that

Soulstones are only utilized in a prescribed manner. The head of Guild operations within a given nation is often given a legitimate title. There are Ministers of Magic, Secretaries of Aetheric Practice, Directors of Arcane Agencies, and other such contrived honorifica; croneyish racketeers all, lording over their control of a given country's Soulstone supply, doling out power in exchange for wealth and political favors.

Another, darker, function of the Guild was to make sure the Soulstones they had in their possession remained fully powered. I have it on good authority that a variety of hospitals, prisons, asylums, orphanages, and homes for the elderly are operated by the Guild in secret. In these places the Guild has placed Soulstones in need of replenishment, so that they can profit from the death that naturally (or unnaturally, as some of the more sinister rumors suggest) occurs therein.

With all their power, though, there remained one thing forever outside of the Guild's long reach. The Guild attempted unsuccessfully over the succeeding decades to repeat the ritual that originally opened the Breach. A fortune in Soulstone many times over was exhausted to its shattering point, but to no avail. Try as they might, with all the power of the Earth at their disposal, the way into Malifaux remained closed to them.



THE GATE REOPENS

1897 (109PF)

One century after its calamitous closure, to the day (some say to the very minute), the great Breach suddenly and inexplicably reopened.

The Guild quickly enacted its protocols for such an eventuality. Armed forces the world over were recalled to guard the Breach, and high officials met in secret to deliberate the meaning of its reopening.

Despite all their precautions and planning, a great panic swept through the Guild, one that was kept from the general populace. Thousands, perhaps tens of thousands, of soldiers were sent to surround the newly returned Breach. Under what intelligence they were operating I still do not know, but the Guild (according to the information I have gleaned on the subject) were preparing themselves for an invasion from the Breach into the Earth. They were certain that whatever calamity had befallen the residents of Malifaux a century earlier was about to be replayed, except this time with all of Earthside as its victims.

When, after a full month, the expected invasion had not arrived, the Guild allowed a heavily armed expeditionary force through the rift.

The city was empty, as eerily becalmed as it had been when the first practitioners had set foot in it so long ago, save for the signs of a battle having been recently fought. Some of those signs of combat were fresh, as if the battle of a century past had just moments ago been concluded.

One of the more shocking discoveries made by that first foray was what the city of Malifaux lacked; namely, the corpses of its previous inhabitants. There were throngs of citizens of Malifaux in its earlier heyday and yet, chillingly, not a single shred of evidence that any of them had ever existed remained.

With the safe return of its expeditionary forces, the Guild moved quickly to secure the city.

THE CITY REBORN

The announcement that the path to Malifaux had been rediscovered was met with both rejoicing and trepidation. Malifaux, as it ever has, represented great riches and opportunity, but also grave danger.

The Guild, for its part, was eager to get at the first legitimate source of new Soulstone the world had seen in a century.

A bargain of sorts was struck with the great powers of the day. With the loss of Malifaux an ever-present threat in the minds of many of Earth's best and brightest, the Guild turned to criminals and outcasts to fill out its working ranks. Looking for a new life or ordered to the mines as punishment, they flocked or were driven to Malifaux in droves.

In the midst of the empty city sprang life anew. To guard against the perils of her darker inhabitants, the Guild cordoned off much of the city, dividing her into zones of varying degrees of protection. They began with the Guild Enclave, which as time passed expanded into the area of Malifaux known to her inhabitants as Downtown. It was this section of the city that was settled and fortified by the Guild proper, as well as the wealthy and prosperous that deigned to do business there.

At this time the first Slums sprang up, flats and tenements for the city's earliest workers, both the staff and servants of the affluent as well as those poor souls headed to work the Soulstone mines. Things were precarious in those first days for the city's Soulstone miners, with cave-ins or asphyxiation by gaseous release claiming a full third of the city's early diggers, by some reports.

Any area not part of these designated zones was forbidden, by Guild decree. Not only was there the ever-present threat of native predation in this unpatrolled no man's land, but anyone seen moving into or out of the Quarantine Zone without proper authorization was to be shot on sight as a matter of Guild law, a standing order that is carried out to this day. Still, those that wished to operate without Guild scrutiny set their secret laboratories and enclaves there.

As time passed, the Guild expanded the habitable portion of the city. A grouping of smaller corporations and concerns that had come to Malifaux to make a name for themselves were allowed to build their homes and

offices in a part of the city's perimeter. Using whatever resources available to them, more often than not the poor quality knotwood from the native trees of the city's surrounds, they built up a neighborhood that, to this day, looks more like a frontier town than a proper part of the thriving metropolis. This section of the city was christened the New Construction Zone.

The Guild itself set aside a manufacturing area, a portion of the city full of smokestacks and factories. The famed Geissel Metalworks were one of the Guild's early partners in this endeavor, a partnership aided in no small part by connections between the illustrious Geissel family and the Governor General. Steamworks and forges set up shop, and this area became known, at first colloquially and then officially, as the city's Industrial Zone.

The city grew, and in its way prospered, but the old enemies of Malifaux were quick to make their presence known. Vicious nightmare horrors hunted in the night, and likewise shrouded by twilight there hid cryptic coteries of rogue mages practicing unlawful sorceries. The undead made an unwholesome resurgence, with a whole cabal of necromancers operating in secret, practicing their dread rituals under the cover of darkness. The Neverborn, Arcanists, and Resurrectionists, as these menaces are known today, stalk the city's streets still.

The Guild, for their part, marshaled their resources against these threats, and, in addition to the city guard, anointed three Special Division charters to combat them. They created the Witch Hunters, a task force charged with the warrant to ferret out any magic users operating without express Guild consent; the Death Marshals, whose onus is to put to final rest any practitioners of the foul necromantic arts and their unliving servants; and the Neverborn Hunters, an enclave of horror-slayers, whose job is to hunt and eliminate hostile Malifauxian monsters.

There are some that would say that there is no truer monster than one's fellow man. While I doubt that any would espouse such indulgent philosophies after staring directly into one of the toothy, spittle-flaked maws of a Neverborn monstrosity, when one thinks of the plight of Malifaux's early miners one may be forgiven for harboring such conceptions. Working conditions in the mines were beyond deplorable, with miners dying by the score to flooding and the depredations of malicious

creatures. The Governor General stood idly by as brave men and women risked life and limb for the Soulstone the Guild so desperately craved. The Guild cared little for the plight of the mine workers. As long as Soulstone flowed, the death and dismemberment of its acquires were simply part of a balance sheet.

Eventually the occupational hazards the miners faced were too great to ignore. After weeks of rioting and violence that saw casualties on both sides, the Miners and Steamfitters Union was granted legitimacy by the Guild. While the toil of the mines is still backbreaking, and far from safe, if the Guild pushes its workers too far they can expect a bloody and organized uprising from those common workers that keep the gears of the city's industry turning with the sacrifice of their blood, sweat, toil, and in many cases their very lives.

The colonization of the city resumed in force and vast swathes of the metropolis have since been re-tamed. Today a full quarter of the city is currently under nominal Guild control.



THINGS AS THEY STAND TODAY

It was summer when I first arrived through the Breach. After a lifetime of diligent study, and a year's worth of serious preparation, I was finally granted leave to walk her cobblestone streets in the flesh. Armed, as I was, solely with a passing familiarity with a handful of dead languages and an assortment of advanced degrees, I must say I was not in the least prepared for what I would find there.

It was the culmination of my life's work, a chance to be on the forefront of the research to which I had devoted near every waking hour since my adolescence. In my arrogance I thought I held no illusions about the dangers I would be facing. I had poured through the surviving journals of many Malifauxian residents who resided here under the first Breach opening. They spoke of threats great and terrible, of undead monstrosities, power-mad sorcerers, and nightmare-twisted beasts. But those were all words, faded ink on page, mere shadows of the true terrors that I was to be faced with.

Newspapers were abuzz with recent political developments Breachside, not the least of which were the rumors swirling about the Hollow Marsh Gala of the previous month. The party itself was to be a celebration of the great pumping station's opening, the passion project of the genius inventor and wealthy industrialist Viktor Ramos, who had just been elected President of the Miners and Steamfitters Union. The pumping station promised to alleviate many of the flooding issues in the lowland mines, and would no doubt save many workers' lives. Quite a few of the city's most prominent residents were in attendance, from high ranking Union heads to influential Soulstone speculators. One of the guests of honor was to be the illustrious Governor General himself.

What started out as a night of reverie and celebration was quickly fouled by violence and insanity. An Arcanist saboteur interrupted the gala with a rocket strike, killing and wounding several of the guests. Only by chance did the Governor General and President Ramos survive, and when I arrived the city was still reeling from the political ramifications of the attack.

An additional item of note was the depredations of the Resurrectionist madman known as Seamus. He staged a daring and vicious robbery of the Malifaux Archives, slaying the curator and a reporter, and spirited away a priceless Soulstone, the large green gem known as the

Gorgon's Tear. Ms. Molly Squidpidge, the murdered reporter, had her legacy further befouled when mad Seamus interrupted her funeral, bursting in and raising poor Ms. Squidpidge from the dead. It was murder and resurrection most foul, and it would not be the last time Seamus wreaked havoc in the city.

I myself was headed to meet and work with the esteemed Professor Heilin, one of the foremost luminaries in the field of Malifauxian history and archaeology. He had bid me by letter to witness his greatest triumph, a discovery that he would not discuss in detail, but one that he assured me was to unravel some of Malifaux's most vexing mysteries.

When I arrived at the Station I was immediately detained by Guild authorities (for the first of what would be many times), and interrogated at length about my connection to the good Professor. You see, by the time I had entered Malifaux, Professor Heilin was already quite dead.

After the Guild officials had determined that I knew less than they did about Heilin's final days, they saw fit to set me free. The only known survivor of the Professor's final expedition, one Philip Tombers, had been committed to Malifaux Sanitarium. So, after penning a letter of apology to the academic society that had arranged my travel to the city, I went to visit him.

Ah, poor Tombers. When I met the poor, bedraggled man, I could not imagine a worse fate. How wrong I was.

Tombers was a gibbering, incoherent mess, but whether that was a result of his recent trauma or the laudanum, I'll never know. The orderlies bid me let him rest, and so I did. The only thing he would say, feverishly, was "Kythera," an apparent nonsense word he mumbled over and over. I resolved to return to him the next evening.

I secured lodgings for myself in the hopes that Tombers would be more amiable in the morning, that he would give me some inkling as to Heilin's fate and allow me access to his notes.

As you may already know if you had been keeping up with the news at the time, poor Tombers was dead; murdered by an Arcanist assassin, according to the reports splashed on the front page of the Malifaux Record.

And so that is how I found myself in this city, bereft of my previous purpose and employment, an uncertain future

ahead of me. I made arrangements to gather my things and return to a quiet life of academic contemplation. I had seen a glimpse of what a life of adventure truly entailed, and I was now of the opinion that I wanted no part of it.

Fate, it would seem, had a different design for me.

I will not go into the specific details of my adventures. I have been sworn to secrecy, and I find no use in reneging on my word and honor so late in my story. Those to whom I have pledged my silence may at some point come forward and relate my tale, but I will not be going to the noose with any further stains on my conscience.

Suffice it to say that I lived through many of the great upheavals that have plagued the city as of late.

Aside from a few minor riots, mostly erupting from the suppression of the peaceful and legitimate protests of beleaguered mine workers, there was the brutal murder of the Governor General's son, an act perpetrated by a Captain of the Guild's own Guard. The whole of the city mourned the young man's loss, as he cut a much more dashing (and lenient) figure than his father.

There was also the daring daytime attack upon the Guild Enclave by the madman Seamus, wherein a shambling zombie ambush preceded an attack via dynamite that blew a hole clean through to the Guild Morgue, after which Seamus stole away his undead lady love, the late Ms. Squidpidge, from the heart of the Guild's seat of power.

Finally there was the Sourbreak Line Disaster, a tragedy that befell the Guild's Aircar system. For those unfamiliar, the Guild uses a system of zip lines and zeppelins to effect the movement of troops and equipment through Malifaux. Three of their mightiest Aircars all converged at once, setting the night sky ablaze, and incapacitating the primary Aircar lines for months. Official word blamed mechanical failure, but the rumors that continue to swirl about the event hint at Arcanist malfeasance.

The city as a whole has suffered greatly as well. It began in the early Fall, with a puzzling incident known by those with a scholarly inclination as the Fall of the Red Star, but that most simply refer to (and mostly in whispers, at that) as the Event. A large ruddy glint in the night that we all believed was a mainstay of the Malifauxian firmament streaked blazing across the sky. Shortly after the star's meteoric

disappearance, a wave of sickly purplish energy rushed in from the east, engulfing the city. The wave inflicted pain, nausea, and panic to all in its path, especially affecting those with ability, tapped or untapped, in the Arcane. While most remained relatively unscathed by the energy's passage, a small number of the city's population were more permanently afflicted, becoming catatonic or being driven insane. The Event lasted a mere handful of minutes, but its effects would be felt ever after. It was the first of three great travesties that have befallen the city in these dark times.

Shortly after the Red Star's fall, a gruesome plague swept through the city. Quarantines were put in place, and bemasked physicians went from house to house, but to no avail. Houses were marked, and the Guild bricked up a few of the larger outbreaks in the Slums, but great cart-fuls of the dead were dumped with little ceremony into a hole in the Quarantine Zone, known now as the Plague Pit. Ridiculous rumors of a mysterious flutist with a wide-brimmed hat leading an army of rats, insects, and vacant-eyed vagrants through the back alleys of the city became commonplace, and many refer to this time as the Piper's Plague.

Early winter was marked not by the first snowfall, but by a devastating earthquake. The Great Quake ripped through the city, bringing a number of buildings to ruin and opening great cracks in the earth. Winter's cold was interrupted by sporadic lava spouts throughout the city, and two whole neighborhoods of the slums were abandoned. While the volcanic activity quickly subsided, the city's water table was irreparably befouled, and Malifaux must now import her water at great cost from the Mountains to the north.

The Governor General declared Martial Law, and forbade any travel in and out of the city. For a full month the city has labored under this stricture, with no one allowed entry or exit. The only shipments being allowed are those deemed Guild-critical (namely the importation of Guild supplies and the export of Soulstone). Rumor has it the Arcanist Black Market is having a field day. It should be no wonder that the Union and the people are up in arms, with resentment of Guild authority poised to bubble over into a full and violent rebellion.

And this is the state of Malifaux as she stands on the eve of my demise, as she will ever be to me, unchanging. For all the darkness and terror lurking in her hidden recesses, for all the struggle and death and human misery playing out every day in her streets, I would not trade my time with her for anything.



1 THE BREACH

TO RIDLEY STATION

TO FORTUNE FALLS

NCZ

SLUMS

DOWNTOWN

INDUSTRIAL ZONE

NCZ

HOWLING SLUMS

QUARANTINE ZONE

THE BURNS

SOUTHERN SLUMS

BADLANDS

TO EDGEPORT STATION

ADLANDS

MAP OF MALIFEAUX CITY

+ LEGEND +

- 1 THE BREACH ☀
- 2 MALIFEAUX STATION 🏰
- 3 THE HANGING TREE ☀
- 4 GOVERNOR GENERAL'S MANSION 🏰
- 5 GUILD ENCLAVE 🏰
- 6 THE STAR THEATER 🎭
- 7 MALIFEAUX RECORD OFFICES 📁
- 8 INDUSTRY STATION 🏰
- 9 CAPTIVATING SALVAGE & LOGISTICS 🏰
- 10 MCMOURNING'S HIDDEN LABS 🧪
- 11 FREIKORPS HEADQUARTERS 🏰
- 12 THE PLAGUED PIT ☀
- 13 KATANAKA TRADING HOUSE 🏰
- 14 THE QI AND GONG 🏰
- 15 SUCCUBUS CAFÉ 🍷
- 16 THE RUINED OBSERVATORY 🏰
- 17 MALIFEAUX EXPLORATION SOCIETY ☀
- 18 STARLIGHT SALOON 🏰
- 19 SOUTHGATE STATION 🏰



1 IN. = 3 MI
0 3 MILES



SLUMS

QUARANTINE ZONE

LITTLE
KINGDOM

TO LATIGO AND THE
BAYOU

MODERN MALIFAUZ: THE CITY AND HER SURROUNDS

In the early days of my wretched imprisonment I could still hear Malifaux's cobblestone streets, the footsteps, wagons, coaches, all coming and going at all hours of the night. My cell was closer to the surface then, with a little window near the cell's top that let in a small amount of light and some few sounds of the city.

I had the audacity at that stage to be annoyed by those sounds, keeping me, as they were, from my fitful sleep. Little did I know how fortunate I was for that tiny window into the outside world. As I languished, my captors pushed me deeper and deeper into this pit, further away from the sounds of the city and the light of her sun. I now curse myself for a fool for having wasted my last taste of freedom, for not having appreciated my final luxuries when I had a chance.

Unless you have personally experienced a long-term incarceration, I can see how you may feel indifferent to my plight. I myself would never have entertained the thought that I would be so detained. That was a fate reserved for criminals and the unfortunate, and I would have harrumphed away such a testimony without so much as a "there but for the grace of God."

But I urge you, dear reader, to value your freedom, for it may be snatched from you at any time. The mind-numbing monotony of a jail cell, paired with your restless and futile fantasies of escape, will likely spark an involuntary retreat into one's own mind. It is quite a thing that the prisoners here talk so often about losing their minds, of plunging into the greatest depths of insanity and despair, that it has become something of a cliché.

They are soon to have taken everything I am and own. My freedom, my possessions, the greater part of my spirit, and soon my life. Now all I have left of my previous life and of this city are my memories.

Ah, but what spectacular memories they are.

THE BREACH

And now these memories are my gift to you, dear reader.

Let us begin, again, with the beginning.

I have already spoken briefly on the Breach, but I assure you that mere words cannot capture even a small fraction of its majesty. Nevertheless, I shall attempt to evoke what I may of that wondrous monument, so that those who have yet to cross the boundary may experience a tiny glimpse of its glory, and that those who have pierced its breathtaking threshold may, with me, reminisce on what may very well be the most beautiful artifact of this or any other world.

It is the Breach that demarcates your passage from one world into the next, the blinding blue of your crossover. When you cross, while it may not be explicitly clear to your outer senses that there has been a change, there is something deep inside of you that simply and clearly knows that you are in another world.

I remember the first time I crossed the Breach. The eagerness, the anticipation (and yes, even the slightest pangs of fear) at the thought of crossing over into Malifaux for the first time. Before the Breach, there is little to hear but the conversation of the train's passengers, the grinding of wheels on rails, and the off-a-ways din of the locomotive's engines. A few minutes before the Breach has been met, on the approach, the conversations of the passengers will die off into a murmur. Many times the car will quiet entirely, set in silent anticipation. They can sense, even if they are not completely aware how, that they are about to enter the Breach. Some will become flush, some will have difficulty breathing, others will feel no reaction at all.

The Breach has been described differently by many different men. While the vast majority see it as a blue shimmer, there are some few who have described it as a purplish light, and others who are adamant it glows green or orange. There is one scholar from the early days that describes seeing the Breach as "a great, baleful red rent, with shimmering tendrils of energy radiating out of it that seemed to grasp and retreat as if alive." Another said, "It appeared to me as a perfect blue circle, shining in its center with a pure white light. If I stared into it for long enough my mind would almost grasp a pattern, an infinitely complex mandala, that I could so very nearly comprehend but that my eyes would reject, they simply refused to see it."

For me, when I saw it naked and close, it was a brilliant and opaque silvery-blue, like the surface of a lake from a fairy tale suspended in the air, framed and held by the pumping engines of the Steamwork gate. This, I am told, is the most common way of seeing the Breach, but I assure you that this makes it no less breathtaking to behold.

My apologies for the aside. As I was saying, as the train passes, there is a faint glow ahead to tell you that you have approached the Breach, and very soon thereafter is when you cross into it.

For most of us there is a brief flash, a slight tingling sensation or no sensation at all. Here also, however, the experience wildly varies. There are reports of visual and auditory hallucinations. Some who cross the Breach report that, for a brief instant, the lights flash and they find themselves alone in their train car for a lingering moment, until the lights of the car flash again and they are surrounded once more by their fellow passengers.

Some Breach-crossers report seeing their reflection in the train window and having their own visage grin evilly back at them, wink devilishly, or cry at them for help. For some, time slows, and the crossover into the Breach takes minutes instead of seconds, the other passengers move slower than molasses, each breath or flutter of the eyelash a tiny symphony, and travel through the gate is more like moving through a bright tunnel than the brief shimmer it is for most.

There are rumors, mostly unsubstantiated, of other, wilder and more violent reactions to the Breach. Tales are told of lightning arcing off of men, of passengers thrown into violent epileptic fits (and, some say, given the strength of ten men, violently thrashing on the ground, turning the train's benches into kindling and inadvertently snapping the bones of passengers who try to aid them). There is even talk of spontaneous human immolation. Ask any rail worker at Malifaux Station about the fate of Run Nineteen and watch them shudder. They say a whole train's worth of passengers just disappeared into thin air, the locomotive silently sliding into the station without a soul on board.

Regardless of the particulars, the sudden change of sky and scenery lets you know you have entered another world. Barring any extreme catastrophe the train chugs inexorably on, and you enter the approach to the city. For some a grand adventure awaits, for others a hard

future of torment and toil. There are many who will see the sights, go about their business, and return Earthside with pleasant memories. Others will have found some strange power within the deepest part of their souls awakened, the very way they see the world irrevocably altered. That first passage into the Breach is a baptism of sorts, the first time the city becomes awakened to your presence. If you are lucky, or pose her no threat, or are of no consequence to her, you may pass through unscathed.

THE APPROACH

A moment or two past the Breachworks and you will see the first structures of Malifaux, your first glimpse of the walls and towers of the famous city in all her sprawling glory. Over twenty miles north to south (and twice as long, they say, east to west), she is truly one of the largest metropolises in the world (though less than half of that is currently inhabited).

At this point, the train comes to a sliding stop at Malifaux Station, her grand foyers and marble statuary an opulent welcome. Here you will be shuffled through with all of the rest of the new arrivals. Guild Guardsmen will check your papers to make sure that everything is in order, and may make a full inspection of your belongings to make sure that you are not in the possession of proscribed materials. Here, as it ever was, your attire and bearing will determine your likely treatment. Gentlemen in fine suits, as well as accompanying ladies with frilly French dresses, will be treated gingerly and with great deference. Those who appear disheveled may be pushed about, their belongings scattered on the ground.

The level of sponsorship on your paperwork will also have an impact on your treatment and the amount of time it takes you to make your way through the gates. Papers sponsored directly by a higher-up of the Guild or one of the wealthy conglomerates will ensure a speedy passage. Generic papers allowing a mere mining visa, or proclaiming your indentured servitude, may have you waiting at Malifaux station and again at the gate for hours.

There are sometimes Witch Hunter patrols watching over the proceedings, their twisted Stalker minions sniffing the air for any hint of supernaturally-active contraband or unauthorized supernatural endowment. Many an unfortunate has become ensnared by the Witch Hunters merely due to an unasked for Arcane awakening while crossing the Breach, incarcerated in the Guild gaol through no fault of their own or pressed into Guild service. The

Stalkers are a scarce resource, however, and so are not always present at the Breach, but they are present often enough to deter those with a strong Arcane signature from entering and leaving the city as they please.

From here it is a brief walk or even briefer coach ride through to the North Gate.

As you make your way through to the city proper you will see, if you glance to your left (the sinister side, if you will), the sprawling, palatial estate of the Governor General, its strong marble colonnades a testament to the true power and authority of this place. If you are very lucky you may see the Governor himself, standing vigil on one of the mansion's many balconies.

To your right, in all its towering glory, stands the Hanging Tree, weathering on since time immemorial. That great behemoth, penned in by wrought iron, has carved upon its great, weathered bark an inscrutable pattern from the bottom of its grey-black trunk to the top of its leafless branches; faint sigils, whirls, and lines that defy explanation. From its branches you will additionally see, hanging and hooded, the body of Jack Daw and the lye-covered corpses of whomever the Guild has seen fit to accompany him.

Make no mistake, the placement of these two sites is no accident. The verandas of the Governor's Mansion are a symbol of the Guild's wealth, a promise of opulence and riches for those who do as they are told. The Hanging Tree is a warning, a grim reminder of the violent fate of any who dare cross the city's powers-that-be.

It is then and only then that you will have made your way to the North Gate and taken your first true steps into the city.

As an aside, the Guild checkpoint at the North Gate has two sets of escarpments. One facing inward, and one outward. The Guild has constructed the gate not just to protect the borders of Malifaux from malcontents and smugglers, but also to fight a defensive battle if ever the Breach comes under siege again. This has the unintended consequence of reminding anyone who enters the city that the Breach may, at any moment, close in upon itself and leave the inhabitants of Malifaux to fend for themselves.

Once those first few landmarks and fortifications have been passed, and paperwork and belongings properly vetted, you may make your way, finally, into the city itself.

DOWNTOWN

The North Gate leads new visitors directly into Malifaux's Downtown, the wealthy core of the city. Here the cobblestone streets are clean, and gas lamps keep the lanes and avenues well-lit. You will find the inhabitants of this section of the city well-dressed and oftentimes in markedly less of a hurry to get where they are going. Another way this portion of the city stands in stark relief to the rest of the city's sections is in the ubiquitous presence of Guild Guard patrols, oftentimes accompanied by their lumbering Peacekeeper Constructs.

While to argue that Downtown is entirely safe may be overly generous, the threats that teem in Malifaux's other districts are greatly diminished. A Neverborn monster or Resurrectionist attack will occasionally make its way past Guild checkpoints, but such incursions are brief, and no large-scale offensive ever threatens the peace that denizens of Malifaux's Downtown region have come to expect (barring, of course, that single attack by the madman Seamus).

UPPER DOWNTOWN

Upper Downtown is most famously home to the Guild Enclave, a walled compound that serves as the Guild's main offices and fortress of last resort within Malifaux. While the highest echelons of governance are taken care of within the Mansion, the Guild Enclave is where the day-to-day tasks and responsibilities of the Guild are met. The Enclave houses the Courthouse, the Guild Barracks, and the Special Division Offices, as well as the Guild Sanitarium and the Guild's many administration buildings. Underneath the Guild Enclave are the rest of the Guild's holdings; Duer's Library is found here, as well as the Guild Gaol and Morgue.

At the lowest levels of the Gaol are the Witch-Hunter prisons, whose dark gray wooden doors are bewitched to withstand any force of brute strength or magical assailment known by man, and from which no living soul has ever successfully escaped. Upon the towers atop the Enclave are perched the ropes, pulleys, and machinery of the newly repaired Dockmast One, the Guild's premier Aircar hub. If the Governor General's mansion is the brain of Guild operations within the city, the bustling Guild Enclave is surely its beating heart.

Surrounding the Enclave are the offices and residences of Malifaux's wealthiest citizens. The charter headquarters of various Guild-backed business concerns, as well as a smattering of Ambassadorial Consulates. Nestled near are the most expensive and opulent of the city's high-end hotels, restaurants, and boutiques, every comfort needed to keep the great, rarefied powers of Earth and Malifaux who reside in this Downtown sector comforted in the manner to which they are accustomed.

The atmosphere in this part of the city is especially curt and formal, and, again, if you are not possessed of the appropriate attire and bearing you will be hurried along by one of the many Guard patrols that march about the area. Time and again you may spy an unlucky vagrant, dirty, disheveled, and desperate, begging the well-to-do for enough Guild Scrip to get a warm meal. The Guild Guard do not suffer such affronts to the sensibilities of their patrons lightly, and such a soul will be fortunate indeed if he escapes with a mere vicious beating.

Radiating outward are Downtown's upper-class private residences, as well as the various taverns, saloons, high-end restaurants, cabarets, and gentleman's establishments situated nearby. Successful Soulstone speculators, as well as the most propitious of Malifaux's entrepreneurial luminaries and inventors, make this neighborhood their home, as well as those artists, musicians, and purveyors of high fashion who have become popular with the city's elite.

Within this neighborhood is Malifaux's sole official Aethercasting station, which has expanded its operations to a full twelve hours per day. In addition to broadcasting 'news' (which is thinly veiled Guild-run propaganda), the Aethercasting station additionally broadcasts some musical and scholarly edifying programs, though they often take a backseat to long winded political diatribes directed at the Guild's enemies.

It is near here also that you will find the Malifaux City Museum and Archives, an artifact repository which I am forced to admit is my favorite landmark in the city (yes, even above the ongoing excavation at Duer's Library, which I hold dearly as a close second). The floors aboveground at this magnificent edifice are a world-class exhibition and art gallery, recently renovated for that purpose by a generous grant from the Angus P. Geissel Foundation, while her descending layers house numerous vaults said to contain some of the Guild's most dangerous or most valuable possessions (including,

at one time, the Gorgon's Tear, a huge, some say cursed, greenish Soulstone stolen out of the vaults by the madman Seamus).

A few short blocks away from the Museum and Archives you will find that most raucous of Downtown's establishments, a bar and restaurant known as Ringside. This gentleman's club has on offer not only first-rate dining and libations, but in its center is a circular depression that has become a Downtown legend of this new age, an arena where men with the appropriate level of vim may engage in a sporting round of fisticuffs. The facility itself is run by one Jacob Samuels, whom they say originally came to Malifaux under a convict contract. He now runs the preeminent bare-knuckle boxing establishment in the city. Such events have become very popular with the Guild elite, and any given night one may witness, past air thick with pipe and cigar smoke, a crowd of local gentlemen and Guild Officers shouting encouragements and blandishments at the tops of their lungs, whilst trading great heaping fistfuls of scrip, as they wager on their favored pugilists. They say that, so popular are Ringside's matches, even the Governor General can occasionally be seen in attendance.

LOWER DOWNTOWN

The rarefied nature of upper Downtown eases slightly as you head into her lower quarter. South of the Meeple Mews checkpoint station, the lanes open up into the Plaza Astrum. On one side of the plaza you are likely to come across workers and agitators heading to a meeting at Downtown's sole, though quite opulent by their standards, Miners and Steamfitters Union Hall. On the other side you are likely as not to witness great groups of miners, Guild Officers, settlers, steamfitters, wastrels, and steelworkers all on their way to take in a show at the famous Star Theater.

The Star Theater (which, of course, in the time before the closing of the first Breach, was once known far and wide as the Star Opera House), is a true architectural marvel, a wonder to behold. As one first enters, one cannot help but be struck by its immense scale. Vaulted rafters run high overhead, from which its namesake chandelier hangs in a sparkling display, bathing the room in a warm yellow light. Rich, crimson, velvet curtains hang on the walls amongst the intricately carved columns replete with dancing cherubs (and, if the eye is sharp enough, you may see among the cherubs the occasional cavorting demon, though they say the demons change

their location from night to night). There is, to the left of the stage, an enormous, boiler-operated pipe organ, and the stage itself is illuminated by two full rows of state-of-the-art, dynamo-powered stage lighting.

The beauty of the architecture is second only to the magnificence of the stage show. As the curtain rolls back and the lights spring to life, the viewer is greeted with a chorus line of some of the finest entertainers in the city. Halfway through the dancing, the girls of the Star Theater will invite all of the first-time attendees onto the stage to participate in their version of the Can-Can.

Finally, the denouement, a performance by the legendary illusionist, Miss Collette Du Bois. A magicianess of the highest order (though of the more mundane sleight-of-hand and trick-of-the-eye Earthside variety, we are assured, however many rumors there are to the contrary). Du Bois thrills the heart and dazzles the mind with flashes of light, doves making good their escapes from top hats, and the requisite, flourish-filled sawing in half of an assistant in a box; all standard fare, but it is truly Ms. Du Bois' stage presence that makes the show a memory to treasure for a lifetime. That and her final trick of the night, a masterwork of the illusionist's trade whose mysteries I shall not spoil for you lest you have a chance to see the show in person.

The Plaza Astrum leads into Southing Boulevard, and Downtown terminates as Southing Boulevard meanders into the Hurrycross Bridge, which connects Downtown to the Riverfront Slums. To the east there lie thoroughfares leading to the Easterly Slums, and to her west you will find the soot-covered skies of the Industrial Zone and the rickety patchworks of the New Construction Zones.

THE SLUMS

Nowhere is the plight of the common man and worker more evident than in Malifaux's many Slums.

To the east and south of the gas-lamp lit streets of Downtown, as well as carved out of Quarantine Zones throughout Malifaux, you will find them. The Slums form the largest class of legally inhabited zones found within Malifaux by far. Each a sprawling and ramshackle collection of crumbling tenements, plank bars, brothels, gambling dens, and half-abandoned warehouses, the Slums are where the majority of Malifaux's poorest residents go about their lives (when they are not slaving away for scrip in the mines and factories or serving the wealthy, of course).

There are nine distinct Slum districts, each housing a dozen or more distinct neighborhoods, with additional territory springing up all the time as portions of the Slums slowly subsume the Quarantine Zone. The level of personal safety and general prosperity that can be expected from these neighborhoods varies wildly. Some are relative pockets of stability, almost always due to either the proximity of a particularly conscientious Guild checkpoint officer or a strong Miners and Steamfitters Union presence serving to deter the worst of the criminal element and the most flagrant depredations of the Neverborn and Resurrectionists, who are a constant plague to those who make these sections of the city their homes. Other neighborhoods do not benefit from such august patronage. Here are housed the tired, the poor, the desperate, and the hungry, those without the wealth or Guild connections to make their home in a more prosperous segment of the city.

The Slums become more stable the closer they lie to Guild-controlled sectors of the city, with the western edges of the Easterly Slums being some of the safest, followed closely by the those portions of the Central Slums nearest the Industrial and New Construction Zones, and trailed by the Riverfront Slums, the lower Central Slums, and the other smaller districts. Security is also higher close to the myriad Guild checkpoints and fortifications that are to be found deep within the Slums, some of which are connected directly to the Guild Enclave via Aircar line, though this appears to be as much a show of Guild hegemony as it is an attempt to keep the citizens of the Slums safe from harm.

We should probably make sure that nobody else gets to see this, or know of its existence.

Slums that are farthest from Guild authority, and those which do not have a powerful neighborhood champion or a strong M&SU presence, are often little better than gang-controlled no-man's-lands. These portions of the slums become miniature kingdoms in their own rights. Whether the despot is benevolent or cruel, and how long he is able to operate under the Guild's nose (which, as often as not, is a function of well-placed bribery and a careful choice of victims), affects the quality of life in that segment of the Slums immensely. When a gang leader or criminal organization is challenged, an entire neighborhood may erupt into semi-open warfare. As such, the politics and quality of life, especially in the farther reaches of the Slums, are in a constant state of flux.

And yet those threats pale in comparison to the all too common Neverborn or Resurrectionist attacks. Far worse than a simple mugging or stabbing (though these are, of course, not at all pleasant and often quite fatal), the Resurrectionist will take your body and do unspeakable crimes against your corpse, and the Neverborn, if what they say is true, will steal away with your very soul. It is, therefore, highly recommended that you not travel through the Slums by yourself at night (or even, for that matter, in broad daylight in the worst neighborhoods), and always be wary of unfamiliar faces.

THE EASTERLY SLUMS

Situated closest to Downtown, the Easterly Slums is the oldest and least dangerous of all of the major Slum districts in Malifaux. Because of its close proximity with Downtown, it, and, to a lesser extent, portions of the Riverfront Slum district, is where the majority of the servants for the well-to-do and some low-ranking Guild Guard make their home. As such, it is the safest and most stable of the Slum districts (which I suppose is like saying it is the kindest viper in the nest, still quite deadly poisonous and, perhaps, all the more dangerous for seeming so harmless in comparison).

Nestled in the center of this district is the infamous Villa Mondragoné, the onetime home of Professor Mondragoné himself, as well as a sometime residence of his erstwhile partner Dr. Duer. At the center of the establishment stands its infamous and alien clock tower. They say that it was from that very clock tower that the Lady Gwyneth tragically fell to her death, causing that first great rent of bitterness and resentment that would drive those two great heroes from bosom comrades to legendary arch-nemeses.

There is no rhyme or reason that anyone has been able to discern to the pattern of the ringing of the bells of the clock tower, only that the great clanging gong-like sound that occasionally emanates from the tower can be heard for well over two miles. It may not ring for months at a time, and then, suddenly, the bells will toll every day for a week. Much in the same fashion as the Eternal Chapel, which stands vigil on that hill overlooking the Riverfront, no man has been able to figure out how to enter the mansion's doors since the Breach was re-opened.

I myself attempted to glean her secrets over a full fortnight of careful examination and investigation, to no avail. The clock tower struck but once while I was present there, and when I looked up, past the sleet and through the lightning, I could have sworn for all my life that atop the tower I spied a ghostly figure, of feminine form and draped in flowing gown of white, precariously hanging off the eaves of the clock-tower. When I blinked away the rain, however, and looked back up at where I believed I had spied her, the apparent apparition had just as suddenly vanished.

I believe that if I had Duer and Mondragoné's original journals I would have had better luck in solving the puzzle of entrance into those hallowed halls, but, alas, all I had in my possession were a few incomplete manuscripts (procured, I might add, at not insubstantial cost).

Sadly, such tales of loss and woe are all too common in the slums, though the Easterly Slums seem to be particularly affected. Perhaps because it is the oldest and most densely inhabited of the slum settlements, perhaps it is mere superstition, but the Easterly Slums have long since developed a reputation of having more ghost stories per capita than any other part of the city, from the specter sightings of Birchwood to the grisly tale of Octavius Hall.

THE RIVERFRONT SLUMS

Stretching on the south side of the River from Downtown, the Riverfront Slums are home to some of the most dangerous neighborhoods in Malifaux. In part because the River separates it from Guild Holdings (close enough to arrive if the populace needs quelling, but not quite within easy striking distance in an emergency), and also due to the ubiquity of the East Quarantine Zone that shares its long border, the people of the Riverfront are under constant attack by Resurrectionists, Neverborn, and other creatures.

There are a few areas of relative safety, including and especially where the Riverfront meets Hurrycross Bridge and the neighborhoods surrounding it. It is here the Guild has set up defensive checkpoints, the first line of defense to make sure that nothing wandering around the Riverfront makes its way across the bridge to bother the residents of Downtown.

It is on this side of the bridge that Malifaux Sanitarium is found, a repository of those unfortunates who have had their fragile minds snapped by the pressure of facing the horrors of Malifaux (though those who have Guild connections, as well as the city's most dangerous and criminally insane, are more likely to be found in the Guild-run asylum located in the Guild Enclave). The constant howling and screaming that emanates from this madhouse both day and night wracks the nerves and frays the mind. I cannot, for the life of me, understand how the staff of that place manages to cope with the constant noise and bedlam as well as they do.

Amongst the inmates are those unfortunately inflicted with what the analysts of the asylum have come to refer to as Badlands Fever. Initially it seems as if one inflicted has nothing more than a simple inclination to seek their fortune on the dusty plains beyond Malifaux's walls. If he is prevented from making his trek, however, or resists the urge, the sufferer will become more and more agitated until finally he devolves into a fit of gibbering rage or an addled, glassy-eyed fugue. The only known constant is that a sufferer will periodically either mumble or shout the phrase, "The desert must be fed!"

There are those additionally who remain within the Sanitarium in either a persistent vegetative state or in a permanent state of hallucination following interaction with the roiling energies of The Event. It is said that the ramblings of the Event-Addled, even and especially the occasional utterances of those few left in a comatose state,

will always have some unpleasant ring of truth about them. If the rumors are to be believed, their ramblings will either reference the dark secrets in the lives of those present or make startlingly accurate, if enigmatic, predictions about the future (needless to say I do not believe the former of these two symptoms has especially endeared these patients to their caretakers).

The Riverfront District is also home to the Howling Slums, a neighborhood so named because of the great groaning sounds that at one time used to echo periodically from below grounds. Sounding, so the stories say, like a combination of the grinding of a great giant gear and the lowing, bass bellow of some wounded animal, the strange sound that gave that neighborhood its name stopped suddenly almost a year ago. No one in the Howling Slums has any idea where the sound came from originally, and no one has admitted any knowledge regarding the sound's sudden cessation. Perhaps the howling of the Howling Slums is gone forever. Perhaps that mournful sound will someday begin again as mysteriously and abruptly as it was silenced. Who can say for certain?

Of note near the eastern Riverfront is Captivating Salvage and Logistics, a little out-of-the-way shop more famous for its proprietors than its products. Leviticus, the shop's former owner, had quite the reputation as a purveyor not only of fine salvage, but was also a wealth of rare books, and inside political information, as well as being legendary for his services as a mercenary and bodyguard. He has not been seen in some time, and so his operations have fallen to the capable hands of his successor, Rusty Alyce. If she has any idea as to the whereabouts of her missing mentor, she is not currently discussing it.

Redchapel is the Riverfront District's most infamous neighborhood, and is one of the most desperately poor sections of this desperately poor part of the city, known for its red light district as well as the Eternal Chapel for which the district is named. Redchapel has gained fame not only as a harsh environment, but has also been the scene of numerous unsolved murders. It is believed that a serial killer prowls the night here, slaying those vulnerable women who ply their trade on Redchapel's streets. A truly heinous and egregious crime, but a footnote sadly by the vicious standards of the cruel streets of Redchapel.

Though there is a small dock here, most of the inhabitants that make the Riverfront Slums their home, besides living near it, have very little to do with the River itself. Most

view the River with suspicion and trepidation, which is understandable, if the strange tales of what lies waiting in the River's inky blackness are to be believed. In Malifaux one never knows if some twisted, never-before-seen monster is going to rise from the depths and drag away your first-born. Regardless, the majority of the work done directly with the River, including fishing, shipping, and exploration, is done from the docks and piers of the Dockside New Construction Zone.

THE CENTRAL SLUMS

The Central Slums are the largest and most varied of the major slum districts. Inhabiting a long stretch from Malifaux's North Wall to its South, the Central Slum District is comprised of dozens of neighborhoods, from the steelworker neighborhoods bordering the Industrial Zone to the miners and railworkers who make their homes near the South Gate. The Central Slums are so large and change so often that to try to comprehensively catalog, let alone explain, the nature of the many different neighborhoods, landmarks, and quirks of this swathe of the city would be a fool's errand.

Even so, there are a few landmarks of note that I am almost positive have not burned down while I have been incarcerated, and perhaps a neighborhood or two unlikely to change too drastically in the near future.

One of the more out-of-place landmarks of the Central Slums is the lodge of the Malifaux Exploration Society, a large country house located on the nearly-abandoned eastern edge of the Central Slums south of the Malifaux River. From their walled-off mansion this group of like-minded gentlemen make daring hunting trips into the Badlands, Bayou, or even the Quarantine Zone, there to track and slay the most dangerous and elusive game on offer Malside. Skilled, Malifaux-experienced trackers can often find lucrative employment with the Exploration Society, especially those survivalists and outdoorsman who can promise to lead the hunters of the Exploration Society to find creatures whose heads have yet to grace the lodge's walls.

Amongst the myriad of Central Slum neighborhoods, I would be hard-pressed to argue that the title of most famous neighborhood of the Central Slums could be awarded to any but the Little Kingdom, an ethnic enclave of Three Kingdom expatriates.

You will know as soon as you arrive in the Little Kingdom. The sights, sounds, and smells are like nothing else in Malifaux. There are street-vendor's carts selling broth and noodles and beside them walk men-at-arms carrying the long, curved swords of the Orient, draped in exotic robes with their hair in top knots. It is a neighborhood of bathhouses, paper lanterns, rich silks, and stern-looking tattooed gentlemen.

Of note here is the Qi and Gong, a pleasure house that remains a favorite of the Guild Guard. It is often used as a meeting place among those insular powers of the Little Kingdom and their contacts in the outside world, and if you are an outsider looking for information in the Kingdom, visiting the Qi and Gong should likely be your first step.

The Little Kingdom is also a favorite among Malifaux's elite for its Eastern healers and resident purveyors of rare Three Kingdoms objects d'art. Acupuncturists and herbalists are often able to provide relief for ailments that doctors of the Occidental tradition are unable to treat, and since the closing of the Three Kingdoms borders Earthside, Oriental antiquities have become extremely valuable. Shops in the Little Kingdom, I can attest through personal experience, have some outstanding pieces of Three Kingdoms art, some of the finest vases, jade carvings, woodblock prints, calligraphy, and scrollwork outside of the Three Kingdoms themselves.

The neighborhood, like so many in Malifaux (and so many in the Slums in particular), has its shadowy side. Besides the pleasure houses, there are opium dens aplenty in the Little Kingdom, smoke-filled flophouses filled with long-fingernailed, dull-eyed dragon chasers. Rumors persist of even darker goings on, such as the terrifying ghost-eating techniques of Eastern Resurrectionists, talk of strange Oriental demonology, and other fell rituals too ghastly to repeat.

SMALLER SLUM DISTRICTS

In contrast to the wide swathe the Central Slums cut through Malifaux are the scattering of smaller, unconnected Slum districts. These small neighborhoods are tiny annexations of the Quarantine Zone, usually carved out by a combination of squatting, conquest, necessity, or Guild contract. These neighborhoods are much further away from the Guild centers of power in the city, but they often have a strong internal structure that keeps them from collapsing or being entirely subsumed by the threats that lurk within the Quarantine Zone. In their own way, then, they are more independent than the other, better-connected portions of the city.

Most notable amongst the Small Districts are the Burns and the Southern Slums, two slapdash pockets of civilization far removed from the rest of the city.

SURVIVING IN THE SLUMS

One of the few establishments that can stay in business in the Slums is the Saloon. There are dozens of Saloons throughout the slums. The downtrodden and impoverished try their luck at the card tables in an attempt to buck the odds, but the house always earns its take.

Saloons also serve as one of the few steady employment opportunities that don't involve long hours in the mines. A man or woman would count himself lucky to land a job dealing poker or farobank at most Saloons. While the pay isn't necessarily good, it certainly puts food in the belly. An unscrupulous dealer might even pocket some of the take, or cheat to improve his standing amongst the dealers. This is dangerous business, often leading to the loss of a hand.

Prostitution, while dangerous, is steady money. With a little bit of looks, there is even a chance that one of the finer establishments will take a streetwalker in.

THE INDUSTRIAL AND NEW CONSTRUCTION ZONES

While Downtown may be Malifaux's wealthiest region, the Industrial and New Construction Zones are where the heart of her entrepreneurial spirit lies from the Industrial Zone's factories to the rough and tumble charters of the New Construction Zones.

Following the main Malifaux line to the south and the east, you will find yourself at Industry Station. You will, at that moment, be smack dab in the center of Malifaux's machinery and manufacturing hub, known commonly as the Industrial Zone, whose smokestacks and furnaces burn day and night.

To the east of Downtown, and flanking the Industrial Zone to the north and south you will find the New Construction Zones. These zones were so named because they were built by the sweat and toil of Malifaux's pioneers rather than merely adopted like the rest of Malifaux's architecture; as an extension of the city in the case of the Northern New Construction Zone and as the remedy to some unknown calamity in the case of the Southern New Construction Zone.

THE INDUSTRIAL ZONE

Large, block-wide warehouses, both private and Guild-controlled, dominate the skyline here, punctuated by the large number of Aircar lines leading the large skyships that occasionally lumber overhead. Residences are few and far between in the Industrial Zone, and the guards and workers in the area stick mostly to their factories and warehouses, leaving vast stretches of the Industrial Zone safe from prying eyes. Clandestine activities that are not volatile enough to necessitate a rendezvous in the Quarantine Zone are often conducted in the relative quiet of the Industrial zone, often under the cover of the Industrial Zone's ever-present clouds of ash and soot.

The Industrial Zone is home to a wide variety of manufacturing concerns, but none so prominent and powerful as the collections of factories and facilities under the purview of Geissel Metalworks. The famed construction house is the main Guild supplier of parts for their Constructs, as well as having a hand in all manner of Guild and private contracts, focusing mainly on Construct construction but also delving into weapons manufacturing and locomotive assembly. The smelting

plants and foundries of Geissel Metalworks supply not only the Guild with all of their metallurgical needs, but also provides a substantial percentage of Malifaux's settlers and miners with their supplies, sending a steady flow of profits back to the mother office in Glasgow.

Southeast of the station a ways are the offices and printing presses of the Malifaux City Record, the city's only (by Guild decree) official newspaper, and by default her newspaper of record and the main source of information for much of the city. Much like the city's sole official Aethervox station, The Record is reviled far and wide as a blatant house organ and mealy-mouthed public relations arm of the Guild.

All other news-printing operations within Malifaux are illegal, but that does not mean that such politically unfettered operations do not exist. Malifaux's independently produced newspapers are known as ragsheets, and, much to the Guild's chagrin, often expose the corruption and injustices (both petty and great) that are rife within Malifaux. Truth's Ragsheet, in particular, is possessed of the most trenchant social commentary and uproarious political cartoons. Adding to their reputations as heroes of the common folk and defenders of the printed word, these underground printers operate under the threat of great danger. Depending on arguments made and secrets uncovered, the punishment for being caught printing unlicensed newspapers, pamphlets, and brochures can be quite severe, ranging from a small fine or jail time to summary execution.

In the center of the Industrial Zone, nestled amidst the seemingly endless rows of warehouses and factories, are the great rock-crushing and ore-sifting machines of Industry Station. Only a small percentage of the material that comes up from the mines contains Soulstone, and while much of the unprocessed ore is sent directly to Earthside, a great deal of ore, and virtually all of the ore that will see use in Malifaux, is processed in the Industrial Zone. Train loads of ore from as far as Fortune Falls and Ridley Station are lifted up by the huge cranes of Industry Station and dumped unceremoniously into one of the Soulstone-ore processing plants. At the same time, finished products are placed back upon the train lines, bound for Breachworks Station and parts beyond, in a hopeless attempt to slake the Earth's insatiable thirst for Soulstone.

NORTHERN NEW CONSTRUCTION ZONE

To the north of the Industrial Zone lies a huge, knocked-down section in the otherwise surprisingly sturdy walls of Malifaux, likely the scene of some type of antediluvian catastrophe or another, that has been a part of the city's landscape since the opening of the first Breach. Early settlers, unsatisfied with the forced opulence of the Downtown region or the claustrophobic poverty of the Slums, opted to marshal their resources and build a place to call their own.

The Northern New Construction Zone is the only major part of the city built outside her walls. The clear view of the distant rails and Badlands plains, as well as the dirt roads, hitching posts, rolling tumbleweeds, and knotwood buildings, make this part of the city feel more like a frontier settlement than a true extension of the metropolis, and that is just how its residents like it.

The knotwood structures of the Northern New Construction Zone are home to Malifaux's most rough and tumble, its freest spirits, and the saloons, Union Halls, mercenary headquarters, and contractor offices that they inhabit. It is trappers, mountain men, soldiers-of-fortune, independent contractors, and grizzled veterans that make this neighborhood their home.

Additionally, situated as it is, the Northern New Construction Zone does brisk business as Malifaux's primary way station. Many long-ride coaches and settlers' wagon trains start their journey from the Northern NCZ, having hired an NCZ guide and stocked up at the NCZ General Store.

DOCKSIDE NEW CONSTRUCTION ZONE

When the Breach was reopened, the early explorers found that the area to the south of what is now the Industrial Zone was particularly devastated. There were still a few large bonfires burning there and fully half of that district of the city was an enormous crater, looking like it had been the center of an unimaginably large explosion, and the other half of this district looked as if large chunks of it had fallen off into the nearby river.

So, unlike the rest of the city (save, perhaps, its sister NCZ to the north), there were hardly any extant structures in the region of Malifaux that would come to be known as Dockside. The Guild offered lucrative property deals to any willing to build here, and thus, in a frenzy of saws, hammers, and knotwood planks, the Dockside New Construction Zone was born.

The rickety buildings of the Dockside NCZ are haphazardly constructed and densely packed, and many of them lean out well over the River. From the proper angle it looks as if the entire neighborhood would come crashing down if it encountered too strong a wind.

More than in any other part of the city, the inhabitants of the Dockside New Construction Zone rely on the River (and, subsequently, in many cases, the Bayou) for their livelihood. So seamlessly, in fact, does the NCZ incorporate the River in its architecture that a saloon or public house in this neighborhood is as likely to have a River-facing dock entrance as it is a street-facing front door.

Sadly, though not surprisingly, the Dockside New Construction Zone was one of the hardest hit when the city suffered the Great Quake. These buildings were not remarkably stable to begin with, and many residents were killed as their homes and places of business collapsed and fell into the river. The remaining citizens got to work immediately, importing more knotwood and hastily erecting another batch of wooden quays and creaking shacks.

It is from the Dockside NCZ that the city does the majority of water-based shipping, and those who make the NCZ their home may be experts in fishing, waterway mapping, or trading goods with the Gremlin villages of the deep Bayou. Almost all waterborne Bayou expeditions will have their start at one of the piers and quays of the Dockside NCZ.

When she is not out on missions, the Malifaux Wharf is where one might find the Erebus, the Guild's flagship, and the first ship christened in Malifaux after the re-opening of the Breach. Its great engines push its prow effortlessly through the murk of the River, and watching it proudly patrol Malifaux's waterways is surely a sight to behold.

Of course, the River is not only a boon to the citizens of Dockside, but a sometime source of danger as well. Just as they terrorize the Riverfront Slums, the strange, twisted creatures that live in the dark depths have been known to come out of the water looking for food to drag back to their murky lairs. Luckily, and due likely in no small part to their interest in the extensive docks, the Guild presence in the area is better equipped (or, some would say, better motivated) to drive back any monsters brave enough to seek their prey on Dockside's shores.

THE QUARANTINE ZONE AND SEWER SYSTEM

The Quarantine Zone and the Sewer System represent those portions of the city that refuse to be tamed. They are, for most of her residents, as frightening and far away as the wilderness.

The Quarantine Zone is made up of those vastly ruined expanses within the city that remain almost entirely unexplored. The areas the Guild has decreed quarantined are ringed by a bulwark of Guild checkpoints to ensure that nothing, neither man nor creature, enters or exits.

The Sewers are likewise dangerous, and even more ubiquitous. These deep channels run throughout Malifaux's underground, sometimes parallel to her streets and sometimes without any seeming rhyme or reason.

The Sewers and the Quarantine Zones both see widespread use as places to avoid Guild scrutiny. Of course this avoidance of Guild scrutiny brings with it a commensurate lack of Guild protection, and those who make heavy use of the Sewers or the Quarantine Zone are likely to run into the many monsters and criminals that prowl the empty streets and haunted catacombs.

THE QUARANTINE ZONE

The Quarantine Zone is not just an idle moniker, the entire zone is off-limits without specific Guild authorization, and violators of this ordinance will be shot on sight (whether discovered crossing into or out of the Quarantine Zone border). Nearly half the city is part of the Quarantine Zone, however, so the truth of the matter is that these strictures against passage remain practically unenforceable, especially considering that the sewers run through Quarantine Zone and Inhabited Zones alike. The early architects of Malifaux, it seems, gave little thought to Guild law.

Dotted about the Quarantine Zone, if the rumors are to be believed, are numerous Arcanist Safehouses and Resurrectionist Laboratories. Arcanist Safehouses are used as sometime residences by those illicit practitioners, and often house all manner of tomes and rare material for the purposes of alchemy and artifice proscribed by the Guild. Resurrectionist Laboratories are likewise furnished, save that the laboratories of the Resurrectionists will often house experimented-on cadavers on slabs and nightmare stitched-together

creatures amongst their strange lab equipment, their dynamo rods arcing electricity and beakers filled with strange bubbling liquid.

Somewhere in the Quarantine Zone are the trading stalls and auction houses of the Arcanist Black Market. Anything and everything that the Guild has declared illegal, as well as a few choice rarities and priceless antiquities that you cannot find anywhere else, can be purchased at the Black Market for the right price. To get to the Black Market you must first find out where in the Quarantine Zone it is to be held, you must secondly fight your way through the Quarantine Zone to get to it, and finally you must know the passwords and handshakes that mark you as a friend to the market, lest you be set upon by the entirety of the Arcanist underground. If you can accomplish these feats an unimaginable world of proscribed goods and services will be yours to enjoy. Relic hammers, banned books, and contraband-grade Soulstones are all available for purchase. You may also, if you like, and for the right price, set up items to be smuggled to or from Earthside.

Finally, the Quarantine Zone is home to the infamous Plague Pit. While the plague has mostly run its course through Malifaux, the Plague Pit still remains in silent testimony to the plague's many victims. While once it was nothing more than a large hole in the ground, one that went all the way to the lower levels of the sewer, the Plague Pit is now less of a pit and more of a large mound of corpses, long since filled to bursting up out of the ground. The pit is guarded night and day by the Guild, for the fear that some Resurrectionist will work his dark magics on the pit and gain himself an instant army.

THE SEWERS

The city of Malifaux experiences a fairly high level of rainfall, and without the complex system of drainage channels that run under her streets the yearly storm season would likely subject the city to devastating flooding a dozen or more times a year.

That being said, if you ask the residents of Malifaux the primary use of the sewer system under the city, it is unlikely they will reply "storm drainage." They will most likely remark on the Sewer's use as a warren for all manner of creature and the main mode of clandestine transportation for smugglers, Arcanists, Resurrectionists, and the Neverborn. Smugglers, rat catchers, and other sewer folk must

take great care in the sewers. The threats of sewer predators, flash floods, and simply getting lost in the winding tunnels are ever present. For this reason those who spend any significant amount of time underground usually have pre-mapped routes that they believe to be safe. Collapses and cave-ins on unmaintained routes are not uncommon, and there is nothing that the veteran navigators of the sewers are more loathe to do than try to make their way through an unfamiliar route. Each time you set foot in Malifaux's sewers is a gamble with death, every time you are forced down an unfamiliar path, doubly so.

Different groups of smugglers, sewer dwellers, and ne'er-do-wells use different signs in order to aid each other or remember their routes, and if you are aware of what the chalk drawings mean you can interpret what dangers and opportunities might lay ahead. The symbols, however, change quite often, in order to keep ahead of the unfortunately-tasked Guild Guard who are assigned to patrol the sewers. Be aware, also, that there is always the chance that an unscrupulous smuggler or ratcatcher is trying to lead you into a trap, and has thus scrawled out false instruction, the better to add your pocketful of scrip to his stockpile of illicit goods.

There is a thriving underground ecosystem in the twisting passageways of the sewers. All manner of creature, from the apex predators of the Badlands or the Bayou that must have ages ago wandered into the lightless passageways of the catacombs and adapted to them to the freshly discarded living (and unliving) experiments of Arcanist and Resurrectionist madmen, make their lairs in the sewers.

Most prodigious amongst these loathsome creatures is the Malifaux sewer rat. The size of a small dog, the ability to scurry unfettered on ceilings as well as walls, and a complete lack of fear of man, differentiates this breed of rat from its Earthside counterparts. They are exceptionally vicious vermin, and are known to hunt in large swarms. Above ground they are ruthlessly exterminated wherever they are found, but below ground they are allowed to fester and breed, and may God be with you if you stumble on one of their warrens.

Wherever you go in the sewers, as long as you have the wherewithal to not travel in circles, get eaten, or be waylaid, you eventually find yourself at one of the large

drainage pipes on the outskirts of the city or dumped unceremoniously into the River. The largest of these is the Penitent Viaduct, an ancient, well-travelled sewer thoroughfare that goes straight through a large swathe of the city. While it is often blocked by debris, if you are lost within the sewers and can make it through to the Penitent Viaduct (and of course recognize it when you are there), then it is likely all will be well.

Finally, rumors persist of a vast Necropolis, a long-buried city under the city, which it is said is accessed in some fashion via the sewers. They say the Necropolis is as large as Malifaux, undisturbed for untold millennia. Some say that the Necropolis is the perfect mirror of Malifaux, and that it hangs suspended under the city, and that beneath it there is a limitless rift, a black void underfoot that acts as the strange reverse-sky of the place. The buildings and spires are connected by small bridges instead of roads, and a single misstep will send you hurtling into that eternal darkness, and from there the stories do not even speculate as to your fate, except to posit that it will not be especially pleasant.

In the Necropolis' center, they say, is a long spire, a dark citadel deep underground. It is said that at the tip of this spire is a vault, by turns either the wicked place where the first Resurrectionist made his initial fiendish discovery or the repository of the largest and most powerful Soulstone in all of Malifaux (depending on which version of the tale you believe).

THE WILDERNESS

The sprawling wilds outside the walls have never been fully explored. If there is some salty seashore to mark a continent, or if Malifaux simply drops off into an abyss at the edge of the map, like the peasants of yesteryear once thought was true of old Earth, no one can say for certain. All anyone knows of Malifaux's hinterlands are the Bayou to the east and west and the endless Badlands to the north and south, hemmed in only by the Northern Mountains.

OUTLYING TOWNS AND SETTLEMENTS

Dotting the otherwise empty stretches of wilderness are those settlements, towns, and mining concerns that humanity has built up over the years. If it wasn't for these small beacons of civilization carved out of the long and lonesome landscape, there would be no Soulstone, and in the eyes of many no reason for Malifaux to exist at all. While the Contract Towns vary, most distinctly in size

and temperament, they are often a few similarities that can be counted on. A Contract Town will, invariably, have a long, dusty main street with a saloon and a general store, and a few other buildings depending on the town's needs; a glassblower, for example, a wainwright, or a blacksmith.

The most prosperous (and most densely settled) are those Contract Towns who have been built up around the railways or who have rich Soulstone veins nearby. Most Contract Towns without a railway station fervently hope that one will be built nearby, bringing in tremendous amounts of scrip and causing those with Guild-backed land claims in the area to become wealthy overnight.

A Contract Town that operates solely on its Soulstone revenues risks becoming a ghost town if those revenues are ever depleted. Those who try to hang on after the Soulstone reserves have run dry may attempt to make their living off of crafts or the harvesting of knotwood for one of the New Construction Zones. More often than not, however, when the Soulstone dries up the town is vacated. There are so many of these ghost towns in the Malifaux wilds that it is oftentimes difficult to figure out whether a given abandoned town was deserted recently, before the closing of the first Breach, or before the coming of man altogether.

Then there are the homesteaders, those pioneers who hope to make a living off of the land itself, and not necessarily from Soulstone excavation. The Guild has recently made a push for settlement, offering a few heads of cattle and a land deed for those willing to try to eke out a living in the Badlands. The settlers are expected to provide for the rest of their supplies and tame the wilderness. These settlements range from small, one homestead shacks to the sprawling ranches of what will, in a generation, likely be Malifaux's de facto cattle barons.

Rumor has it, however, that some sort of blight has affected the cattle as of late. The steer, they say, will, without warning or hesitation, go completely berserk and violently gore whatever they can find.

The most famous of the current crop of human settlements is Latigo. Found deep in the Badlands, this sprawling ranch-fortress has as its main export not Soulstone or knotwood, but a family of expert and deadly Neverborn Hunters. Latigo is the home of the Ortegas, their extended family, and their ranch hands and other assorted hangers-on. They say that Latigo was built as a challenge to the Neverborn in general and the Nephilim in particular, and that because

of this the road to the compound is treacherous in the extreme and Latigo itself is under a state of near-constant siege by the Neverborn. Given what I have heard of the Ortega family, this state of affairs seems to be to their liking.

MINING CONCERNS AND HOLLOW MARSH STATION

The most important of the human concerns in the wild, at least by Guild standards, are the various mining operations. Little is as important to the smooth running of Malifaux's economy as the steady and rapid extraction of Soulstone ore.

In the larger mines, such as Delta Site Six, you will see a large hole in the ground, as well as a variety of contraptions littering the entrance. You may witness the steamborgs going about their business, helmet-wearing, pickaxe-wielding miners entering the hole with empty carts and leaving with carts full of ore, often watched by weaselly Guild-backed overseers who rarely leave their offices peeking from their windows.

You will have witnessed a common site, and, depending on the scope of the operation, a breathtaking one, but you will have seen nothing yet. The greatest of these mining operations is, without a doubt, the Hollow Marsh Pumping Station and Hollow Marsh Minehead.

The Hollow Marsh Pumping Station opened up forty square kilometers of previously unmineable land and eliminated flooding hazards at half a dozen existing mining sites. It has six enormous steam engines, each equipped with towering smokestacks and steam vents. Upon each stack perch six statues of saints atop curling clouds, each attributed with a different virtue. Beneath the stacks are the enormous pump wheels that drive the great pistons that pump water from the distant mines. The wheels are arrayed in a half circle around the observation deck, from which the workers monitor the workings of the engines below. Opposite the wheels, across the observation deck, is the lagoon, at times either placid or churning depending upon the state of operations within the facility.

The facility additionally operates as the headquarters of the Miners and Steamfitters Union. Ancillary buildings house a trading post, tavern, and even a brothel, soon to be joined by a lumber mill and additional worker housing. A whole town is slowly beginning to grow around the facility, as Hollow Marsh begins to take on the characteristics of a Contract Town in its own right.

On the other side of the mountain is the Hollow Marsh Minehead, a mining concern built concurrently with the Pumping Station. It was, additionally, one of the first operations to benefit from the pumping station, and now stands as one of the deepest mines in Malifaux, as well as a large source of revenue for President Ramos and his cohort. Stepping through the entrance you will see a hollowed-out Mountain, with a carved-out ceiling to beggar the highest spires of Malifaux. In front of you will be the pistons and gearworks of the back of the pumping station, having been built through the entirety of the mountain, a sight to behold indeed!

THE DEEP BAYOU AND THE WINDING RIVER

Past the lands reclaimed by the Hollow Marsh Pumping Station lies the vast murky wilderness of the Deep Bayou. The Bayou is silent, save the chirping of insects and the swaying of knotwood boughs in the trees. Silent, at least, until something leaps at you from the underbrush, or reaches out to savage you from the dark depths of the river.

Central to the Bayou is the River, which fractures into a wide delta and innumerable tributaries fairly shortly after leaving the city, and these offshoots snake their way throughout the Bayou. If you have never seen the River with your own eyes, it is a sight. Three full feet of crystal clear water, and then an abrupt inky blackness.

Nearer the city, the River is often used to ferry supplies and folk back and forth from the River-adjacent Bayou settlements and mining concerns. Additionally, river runners may make a living through fishing, knotwood harvesting, and the distasteful practice of fur trading with the Gremlin villages further downriver. A steady hand and some knowledge of the River's currents and tides are required to navigate, for the River can be quite treacherous. Many a riverboat has been caught on a sandbar or beached due to a bad current, and given the many threats that lurk within the Bayou, an unprepared expedition will likely not long survive such a catastrophe.

As one travels further and further downriver from Malifaux, one will come closer and closer to Gremlin territory. Gremlins are foul, squat, green creatures that live in hovel-villages along the River. Those closest to civilization seem to have begun to ape human behavior. They wear clothing, wield blunderbusses, and speak in a clipped, strange, nearly-unintelligible

pidgin. Those farther afield, I am told, are still vicious, cannibal savages. One should beware the sound of drums (or, for that matter, a lone banjo) while deep in Gremlin territory.

Somewhere further still, deep, deep in the heart of the Bayou, is the Hag's Hut. The Hag has lived in the Bayou for as long as anyone knows. She may very well predate the opening of the Breach. It is said that if you find the Hag, and beat her in a game of chance, you may have your heart's desire. The wager, though, is your immortal soul, which the Hag will gladly eat if your gamble does not go your way.

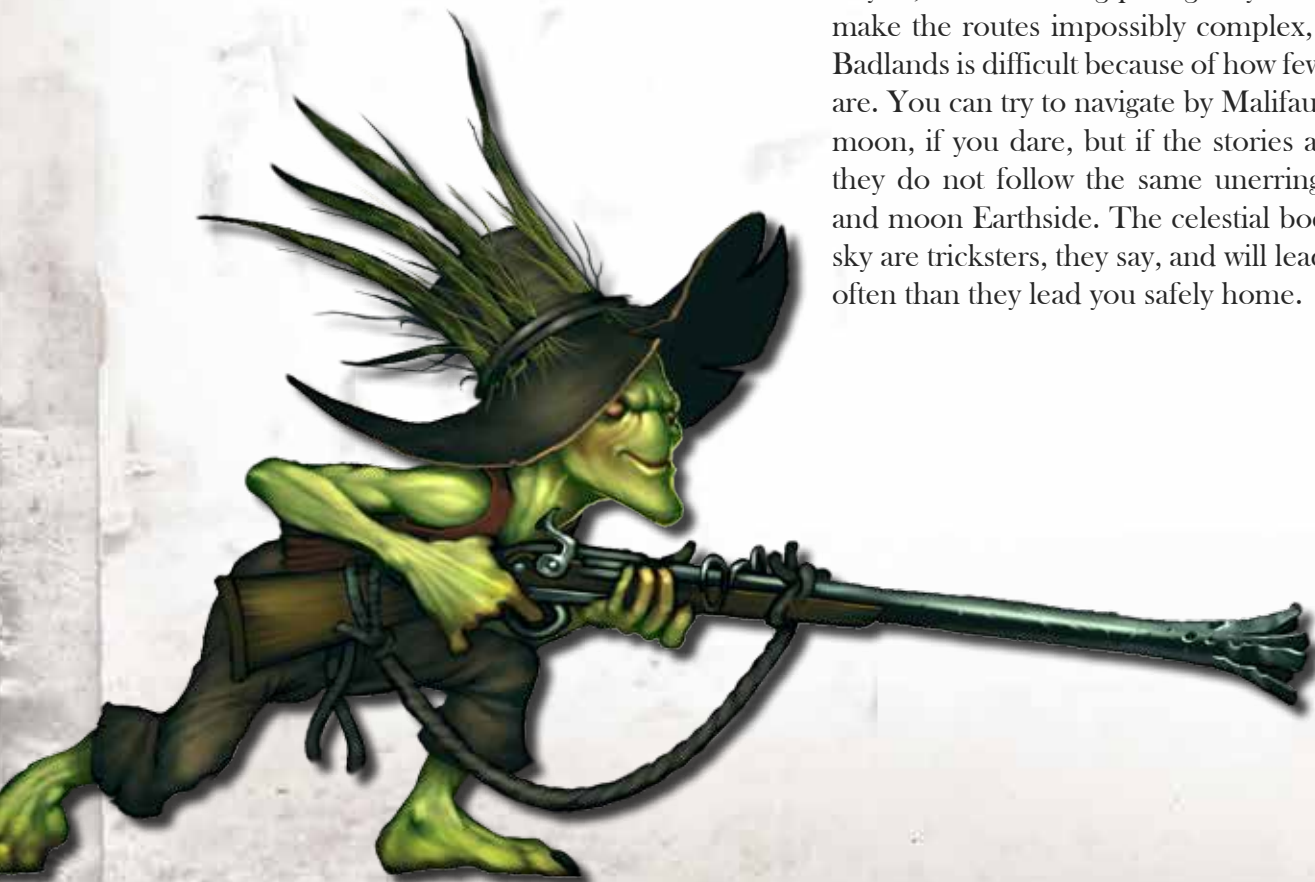
Startlingly, the Hag has not been seen or heard from for many months, and all who have gone courting her have either found nothing or have never returned. It is possible, I suppose, that she finally died of old age, it is far more likely that she has hidden herself, finally succumbed to one enemy or another, or has vacated the Bayou entirely to escape some coming calamity.

THE FAR BADLANDS

The red, cracked dirt of the Badlands plains stretches far out to the horizon, just endless dust as far as the eye can see. There are no landmarks here, no easy way to get your bearings. A soft wind blows, and overhead circle a pair of vultures. Your lips are cracked and dry, and you know there is neither water nor another living soul for miles and miles. You are adrift in the Far Badlands, and you will die there, parched, lost, and utterly alone.

The Far Badlands is a dangerous place, though it has a different taste of danger to it than the Deep Bayou. In the Deep Bayou it is usually monsters and the River that will be your doom. There are constant reminders of the danger all around you. The Far Badlands gives a man no such warning. It is quiet here, almost serene, one moment, and then the next the Badlands' lightning strikes and a dust storm overtakes you. When the dust clears, minutes or hours later, it looks for all the world that you have been transported to another world. A few days of aimless wandering later, and, like so many who have come before you, you find that you are food for the vultures.

One of the most striking features of the outer Badlands is how alike everything looks. One dusty plain or crooked tree looks the same as all the rest. Unlike the Sewers or the Bayou, where twisting passageways or forked tributaries make the routes impossibly complex, navigation in the Badlands is difficult because of how few landmarks there are. You can try to navigate by Malifaux's strange sun or moon, if you dare, but if the stories are to be believed they do not follow the same unerring path of the sun and moon Earthside. The celestial bodies of Malifaux's sky are tricksters, they say, and will lead you astray more often than they lead you safely home.



The Far Badlands are almost completely devoid of landmarks, save for one. To the Northeast of the city is Bedlam Quarry, a huge, rocky bowl carved deep into the ground. Two huge, rust-covered obelisks stand sentinel in the center of the Bedlam Quarry, mute testament to whatever strange purpose this place served the ancient Malifauxians.

North of the Badlands are the Foothills, a region that is much easier to navigate, and where some of the richest Soulstone deposits are to be found. Venture too far north, however, and you run the risk of finding yourself in the Northern Peaks, and that mountain range is possessed of dangers all its own.

THE MOUNTAINS

The white, whipping sleet of the frozen mountains to the north may, on a clear day, be seen all the way from the towers of Malifaux. From the city, these snow-capped peaks look peaceful, almost serene. Up close, however, the howling ice and frost is deadly to all but the very best prepared and equipped expeditions. Without proper training the peaks of the north are impossible to survive.

Somewhere in those mountains north of the city is the lair of the despicable Winter Witch. The Cannibal-Queen of the Wendigo, it is she who they say is responsible for the cruel and icy weather.

Her crimes are great, including calling down a blizzard to trap and starve a whole contingent of miners who were excavating Soulstone in the Upper Foothills (the lack of Guild response for that injustice caused a full-scale miner riot, which engulfed a wide portion of the city). To me, personally, however, the Winter Witch will always be the murderer of poor, innocent Tombers.

Someday, perhaps, a strong hero will go up to the mountain and do battle with her. I am sorry that I will not live to see it, that fateful day, when a brave adventurer brings the villainess to justice, ending her reign of terror and opening the mountains up for proper colonization and exploitation.

RUINS AND REMNANTS

Dotted throughout the wilderness are the half-buried structures of an earlier age, ruins left by the bygone peoples of Malifaux. What their original purpose was, whether they were residences, temples, storehouses, we do not know. Perhaps they were all of those things.

What we do know is that excavating these ruined structures can be quite lucrative for those with the skill to do so, and quite deadly for those without that skill. These ruins are often guarded by traps as well as ancient Constructs or unliving guardians. They often contain unimaginable wealth, however, in the form of ancient books, weapons, and Soulstone caches.

Among the greatest of these prizes is the Temple at Kythera. They say that if you travel the River east for a month and a day, until the sky turns a sickly green and the sun black, that eventually the moons will wink out, one after the other. If you steer your ship towards the invisible moons, and pass the riddle of the Guardian-Serpent that rises from the hidden lake, you will be shown the gate to Kythera; Kythera, the temple, Kythera, the holiest darkness, Kythera, the doorway of death.

I have only pieced together a few of the details, but I do know that this same name, Kythera, was mentioned in both Heilin's and Tombers notes. I believe now that Heilin and Tombers went in search of the Kythera site, and I have strong evidence that suggests that it was during this archaeological expedition where poor Tombers lost his mind and Dr. Heilin his life.

Along with mentions of Kythera there are recovered writings regarding a sister site, Nythera, on which I have some very little information as well. I have been able to uncover that Nythera is another place of great turmoil and danger, a scar-shaped rent from which either a shining salvation or (the translation was very difficult) a great and bloody apocalypse will soon spew forth.

A STUDY OF THE CITIZENS AND INHABITANTS OF THE CITY OF MALIFAUX

(INCLUDING A BRIEF SURVEY OF ACTIVE POLITICAL FACTIONS AND AFFILIATIONS)

They say the first thing that mankind did after first crossing the Breach was war with and oppress his fellow man. If that is the case, then the modern-day residents of Malifaux are in good company, and the legacy of their forebears is secure, for in Malifaux the oppression of the weak by the strong is a daily fact of life, and day and night there is fighting in the streets.

THE COMMON CITIZENS OF MALIFAUX

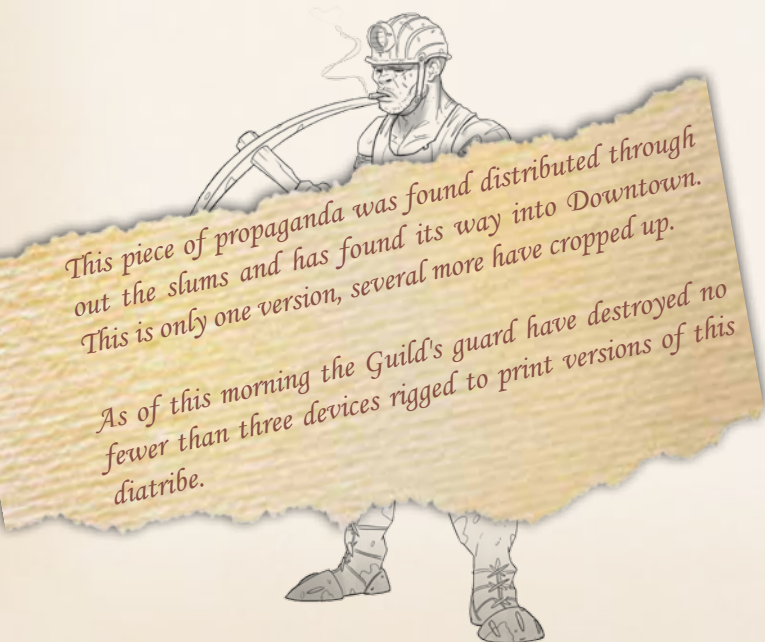
Malifaux is filled with all manner of person, each one with their own hopes, dreams, and desires. Some come to Malifaux seeking wealth, others knowledge, others desire only to have a simple life well-lived. These individuals are all, of course, unique in their own way, but there are some commonalities to be drawn against the majority of those who make Malifaux their home.

There are titans of industry and the scions of wealthy families of Earth who come to Malifaux to make or cement a fortune, as well as those who have the wherewithal or patronage to afford the steep cost of travel through the Breach. These are free men and women, those within Malifaux who retain no Guild contract.

Then there are those who have been sought out by the Guild and have been convinced, often with lucrative contracts, to make Malifaux their home. Specialists and scholars, as well as many in the Guild Guard, fall under this category. Doctors, lawyers, academics, and officers are all in high demand. They are well treated, but have still arrived under Guild contract, which will be binding for a period of two to four years, depending on the agreements they have made. Those under Specialist Contract are often given wide berth to do as they please, but to stray from their Guild-given duties is to invite serious consequences.

Then there are those who are attempting to escape some Earthside poverty and have dreams of clawing their way out of the lower classes in Malifaux. These are the waves of indentured servants, who become indebted to the Guild in exchange for passage to Malifaux. While they are told by the Guild recruiters that they will be able to purchase their freedom in a year or two, they often find, once they have arrived, that it takes substantially longer to pay off the debt. These are the men and women of Malifaux laboring under an indentured contract, and they make up the bulk of her workers. Most of Malifaux's miners and rail workers, as well as her servants, arrived via an Indenture Contract, and are working to pay it off.

Finally there are the Convict Contracts. Instead of sending them to a prison (or the hangman's noose), many Earthside judges will sentence their thieves and cutthroats to work the Soulstone mines of Malifaux. The benefit to the nations of Earth are twofold. First, they don't have to house and feed an idle prisoner population. Secondly, those nations that meet their convict quotas are rewarded handsomely when it comes time to negotiate their Soulstone allotment. Individual judges, I have heard, are often remunerated as well. Such is the far reach of the Guild.



Depending on the severity of their crime, a criminal under a Convict Contract will be forced to suffer years of hard labor or even life in the mines (though there is often little difference between the two sentences, as most convicts sent to the mines die there). Those under a Convict Contract are little more than slaves to the Guild, and can expect their labor in Malifaux to be brutal and backbreaking.

The type of contract one carries in Malifaux often corresponds to the type of train car that bears them here. From one's very first moment, before crossing the threshold of the Breach, in fact, when one first embarks from the Breachworks Station, one has already experienced the rigid nature of the Guild's contract system.

The wealthy and contract-less, from high-level businessmen and Guild royalty on official business, to the wastrels and dilettantes visiting Malifaux for vacation and sport, as well as a very few of the most prestigious new agents arriving under Guild-contracts, will arrive in Malifaux by way of one of her notorious Blue Cars. Noteworthy for both their royal blue upholstered interiors, as well as the fine dining on offer, the impeccable wait staff, and the ability (though some amongst that rarefied echelon would say, the necessity) to hobnob with other members of the hoi polloi, the Blue Cars are a symbol of the wealth and commensurate luxury afforded to Malifaux's elite.

In contrast are the Regular Passenger cars of the train. While there are many exceptions, the majority of those under these cars are coming to Malifaux under varying levels of Indenture or Guild Contract. While those under Guild Contracts are usually well aware of what lies in store for them, those under Indenture Contracts are often hopelessly naive. These train cars are, depending on the time of year, packed full of hopeful provincials, looking out the glass windows of their train car with a mixture of tearful elation and hopeful trepidation. What has been offered is a brand and brave new world, promises have been made for a life out of a storybook. It will be a sad and sobering journey, when they make their arrival and find out exactly how cruel the city of Malifaux can be.

Finally, trailing behind, are the steel and black iron of the Chain Cars. If those poor souls see the Breach at all, they will be seeing it through tiny slats instead of beautiful picture windows. The unfortunates that inhabit a Chain Car are often shackled and bound by heavy

chain to the thick pillars at the center of each car. They are transported like chattel, and many expire before they even make it to Malifaux and their lives of slavery in the mines. They say the inside of a Chain Car is covered in strange runes, the better to suppress the potential power of any Guild prisoners who have the potential for magical awakening on their crossing of the Great Boundary.

Once they arrive, most of these citizens live their lives true to form. The wealthy continue to live lives of opulence and ease. A large portion of those who arrive under an Indentured Contract suffer day after day through the constant shuffle from slums to train to mines (or rails) and back again, pausing for brief respite occasionally in one of Malifaux's many saloons or brothels. There are, though, some few among that number who show an aptitude for tinkering and machinery. They may be chosen to be a Steamfitter's apprentice. Finally there are the Convict Contracts. They go to heavy labor at the bottom of a mine, and are never seen or heard from again.

While there are a number of exceptions, those are the simple stories of most that make their way to Malifaux, and high above it all moves the ever-present hand of the Guild, slowly and inexorably ushering more bodies into Malifaux, and more Soulstone out.



THE POWERS THAT BE: GUILD OPERATIONS WITHIN THE CITY

The Ram's Head sigil is ever-present in Malifaux. It is on every piece of Guild Scrip, emblazoned on every official Guild communique, stamped on every Guild-enforced contract, and emblazoned into the hilt of every Peacebringer. The message is clear. The Guild is everywhere, there is no fighting them, and if you cross them there will be no escape.

This is a lesson that I personally have had to learn well (if, perhaps, a bit late).

However, despite what the Guild, powerful as it may be, would like you to think, it is not and cannot be omniscient or omnipresent. The Guild is a looming and monolithic force within Malifaux, to be sure, but it is still an organization comprised of men, and these men are simple flesh and blood, just like you or I.

Nowhere is this more evident than when dealing with the Guild's army of bureaucrats. The administration arm of the Guild, headquartered in the Guild Enclave but with satellite offices throughout Malifaux, is that part of the Guild responsible for processing the mountains of Guild paperwork that you are likely to encounter in your lifetime. They keep track of Contract Status, Deeds of Property, Land Deeds, and Mining Claims, Scrip Debt for the Indentured Contractors, as well as hundreds of other types of records and systems. The ability to navigate this Byzantine bureaucracy is a valuable skill within the city, as Guild paperwork brings with it the promise of Guild enforcement. The administrators additionally control the Guild Writs, the larger scale Guild contracts which establish authority for outside groups to act within Malifaux, and govern corporate contracts the Guild currently has in effect, as well as any Contract Town Charters that have been awarded.

Within the administrative arm of Guild Operations, there exists the secretive Elite Division. Led by the Governor's Secretary, Lucius Matheson, Elite Division is concerned primarily with law and justice within Malifaux. The judges and lawyers within the Elite Division are responsible for interpreting Guild Contracts, and prosecuting and overseeing Breaches in Guild Law.

Some whisper that Lucius Matheson is the true power behind the throne, that Matheson strictly controls access to the Governor General and that the Governor General gives inordinate weight to Matheson's opinions. The Governor has hardly been seen since his declaration of martial law, which certainly gives credence to these rumors.

Another quirk of Matheson and his Elite Division is their insistence on wearing ornate masks. Whether or not this is a Guild tradition, I have not been able to ascertain, but Lucius Matheson is never seen without cane, wig, and mask.

Fortunately, interaction with the administrative divisions of the Guild can usually be kept to a minimum. The portion of the Guild that most citizens of Malifaux will interact with, at least in the day-to-day, are the various martial forces that the Guild has at its disposal.

The lowest echelon of the Guild's military arm is the Guild Guard. Bearers of the large gray and red greatcoats that are their uniform, and armed most often with both pistol and sword, the shrill whistle of a Guardsman under attack will be quick to alert all of his fellows in the area. The life of a Guardsman can be difficult, with the monotony of patrol work, investigations into petty crimes, or checkpoint duty that are the hallmarks of the lowest ranked amongst the Guild Guard, all too often interrupted by the panic and confusion of an attack by one of the Guild's many enemies. Still, the Guild Guard are well-trained soldiers, and they are paid well and given a great deal of leeway to do as they like on the streets of Malifaux when they are off-duty.

Those Guard who embarrass the guild, run afoul of a superior officer, or are found to be generally incompetent, are given a Sewer Patrol or Quarantine Dockmast duty. Patrolling the sewers of Malifaux is dangerous and dirty work, and Dockmast duty, especially far out in the Quarantine Zone, can easily be a death sentence.

Those who distinguish themselves, through martial prowess or politicking, will eventually earn themselves an officer's badge and, if they are counted amongst the Guild's very best, may be awarded a Guild Peacebringer. The Peacebringer is the Guild's premier weapon, capable of firing both .44 caliber bullets as well as slicing with the razor-sharp blade on its stock. The Guild demands rigorous marksmanship

and melee training before it allows one of its soldiers to wield one of these hallowed pistols in the field. They are completely forbidden to all but the Guild's most trusted agents. Unauthorized Peacebringer-wielders are to be executed on sight.

While a Guardsman or three is usually a match for all manner of lesser criminal and monster, the rank-and-file of the Guild Guard are usually sorely outmatched when faced with any form of substantial supernatural threat. In order to combat these vicious menaces the Guild will either have to bring to bear one of its military-grade combat-Constructs or call on one of its Special Divisions.

Each Special Division, which are sometimes referred to as Special Charters, has an important role to play in keeping the citizens of Malifaux (and the interests of the Guild) safe from harm from one of the Guild's foes, specifically the Arcanists, Resurrectionists, and Neverborn, three distinct threats that are a constant plague to Guild operations within Malifaux. The first such division is the Witch Hunter Task Force, established for the purposes of hunting down and eliminating rogue magic-users. The second are the Death Marshals, those grim and determined trackers of Resurrectionists and their unliving creations. Finally, there is the third charter, that of the Neverborn Hunters, independent fighters of Malifaux's native nightmares.

The Witch Hunter Task Force is the Guild's premier weapon against Arcanists and other magic-wielders that threaten the Guild. Once led by the famed Witch Hunter Sonnia Criid, the fearsome Ms. Criid has since disappeared, leaving veteran Witch Hunter Samael Hopkins in charge of the Task Force. The central weapon of the Witch Hunters is the Witchling Stalker. They say that these hunched, burnt, broken-sword wielding, black-collared creatures can sense magic use, and can further neutralize any magic use if they can get near enough to it. It is rumored that these disgusting creatures are the remains of magical practitioners the Guild takes into custody. The Witch Hunter Task force is the least popular of the Guild's Special Divisions, and indeed causes a great deal of damage to the Guild in the realm of public opinion. The common people of Malifaux are distrustful of the charter, in no small part because of the widely-held Guild belief that anyone can be an Arcanist.

The Death Marshals are a grim breed, led by the mysterious Lady Justice, and the Judge, her constant companion. Lady Justice is blind, but this does not stop her from meting out her namesake whenever she comes across the unliving or their dark masters. The Death Marshals use, as their special weapon of choice, enchanted coffins. These coffins are light as air for the Death Marshals to wield, and yet as heavy as the huge oak and iron boxes they are made from when dealing with anyone else. These coffins are often used to good effect by slamming them through doors and walls. Additionally, when the coffin of a Death Marshal is shut, there is no known power that can open it against the Death Marshal's will. This allows the Marshals to trap even the strongest of the unliving for disposal later.

Joining the ranks of the Death Marshals comes with a price, however. The Death Marshals are a gaunt lot, often displaying sunken eyes and sharp cheekbones. This is a hazard of duty, as the Death Marshals come into contact with the necrotic alchemy of their Resurrectionist rivals often enough to begin to take on the pallor of the dead.

Finally there are the Neverborn Hunters. Unlike the rest of the Guild Special Divisions, there is no rigid hierarchy when it comes to Neverborn hunting. In fact, so desperate is the Guild to clear out Malifaux's native monsters, that anyone may go to the Guild Enclave's administration building and be deputized a Neverborn Hunter. Bringing back proof of success against the Neverborn menace can provide a man with a lucrative bounty. Few, however, survive the post for long.

The exception to this rule can be found amongst the infamous Ortega family. From their wilderness-fortress of Latigo, the Ortegas take their fight to the Neverborn, using their skills as consummate hunters, and duelists to get the better of the fearsome creatures. Chief among them is the legendary pistoleers Perdita Ortega, who is widely recognized as the preeminent Neverborn Hunter of the age.

There are rumors of a few less active Special Division Charters. One such charter, establishing the Flesh-Construct Grafting Illegality Task Force, purports to police the illegal practice of Construct-Human grafting, but I am unaware how often the Guild finds a call for the prosecution of that specific crime. The charter is led by a man who goes by the name of Hoffman and who is, by all accounts, a Construct prodigy. Perhaps the creation of the charter was a roundabout way to keep him employed.

THE PLIGHT OF COMMON MEN: MINERS AND STEAMFITTERS

Standing in stark relief to the heavy-handed thuggishness of the Guild are the heroic men and women of the Miners and Steamfitters Union. Beginning originally as a part of the Malifaux Railworkers Union, the Miners and Steamfitters Union has become a prominent advocate of worker's rights. This is especially trenchant now, when so many of Malifaux's workers operate under such deplorable conditions.

Central to the proper functioning of the Miners and Steamfitters Union are the many Union Halls that dot Malifaux. Union Halls are found in almost every neighborhood in Malifaux, but are especially concentrated in Malifaux's many Slum districts. These buildings act not just as meeting spaces, but also as dance halls, family gathering places, and networks of general support. It is from these meeting halls that the leadership of the Union is democratically elected.

The current Miners and Steamfitters Union President is Doctor Viktor Ramos, the wealthy inventor and industrialist. He resides currently atop the Hollow Marsh Pumping Station, where he oversees not only his own business empire, but also the workings of the Union. He is a very busy man, harsh but fair, and a tireless champion of the rights of the working class. Particularly noteworthy was this speech, first given at the Gala celebrating the opening of the Hollow Marsh Pumping Station:

"This facility represents our triumph over one of Malifaux's demons. Never again will a flooded shaft make one of Malifaux's wives a widow. Our men will no longer fear the temperamental Malifaux sky and its threat of rain. Each of these men deserves nothing less than to return to their wives and children each night and live to be old men. I will not rest until that simple ideal is guaranteed to each man who mines in Malifaux. Mark my words: The greatest resource of Malifaux is not its Soulstone, but the strength and spirit of its people!"

It was soon thereafter President Ramos tragically lost one of his staunchest allies, Union Vice President Duncan McSweeney.

The final vital endeavor of the Miners and Steamfitters Union is the staging of work stoppages and protests. While most demonstrations begin nonviolently, many of them will erupt into violent altercations after

provocation and attacks by the Guild, or agitation by Guild plants and saboteurs within the ranks of the Union. The miners can be fearsome if provoked, and while they may not be as well-trained or well-equipped as the Guild Guard, there are far more miners.

A CLOVER'S PACT: MERCENARY & INDEPENDENT

In my travels, I have both worked for and hired out some of the best mercenaries the city has to offer, and so I have learned a thing or two about how they operate. First it is courteous, when traveling with another mercenary that one does not wish to fight, to offer them a Clover's Pact. You look at them very solemnly and swear, "My purpose shall not injure your own."

Politically, things are becoming more difficult for mercenaries nowadays. After years of uncharacteristic tolerance of the mercenary population within Malifaux, the Guild is showing signs of becoming increasingly agitated by the presence of so many armed men and women who are not explicitly under their thumb. Some say that it is because the creatures the mercenaries have been hired to kill and the districts of Malifaux they were initially contracted to clear (at great cost to these brave, if gruff, men at women), have all been firmly placed under Guild control. Others say that the mercenaries' true loyalties lie in wealth, and recently the Guild has not always been the highest bidder. Whatever the reason, the climate in Malifaux, at least as far as the Guild is concerned, seems to be slowly becoming hostile to those who have chosen traveling man-at-arms as their primary profession.

Especially contentious is the relationship between the Guild and Von Schill of the Freikorps. Rumor has it that this crack mercenary band has been rooting around the Quarantine Zone, a distinctly prohibited activity. Still, the Guild would have an extremely difficult time enforcing their will on the Freikorpsmenn. The mercenary group is exceedingly well-trained and equipped, and highly specialized, and that is not even counting the legendary tactical prowess of their leader. They say, additionally, that the Freikorps are on a recruiting drive, but for what, specifically, no one will say.

A CURSORY GUIDE TO THE MOST-LIKELY-TO-BE-ENCOUNTERED THREATS OF MALIFAUZ

(INCLUDING A BRIEF SURVEY OF SENTIENT, SEMI-SENTIENT, AND NON-SENTIENT DANGERS)

There is no end to the dangers within Malifaux, lurking around every corner, lying in wait in every alley, and skulking under every bridge. In stark contrast to the people of Malifaux are the monsters, both human and inhuman, that stalk her fog-filled cobblestone streets.

THE ARCANIST THREAT

Since the early days of the re-opening of the Breach, unauthorized use of supernatural power has been considered, by the Guild, to be a heinous crime. The Guild, with the help of the Witch Hunter Task Force and their Witchling Stalkers, has ruthlessly prosecuted even the barest rumor of magical aptitude. For years, now, those with any inkling of arcane power have been persecuted in Malifaux's streets.

As the witch hunts progressed, only the stealthiest, cleverest, and most ruthless practitioners of the arcane managed to survive. Driven further and further into desperation, this cabal of criminal-savants eventually came into contact with one another. They had no choice but to create a network to provide mutual safety and protection, and as they grew stronger they began to recruit others like themselves into their ranks.

Eventually, these Arcanists (as they have come to be known) came to believe they had marshaled enough power to strike back at their hated persecutors. They formed a clandestine, militant organization devoted to bringing down the Guild at any cost.

While the Guild shares some of the blame, the actions of the Arcanists have gone from ideologically sound to completely unconscionable. The Arcanists attack Guild holdings indiscriminately, killing innocent men and women in their mad quest to wound their mortal enemies by any means necessary.

There are, every day, it seems, a host of violent strikes by the Arcanists against the Guild, and soon thereafter one

reads about retaliatory attacks on Arcanist strongholds and hideouts by the Guild. Each skirmish, it feels, accompanies with it a commensurate loss of civilian life.

The violent methods of the Arcanists are incorrigible, and only serve to divide the populace. Whomever the dark masters of this criminal cabal are, one thing is clear: the Arcanists have lost all regard for their fellow man, and they must be stopped.

RESURRECTIONIST MENACE

Of all the evils that stalk the streets of Malifaux, none are as great a canker on the human spirit as the depredations of the Resurrectionists. These cruel madmen play with the very stuff of death itself, and instead of harnessing these powers for the greater good, they are content to merely raise themselves an army of playthings.

It is said that the Resurrectionists art is taught to them by a Dark Patron, that there exists a single unified theory of undeath, and that those practitioners of the necromantic arts within Malifaux are all imperfectly grasping at it.

From what I have been able to unearth, the mechanics of inflicting unlife on a corpse are very similar to alchemy. A would-be Resurrectionist must find a suitable corpse, which he then animates using a necrotic ichor. The formula varies from Resurrectionist to Resurrectionist. The unliving slaves of one Resurrectionist may be faster, while the corpses of another Resurrectionist may have better motor control. From what I understand, the main challenge of a Resurrectionist is how to procure more corpses. A Resurrectionist requires a steady supply of bodies, both to extend their power base and pool of potential servants, and also to continue their experiments towards mastering the perfect necrotic serum and the creation of the penultimate unliving construct.

THE HORROR OF NEVERBORN A WORD OF WARNING

The Neverborn, also known in some circles as the Manifestata, are some of the most varied threats to rear their ugly heads in Malifaux. Since they may loosely be considered to be any creature native to Malifaux (though some narrow that down to any sentient creature native to Malifaux), there are a wider variety of Neverborn than any of the other threats found in Malifaux.

Most commonly the term Neverborn is used to refer to the horned, black-blooded Nephilim, creatures that many scholars believe are likely the most direct descendants of the peoples of ancient Malifaux. The Nephilim's violent, antisocial, and tribal behaviors are believed to be a madness caused by echoes of the racial memory of the apocalypse that wiped out their race.

Another type of rumored Neverborn, and one that is most distressing (and spoken of mostly in whispers), is the Doppelganger. They say that these Neverborn spies can take the shape of any man or woman, and that by combining this talent with a commensurate gift in mimicry, the Doppelgangers have already infiltrated the upper echelons of the Guild. My advice is to pay very close attention to the quirks of your fellows, because you never know when one of your allies or loved ones have been replaced with a Doppelganger agent provocateur.

The Neverborn also count among their number a host of creatures straight out of a nightmare: twisted, tentacled monstrosities, nonsensical mishmash creatures with writhing, sucking proboscis in place of a head, as well as creatures of whimsy (though no less dangerous for it) such as cruel puppets, strange doll-like creatures, deadly children's toys, and other weird horrors.



Well, there you have it; a guide, of sorts, to help you through your trials and tribulations. Alas, our time is cut short. I wish I had more. There is a great deal left to say. I could give you a proper warning of the wandering girl with the box or the strange shapeshifters of the Order of the Chimera.

There are great forces at play within Malifaux, powerful and dangerous. If open warfare erupts between the factions vying for control of Malifaux, the results will be catastrophic. It will cause not just death and misery on the streets of Malifaux, but, God forbid, it will cause the flow of Soulstone to cease. The powers of the Earth, sated as they are right now on a steady supply of Soulstone, are harmless to one another. Disrupt that supply, however, and there is no telling what lengths they will go to secure temporal power. We may yet see a repeat of the Black Powder Wars, yet all the more terrible for the use of modern weaponry.

And, as always, there is no telling what circumstances will cause another close of the Breach. It may come to pass that you, dear reader, will be the only thing between the inhabitants of the city and re-closure of the Breach. Or perhaps you will serve merely as mute testament when the inevitable does eventually come to pass.

I fear there is a great storm coming. When I awoke last night I remembered, very clearly, my feverish dream, the same dream that I have had every night this week. A Key. A Key and a Vessel for each. The Hanged Man, the Watcher, the Snake's Shed Scale. Ice and Fire. The Riders. Hunger and Thirst. War and Death and Pestilence. Dreams and Nightmares.

And with that, my time here is at an end. The morning draws close, and I fear I am soon to face my final moments. I can do naught now but urge you to take heed of my words, and leave you with the hope that the fate Malifaux sees to bestow upon you is kinder than the one she saw fit to gift me.

And, wherever it is your adventures take you, allow me to give you one final piece of advice:

I urge you, dear reader, whatever you do, to give a wide berth to the Red Horseshoe Saloon. They water their drinks, and the food there is terrible.



FORGING A FATED

In *Through the Breach* each player controls one of the Fated on their personal journey. The Fated are characters in the world of Malifaux with a destiny to fulfill or avoid. The character is also aware of this destiny, either through a tarot reading or simply by “knowing” they are destined for something bigger. This chapter will describe the process for generating a Fated character.

Mechanically speaking, a character, whether it is a Fated or not, is a collection of Aspects, skills, Talents, and other attributes. This can’t possibly describe something as complex as a human being, but it helps resolve Actions during the game!

Aspects, skills, and some Talents have a numeric value, the higher the value, the better the character is in the associated attribute. To generate these values for a Fated character, each player follows the steps presented in this chapter.

I don't rightly know where to begin with a tale such as this. To chase at it from the start seems like I'll be crowing my own affairs a bit. That's not the purpose though, so I reckon you'll just be indulging me on that particular.

My name is Archibald Tallows, and this isn't my story. It's yours. I'm gonna have to fill you in on the details as we go.

The steps for creating a Fated character have several random elements that require the use of a Fate deck. *Through the Breach* is designed to blend the mechanical rules with the themes of the story. For this reason, character creation with random elements is vital to the Malifaux roleplaying experience. Despite this randomness, characters are created equal, so don't fret too much over each card Flip!

There are thirteen steps to Fated creation. First, the player will choose a species for his character. During this step the player may also wish to come up with a concept that will be fleshed out during the rest of character creation.

Next, the player will deal the character's Cross Roads Tarot. This will generate both a background framework for the character, as well as generate numeric values to be allocated to a variety of Aspects and skills. The player will then allocate some free points to help customize the character to the player's taste.

Lastly, the player will choose a Pursuit for the character and build a personal Twist Deck. Pursuits are a combination of lifestyle, occupation, and personal goals that help guide the character's advancement. Pursuits are designed to change as the character evolves through the story. The Twist Deck is a personal deck of thirteen cards that the player uses to alter events during gameplay.

You might consider settling in
for a long yarn.

I wasn't born here, you know.
I reason you do. Most of us
wasn't. When I came through
the rift, I felt it. I reason
you did too. You felt that tug
of destiny.

Well nows an opportunity to
move down the road into
legend. Get your fortune told
you. Have your providence
laid out.

ASPECTS

Each character has four Physical Aspects and four Mental Aspects. Each of these typically ranges from -6 to 6, although some rare individuals may go lower or higher. A score of 0 (no modifier) is considered the human average for each Aspect.

A score of -3 is the lowest value a Fated may generate when creating a character. It is considered somewhat deficient in an area, the character is "slightly below average" in that Aspect. A -3 Cunning is a character who sees the world in black & white, and prefers to reduce complex concepts to absolutes. He is not, however, a slack-jawed yokel who will swallow every lie, no matter how preposterous.

A character with an Aspect rating of +3 is similarly above average. A character with a Might of +3 is in very good shape, and is very physically capable. He is not, however, a world class strong man. Fated Characters are at the beginning of their journey, and they will have to advance as a character before lifting a horse is within their scope of ability.

PHYSICAL ASPECTS

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

- *Might* is a character's raw strength and prowess.
- *Grace* entails accuracy and fluidity.
- *Speed* describes swiftness of Action.
- *Resilience* is resistance to damage and disease.

MENTAL ASPECTS

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

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

SKILLS AND TALENTS

In addition to Aspects, a character also has a series of skills and Talents. These are used to describe the accumulated knowledge of the character, as well as any magical tricks they have picked up along the way.

Skills represent the training, education, or conditioning that a character has acquired over their lifetime. A skill ranges from 0 (no skill at all) to 5 (a master practitioner). Skills are added to the character's Aspects when determining how successful a character is at taking an Action. Skills are described in greater detail in Chapter 4.

Talents are unique attributes that modify a character's abilities, and are acquired through Pursuits. Each Pursuit has a Talent that the character only keeps while they are on that particular Pursuit, as well as a list of Talents that may be purchased with Experience as the game continues.

STEP 1: CONCEPT

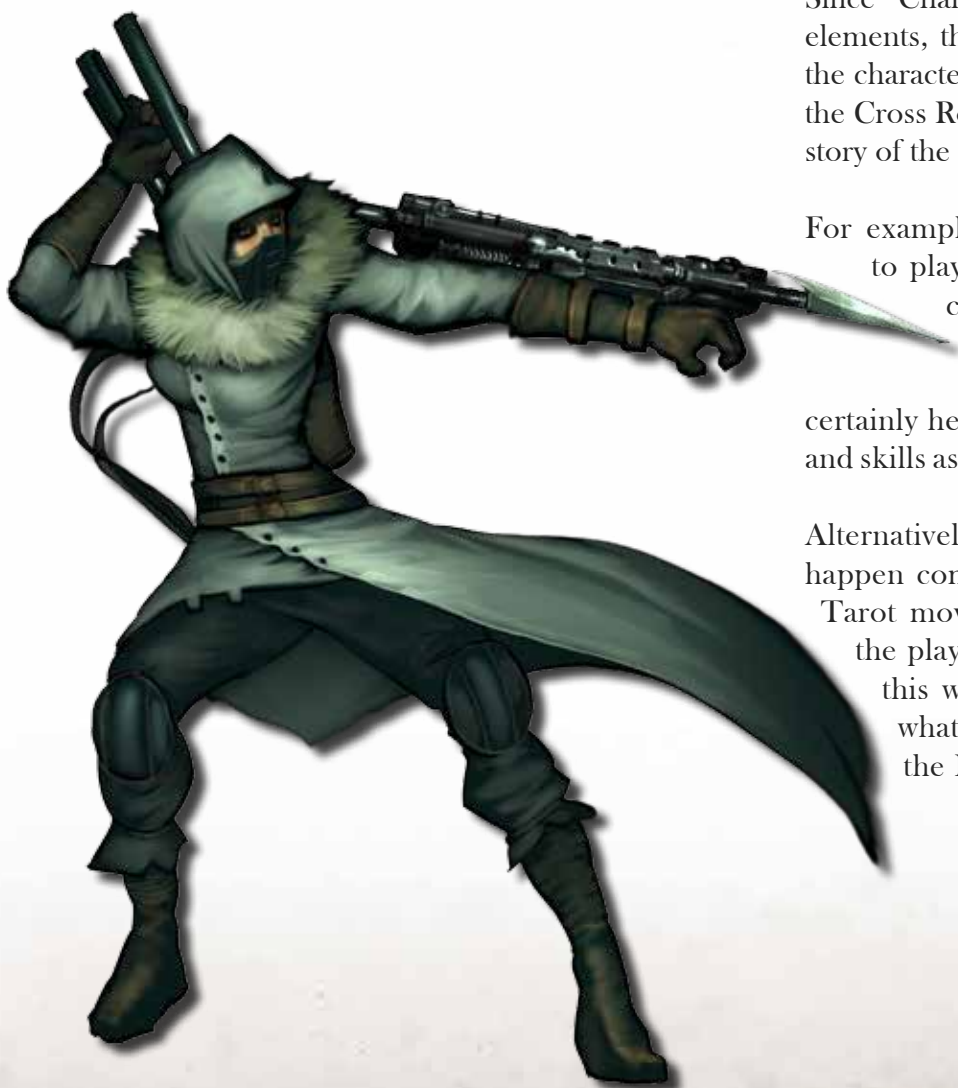
A player character in *Through The Breach* is more than just a collection of numbers and Suits on a piece of paper. The goal of any campaign is to create a thriving world, in which the Fated protagonists (or anti-heroes) come to life in a narrative. They will grow as a people as they respond to the trials and tribulations of outrageous fortune. The following steps will flesh out a character, but it can help to have an idea of what the player wants to play during the game.

Players may wish to look ahead at this point by taking a peek at the Pursuits starting on page 79. A character's Pursuit is of his own choosing, and is therefore not randomly determined. It may help when making critical decisions during character creation to know what Pursuit the player wishes to begin play with. This can also help to flesh out the Fated as the player proceeds through these steps.

Since Character Creation contains many random elements, the player shouldn't flesh out too much of the character at this time. Instead, allow the process of the Cross Roads Tarot (coming next) to fill in the back story of the character.

For example, a player might decide that they wish to play a tough as nails gunslinger, a man who came to Malifaux to test himself against the monsters and desperadoes that don't exist on Earthside. This information will certainly help the player choose appropriate Aspects and skills as the character creation process progresses.

Alternatively, the player could allow the process to happen completely organically. As the Cross Roads Tarot moves through the character's steps in life, the player can flesh out the individual details. In this way, the choice of a pursuit is less about what the player wants to play, but instead what the Fated is likely to choose.



STEP 2: DEAL THE CROSS ROADS TAROT

Since a Fated has a defined destiny, the next step in creating a character is to generate that path. This is the purpose of the Cross Roads Tarot. The player and the Fatemaster will deal the Cross Roads Tarot, so named because it involves 5 cards in a cross pattern with four of the cards pointing to a compass point. Each of the five cards will be used to generate a different Aspect of the character.

To begin the Cross Roads Tarot for a Human character, the player shuffles the Fate deck at least seven times (to get a good random shuffle) and then the Fatemaster cuts the deck. The player then shuffles one last time.

The Fatemaster and the player are now ready to begin. This is a moment of great importance, and the process is part of the fun. Take your time, and enjoy telling the tarot.

The player should have a blank Fated record sheet and a pencil handy, so that each step can be recorded as the tarot is dealt. The process isn't complicated, but in *Through The Breach* each character is extremely important, and therefore the creation process shouldn't be rushed.

As the player and Fatemaster proceed through the process, the Fated character will come into view. The player can begin fleshing out a backstory, and bringing the character to life... or whatever passes for life in Malifaux.

THE CROSS ROADS TAROT



My father was a lawman.
No need to complicate any.
I grew up in a stern,
some might even say rough,
household. But I knew the
edges of justice, and the ways
of judgment, even as a child.

I was a sickly kid,
doctors thought I had
bad blood. Maybe I do.
I wasn't weak, just took a
fever often. I made up
for it with plenty of book
learning. And pistol work.
My how I loved pistol work.

TER 3: FORGIN

STEP 3: STATION

The player deals one card from the top of the deck into the center of the table. This determines the character's birth circumstances, called a Station. Reference the card with the Cross Roads Tarot References Table on page 64 to find the Station into which the character was born.

We do not choose the hour, or place, of our birth. We are thrust into this world naked, wet, and screaming. It is from whence a man comes that shapes the destination of his journey.

Each Station is roughly described starting on page 75. These descriptions are purposefully vague, as it is the player's task to flesh out the family details, and how the Fated character fits in with them.

In addition, the Station comes with a single skill that the character will gain a bonus in, but this is handled later (in Step 8: Modify). For now, it is simply important for the player to mark down his Station on his character sheet.

NEGATIVE ASPECTS

Through the Breach is a game about denying fate despite the challenges that face a character. Each character is flawed, and this helps to define them.

Players with experience in other RPG's may find this initially problematic, as a negative score commonly limits a character's options. However, in *Through the Breach*, this is not the case. Many problems can be approached from different angles. In fact, a social character with a low Charm Aspect can still perform his functions just fine, as many social skills use Intellect or Tenacity.

In this way, the negative Aspect helps to define how a character approaches problems, not what problems they can solve.

In addition, some of the best Talents require a negative Aspect, and there are Talents that will help a character overcome these flaws.

STEP 4: THE BODY

The player deals one card from the top of the deck to the left of the Station card. This is called the western card and it determines the physical Aspects that the character developed.

Each card has a set of four values for Aspects on the Cross Roads Tarot Reference Table (page 66). The higher the card value, the less focused the Aspect values are, representing a more well-rounded physical condition.

The player takes the four Aspect values and assigns them to his Physical Aspects, one to each, in any way he wishes.

Now is a great time to start imagining the character as a child or young adult. What about their environment shaped their physical nature? How does one explain a low Aspect, or a high one?

STEP 5: ROOT SKILLS

The player deals a card to the northern position, above the Station card. This card represents the skills the character learns early in life. Whether from a life on the streets, a farm, or an early education, the character learned these skills from at an early age, and likely maintained them to adulthood.

All cards have a set of values assigned to them for skills, as described on the Cross Roads Tarot Reference Table (page 68). The player takes these skill values and assigns them to any skills he wishes.

The values must be assigned to different skills, they may not be added together. The higher the card, the more focused the skills are, representing a higher quality of opportunity and education.

The player should ask themselves why these skills were so important to the characters development. Those skills that are higher are likely those that the character continued using his entire life, while low skills are those that fell into disuse as the character aged.

STEP 6: MIND

After the northern card is dealt, the eastern card is played from the top of the Fate Deck to the right of the Station card. This card represents the character's mental Aspects.

Like the western position, this will provide four values to be assigned by the player into his four Mental Aspects, in any way he wishes. Once again, the higher value cards represent a less focused character.

As the character matures, he begins learning critical life skills. His experiences as an adolescent form the type of person he will become, from first relationships, to developing intellectual curiosity.

STEP 7: ENDEAVOR SKILLS

The player deals one last card to the southern position below the Station card. This card details the last of the Fated's skills. These are skills the character has picked up through choice as he grew to maturity. These are the skills that a character chose for himself, either through need or interest.

This card generates another set of values that the player may assign to any skills he wishes, just like the northern position. These must be individual skills, and may not be added to any other skill.

While Root skills are influenced mostly by one's Station and early life, their Endeavor skills are far more personal. It is, after all, not rare for a farm boy to grow up to study the law off in the big city. These skills are where the character begins to define who they want to be.

This is when the character begins to take the shape of the adult (or young adult) that the player will bring to life in the campaign. These skills will often be tied very closely to the character's Pursuit, and if one hasn't been chosen yet, now is probably a good time to look ahead. Now that one knows the Fated, it is probably easier to get an idea of what sort of Pursuit the character is interested in.

STEP 8: MODIFY

It is now time to apply any modifiers from the Fated's Station. Starting on page 64, each Station is described and includes a Station skill bonus. The character gains the skill at 1 if he has no rating in it. If he does have a rating in his station skill he instead begins the game with 1 Experience Point (which he may later spend).

Next, the player may improve some chosen Aspects, to help customize the Fated. The player has two points to spend on the Fated's Aspects. Each point improves an Aspect by 1. The player may spend both points on the same Aspect if he wishes. However, the Aspect may never go above +3 in this way.

STEP 9: DIVINING FATE

Don't put the cards away yet! Next you must read the Cross Roads Tarot and write down the destiny of the Fated character!

Once the player has assigned all of the values generated by the Cross Roads Tarot it is time to read the cards and determine the destiny of the character. Each card has a cryptic fortune listed based on the card and the position in the Cross Roads Tarot. The player writes each of these lines down on his character sheet in reverse order from how they were dealt.

This means that the first step towards fate would be the southern card, then the eastern, northern, western, and then finally the Station card. A character ends where he begins.

Now that each fate has been written down the Fatemaster can weave them into his story. The Fated knows where he comes from, and where he is going... and he must choose between destiny or free will.

This is possibly the most important part of character creation, and players should take a moment to read it fully, and mull over the possibilities of each line. After all, they are rare amongst all the creatures in the world... they know where they are heading, and they can change their fate.

STEP 10: PURSUIT

Each Fated has a Pursuit. This is the character's rough archetype, usually describing an occupation or lifestyle. A Pursuit isn't a permanent choice, and can change as the story progresses. Each Pursuit comes with a list of Talents that the character may choose to learn as the game unfolds. This is described more on page 108 in the Character Advancement section.

In addition to the list of Talents, there is a "Pursuit Talent" available to characters who are currently following the Pursuit. This Talent is immediately lost if a character ever changes his Pursuit.

Pursuits are meant to be changed. While a character might be a Mercenary his entire life, he could take up the criminal life, or even begin dabbling in magic.

There are two types of Pursuits. The first are Novice Pursuits, which are available to anyone and do not have a pre-requisite. These are found starting on page 79. A new character may only choose one of these Novice Pursuits during character creation.

In addition, there are Advanced Pursuits, which each have a requirement before a character may choose to transition into them. These are not available at character creation, but instead become available during gameplay.

A character starts the game without any steps along the Pursuit (effectively Step Zero) and will earn the Step 1 Talent for the Pursuit during the game (likely at the end of the first adventure). See page 108 for more information about advancing a character.

NOVICE PURSUITS

ACADEMIC

An Academic is an expert in lore, and is much sought after when difficult questions arise.

CRIMINAL

A Criminal is a clever hand at getting what he wants, sometimes even legally!

DABBLER

The Dabbler has taken that first step down the road of forbidden knowledge.

DRUDGE

A Drudge is a steam powered laborer who gets the job done, no matter how difficult.

GRAVEROBBER

A Graverobber eschews civilized society to chase ancient powers that lesser men dismiss.

GUARD

A Guard is highly sought after as a resilient and tough defensive combatant.

GUNFIGHTER

A Gunfighter is the often disputed master of a one-on-one firearm Duel.

MERCENARY

A Mercenary is a man-at-arms for hire who knows his way around a long arm.

OVERSEER

An Overseer is a boss, shop owner, or foreman who knows how to get tough jobs done right.

PERFORMER

A Talented actor, dancer, or harlot, who is skilled in showmanship and misdirection.

PIONEER

A hardy adventurer who can survive, and prosper, in nearly any environment.

SCRAPPER

A Scrapper uses his body and melee weapons to prevail in combat.

TINKERER

A Tinkerer can build constructs of wonder that defy logic.

WASTREL

A Wastrel is a dilettante of social status who has as many faces as friends.

STEP 11: DERIVED ASPECTS

The character now calculates his derived stats, which are: Defense, Willpower, Wounds, Walk, Charge, Height, and Characteristics.

Defense is equal to 2 + the character's Evade skill or Speed Aspect, whichever is higher. Defense is abbreviated as "Df" in many mechanics.

Willpower is equal to 2 + the character's Centering skill or Tenacity Aspect, whichever is higher. Willpower is abbreviated as "Wp" in many mechanics.

Wounds is calculated by adding the character's Toughness skill to 4. If a character has a positive Resilience Aspect the character may add half the value (rounding up) to his Wounds.

Walk is the number of yards that a character moves in a Walk Action (see page 2013). It is equal to 4 + half the character's Speed Aspect (rounding in favor of the character).

Charge is how far the character can move (in yards) when charging an opponent. Charge is equal to 4 plus the character's Speed Aspect. If this generates a value below the character's Walk Aspect, the character's Charge is equal to its Walk Aspect instead.

Height is the relative space the character takes up. All human Fated have a Height of 2.

Characteristics define the type of creature that a character is, and are usually used as keywords for Spells. All Fated have the Living and Fated characteristics.

DERIVING WITH SKILL SUITS

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

However, other benefits that do not directly effect the value of the skill (such as a  from Specialized Skill) are not applied when using the Derived Aspect.

STEP 12: CHOOSE A TALENT

The player may choose one "General Talent" for the character (see Chapter 5: Talents). The character must qualify for the Talent as normal.

It should be noted that there are many Talents that require the character have a negative Aspect. These are often very convenient Talents, and they offer a character a way to overcome a low Aspect value in a way that helps to develop the character further.

STEP 13: EQUIPMENT

The character will also be given 10 Guild Scrip to be spent on starting equipment. Each Pursuit also provides a free piece of equipment important to the Pursuit. The equipment and 10 Guild Scrip are only available at this time, and not when a character later switches to the Pursuit.

In addition, there are certain items a character is not expected to purchase during character creation. It is assumed that the character has at least 5 reloads for any firearms he owns (so owning a weapon with a capacity of 6 would mean a character starts with 30 bullets). These reloads are spread across all the weapons the character carries, so he must decide how to split them if he carries more than one type of firearm. He can, of course, invest in additional ammunition if he wishes.

The character is also assumed to have a reasonable wardrobe of attire for the character, and a place to live that is equally Suited to the character's background and concept.

These objects are not designed to be sold as a way around the starting 10 Guild Scrip. A Wastrel, for instance, might have several fine Suits and a permanently rented room above a saloon. The Fatemaster may simply refuse to allow the player to sell those items, unless it is dramatically appropriate (perhaps he has met hard times during the course of the story).

STEP 14: TWIST DECK

Each character has a personal Twist Deck that they use to alter fate. This deck is unique to each character and it begins play with 13 cards. The Suits of these cards may be important to a character when determining their Triggers. The Suits in *Through The Breach* are:

♠ The Suit of Rams covers the physical world and personal willpower. Rams has influence over Physical Augmentation, Healing, Physical damage, and Willpower.

✂ The Suit of Crows involves entropy. Crows has influence over armor, Decay, undead, and Wounds.

🎭 The Suit of Masks holds sway over madness and perception. Masks has influence over Deception, Defense, Speed, and Agility.

📖 The Suit of Tomes is the master of magic. Tomes has influence over constructs, Elements, Magic damage and Magical Prowess.

The player chooses one of these Suits to be his Defining Suit. He adds the Ace, Five, Nine, and King of this Suit to his Twist Deck.

He then chooses another of the Suits to be his Ascendant Suit. He adds the Four, Eight and Queen of that Suit to his Twist Deck.

Lastly he chooses a Suit to be his Center Suit, adding the Three, Seven, and Jack of that Suit to his Twist Deck.

The remaining Suit is the Descendant Suit, and the player adds the Two, Six, and Ten of that Suit to his Twist Deck.

The character should now have a 13 card Twist Deck that has an Ace through King. Later on, during the character's advancement, the character might gain Talents that improve the Twist Deck. He may not, however, ever have more than one of the exact same card. The character may have two Kings, for instance, but they may not both be Rams. See page 108 (Advancing a Character) for more information.

With his deck built, the character is now mechanically complete. It's time to flesh out who this person is, and why they are on their way to Malifaux!



CROSS ROADS TAROT REFERENCE TABLES

STATION CARD

CARD	STATION	STATION SKILL	STATION FATE
Red Joker	Neverborn Stolen	Counter-Spelling	and you will die.
A♠	Convict	Shotgun	and you will hear the whispers beyond.
2♠	Indentured Servant	Pneumatic	and you will forget yourself.
3♠	Laborer	Labor	and you will kiss the crown.
4♠	Servant	Stealth	and you cleave the sky in vain.
5♠	Shopkeep	Barter	and you will leave a twig to hold the sand.
6♠	Blacksmith	Crafting: Blacksmithing	and she will turn from you, forever.
7♠	Reporter	Academic: Literacy	and the arches will crumble.
8♠	Trapper	Track	and he will be paid his price.
9♠	Barrister	Academic: Bureaucracy	and you take the last step.
10♠	Enforcer	Pugilism	and it dreams of you.
11♠	Administrator	Leadership	and she is part gore and part kin.
12♠	Academic	Teach	and the motion stutters and shudders.
13♠	Ortega	Pistols	and he will watch you drink the venom.
A♣	Miner	Explosives	and you cannot remove the red.
2♣	Carpenter	Crafting: Homesteading	and it will herald the sinister revolution.
3♣	Magewright	Enchanting	and she will mourn you all of her days.
4♣	Accountant	Academic: Mathematics	and the torch will sputter into darkness.
5♣	Bookbinder	Crafting: Printing	and he will call the Bastille into the break.
6♣	Muscle	Melee	and you will thrice damn him.
7♣	Caretaker	Notice	and it cackles from the locket.
8♣	Alchemist	Crafting: Alchemy	and she bears the fruit of your absolution.
9♣	Performer	Acrobatics	and the leaf will sink as the stone floats.
10♣	Madame	Intimidate	and he is to you as the hermit is to the forest.
11♣	Engineer	Academic: Engineering	and you will drive the chariot of winter.
12♣	Mad Scientist	Crafting: Artefacting	and it is the Emperor who will bring the gift.
13♣	Arcanist	Sorcery	and she will kiss the hanged man's lips.

CROSS ROADS TAROT REFERENCE TABLES

STATION CARD

CARD	STATION	STATION SKILL	STATION FATE
A ✕	Undead	Toughness	and you will call upon the crow.
2 ✕	Orphan	Evade	and the end will come to all.
3 ✕	Dabbler	Prestidigitation	and you will be maimed.
4 ✕	Farmer	Farm	and the mage's knee bends before your river.
5 ✕	Graverobber	Necromancy	and the noose will snap like thunder.
6 ✕	Mortuary Staff	Stitching	and with a whisper you will sunder the walls.
7 ✕	Outlaw	Heavy Melee	and the penny paid is thrice earned.
8 ✕	Mercenary	Long Arms	and you will burn the oldest page.
9 ✕	Veterinary	Husbandry	and the crime that you hide will destroy you.
10 ✕	Assassin	Centering	and you are a breeze unto the leaves.
11 ✕	Artist	Academic: Art	and you will let your blood run cold.
12 ✕	Medical	Doctor	and you seek the sound of your last breath.
13 ✕	Resurrectionists	Harness Soulstone	and you stumble upon the line of life and death.
A ♡	Hustler	Forgery	and obliteration's touch will be gentle.
2 ♡	Harlot	Bewitch	and your iron wishes to bleed.
3 ♡	Busker	Music	and yours is only yours.
4 ♡	Settler	Wilderness	and you will splinter the white door.
5 ♡	Thief	Pick Pocket	and you will fall.
6 ♡	Sailor	Gambling	and the ordeal will be your own.
7 ♡	Hawker	Appraise	and you will unshackle the prisoner.
8 ♡	Coachman	Flexible	and the willful earns his due.
9 ♡	Burglar	Lockpicking	and you will deal with the devil.
10 ♡	Infiltrator	Deceive	and you will murder the deserving.
11 ♡	Sharp	Convince	and it shoulders aside the guardian.
12 ♡	Politician	Leadership	and the eyes in the darkness change you.
13 ♡	Ten Thunders	Martial Arts	and the Empress will know the traitor.
Black Joker	Bayou Born	Carouse	and you will be unmade.

CROSS ROADS TAROT REFERENCE TABLES

WESTERN CARD

CARD	PHYSICAL ASPECTS	WESTERN FATE
Red Joker	-1/0/0/+1	Then, in the middle of none, there was one
A♠	-3/0/0/+3	At last you give yourself up to the pyres
2♠	-3/0/+1/+2	Again, you turn the wheel and move the stone
3♠	-2/-1/+1/+2	Hence, the dried lands are watered with the blood of sinners
4♠	-2/-1/+1/+2	Then, the ravens bless your children
5♠	-2/0/0/+2	At last, you will sacrifice her on the altars of desperation
6♠	-2/0/0/+2	You will hold the myth of life in your hands
7♠	-2/0/+1/+1	He tightens the strings and tugs at the rivets
8♠	-2/0/+1/+1	The games you play are more deadly than she wishes
9♠	-1/-1/0/+2	The other place beckons with the voice of oblivion
10♠	-1/-1/0/+2	Watch them as they fall one by one to the ground
11♠	-2/-1/0/+3	The shards you pass through leave a bloody trail
12♠	-2/-1/0/+3	Time is an illusion of the fading light and the feast counts twice
13♠	-1/-1/-1/+3	The circle will bind as well as the grave
A♣	-3/0/0/+3	The grave spirit will call to you on a spring song
2♣	-3/0/+1/+2	The end will find him in the garden
3♣	-2/-1/+1/+2	Pale faced the innocent will drown in bile
4♣	-2/-1/+1/+2	It is, and it grows
5♣	-2/0/0/+2	Step through the looking glass and into the fable
6♣	-2/0/0/+2	The dogs in the vineyard bellow for you to hunt
7♣	-2/0/+1/+1	And it is only the penitent who shall tread the path
8♣	-2/0/+1/+1	The empty mind will know the lie from the judgment
9♣	-1/-1/0/+2	The reflection in the water shows the truth
10♣	-1/-1/0/+2	The end's a miracle that you dare to dream
11♣	-2/-1/0/+3	Search for the lion of the valley
12♣	-2/-1/0/+3	Lunatics fear where you will stalk
13♣	-1/-1/-1/+3	Worlds of marble turn flesh again

CROSS ROADS TAROT REFERENCE TABLES

WESTERN CARD

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

CROSS ROADS TAROT REFERENCE TABLES

NORTHERN CARD

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

CROSS ROADS TAROT REFERENCE TABLES

NORTHERN CARD

CARD	SKILLS	NORTHERN FATE
A ✕	3,2,1,1,1,1	for you must dredge the waters till the just give up the dead.
2 ✕	3,2,1,1,1,1	and the wolf will howl at the door.
3 ✕	3,2,1,1,1,1	but your loss will be what you would discard.
4 ✕	3,2,2,1,1	as you begin, so shall you end.
5 ✕	3,2,2,1,1	for your borrowing is also your lending.
6 ✕	3,2,2,1,1	and time waits for no man but you.
7 ✕	3,2,2,2	but love was left behind.
8 ✕	3,2,2,2	as the cloud drifts upon your rest.
9 ✕	3,2,2,2	for not all treasures glimmer in the light.
10 ✕	3,3,1,1	and the reaper walks the path alongside you.
11 ✕	3,3,1,1	but as destiny grows weary of your follies.
12 ✕	3,3,1,1	as wonders surround your waking echoes.
13 ✕	3,3,2	for the stars illuminate your path.
A ♠	3,2,1,1,1,1	and you will be repaid thrice for the sins you have sold.
2 ♠	3,2,1,1,1,1	but there are dragons here.
3 ♠	3,2,1,1,1,1	as the living wither from your grasp.
4 ♠	3,2,2,1,1	for new enemies are made from old allies.
5 ♠	3,2,2,1,1	and you will pan the gutter's glitter.
6 ♠	3,2,2,1,1	but the balance will teeter but not tumble.
7 ♠	3,2,2,2	as your steed takes you into the jousts of war.
8 ♠	3,2,2,2	for the silence brings inspiration at the door.
9 ♠	3,2,2,2	and you will find the other lands on the day she dies.
10 ♠	3,3,1,1	but leave your mark in many woes.
11 ♠	3,3,1,1	as you remember the mirror and shatter the stream.
12 ♠	3,3,1,1	and the witches will wait for you at the crossroads.
13 ♠	3,3,2	but you are safe beneath the ice.
Black Joker	2,2,2,2,2,2	and your blood will run black.

CROSS ROADS TAROT REFERENCE TABLES

EASTERN CARD

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

CROSS ROADS TAROT REFERENCE TABLES

EASTERN CARD

CARD	MENTAL ASPECTS	EASTERN FATE
A ✕	-3/0/0/+3	you will not be deceived by the ghosts of the tower
2 ✕	-3/0/+1/+2	the sleeper dreams not of tomorrow, but of you
3 ✕	-2/-1/+1/+2	you will be reborn of flesh and redemption
4 ✕	-2/-1/+1/+2	you will refuse to open the tome
5 ✕	-2/0/0/+2	you will not heed the mentor
6 ✕	-2/0/0/+2	an open door will let him into the red chapel
7 ✕	-2/0/+1/+1	your relic will rust and gleam
8 ✕	-2/0/+1/+1	the sting of a single wasp will light the agony
9 ✕	-1/-1/0/+2	she will sicken to the blessed touch
10 ✕	-1/-1/0/+2	an anvil of the horde will ring with war
11 ✕	-2/-1/0/+3	your chime of warning will be drowned in voices
12 ✕	-2/-1/0/+3	the August will leave melancholy in everything after
13 ✕	-1/-1/-1/+3	you will shatter the stone
A ♡	-3/0/0/+3	you will lead the children through the valley
2 ♡	-3/0/+1/+2	he will shade your tired eyes, and wet your thirsty lips
3 ♡	-2/-1/+1/+2	she is unknown to your divine
4 ♡	-2/-1/+1/+2	the dusk of a new sun will light your steps into the cave
5 ♡	-2/0/0/+2	the peer of a thousand faces will weep
6 ♡	-2/0/0/+2	you will be asked three times, and deny each
7 ♡	-2/0/+1/+1	you will take up the sword of your father
8 ♡	-2/0/+1/+1	you will refuse deserved love
9 ♡	-1/-1/0/+2	he chooses not you, but the downfall
10 ♡	-1/-1/0/+2	an empty grave will fill with melody
11 ♡	-2/-1/0/+3	your ruination will hound your desperate exodus
12 ♡	-2/-1/0/+3	the last man will speak the lies of your glory
13 ♡	-1/-1/-1/+3	she will fear your iron, but not your thread
Black Joker	-3/+1/+1/+1	your every breath will be as your last

CROSS ROADS TAROT REFERENCE TABLES

SOUTHERN CARD

CARD	SKILLS	SOUTHERN FATE
Red Joker	4,2,1	Once you witness your golden sunset
A♠	3,2,1,1,1,1	When the accounting passes you by
2♠	3,2,1,1,1,1	If you ignore the rope in the trees
3♠	3,2,1,1,1,1	When the seventh gifts despair
4♠	3,2,2,1,1	After the quiet of a thousand nights falls upon your ears
5♠	3,2,2,1,1	As upon your back you carry the brightest star into the shadows
6♠	3,2,2,1,1	Once you rise from the ashes
7♠	3,2,2,2	When your shadow is cast upon the wall
8♠	3,2,2,2	After the echoes of your laughter die
9♠	3,2,2,2	If you beware oblivion's hand
10♠	3,3,1,1	When you run when you should walk
11♠	3,3,1,1	As you walk backwards through the knife
12♠	3,3,1,1	If you choose to see no evil in the chiming of the hour
13♠	3,3,2	When you sup upon your pride and dance with cadavers
A♣	3,2,1,1,1,1	When the gears turn upon the story best forgotten
2♣	3,2,1,1,1,1	Once your silver thread spends like golden promises
3♣	3,2,1,1,1,1	If you refuse the hero's call
4♣	3,2,2,1,1	After the branch snaps beneath your sorrow
5♣	3,2,2,1,1	When you wake from the dream of ancestors
6♣	3,2,2,1,1	As your hands of flesh touch feet of steel
7♣	3,2,2,2	When you've traded away your beloved
8♣	3,2,2,2	Once your strangers travel in three
9♣	3,2,2,2	When you open the dead man's eyes
10♣	3,3,1,1	After you have seen the forever
11♣	3,3,1,1	Once you cross the bloody threshold
12♣	3,3,1,1	If justice finds you guilty of the only crime
13♣	3,3,2	As you walk the lonely road

CROSS ROADS TAROT REFERENCE TABLES

SOUTHERN CARD

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

FIRST STEPS

Through the Breach assumes that the Fated characters are new arrivals to Malifaux City. In fact, some games may begin Earthside, as the Fated board the train that will take them through the titular rift. It is important to note some of the things every character would know at this stage in their journey, and the player should give some thought to how they feel about the situation.

BOOKING THE TRIP

Malifaux is a tightly controlled economic and magical resource to the people of Earth's nations. The Guild's iron grip ensures its investment, and this extends into the shipping of both goods and manpower. A ticket on the train is, therefore, not cheap, but there are many ways to afford passage.

Those who do book passage must often leverage their entire worth to do so. The Guild tightly regulates how much luggage may be brought to Malifaux, so each passenger is allowed only a small suitcase to be transported in the luggage car, and a few personal items to be carried on their person. Weapons, larger trunks of clothing, or anything else the Guild Guard regulates in the auspices of fighting smugglers can be brought for an exorbitant fee.

It falls to the Fatemaster to be the final arbiter of what is appropriate for a character just coming to the city to bring with them. While the rules provided here create a baseline for what characters can afford to bring, the Fatemaster may allow some leeway. For instance, a man or woman of station Earthside might be able to afford traveling with a trunk of clothing. These items should be limited to those that do not have a large mechanical benefit for the character, and it is not intended as a way to begin the game with additional resources.

Booking passage isn't the only way to get to Malifaux. The Fated could be an indentured servant who will pay for his passage with work. The train also brings criminals by the dozens to work in the mines, and it is not impossible that one or two might escape during transit.

SMUGGLING

It may seem odd that a character was able to travel to Malifaux with a magical tome (after all, the Guild is always on the lookout for that sort of thing). Other contraband is equally dangerous. However, the truth is far more simple.

Smuggling happens quite often. The Guild simply doesn't have the manpower to search every Suitcase and trunk of clothes. Something as complex as a false bottom in a small chest can nearly guarantee success. However, it is likely that even those precautions aren't necessary. Simply tucking the offending object amongst clothing can get it through the Breach. Some contraband is bound to be overlooked!

However, for larger or very strange items, the Fatemaster may want to discuss how it was possible for the character to bring the object to Malifaux.

GOALS AND ASPIRATIONS

Few come to Malifaux on a whim, and each man and woman to cross the Breach wants something from the voyage. There are as many reasons for coming to Malifaux as there are people in the city, if not more. It is important to answer the question of why. Is the character running from a nightmare Earthside, or chasing a dream of a better life in Malifaux?

STATIONS

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

ACADEMICS

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

ACCOUNTANT

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

ADMINISTRATORS

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

ALCHEMIST

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

ARCANIST

Those who are capable of performing feats of magic must often keep their skills a secret, however your family had enough influence and power to practice their arts in only "legal secrecy."

ARTIST

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

ASSASSIN

A parent was often gone for long periods of time, sending money home to support the family. One day, you learned why.

BARRISTER

The laws are the cornerstone of civilization, and the barristers are those who argue the law. Whether in a court room or a board room, one of your parents worked with the law.

BAYOU BORN

You weren't necessarily born on the Bayou, so much as stolen as a baby and raised by Gremlins. Maybe you escaped to civilization, or left when you came of age, but now you come to Malifaux not through the Breach, but from the swamp.

BLACKSMITH

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

BOOKBINDER

Most often found in urban centers, the Bookbinder can often be found with ink stained fingers and a tired look in his eyes. The family his work supports, however, often live comfortable lives.

BURGLAR

Entire families that specialize in robbing a place blind and then disappearing are not uncommon in urban environments. You began life as part of one such group.

BUSKER

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

CARETAKERS

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

CARPENTER

Like a blacksmith, a skilled carpenter is imperative to the workings of any civilization. Furniture and buildings are often best crafted by a dedicated professional (and his apprentice).

COACHMAN

A skilled coachman is part of the house staff of any proper society family. You spent your childhood learning to drive a team of horses, as well as maintain a carriage.

CONVICT

While many serve their time and then find more traditional work, some convicts are sentenced to labor camps. When this happens, their children often go with them into their new life.

DABBLER

Your family secretly dabbled in the magical arts, trading dusty tomes with dangerous people. The search for esoteric power, however, was often its own reward.

ENFORCER

Whether serving as constable for a town or city, or as a lawman for a government body, enforcers make sure that the masses obey the rules. This often leads to a very strict parenting style.

ENGINEER

Society needs those who can design massive work houses, as well as clockwork devices. An engineer is often well off, and can afford to have educated children.

FARMER

A small farm was the backdrop to your youth. You lived your life by the seasons and worked the land with your family.

GRAVEROBBER

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

HARLOT

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

HAWKER

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

HUSTLER

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

INDENTURED SERVANT

It is an unfortunate parent who must decide between debtor's prison and indentured servitude. Working off a deep debt, however, keeps them close to their family and out of irons.

INFILTRATORS

A family of spies can wreak havoc on an industrial concern or a government. The Ten Thunders makes great use of infiltrators, and a family group is often the last to be suspected when the mayhem starts.

LABORER

Common laborers work long hours and are often joined by their immediate family. It is a hard life filled with drudgery and aching muscles, and many families find dignity in the work... but some don't.

MAD SCIENTIST

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

MADAME

Every urban center is home to a brothel or ten. Your guardian was in charge of one of these houses, and you spent your youth surrounded by the wealthy and their concubines.

MAGEWRIGHTS

Not every magical Talent finds the powers of the universe at their fingers. Instead, one of your parents was a minor magical Talent, put to work in one of the Guild's enchanting factories hammering out trinkets.

MEDICAL

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

MERCENARY

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

MINER

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

MORTUARY STAFF

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

MUSCLE

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

NEVERBORN STOLEN

It is unlikely that you knew anything was odd about your childhood spent romping with your Teddy through the nightmares of other children, until one day you were told your purpose, and released into the city of Malifaux to serve some dark means.

ORPHAN

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

ORTEGA

You belong to the extended family of Neverborn Hunters, known as the Ortegas. You spent your childhood learning to spot the signs of their influence and how to work closely with the rest of your family on a hunt.

OUTLAW

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

PERFORMER

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

POLITICIAN

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

REPORTER

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

RESURRECTIONIST

Your parent or guardian was a Resurrectionist, one of the few necromancers able to ply their trade Earthside. Your childhood was spent hiding in sewers and fleeing summary execution.

SAILOR

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

SERVANT

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

SETTLERS

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

SHARP

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

SHOPKEEP

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

TEN THUNDERS

Raised as part of a secretive clan of infiltrators, your family practiced martial techniques from the Three Kingdoms, as well as a variety of other traditions.

THIEF

It is an uncommonly good thief who is never caught, but one of your parents managed just that. Perhaps the theft was untraceable (such as banking paperwork) or maybe they just left no trace.

TRAPPERS

Your parents tracked animals for their pelts, and laid traps out in the wilderness. This rugged lifestyle taught you a lot about the wilderness.

UNDEAD

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

VETERINARY

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



PURSUIITS

Pursuits are temporary templates that describe a character's role in a story, and their short term goals. A Pursuit is not necessarily a full time career. While some characters may choose to stay on one Pursuit until its completion, the system is designed to allow characters to change Pursuits between game sessions, when it makes sense to the story arc of the character.

THE PROLOGUE AND PURSUITS

Rather than setting a character in stone, the Pursuit system allows a player to describe a character based on how that character will interact with society during a game session. The Fatemaster begins each game session with a short prologue that sets the tone for the adventure. Typically this involves very few Challenge Duels, and isn't expected to give the players a challenge (most of the time). Rather, the prologue gives the players an idea of what the game session will entail.

In *Through the Breach*, most game sessions will see the fulfillment of one (and sometimes more) Fated character's destiny. The prologue might also serve to alert the players as to whose destiny will be in play. This might set a "main character" for the game session, and players might wish to choose their Pursuit for the game based on how they believe they can best help their friend. After all, soon it will be their turn to face the slings and arrows of outrageous fortune with their companions beside them.

Take the story of Ichabod Stattle. Ichabod is a bounty hunter who has come to Malifaux on the heels of a necromancer with a sizable bounty on his head. By all respects, Ichabod could stay on the Mercenary pursuit for quite some time.

However, at the beginning of a game session, the Fatemaster informs the group that the adventure will focus less on combat, and more on the characters solving a mystery in the estate of a retired Colonel. Ichabod's player decides to put Ichabod on the Academic pursuit for the upcoming game session, as military history is fascinating to the character. During this adventure, he will be acting less as a Mercenary, and more as a student of such studies.

ON THE PURSUIT

Once a character has chosen a Pursuit for the game session, he will gain several benefits. This represents the wide variety of Talents that a character might learn from his efforts, as well as a boon gained from the current focus on the Pursuit.

PURSUIT TALENT

When a character is "on the Pursuit" he gains a special ability which is described in the individual Pursuit section. A character only has access to that ability while they are actively on the Pursuit, as this temporary Talent is representative of how the character interacts with the world around him.

While it may seem worthwhile for a character to focus on a Pursuit as long as possible to gain access to this Talent, it should be noted that a Fated can only do this for so long without eventually stunting the character's growth (as there are no further Talents to learn in the Pursuit). A player would be well advised to choose his Pursuit for story reasons, rather than mechanical, as a well-rounded character is far more likely to survive the city of Malifaux.

ADVANCEMENT PATH

Each Pursuit also has an Advancement Path, which includes ten stages that lead towards mastery of a Pursuit. Each step grants a new Talent which the character gains permanently.

During each Epilogue (which comes at the end of a story) the character will move one step down the path of the pursuit he is currently on. This is described in more detail on page 108, Character Advancement.

CHOOSING A STARTING PURSUIT

Presented on the following pages are the core pursuits available to Fated characters during the creation process. In Step 10: Pursuits, each new character is called upon to choose a starting Pursuit. This is the Pursuit the character is on when the game begins, but it does not define the character for life.

In addition, the character gains a single piece of equipment based on this starting Pursuit. This gear is only gained when a character first creates a character, and not when they change Pursuits later on.

ACADEMIC

Humanity stands at the dawn of a new Golden Age of learning and growth. One century since the closing of the Breach between Earth and the strange realm of Malifaux, professors and research students are still poring over the immense wealth of new knowledge in all areas of study. From zoology to physics, chemistry to astronomy, Academics of all types have a whole new area to claim in mankind's pursuit of omniscience. It would be a mistake, however, to imagine all Academics as scientists, giving Greek and Latin names to every new organism to come under their microscopes; many know nothing of the sciences, instead studying law, bureaucracy, literature, or art. In fact, with the reappearance of the Breach, many of these white-collar workers followed the treasure hunters, migrant workers, and magicians into this new frontier, adding credibility to this civilization with the rule of law. Artists and writers capture the triumphant spirit of mankind claiming this new world, immortalizing their efforts and sending their works back Earthside, where consumers may vicariously join in the spirit of exploration and colonization.

Still, there are many people in positions of power who see technology as the fruit of the tree of science; as such, many individuals, organizations, and governments provide funds in the form of tuition and research grants to those who study Malifaux for the purposes of benefiting humanity or building better weapons. With financial incentives provided, many Academics must go to great lengths to provide results. This often means delving into the unknown with little more than their wits and intelligence as protection.

Academics who first arrive in Malifaux are usually unprepared for the dangers of this world. Many lack skills beyond what is needed for their profession, little of which will afford martial prowess in a dangerous world. Often, they are commissioned with some task by a benefactor, seeking to explore some area of the sciences or just looking for a less competitive city to hang their shingle. For many, academic study is simply a waypoint for greater pursuits; many of the mechanically-minded also choose to stretch their brilliance as tinkerers, while those more interested in alchemistry branch out into dabbling in sorcery. Many, however, do not find their time is wasted as

they sate their curiosity in musty books or hunting relics in an ancient temple. Whether in the quest to enrich the knowledge of humankind, or to simply make a fortune on the antiques market, the scholar who has come to Malifaux will rarely cross paths with boredom.

As they continue to learn and grow, many of the learned can become great adventurers in their own right. Most pick up a variety of self-defense skills, and it is not uncommon to see a Collier at the hip of any Academic working in the field. Though often viewed as greenhorns by many of the frontiersmen in Malifaux, their intellectual acumen helps them to quickly adapt to even the worst situations. In fact, their council is quite often sought out by many hardened adventurers who simply lack the encyclopedic knowledge to put together clues. While many who hire on a scholar worry about having to carry dead weight into an unforgiving wilderness, many a gunfighter have found Academics to be quick studies at how to handle themselves in a variety of situations.

Those Academics who live long enough are often some of the toughest and most prepared to face the dark frontier, turning their wealth of esoteric knowledge into the basis of preparedness lists. A quick change of clothes can transform a stuffy professor into a dashing fortune hunter, equipped only with a pistol, a good hat, and enough raw data regarding the dangers that lay beyond the walls of Malifaux to give any troupe a heavy advantage against the darkness. No matter what group, organization, or patron to which he may pledge loyalty, the Academic is always a servant of two masters; the eternal quest for more knowledge is often felt by scholars to be the birthright of mankind. Quite often, this leads them into great danger, as Malifaux does not give up her secrets so easily. However, with the right friends, a good plan, and a bit of luck, the Academic can wrest hidden knowledge from the icy grip of the wicked frontier.

PLAYING AN ACADEMIC

Academics are valued for the knowledge they possess and can contribute. They tend to have heightened familiarity with Malifaux culture and architecture, providing essential information to help navigate those lost constructs and find both information and items of value or power.

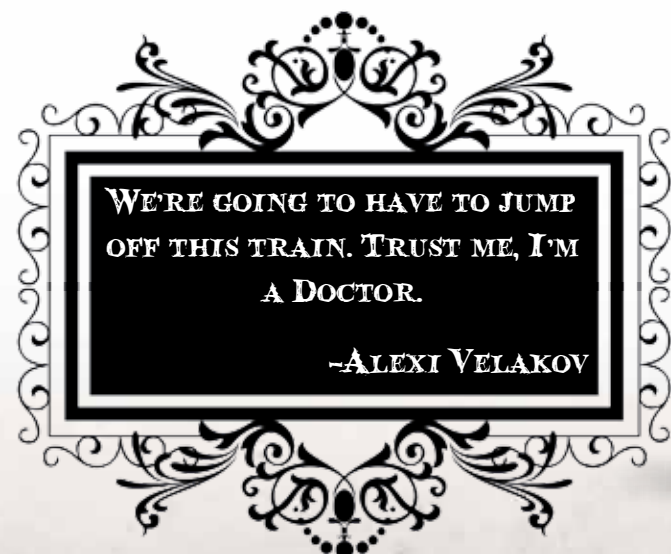
GEAR

An Academic begins the game with a non-magical skill toolkit (see page 179).

AVID STUDENT

Whenever this character fails an Academic duel he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Academic skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Student of Knowledge
2	General Talent
3	Eureka Moment or Rational Mind
4	General Talent
5	Great Thinker or Rational Mind
6	General Talent
7	Applied Learning or Eureka Moment
8	General Talent
9	Applied Learning or Great Thinker
10	Sum of All Knowledge



CRIMINAL

In any society living under the Rule of Law, there will be those who, for a variety of reasons, find themselves on the outside of that law. Malifaux is no different. Whether because of greed or envy, rage or apathy, or perhaps simple desperation, there will always be some who knowingly and willfully engage in criminal behavior. The Guild Guard exists to enforce law and maintain order in the wicked city, but even they cannot be everywhere at once. With more people arriving every day, the population of Malifaux is beginning to swell.

A large number of these emigrants are Criminals, being sent to Malifaux either to work in the Soulstone mines for the period of their hard labor sentence, or as a form of exile for an underclass that is more easily dealt with by being shipped away rather than incarcerated. While those sentenced to hard labor are easily managed (by the end of their shift, most are so worn out that causing trouble is a near impossibility), those exiled through the Breach have only one real restriction: they may never return Earthside. Beyond that, they are free to take up private residence and seek employment; most simply return to committing crimes. There are many in the city making a decent living from legitimate (and some not-so-legitimate) activities, which leaves a great deal of opportunities for crime.

While monetary gain is the most prevalent motive for crime, some earn the label of 'Criminal' through other means: offending the sensibilities of a society through public indecency; unpaid debts that lead to time in prison; fraud or perjury; and, of course, violent crimes. The term 'Criminal' is not usually bestowed on simple opportunists, but reserved for those who willfully decide to place their interests above the rules upon which their society has agreed will lead to the greatest harmony. It is an epithet to be hurled at those few who thumb their noses at the establishment to the detriment of others. While not necessarily true of all Criminals, a number of crimes are committed not out of desperation, but in a fit of thrill-seeking desire for power. While no one is sure what makes one person decide to work hard and contribute to society in a positive manner, and what makes another person decide to get rich quick by stealing that hard-working person's billfold, one thing is clear: crime is not going out of style.

In Malifaux, a Criminal must be careful, as the Guild Guard do not take the duty of law enforcement lightly. Most Criminals will start small; pick-pocketing or mugging to make ends meet. While there are organizations of Criminals, most require that the applicant prove themselves in some way that would get less experienced offenders caught. Smalltime Criminals have a variety of disciplines related to their particular craft: sleight-of-hand skills help a pick-pocket, while lock-picking is useful for robbing establishments; melee skills will often be found in violent offenders, though some gun-fighters are little more than Criminals; con artists will employ a multitude of social skills to swindle money or goods out of the unsuspecting.

Often, Criminals will work with other Criminals to perform heists no one crook could accomplish solo. Should other Criminals be absent, busy, or incarcerated, a Criminal may team up with anyone they can find who is willing to do them a "favor." They often keep the salient details to themselves (such as the illegal parts), leaving their helpful new companions with a great deal of deniability, should the Guild Guard show up unexpectedly. While this makes it difficult to form friendships with Criminals, their skills often make them useful enough to tolerate, but never trust. Some groups of adventurers, however, have embraced Criminals, hoping to use their skills for the benefit of mankind. A few Criminals have even been reformed in this manner. This is often the exception, though; not the rule.

As the Criminal matures, his schemes may grow larger, as may his influence. Perhaps he will concoct schemes, but use his ill-gotten resources to hire others to do his dirty work. Or, perhaps crime was simply a tool of necessity, until the Criminal had the money to invest in legitimate operations. It remains ever possible that he will keep robbing stores and cracking safes well into old age, but it is rare that a Criminal retires entirely from a life of crime.

PLAYING A CRIMINAL

This character represents those who want to make easy Guild Scrip. They do not obey society's laws, choosing their own code or none at all. This character can open locked doors and won't hesitate to kick one in. This character does whatever it takes to get what he or she wants, regardless of legality.

GEAR

A Criminal begins the game with a non-magical skill toolkit (see page 179).

OPPORTUNIST

Whenever this character fails an Expertise duel he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Expertise skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Competitive Edge
2	General Talent
3	Improvise or Quick Work
4	General Talent
5	Improvise or Nimble
6	General Talent
7	Quick Work or Surprise Assault
8	General Talent
9	Surprise Assault or Nimble
10	Master of Misdirection

WHEN GIVEN TIME TO THINK,
YOU REALIZE HOW MANY THINGS
CAN BECOME SHARP OBJECTS.

-ANTONIA CHIVE



DABBLER

Throughout the history of the human species, there have been those who are believed to be connected to some form of greater power. Priests, druids, medicine men, wizards, and even kings have claimed that there is a unseen power behind the very structure of the universe. As time wore on and empires rose and fell, spirituality fractured, stories competed for supremacy among the masses. As reason became the basis of structured learning, the idea of sorcery became increasingly academic. Humanity would study the foundation of the world, but they would not claim to control it. Magicians would be shunned as charlatans, and alchemy would be eschewed in favor of repeatable, verifiable results.

Then, one hundred years ago, a magical portal to another world opened.

It was as if, quite suddenly, many of the cosmological constants of the world changed; aetheric energies pouring out of the Breach were giving mankind the ability to try something new - actual magic. In an omnidirectional wave, spreading out slowly from the Breach site, a handful of people felt a connection to something powerful. For perhaps not the first time in human history, people were interacting directly with the metaphysical foundation of the cosmos. Formulae that were thought purely curious relics of a bygone culture were suddenly substantive; magic was real. These Dabblers could feel their own souls, and they could sense the potential.

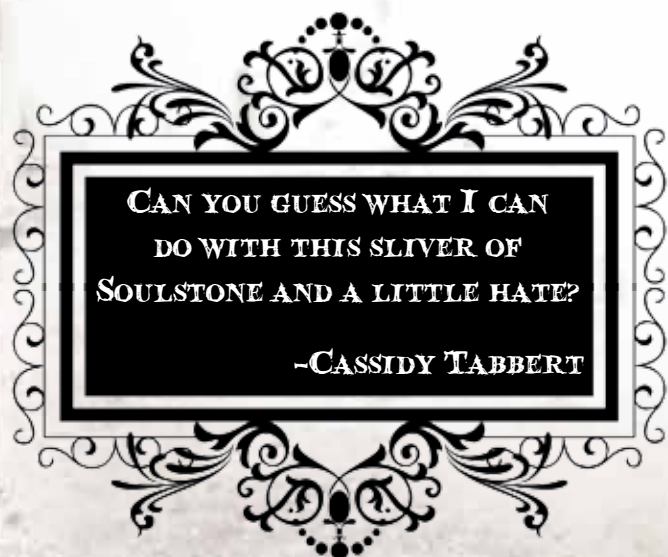
Dozens, if not hundreds, of schools of magic have developed since the return of magic. Each Dabbler's magical process is somewhat unique, even among those who train together. Formal magical theories, such as the Oxford method, and the students of such schools of thought quickly learn to tailor their education for more personal results. Despite public tolerance of these doctrines, most magic is still self-taught, or passed down from a single master to a pupil. It is in this way that magic is a fractured and erratic course of study.

Since the re-opening of the breach, these men and women have all desperately clamored for the Soulstone that comes from Malifaux. Those with financial resources will purchase from smugglers and black-market dealers what they need to experiment in private. Those who lack the ability to indulge in such extravagance must seek other means, and many choose to travel directly to Malifaux.

Those who do leave Earthside find that the energies of Malifaux quickly make will-working substantially easier. The dangers of channeling the aetheric energies are not as inherently dangerous once they step from the train. This does not, however, mean that magic is without peril.

The Guild does not look upon witches kindly. A Dabbler in Malifaux is a criminal who has simply not been caught. The common people are wary of their power, and many are mistaken for heretics and necromancers. It is for these reasons, and more, that a Dabbler must practice his power in secret. Grimoires and tomes are traded only on the black market, and carry a heavy cost.

Those Dabblers who thrive learn to mask their Spells until such a time as they can become too powerful to simply arrest, or gain acceptance of their power.



PLAYING A DABBLER

The call of the arcane pulls at the minds of many would-be sorcerers. The Dabbler has taken that first step down the road of forbidden knowledge, with access to small parlor tricks that can prove effectively dangerous under the right circumstances. A Dabbler knows many secrets, and keeps just as many of his own.

GEAR

A dabbler begins the game with one Grimoire containing 1 Sorcery Magia, 1 Prestidigitation Magia, and 3 Immuto. In addition, the Dabbler must choose a personal Magical Theory.

EPIPHANY

When this character fails a Magic duel during dramatic time he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Magical skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Arcane Musings
2	General Talent
3	Mastered Immuto or Spell Affinity
4	General Talent
5	Mastered Magia or Spell Affinity
6	General Talent
7	Mastered Immuto or Mastered Magia
8	General Talent
9	Mastered Magia or Spell Affinity
10	Empowered Channeling



DRUDGE

Upon the discovery of any new area of resources, those with power seek to colonize and exploit. The Breach offered the wealthy a great opportunity, and Malifaux City became a prize to lord and laborer alike. With buildings to erect, sewer lines to entrench, tracks to lay, and graves to be dug, manpower is, as always, the greatest and cheapest form of labor available. The Drudge is a unit of power in the construction and maintenance of civilization.

In Malifaux, many of the Drudges are the hard working and downtrodden who shoulder massive amounts of debt to come to the city. The back breaking labor pays very little, and these men and women find themselves working extra shifts to put food on the table.

The pneumatic limb is the hallmark of the Drudge. This melding of man and machine makes work go much faster. Due to the scale of work needed, the availability of resources involved, and simple contract competitiveness, most Drudges have been outfitted with at least one pneumatic limb, allowing one worker to perform tasks usually requiring five or more able bodies.

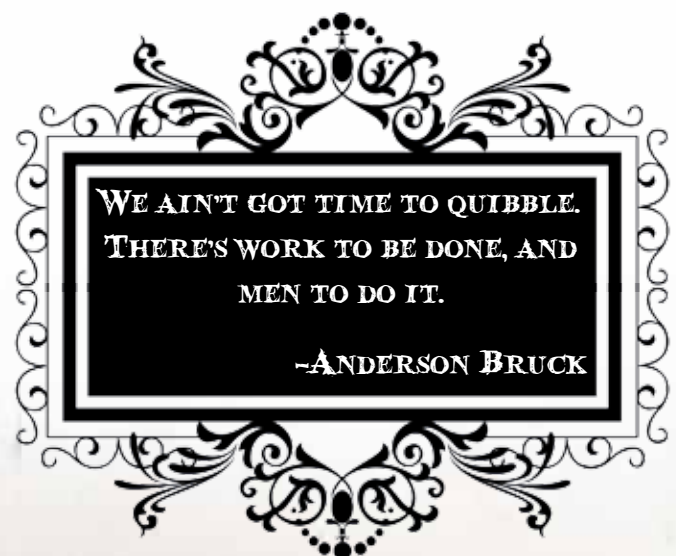
These limbs are not inexpensive, and the process often leaves the worker even further in debt to their owners. Not only are they financially burdened, but the Drudge will require routine maintenance to keep the limb functioning.

The most common employer of the Drudge is the Miners and Steamfitters Union, or M&SU. As one of the few organizations capable of standing up to the Guild, the M&SU has become extremely popular with the impoverished class. Many happily indent themselves, assuming that the M&SU will take care of them for life, and they are not entirely wrong.

The life of a Drudge is incredibly dangerous, especially in the mines or on the rail. Industrial accidents are commonplace with loss of life or limb a weekly (or daily) occurrence. There are even those who claim that these events are purposeful. After all, a wounded worker cannot be employed, and they must choose between debtor's prison or an expensive pneumatic replacement limb.

While many of the wealthy consider Drudges to be little more than tools (and only necessary ones, at that), to the common working man, these goliaths of the Industrial Age often serve as folk heroes, admired by the so-called "lower" class. Many of the more recognizable heroes of Malifaux began their illustrious careers by digging outhouses and splitting rails. In fact, no local union leaders can be found that do not possess at least one pneumatic augmentation. Some rare few individuals, however, managed to free themselves of their debt. Either by genuine hard work, a stroke of good luck, or a criminal enterprise, these Drudges are free men, selling their services as artisans or making their way into the frontier.

Even without a pneumatic limb, Drudges have devoted their lives to tireless work in the harshest of conditions and, as such, the ones who survive to middle-age are among the toughest beings to ever have lived. This makes the free Drudge a dangerous combatant, if provoked, and many find themselves defending the lower class... sometimes in open revolution.



PLAYING A DRUDGE

The life of a Drudge can vary wildly from tedious to dangerous. The Drudge has begun a life of quiet dignity, or constant suffering, with duties that only a skilled laborer can shoulder. A Drudge is a skilled craftsman, whether he is working as a blacksmith in a forge-foundry or digging drainage trenches in the frontier.

GEAR

A Drudge begins the game with one pneumatic limb with steam augments of a total value up to 25\$.

HARD DAYS NIGHT

Whenever this character fails a Training duel he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Training skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Long Days
2	General Talent
3	Steady Pace or Team Work
4	General Talent
5	Team Work or Slow To Die
6	General Talent
7	Long Suffering or Steady Pace
8	General Talent
9	Long Suffering or Slow To Die
10	Can't Keep Me Down



GRAVEROBBER

One of the lesser known dangers of Malifaux is knowledge. The denizens of the city are like children beneath their bedcovers. Certainly, the beast within the closet cannot harm you if you stay very still... if you do not look upon it. There are some children who bravely glimpse into their blackened rooms, who would rather know than live a life with the fear of uncertainty.

But in Malifaux, the monster is always there. It scratches in the night, it claws at the mind. The act of looking draws the beast's gaze. To stare into the darkness, squinting to see what shapes move past the light, is to invite it in.

A Graverobber has been touched by the dark spirits of Malifaux. They master Necromantic arts, driven ever forward to create undeath in the world. This impulse can be fought, but it is a never-ending battle, and few wish to resist. Creating life is a powerful addiction that blackens the soul, and only the most tenacious can hope to resist its pull for long.

The morbid urgings start off rather small, and their source varies greatly from person to person. It is not unheard of for a person to find a strange tome bound in odd leather, or to hear whispers without a source. Initially frightened, the person becomes intrigued. They begin to read a few pages, or strain to hear what the voices are saying. Then, they learn what can be done, which eventually becomes what must be done.

Small animals are their first victims. Perhaps a small dog or cat that was killed by natural means provides a safe initial foray into the dark arts. What could possibly be wrong with restoring such a poor creature? But it is this first step that begins the journey.

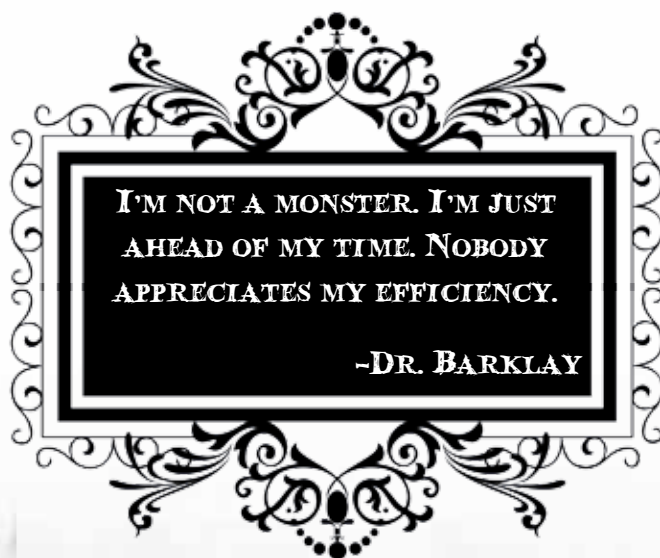
As the poor soul is pushed onwards towards more macabre tasks, they require fresh bodies for their deeds. Over time, a hand to animate becomes a body to resurrect. The Graverobber puts himself in position to attain his medium, but it is never enough. More bodies are needed, better specimens, the right corpse. This inevitably leads to graverobbing, as the dead put up little argument.

Once a source of bodies is depleted the source must be replenished... and there is only one way to create new corpses.

There are those, however, who do resist. While rare, this is not unheard of. These men and women might even aid the Guild, and one day join the ranks of the Death Marshals. Those who remain independent might be equally driven towards arcane study, seeking a balm for their tainted soul.

Those individuals who have been caught often cite a voice on the wind guiding their education, or speak of mysterious tomes of literature. Others are simply deranged. The Guild makes nightly arrests, and drags crazed men and women from their lairs amongst the moan of zombies. The danger is real, and the people of Malifaux know it. It is for this reason that a Graverobber must take care in covering up his tracks.

Those who find themselves relatively successful may eventually make contact with a true Resurrectionist, assuming they can keep one step ahead of the Guild. While only a loose organization, they have wormed their way into positions of prominence, and can be an incredible boon to a burgeoning necromancer ... for a price.



PLAYING A GRAVEROBBER

No two Graverobbers are the same. Some work as grave diggers during the day, running funeral services and tending to the tombs of the dead. Others, who have less personal pretense, are little more than depraved scholars. Regardless, this connection to the dead is enhanced in Malifaux, and most Graverobbers are able to call up dark necromancies.

GEAR

A Graverobber begins the game with one Grimoire containing 1 Necromancy Magia, 1 Enchanting Magia, and 3 Immuto. In addition, the Graverobber must choose a personal Magical Theory.

BLACK SOUL

When this character fails a Magic duel during dramatic time he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Magical skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Morbid Thoughts
2	General Talent
3	Deathly Pallor or Mastered Immuto
4	General Talent
5	Deathly Pallor or Mastered Magia
6	General Talent
7	Macabre Infusions or Mastered Immuto
8	General Talent
9	Macabre Infusions or Mastered Magia
10	Unholy Beacon



GUARD

In their early life these individuals find a calling to protect the weak. During childhood this could be a smaller sibling or friend, and later an entire business or important figurehead. While growing up, a Guard naturally finds himself drawn to conflicts involving the strong oppressing the weak. These events only strengthen his resolve to protect others, be they on the strong side or weak side. Guards set aside their own safety when it comes to ensuring the safety of others. Even if it were to cost him his own life at the expense of another's, a Guard never backs down from a challenge, no matter how hostile or severe the task may be. Most people seek this pursuit for just causes, but for others, it's the payout.

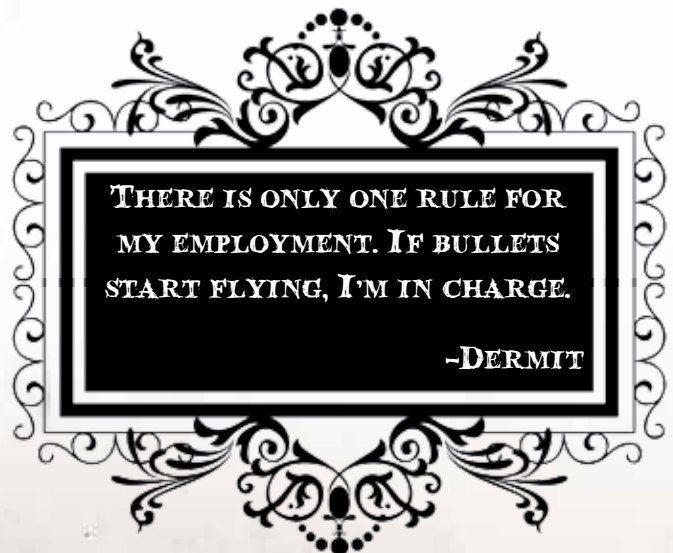
Be it justice or funding, a Guard's duty to Malifaux's citizens begins immediately upon entering the station, if not before, while crossing through the Breach. As criminals and murderers practice dark dealings and outlawed sorcery in the alleyways and abandoned streets of Malifaux, the territory outside the city's walls falls under the principle of kill-or-be-killed, land claimed by the Neverborn and other nasties. For these very reasons, citizens are encouraged to remain under the watchful eye of the Guild within the city's boundaries. Crime lords and black-market salesmen pay top price for the best protection against the Guild.

The Guild encourages people with the particular calling to protect others to join its ranks, viewing each guardsman in its ranks as one less minion in the ranks of the ever-threatening Arcanists and Resurrectionists. Guild Guards are used for security, patrolling the streets both during the day and night, and on occasion, drawing attention during raids on hideouts. They are aware of how expendable they are to the Governor General, but they see their purpose, and the protection of others as not only a duty, but also an honor. A guardsman will gladly take a wound if it saves the life of another.

Guardsmen are well disciplined and ordered against entering conflict when at all possible, but they can handle themselves when the need to protect others is left as an only option. Guild Guards are trained at both long range and close quarters combat. They prefer to gain the attention of an opposing force from a distance with ballistics. Once they have gained the target's attention, they attempt to lure it away from areas where the least collateral damage can occur, often times towards a patrol of other guardsmen.

Brave individuals might have a desire to take upon themselves the duty of protecting Malifaux. These courageous vigilantes are neither welcomed by the Guild, nor the criminal empire it wars against, and they prefer it this way. Corruption is in both sides and they feel that the only victims are the citizens during the struggle for power. They are not afraid to stand up to a Guild official, Arcanists, Resurrectionists, or even the Neverborn if injustice is being committed. Viewed as threats by all factions, these Defenders of justice tend to remain in hiding. They have a knack for getting under the skin of opponents during a conflict, becoming a presence that cannot be ignored. Their top priority being, to create an escape route for any civilians that could be harmed in the skirmish.

Not all Defenders in Malifaux's society are just. Those that do not join the ranks of the Guild or care about Malifaux's safety prefer instead to live a free life where they are paid under the table. These individuals actively search for where their services are requested and they can make a name for themselves. Malifaux certainly fits that description.



PLAYING A GUARD

They are not just watchmen. A skilled Guard is trained to be alert for danger, and to protect both property and people. In Malifaux, a Guard is highly sought after as a resilient and tough combatant who can equally defend a crate of Soulstones or the Governor General, himself.

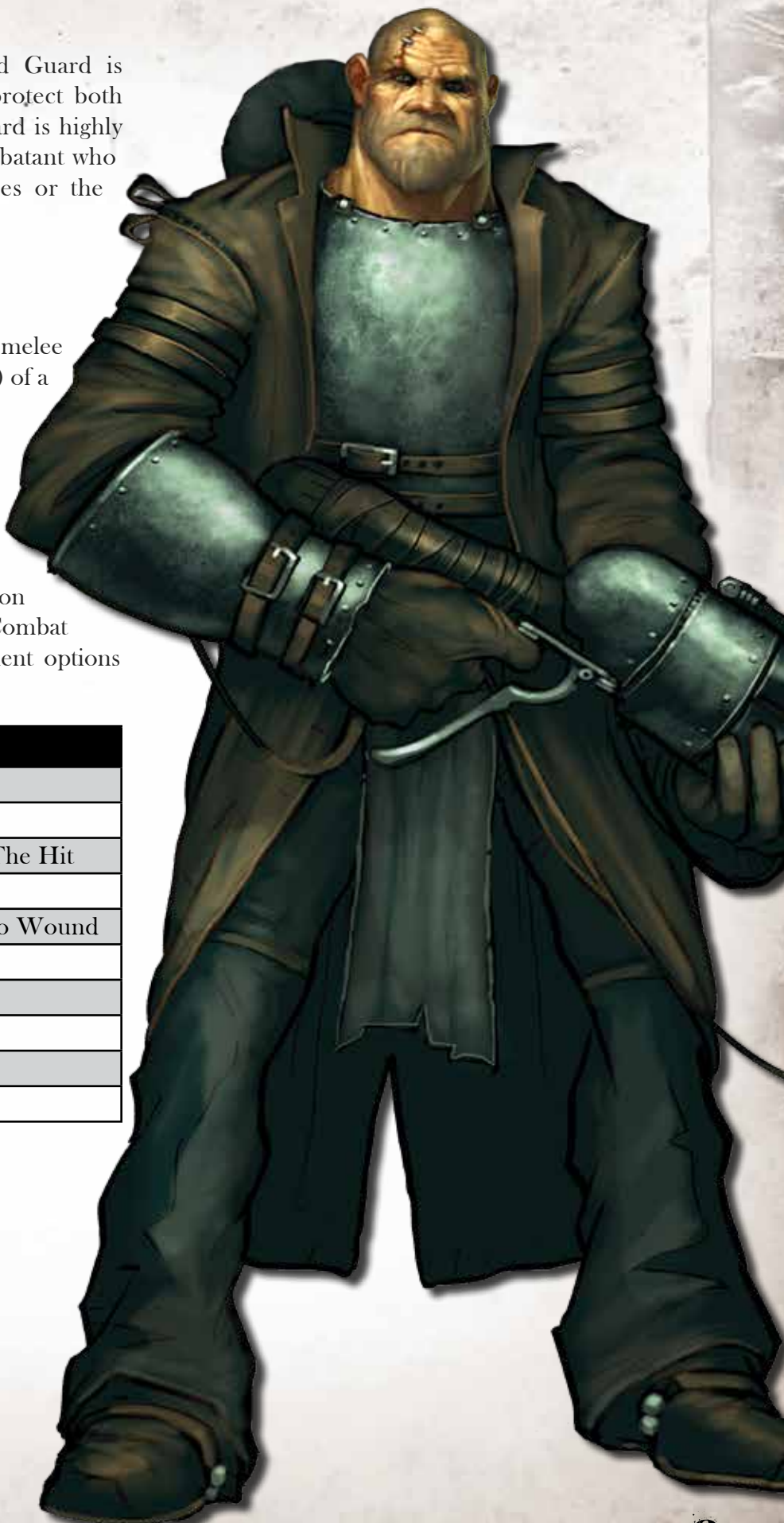
GEAR

A Guard begins the game with any melee weapon and armor (see pages 172 and 176) of a combined value of up to 25\$.

NOW YOU ARE PISSING ME OFF

When this character fails a Close Combat duel during dramatic time he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Close Combat skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Stoic Defender
2	General Talent
3	Inevitable Defense or Take The Hit
4	General Talent
5	Inevitable Defense or Hard to Wound
6	General Talent
7	Hard to Wound or Flurry
8	General Talent
9	Flurry or Take the Hit
10	Unyielding



GUNFIGHTER

Every man and woman worth his or her salt in Malifaux has handled a gun, and no one without explosive supernatural powers is safe enough to not feel comfort by having a gun pressed firmly into their palm. Guns are a common and necessary way of life, everyone's life. However, for most of the inhabitants of Malifaux, guns are just a means to an end. Whether it be for self-defense, extortion, revenge, justice, or cold-blooded murder, the gun is a mere step in a process – a discardable tool to get from intention “A” to result “B”.

There is, however, a class of people who seek to elevate the gun beyond a tool. For a Gunfighter, the gun is the only end. Gunfighters strive to learn the language of the gun, so that every draw from their holster makes the exact statement they want to make, and that they have both the first and final words if they want them. Guns become a canvas for precise and raw expression. What comes after a shootout is irrelevant to the execution of the shootout itself. In a Gunfighter's mind, it's all about the skill and the craft.

Of course, a Gunfighter needs to eat. They recognize their Talents are in demand, but they gauge work in challenge, not in pay. Every job is just a test, another chance to prove they are the fastest, another chance to know they are the most accurate, and another chance to observe and refine their own shortcomings. It's a happy coincidence for a Gunfighter that pay and challenge usually go hand in hand.

The greatest challenges in the known and unknown worlds are Breachside, and steely-eyed veterans and wide-eyed youths alike – everyone following the way of the gun – are enticed by the call of Malifaux. Earthside, corners of the world in which a man can make an honest, independent living as a Gunfighter are shrinking, further pushing an exodus of able-bodied Gunfighters into the Breach. In many ways, the re-opening of the Breach has revitalized a way of life in its twilight.

In the plains, alleyways, and saloons of Malifaux, Gunfighters look on all else as calculations and collateral. The average person lives in fear of shots fired – Gunfighters are ready for it, hungry for it. Their profession is exercised successfully on fractions of a second, and their attention sits unwaveringly at the edge of each moment.

Most Gunfighters have an inseparable tendency towards independence, content to practice and hunt on their own, but a few will endeavor to sign up under the Ortega family, the one place any Gunfighter can be sure to learn more than they would solo. Unfortunately, those lessons have also cost many an amateur Gunfighter their life.

For when times get lean, no Gunfighter is a stranger to rough living, whether it be from a dry Spell in jobs, or due course in the work itself. Their world fits in a rucksack and packs nicely on a horse. Even the wealthiest Gunfighters will look like they spent the previous night alone on the prairie. Ostentatious displays of social status are not in the Gunfighter's vocabulary, and their money can be measured in bullets, beans, whiskey, and the occasional shave. As long as they keep breathing, they can continue to hold a gun, and as long as they can hold a gun, they can continue to chase perfection. All else is distraction.

While the iconic sidearm of the Gunfighter is the six-gun, most can find their way around a coach gun as well. Their relationship with their guns is deeply personal, part reverence, and part pleasure. Most every Gunfighter has more than a few pieces in their personal collection, and a good portion of their downtime is spent oiling Actions, brushing barrels, dialing in sights, bluing steel, making custom attachments, and re-loading spent brass. Gunfighters know their guns will only treat them as well as they treat their guns, and it's a rare Gunfighter left living that hasn't made gun care a passion. A misfire due to a dirty barrel is a mistake most only get to make once.

Regardless of morality, the life of a Gunfighter is guaranteed to be a bloody one, and more often than not, a short one. Each has his or her reasons for willfully chasing deadly circumstances, whether it be hubris, naïveté, or a genuine Talent for it. Whatever the cause it cannot be denied that, for those who live to tell the tales, few weave their way into history and legend as readily as the Gunfighters.

PLAYING A GUNFIGHTER

A Gunfighter is a trained murderer, plain and simple. Whether he trained himself, or served with a militant outfit, the Gunfighter is at home dealing violence to others. It is these individuals who make Malifaux such a dangerous place; predators for hire in every saloon...

GEAR

A Gunfighter begins the game with one pistol or shotgun of a value up to 20\$. This weapon gains one customization (see page 150) at no additional cost.

FINGER ON THE TRIGGER

When this character fails a Ranged Combat duel during dramatic time he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Ranged Combat skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Quick Draw
2	General Talent
3	Call Out or Gunfighter
4	General Talent
5	Call Out or No Time for This
6	General Talent
7	No Time for This or Rapid Fire
8	General Talent
9	Gunfighter or Rapid Fire
10	Ranged Expert

THIS IS A GAME OF LEAD AND
STEEL. WE WAGER IN POWDER
AND PLAY FOR BLOOD.

-MERRIL RUPERT QUEEG



MERCENARY

The lure of Malifaux is different for everyone, but many come through the rift in search of work. While the majority of the downtrodden make the trek hoping to find employment with a business, the Guild, or in the mines, there is no shortage of men-at-arms hoping to ply their trade. The Mercenary is one such individual, a hired gun or bounty hunter who sells his services for coin.

The Mercenary is a man or woman able to commit violence, or at least threaten violence, in a professional way. The most common employer is, as should be expected, the Guild. However, there is no shortage of possible patrons in Malifaux, including the Miners and Steamfitters Union, various mercantile companies, or even shadier individuals.

Many mercs are ex-military, often deserters, from Earth-side. Others have simply lived in violent areas their whole lives and can now capitalize on the skills they have developed. Mercenaries usually operate in groups as armies for hire. A lone Mercenary can hire himself out to supplement a small force, or to track down a specific quarry, but his prospects are often erratic. Joining a proper company provides steady work in exchange for a cut both of the profit and the individual's freedom.

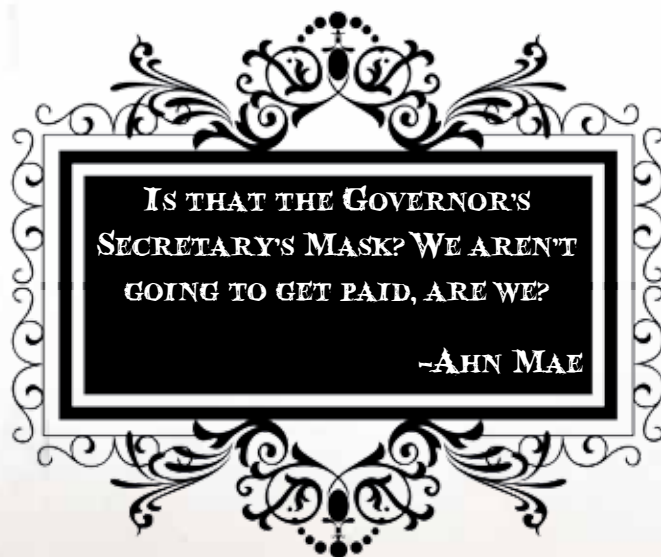
The most elite (and difficult to join) mercenary company is the Freikorps, but other notable groups exist, such as the Catalan Corps and Jom's Vikings. These groups have enough clout, and manpower, to be considered political powers on their own, albeit not influential in their own right. It would be foolish, however, to cross them without considerable political, and personal, protection.

The Freikorps are led by the famed Von Schill, who is trained in the tactics of the Great Powder War. While he did not personally serve, as they were over before his time, he is a master of updating the techniques for use against the threats of Malifaux. His Freikorps are a brotherhood-in-arms, of sorts. They take the most difficult missions, and boast an impressive success rate.

The Catalan Corps has little to do with the original Catalan Company, but its leadership did hail from Sicily originally. In the years since the Powder Wars they have adopted a democratic system of self government, not unlike a privateer company. Each man has a number of votes determined by his rank, and it is possible for a group of soldiers to outvote their commanding officer, although this is fairly rare.

Lastly, Jom's Vikings are little more than thugs who were originally brought together by the now deceased Jom to operate as bounty hunters and muscle-for-hire. The group has stayed together under the leadership of Melvina Broken-Arrow. While they are available for hire as a group, Melvina tends to contract her soldiers out individually or in pairs, as larger groups are hard to control. She has also been known to sell her own men to the Pits as a form of punishment.

The Guild also maintains a very thorough, and often updated, bounty registry for new criminals and offenders. Rather than spend its own resources tracking fugitives or known criminals, the Guild simply posts a bounty warrant for the offender, and encourages anyone to bring them in alive to collect payment. Most often a friend or family member will collect the reward, but, in the case of dangerous prey, Mercenaries will turn to bounty hunting to supplement their income. Some of the largest bounties could set a man up for life, but even the most skilled bounty hunter would have a difficult time tracking and apprehending the likes of Seamus or the Masked Serpent.



PLAYING A MERCENARY

The Mercenary character may exhibit a wide degree of expected abilities and mannerisms. Although there's an expectation that the character will command a high proficiency in a weapon of choice and a number of skills to better enable the character to survive combat, the personality, as well as specific skills, are quite varied. Characters may specialize in hand-to-hand, ranged combat with pistols or rifles, or even magical prowess. Regardless, they do tend to specialize in some attribute more than develop a well-rounded Suite of skills.

GEAR

A Mercenary begins the game with one carbine or rifle of a value up to 20\$. This weapon gains one customization (see page 150) at no additional cost.

DEADSET

When this character fails a Ranged Combat duel during dramatic time he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Ranged Combat skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Speed Loading
2	General Talent
3	Gruesome Attack or Tricky Shot
4	General Talent
5	Coin for Kills
6	General Talent
7	Relentless or Tricky Shot
8	General Talent
9	Relentless or Gruesome attack
10	Endless Pursuit



OVERSEER

Malifaux is an economic hellscape. The Guild's draconian taxation system, coupled with its near monopoly on the entire city, combine to create a level of oppressive financial servitude not seen since knights and lords ruled over serfs. Most of the denizens of Malifaux come to pay off debts owed (often to the Guild) or simply because they lack any other options for supporting themselves and their families. This sort of operation is a massive undertaking, thriving on human suffering, especially on a scale the size of Malifaux.

The Overseer is one who sees to these operations. He is the boss, the middleman, or the entrepreneur. It falls to these men and women to protect an employer's (or their own) human assets and to make the most of them. Humanity is a vast resource, and manpower is the driving force of the Malifaux economy. It is the Overseer who maintains the morale (or desperation) of this engine of muscle and bone, and focuses it to the tasks at hand.

As a work boss, the Overseer insures the work of the men and women under his charge. He could be running a textile plant with a hundred seamstresses bent over sewing machines, he could be the caretaker of several harlots and performers at a local tavern, or he could be a mining foreman for the M&SU. These men are often cruel, or at the very least bitter, acting as a conduit for an even more powerful employer's unrealistic expectations.

Those who run their own small business, navigating the labyrinth of the Guild's legal system, are also Overseers. Whether running a small fruit importing business, or operating a general store, the Overseer still commands those beneath him towards a common goal, albeit one that is more self-serving.

Many concerned businesses in Malifaux hire strong willed individuals to tend to their private interests. While the Guild employs many in a variety of ways, there are even more Earthside institutions that wish to extend their powerbase and influence into Malifaux. Often, they will send someone to act in their place. These Overseers have the authority to make promises and build business opportunities. Typically this occurs on the backs of the poor, and their ability to make good on such promises may be limited.

A reputable Overseer, however, quickly gains a reputation for dealing with his subordinates fairly, and will attract a higher quality, if more expensive, brand of personnel. While these Overseers may be tough and expect a lot from their people, they tend to engender loyalty, which is a resource itself.

Businesses such as saloons, brothels, stores, or any other location that exchanges goods or services for cash often employ Overseers to keep their employees on task. The Overseer dispenses and docks pay, organizes the work load, and in some situations, may even generate new projects for the business. All of this is done with the bottom line in view, and harsh conditions and low pay are to be expected.

Overseers in charge of a group of physical laborers (such as miners) are their own beast, however. Often more cruel by necessity, the Overseer is a brutal taskmaster who wishes to squeeze every ounce of effort from his charges. Those who do not prescribe to these harsh tactics will soon find themselves unemployed, or on the work line. A rare few may stand up to their employers in service of their charges, but that has never ended well in the past.

Some mercenary or military commanders also find themselves serving as an Overseer for their combat regiment, coordinating soldiers in the battlefield, as well as in their downtime. In this capacity, an Overseer might be a leader of men, charging first into danger where others might command from the rear.

In the end, the Overseer has the task of coordinating a group of people towards a goal. The tactics he employs to reach that goal may be widely different between individuals, but the end result is always the same... success through cooperation.

PLAYING AN OVERSEER

An Overseer is a boss of men, or at the very least of himself. An Overseer might run a small business of his own, or for another concern. The Overseer makes things happen by coordinating others towards an undertaking, and he aims for a track record of insuring success.

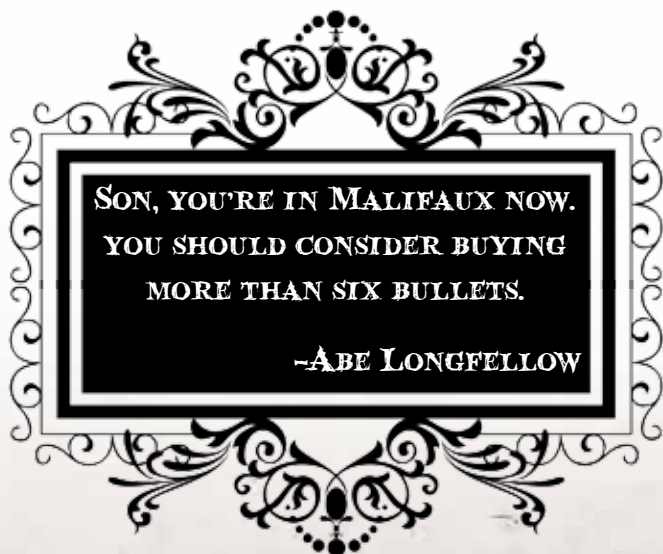
GEAR

An Overseer begins the game with a non-magical skill toolkit (see page 179).

OVERSIGHT

Whenever this character fails a Social duel he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Social skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Concerted Effort
2	General Talent
3	Time is Money or Work Smarter
4	General Talent
5	Delegate or Work Smarter
6	General Talent
7	Time is Money or You Lazy So & So
8	General Talent
9	Delegate or You Lazy So & So
10	Now Men!



PERFORMER

For the inhabitants of Malifaux, who regularly expect an untimely death to come screaming from any dark corner or sewer lid cover, one would not think “artist” would be a popular career move. Nonetheless, entertainment, both high and low brow, thrives in the chaos of Malifaux. Living under constant fear of forces unknown, compounded with the crushing boot of Guild oppression, has made any distraction worth more than its weight in Soulstone.

Actors, showgirls, street artists, and acrobats are all cornerstones of Malifaux society, and often represent the only highlight in a rail worker or Soulstone miner’s brief and bleak existence. When Malifaux was opened to enterprising outsiders, a flood of Performers pushed through to fill a genuine emotional need – life in Malifaux is simply too hard without a little levity to take the edge off. Performers are the psychological backbone of a world too terrifying to comprehend.

How Performers keep the mental gears of Malifaux greased varies widely. Most survive on a hodgepodge of dance, comedy, singing, and sex appeal. Specialists exist in every area, though, from saloon hall pianists, to cabaret dancers, to fire breathers, to circus clowns that entertain the young’ins. Some independents make their Scrip on the streets, and others become integral parts of troupes both small and large.

No one who wants to live in Malifaux can afford to not have a deadly trick up their sleeve, and the entertainment is no exception. Most Performers possess skills that are deceptively dangerous, both in physical and in diplomatic circumstances. As Performers came into contact with the myriad of ways to be enslaved or killed in Malifaux, they evolved to cope. Drunken ruffians find a lot of ways to raise hell in the evening hours, but there’s not a one that would dare grab a showgirl. The details of the consequences vary, but there are always consequences.

Performers’ primary Talent is in molding their audiences’ emotions to a particular effect, and they exercise this skill on and off the stage. It’s a poor Performer who can’t twist the average citizen in Malifaux around their little finger, and excite them to perform menial tasks out of sheer adoration. In this

way, truly masterful Performers represent the sum skills of all the people they can control or manipulate. None but the steeliest presences in Malifaux are completely immune to their charms or influence.

When a Performer enters a room, they are instantly the center of attention, at once providing a potent mixture of tailored conversation and body language to mollify, engage, and command the eyes, ears, and hearts of the people therein. They can calm the ferocious, embolden the timid, reduce the hardest to tears, and bring forth laughter from the depressed. This is more than professional Talent, it is survival strategy. Being liked is a good way to stay alive – an advantage many of the rougher characters in Malifaux do not have.

A key Aspect of being a successful Performer is ingratiating oneself to everyone. Performers survive literally and figuratively on how well they can garner the favor of those around them. Admiration, affection, attraction, and camaraderie all equate to Scrip or survival in one way or another, and are as reliable a currency as any other.

Because of their natural tendency to public exposure, Performers have more opportunities both to create loyal friends and vengeful enemies. More than one Performer has found themselves making a sudden and unwanted career change into mining conscript because of an off-color joke about the Guild Guard made in the wrong company. For this reason, Performers that last and thrive tend to learn a sense of decorum that places them on a social spectrum above others in similar financial situations. Of all the professions, Performers have the best shot at winding their way into the small bit of high society that exists in Malifaux.

Performers understand at every level that social fabric is one of the most powerful forces driving Malifaux, and they strive to be able to weave it to their advantage in every way. A Performer understands that if they can bend the right ears or catch the right eyes, they can access even greater reputation and resources. Entertainment is the way these skills manifest as an honest living, but the application of practiced social graces gives them an edge in every engagement and in every involvement with the denizens of Malifaux.

PLAYING A PERFORMER

The denizens of Malifaux work hard, but play much harder. A Performer is a master of showmanship, misdirection, and manipulation. They make great fronts for a group, and can often smooth over sticky social situations.

GEAR

A Performer begins the game with a non-magical skill toolkit (see page 179).

FLARE FOR THE DRAMATIC

Whenever this character fails a Social duel he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Social skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Powerful Impression
2	General Talent
3	Grace Under Fire or Helluva Entrance
4	General Talent
5	Classically Trained or Grace Under Fire
6	General Talent
7	Graceful Exit or Helluva Entrance
8	General Talent
9	Classically Trained or Graceful Exit
10	That's Showbiz

IT'S BETTER TO BE HATED AND
REMEMBERED. I'LL TAKE THAT
OVER FORGOTTEN ANY DAY.

-STELLA SCHWAGERT



PIONEER

For some, life on Earthside is viewed too safe and lacking in excitement. People go about their day-to-day lives practicing menial tasks just to survive the next day of the same repeated labor. For many people this dull lifestyle is okay... for others it is downright agonizing. Every child grows up with wild imaginations and dreams of the impossible, and, for most people, this fiction dissipates and remains locked up in literature. Reality takes hold as they become adults. For the daring, the ability to read myths and legends of old expands their imagination and strengthens their call to adventure, inspiring them to break away from societal norms.

Shortly after the Breach reopened, tales of dangerous adventures and unstable magic, such as Soulstones, emerged on Earthside. Adults that still dreamed of having grand adventures found their curiosity peeked to new heights and, like moths to a flame, they were drawn to Malifaux, along with their desire for a new and exciting lifestyle. Equipped only with survival gear, the clothes on their back, and a close-range weapon or two, these curious individuals set out on the adventurous lifestyle.

The Pioneer, as he is called, begins his trek alone in the streets outside of the train station. If he is lucky, he will overhear passengers talking about one rumor or another before his arrival, guiding him towards his first destination. Upon locating the whereabouts of his first soon-to-be treasure, he gets a good rest that night at a saloon. At dawn, he will pack up and head out into the untamed wilderness of Malifaux for the first time, ever hopeful to unearth relics and riches. Early on in his profession, a Pioneer will constantly be on the move, driven to be the founder of the next big dig.

When not taming the wilderness around Malifaux, a Pioneer can be found scouring his journal for a missing link to the current hunt at hand. A Pioneer's most guarded possession is his journal. As he unlocks more clues to the mysteries of Malifaux, a Pioneer will begin to develop an unhealthy desire to lock away his knowledge. His imagination gets the better of him and forms a notion of paranoia. He believes there is a war over these clues, and that the best way to obtain these clues is to steal them. The paranoia worsens and he feels more threatened with each new discovery. To prevent himself from being a stationary target,

he remains on the move, no longer out of desire but necessity. Pioneers see all other Pioneers as rivals who seek their hard earned discoveries.

Every once in a while a Pioneer will sell any of his unneeded discoveries to a person or place of interest. The museums and galleries of Malifaux are stocked with findings hauled in by Pioneers from all over. Aristocrats wear jewelry with the rare gems and minerals purchased from jewelers who acquired such luxuries from a Pioneer. Scholars have Pioneers to thank for the libraries that now hold much of ancient scripture left behind by Malifaux's first inhabitants. Even Soulstones were discovered in the ruins and tunnels under the great city by the early Pioneers.

Most of the enemies that a Pioneer contends with usually use teeth and claws as preferred weapons, and are either very fast or small. Because of this, Pioneers find very little use for long range weapons, such as rifles and bows. They find firearms that use spread-shot the most helpful while exploring the tunnels and ruins scattered on the outskirts of Malifaux. Pioneers will combine the spray of the pellets, and an enclosed area's lack of space, to negate an opponent's ability to dodge a close range blast.

The swamps of Malifaux also hold many mysteries. Pioneers exploring these still waters have taken a fond liking to shotguns when they are up against the gremlins of the Bayou. The birdshot shreds through gremlin bodies, making quick work of a grouping of territorial gremlins. Gremlins are horrible shots, so most Pioneers will charge, shotgun in toe. They have little chance of being hit as they duck and weave while closing the gap between their barrel's lethal range and the gremlin's small frame.



PLAYING A PIONEER

Playing a Pioneer character represents courage, defiance, and determination despite the numerous hardships that might befall him or her. A Pioneer is a hardy settler who can survive, and prosper, in nearly any environment. They are the backbone of Malifaux and are, by far, the most numerous individual that has come through the Breach. Without these brave men and women, the other side of the rift would remain unexplored. A Pioneer needs little encouragement to motivate him or herself to forge into the unknown wilds, and build a home, even a settlement, with little more than an axe, a rifle, and a stomach full of grit and stubborn determination.

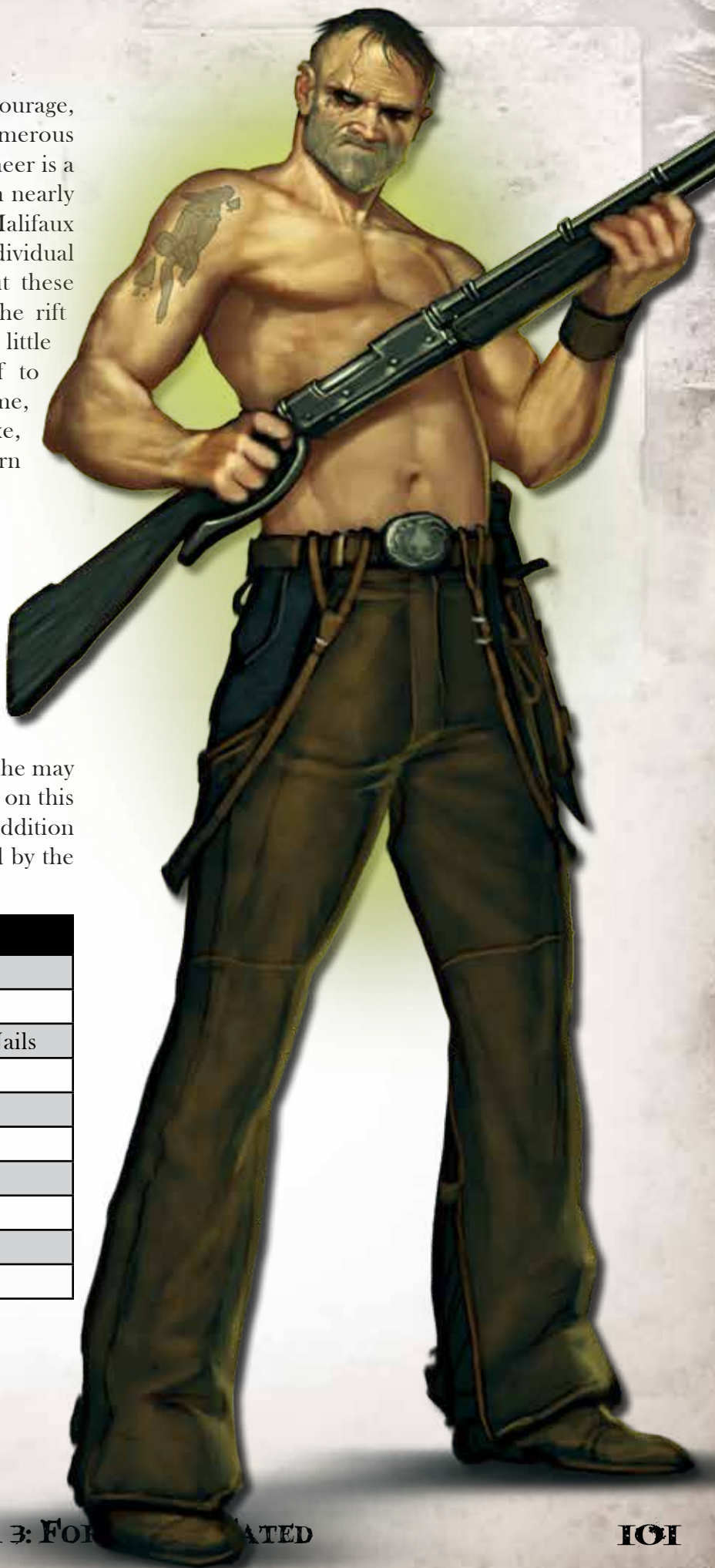
GEAR

A Pioneer begins the game with a non-magical skill toolkit (see page 179).

RUGGED INDIVIDUAL

Whenever this character fails a Training duel he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Training skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Born Under A Wandering Star
2	General Talent
3	Circle the Wagons or Tough as Nails
4	General Talent
5	Circle the Wagons or Ornery
6	General Talent
7	Soldier On or Tough as Nails
8	General Talent
9	Soldier On or Ornery
10	Relentless



SCRAPPER

It is certainly true that the firearm is the most prominent vector for violence. There are, however, those who prefer their bloodshed more personal, for a variety of possible reasons. There are no shortage of men and women capable of causing bodily harm with their own body or a melee weapon but few focus their efforts on becoming a master of such arts.

There are a variety of paths to martial prowess, from bar room brawling to years of contemplative study. The training methods of individual Scappers is as widely diverse as the individual Scappers themselves. Very few organized training institutions exist to properly train melee combatants.

Martial artists are often trained in elite groups by dedicated masters. The common peoples may conjure to mind the martial arts of the Three Kingdoms when they imagine such teaching, but there is likely a school of the melee arts in every culture. Sword and polearm education is particularly popular in western cultures, especially when passed down from parent to child. Even striking styles that rely on the fists and feet exist in almost every culture. It is such a regular occurrence, in fact, that it would be considered odd for a culture to not have developed some form of martial arts.

The martial arts of the Three Kingdoms, while popular in works of fiction, is decidedly more rare. It is a common mistake made by most of the Malifaux population to assume that every man and woman from the Three Kingdoms has organized martial training. This is misconception is often used to great advantage by some enterprising individuals. It is considered a grave breach of protocol to teach outsiders these skills, and it is therefore even more rare on the streets of Malifaux.

There are a variety of other martial arts, however, and teachers can be found. Savate is a French martial art born of street fighters. It is now a more regimented art, or at least its practitioners treat it as such. There are also military veterans who train students in styles that date back thousands of years to Coliseum games.

However, the most common combatants simply train by doing. Thugs, street toughs, and drunks all hone their skills in the nightly bar room brawls that spill out into the alleyways. Fists, clubs, and small blades are all common in these brutal scrums, but the death toll is surprisingly low. These pugilists often hope to one day make a living for themselves in the fighting pits as an escape from the drudgery of the mines.

A Scrapper is an oddity in a world of gunpowder, but magic has more than helped turn favor back towards bludgeons, fists, and blades. The focus and dedication required to master a martial combat translates well to more mystical pursuits. The skills honed by expert Scappers are often mistaken for pseudo-magical abilities, and it is therefore a simple step to actual magical Talent.

A Scrapper is a man or woman with hidden Talents. It's difficult to size a person's skills up just by looking at them. A light frame can hide a cunning and accurate fighter. It is also difficult to take away the weapons of someone who can use their fists, a chair, or just about anything with a bit of weight as a weapon. A Scrapper doesn't need to keep his powder dry, and he doesn't run out of bullets.



PLAYING A SCRAPPER

A Scrapper is a man who is willing to cause bodily harm, and isn't afraid of being up close when he does it. Some are pure thugs, others are artists who practice tirelessly to perfect their skills. It is the Scrapper who is most at home in a bar fight, an alleyway brawl, or even just a good old-fashioned pit fight.

GEAR

A Scrapper begins the game with any melee weapon and armor (see pages 172 and 176) of a combined value of up to 25\$.

BLOODY MINDED

When this character fails a Close Combat duel during dramatic time he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Close Combat skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Close the Gap
2	General Talent
3	Flurry or Recovery
4	General Talent
5	Flurry or Watch Them All
6	General Talent
7	Wicked or Recovery
8	General Talent
9	Wicked or Watch Them All
10	Melee Expert



TINKERER

It is said that steam power can move mountains, but Soulstone moves borders. What then happens when the two are combined? This fusion of magic and industrial innovation is the providence of the Tinkerer. The Tinkerer blurs the lines of science and magic, constructing pneumatic creations that astound, frighten, and inspire.

Tinkerers are the soul of innovation. They are fueled by the raw enthusiasm that comes with the certainty that mankind can make not only the world, but itself, better, sometimes with flamethrowers! It is the contraption, the piston, the pneumatic device, that is the calling card of the Tinkerer. These men and women are lured to Malifaux by the siren's call of progress and a burning desire to be a part of the grand experiment.

It wasn't long ago that a man who lost his arm in a terrible accident, for instance, would find himself destitute. Unable to work without both of his limbs he would survive only on the kindness of strangers. Now, however, with the aid of a skilled Tinkerer, he can not only return to work, but he can do so stronger. Metal limbs made potent with pistons and steam can replace lost flesh and bone. This is the hope for tomorrow that the Tinkerer embodies.

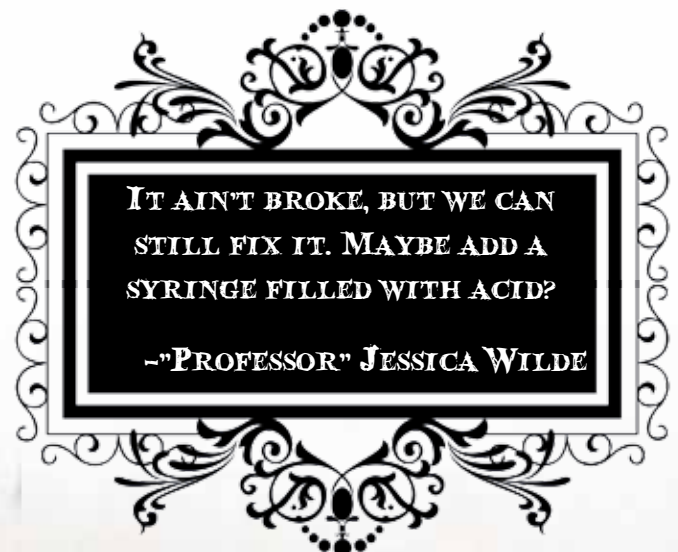
Cousin to the pneumatic limb, is the construct. Given pseudo-life by potent magics, the construct obeys its master, which can include following the orders of others. While true artificial intellect is unheard of, it is theoretically possible, and many Tinkerers pursue such a discovery with wild abandon. Constructs come in many shapes and sizes, and can be built for nearly any task. The Guild maintains a veritable army (some estimate over a hundred) magewrights. These Guild trained professionals spend their time maintaining the Peacekeepers and other constructs employed by the Guild.

The shine of optimism tends to wear off pretty quickly for Tinkerers who come through the Breach in search of Soulstone. Malifaux is the source of the worst greed, depravity, and hopelessness that humanity can muster, all set against a background of monsters, plague, and injustice. The Tinkerer who manages

to maintain their optimism might be a beacon to the masses, a shining example of what mankind can become through logic, discovery, and science. More likely, however, he is driven insane... and will die in a gutter. Worse yet, are those Tinkerers who threaten the public.

Thankfully, these mad scientists also tend towards necromancy as well, and the public face of the Tinkerer is maintained, thanks in part to the Miners and Steamfitters Union. The M&SU is a supreme political force within Malifaux that rivals, at times, even the Guild. With a powerful chokehold on the day to day operations of Soulstone mining, the M&SU has access to prime Soulstone lots. It doesn't hesitate to keep this resource for itself, building more powerful pneumatic contraptions to burrow ever deeper into Malifaux.

Tinkerers, for the most part, follow the Darlin Theories when it comes to their outlook on magic. Many do not see their steam-powered miracles as magic, but rather an esoteric science only they understand. In fairness, this may actually be true. Pneumatic limbs, strange construct servants, and powerful elemental devices can all be constructed by a competent Darlist, and Malifaux provides a man with many opportunities to practice their trade.



PLAYING A TINKERER

The Tinkerer character exemplifies curiosity and a desire to overcome obstacles with a clever invention or insightful and unexpected solution. Those Talents that can eventually unlock and harness the power of a Soulstone makes this character highly desired and sought after. A Tinkerer can build constructs that obey his every command, turning a simple machine into a steam and Soulstone powered wonder that defies logic.

GEAR

A Tinkerer begins the game with one Grimoire containing 1 Enchanting Magia, 1 Sorcery Magia, and 3 Immuto. In addition, the Tinkerer must choose a personal Magical Theory.

GEAR HEAD

When this character fails a Magic duel during dramatic time he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Magical skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Push the Limits
2	General Talent
3	Combat Construct or Percussive Maintenance
4	General Talent
5	Combat Construct or Unrealistic Expectations
6	General Talent
7	Multi-Tasker or Percussive Maintenance
8	General Talent
9	Multi-Tasker or Unrealistic Expectations
10	Over Pressure



WASTREL

Greed is the root of all evil. At least that is the common belief, especially for the citizens of Malifaux. Even a paltry income is not the easiest thing to come across in any zone of the city. Many residents reside in the great city under the servitude of the Guild, and those that are free can only hope for an improved life over what they had Earthside. However, to a gambler, the rough and often unfair life in the robust city is viewed very differently. Saloons are stocked full of hopefuls aiming to get rich as a means to escape Malifaux, and many starving Wastrels are right behind them to ensure that doesn't happen.

Gamblers in Malifaux have learned all of the tricks of their trade to gain the upper hand. They hold too much personal pride, however, to ever cheat. Those that do get caught cheating join The List. This list of names ensures that other Wastrels can avoid the cheats and trouble to boot. Becoming a Wastrel is no easy feat. The lifestyle requires serious experience with many current popular games that revolve around chance and wit. Living the quiet life is also never an option for a Wastrel. Having friends in high places guarantees a positive win ratio. Wastrels need to be consistent with their gimmicks, but tread carefully when they encounter more experienced winners. A good Wastrel wins most of his challenges, but a great Wastrel knows when to quit early and spend the time saved recovering and winning big elsewhere.

Just as the major factions were formed out of individuals with shared interests, so too have many Wastrels formed their own inner circles. Wastrels that decide to work together are guaranteed a very lucrative career, as long as they aren't betrayed or turned in for a large reward. One common ruse involves a player making a staged opponent appear weak at the table. Later the same two individuals can be found splitting the earnings behind closed doors. Other times multiple gamblers will start a scuffle to throw off the other participants' attention. Wastrels become good friends with saloon owners and pay well. They will hinder an opponent's focus with the help of a friendly saloon gal or pay off the bartender to alter the potency of a drink. Very few citizens know of the depth to this organized crime syndicate.

Life for these Wastrels is dangerous. Their rich demeanor makes them appear weak and arrogant in the eyes of deadly criminals, and, as a result, they commonly fall victim to back alley muggings and robberies. Their untouchable attitude tends to land them in serious trouble from time to time. The victims of their charade habitually seek revenge. Wastrels spend most of their gains paying for protection or for living in safer parts of town.

Not all Wastrels will join the life of organized crime. For these few, the rush of adrenaline and personal pride drives them instead. They often are given a nickname or title by the locals and they tend to play for high stakes. Wastrels with a name will dress in rich attire and carry themselves proper. They come across to the community as honorable and Talented, unlike members of the scheming and conniving syndicates. Wastrels of this caliber often are self-trained masters with the pistol, and can be deadly accurate depending on the challenges they take on. Though they do know how to use their sidearm, it is mainly there for show and intimidation. This type of Wastrel shuns violence and makes personal games out of using smooth words to weasel his way out of tough situations.

Malifaux is a dangerous place no matter who you are or how much money you have. Thankfully for a Wastrel, he can typically afford the most accurate sidearm that money can buy. While at the table a Wastrel only uses his sidearm for trickery and intimidation, it is different on the streets. A common saying goes, "Don't carry a gun, unless you plan to use it." Wastrels are known to rival even professional gunslingers when challenged into using their weapon, a mistake too many often learn the hard way.



PLAYING A WASTREL

Wastrel characters are capable of manipulating almost any situation to their advantage. Whether at a high society function, or in the midst of combat, the Wastrel can find an edge to exploit. After all, they are masters of the ephemeral luck of the draw.

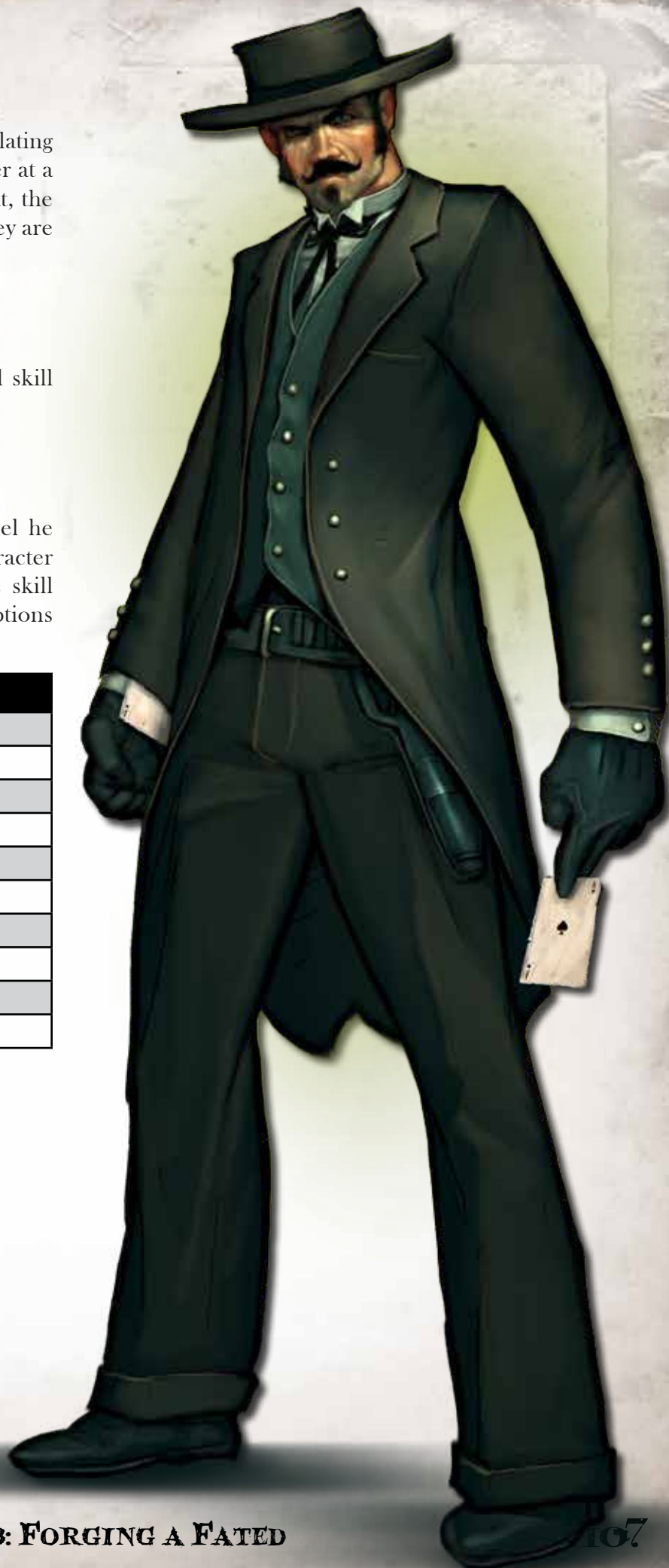
GEAR

A Wastrel begins the game with a non-magical skill toolkit (see page 179).

EDUCATED

Whenever this character fails an Expertise duel he may draw a card. During the Epilogue, a character on this Pursuit may advance in any Expertise skill in addition to those skill Advancement options presented by the Fatemaster.

STEP	TALENT
1	Luck of the Draw
2	General Talent
3	Cards Up A Sleeve or Trump Card
4	General Talent
5	Cards Up A Sleeve or All In
6	General Talent
7	Play For Blood or Trump Card
8	General Talent
9	All In or Play For Blood
10	Fifty-Fifty Chance



CHARACTER ADVANCEMENT

As a character interacts with a story line there are skills to sharpen and lessons to learn. When this occurs a character gains new abilities, skills, and Talents.

This is performed at the end of every game session during an Epilogue. However, some game sessions may run long, or be cut short, so a Fatemaster might postpone an Epilogue, declaring that the session isn't technically over. This is especially true if a reasonable part of the story hasn't been wrapped up (usually a Fated character's Destiny Step).

As characters advance they will gain power. Most often this is in the form of skill values or Talents, but it can also come as improved Aspects or new Manifested powers.

THE EPILOGUE

At the end of every story segment there is an Epilogue. By default, this takes a few minutes at the end of every gaming session. In general, for every four to six hours of gaming there should be one epilogue to wrap-up the events of an episode of the story.

During the Epilogue, the players have an opportunity to advance their Fated characters, gaining new abilities or improving old ones. This advancement is done in two ways. First, the player has a chance to improve a skill and then he spends experience points.

Every player at the table should be involved in this process. Each character gets a moment of discussion, to encourage players to focus on the group, rather than just their character. While the Fatemaster is the final arbiter, it should be treated a communal affair where the group as a whole discusses the story that has unfolded during the game session.

RESOLVING FATE

The Epilogue begins with the Fatemaster chatting about the Destiny that was in play during the game session (if any) and generally wrapping up one step in the fate of one (or more) of the characters.

If any character fulfilled (or denied) a step along their Destiny, the character improves further. The Fated character's player chooses one of two options. He can increase one of the character's Aspects by 1 point or sometimes gain a Manifested Power (if presented by the Fatemaster). Gaining a Manifested Power is described on page 228, and will require the Fatemaster's assistance and approval.

The episode featured Mr. Sterling's background heavily, and during the course of the story Mr. Sterling fulfilled his destiny of "you will look upon your heart" which the Fatemaster had designed the adventure around.

Aaron decides that Mr. Sterling will improve his Charm by 1 (to a total of 3), as nearly losing his sister has made him a more empathetic person.

EARN EXPERIENCE POINTS

Each character is then awarded one Experience Point regardless of whether or not they resolved a step of their Fate. This point may be spent during the following Steps to improve the character.

Characters may spend their Experience Point immediately, or save them for future purchases (as higher ratings in skills cost more Experience Points).

If the characters achieved an important milestone in the storyline, the Fatemaster may award between 1 and 3 additional Experience Points to the players. Each Fated character receives the same number of Experience Points as the other Fated characters.

SKILLS

The group then discusses each character's Actions during the episode, in turn. The group talks about the lessons each character might learn from their failures, successes, and Actions.

The Fatemaster then chooses 3 skills that he feels the Fated Character might advance in. The player of that character then chooses one of those skills and advances it based on the current level of the skill.

If the skill has no rating, the character gains the skill at rating 1. This does not cost the character an Experience Point. Therefore, a character who is saving his Experience Points for a more expensive skill may still gain new skills (and thus advance in a small way).

If the skill has a rating of 1 or higher, the character may spend a number of Experience Points equal to the current rating of the skill to advance the skill by one point. A character may only do this once each time a skill is selected.

Aaron and his group have just finished an harrowing game session where the group managed to clear an abandoned mine, rescuing Mr. Sterling's estranged sister. The group discusses Mr. Sterling's Actions.

The Fatemaster decides that Mr. Sterling has an opportunity to improve his Pistols skill (as he did a lot of shooting during the game), his Resilience skill (as he nearly died twice), or his Engineering skill (as despite not having the skill, he spent days working with a Mad Scientist and might pick up a few things).

Aaron decides that he wishes to improve Mr. Sterling's Engineering skill, gaining a rating of 1 (an improvement on not knowing the skill at all).

Aaron could have also chosen to improve his Pistol skill (currently at a rating of 3) by spending 3 Experience Points to advance the skill to a rating of 4.

PURCHASING NEW SKILLS

A character doesn't need to wait for a skill to become available through the skills portion of the Epilogue to learn a skill that he currently has no rating in.

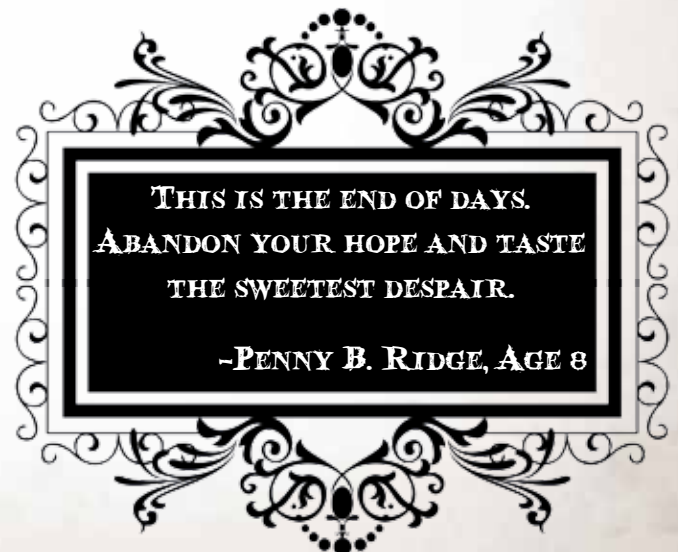
If a character does not have a Rank in a skill, he may purchase Rank 1 in the skill for 1 Experience Point. A character must, however, otherwise wait to be offered the skill during the Epilogue to advance it beyond rating 1.

This can be in addition to the skill rating that the character might gain for free during the Epilogue (if he has no rating in that skill as well). It is, therefore, possible for a character to gain multiple different skills at a rating of 1 during the Epilogue (1 for free from the 3 skills offered by the Fatemaster, and additional skills from spent experience).

PURSUIT ADVANCEMENT

The character now moves one Step down his current Pursuit. A character who has never gained a Step in a Pursuit would, therefore, gain the advantages of Step 1 in the Pursuit.

When a character advances in a Pursuit he immediately gains the Talent (or chooses a General Talent) as directed by that Step in the Pursuit.



THE STATEMENT OF LUCIUS CROW

BY ANDY HOARE

New Old Friends

So, I was on the run from a mob boss turned legitimate, if utterly corrupt, politician and almost everyone I'd ever known was suddenly out to get me. The only place to run was Malifaux, or so I thought at the time. It was certainly true that the powers that be Earthside hold little sway here, though that doesn't stop them trying to stir things up. But I'm getting ahead of myself again. Before I could make for the Great Breach I had to get a crew together, and I needed a plan.

Truth is, at that time in my life I didn't have a lot of what most people call friends. I had acquaintances, certainly, lots of them in fact, but in my line of business you can count your actual friends on less than one hand. Here lady luck decided to smile on me for once however, as a lot of my old contacts were in the same position as I. Xavier Benjamin had put a price on the heads of all of us, which made us the very best of pals.

The first problem would be finding my old contacts, a challenge that was pretty tricky even for one with my skills. The second would be convincing them to join me, but I determined to worry about that later.

The first of my old friends I decided to track down was a man called 'Handy' Parker. Handy and I went way back and I counted him as about the least untrustworthy of an extremely untrustworthy bunch. Handy was known as the scourge of the noble houses of the old world and the new, for he'd stolen more shiny baubles than any other safecracker who ever lived, or so he claimed. In truth, I knew his reputation was much inflated, for he'd actually worked as an apprentice under a genuinely gifted thief, but his old boss had vanished right about the time Xavier Benjamin had decided to run for office. Tracking him down wasn't that hard - I knew a few of his old fences and knew he'd be hard up. Sure enough, I cornered Handy in one of the rougher boroughs of the City of Angels, trying to sell off the last of his 'rainy day stash'. I think he was relieved when he saw me, and he didn't take much persuading to sign on to my little venture.

One who did take some persuading was Able Baker. Able and I had been in some scrapes together over the years, many of which he still held to have been my fault. I can't deny that some of them were, but it doesn't pay to hold a grudge in our line of work, and I told him so. Things got tense there for a minute, and I could tell Able was sorely tempted to put a round in me, but he saw sense, eventually. Able was a deadeye shot, and I reasoned we'd need one with his skills if we were to make a new Life Breachside. Fact is, I was right on that count.

The next name on my list was 'Mary Mary'. Of all the confidence tricksters I'd ever seen plying their trade in the underworld dens of the old country, Mary Mary was by the far the least successful. Yeah, I know you thought I'd say she was the toast of her peers and could blag the crown from right off of the head of a crown prince, but the truth is she couldn't. Mary Mary was one of the world's few genuine innocents, making her the very worst trickster ever created.

The fact that she was such an innocent did make her the very best decoy ever though, and so time after time she would run interference while someone like me moved in for the kill. Even the most canny mage would look into her mind and see only genuine good intention, innocence so beguiling it blinded that same mage to the fact that he was getting robbed blind by me or Handy, or someone else like us. I tracked

Mary Mary down easily enough, and frankly I was amazed no one else had. Maybe that self-same innocence had kept her safe while others of Benjamin's numerous accomplices turned up face down in the Hudson or the Thames. Either way, she was bored and all too willing to try something new.

Over the next six months or so I tracked down as many of the rest of my old accomplices as I could locate. Several times someone else got there before me, and once one of Xavier's hunters turned up at the same time as me and we had to settle things in a most ungentlemanly fashion. Needless to say, only one of us walked away and it's not him writing this journal. Either way, I eventually tracked down and signed up Lumpy McDonald, Moxey Fowler and Constantine Dugg. By the time Constantine agreed to join us things were really heating up, what with

Xavier's rise to power nearing its apex. It really was time to take our leave of Earthside and head out to that new frontier - Malifaux.

And now came the hard bit, or at least the hardest bit so far - convincing my new old friends that a one-way trip through the Great Breach really was the best thing for all of our health. Keep in mind of course that this was only just after the Great Breach had been re-opened. It was early days, the first of the expeditionary forces had only recently reported back on what they'd found on the other side. Sure, there was talk of opportunity and wealth, but there was just as much panic at what might be lurking on the other side of the Great Boundary, or what might come spilling through it given half the chance. The crew was split on the whole idea, and who can blame them. Handy was all for it - as a jewel thief he knew all about the value of Soulstones and it was his dearest wish to lay his hands on one for himself. Lumpy was not so sure, for he'd had a few run ins with the Guild's Earthside interests and had little desire for a repeat performance. Moxey Fowler was all for it, as I knew she would be for she had a taste for the darker side of life, even then. Able Baker was dubious, more because he had little trust in me than anything else, but he was a practical man and knew his options were rapidly running low Earthside. Constantine Dugg was quick to pass on some of the grimmer tales he'd heard of what went on in Malifaux, though even then most of what he said sounded like stories told to scare young ones to bed at sundown. Mary Mary was as innocent as ever she was and just happy to go along with what the rest of the crew wanted to do.

And so the final decision came down to a vote. In truth, I knew it would, and I'd made a few arrangements

to ensure things went my way. A small indiscretion here, a word spoken overly loud there, and oh look, a crew of Xavier Benjamin's bloodhounds was closing in even now. I think Able guessed it, but I'm pretty sure the rest didn't. Either way, the vote was never taken. How could it have been, in the middle of a gunfight?

It was a close run thing that first skirmish, and I don't mind admitting to being more than a little afraid I'd bitten off more than I could chew. We made it out, all of us, but only just. As dawn rose we were leaving town, much of which was by then in flames. A week later we were approaching the outskirts of Breachtown, and what we all hoped would prove a new life beyond the Great Breach, in Malifaux.



SKILLS

Skills are representative of the multitude of education, training, and learned abilities that a character might have. There is no limit to the number of skills a character can know, and a character's skills increase fairly frequently. A Fated learns rapidly... or he dies.

Skills are grouped into rough "Types." This is generally just a descriptor, in place to help define similar skills. Some rules, however, reference a skill's Type, so there are some minor mechanical differences that apply.

The different skill Types are:

- Academics
- Close Combat
- Crafting
- Expertise
- Magical
- Ranged Combat
- Social
- Training

While a character's Aspects are unlikely to change much over the course of a campaign, skills are likely to improve every game session. The process of improving skills is described on page 108.

ASSOCIATED ASPECT

Each skill has a listed Associated Aspect. This is the most common Aspect associated with the skill (often paired during Challenge Duels). During Fated character creation, the Associated Aspect is used to determine which skills the character may assign skill values too.

The Fatemaster may alter this for a Challenge, and is encouraged to do so based on the situation, however a character can assume that in most common situations it is the Associated Aspect that is added to a skill to determine their Acting value (see page 192).

SKILLS

ACADEMIC SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Art	Cunning	Producing and understanding artistic works.
Bureaucracy	Cunning	The inner workings of legal and government matters.
Engineering	Intellect	Proper mechanical and structural design.
Mathematics	Intellect	Arithmetic, Physics, and other numerical disciplines.
History	Intellect	The lore of human existence.
Literacy	Cunning	Reading, comprehending, and deciphering text.

CLOSE COMBAT SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Flexible	Grace	Chains, Lassos, Whips, and any other such weapons.
Heavy Melee	Might	Large and cumbersome weapons that require two hands.
Martial Arts	Speed	Quick strikes to vulnerable areas made with hands and feet.
Melee	Might	One handed weapons that bludgeon, slash, or pierce.
Pneumatic	Might	Weapons that include mechanical parts.
Pugilism	Might	Powerful strikes usually made with closed fists.

CRAFTING SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Alchemy	Intellect	Mixing and properly using chemicals.
Artefacting	Cunning	Building constructs and machinery.
Blacksmithing	Intellect	Forging metal objects such as swords and horseshoes.
Farming	Tenacity	Growing food and raising animals for slaughter.
Homesteading	Tenacity	Making and maintaining the materials of everyday life.
Printing	Intellect	Creating books and other written objects.
Stitching	Cunning	Assembling and repairing corpses.

EXPERTISE SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Appraise	Cunning	Determining the worth of goods.
Doctor	Intellect	Healing the sick and injured.
Explosives	Intellect	Properly using bombs, dynamite, or other tools that go boom.
Forgery	Cunning	Creating false documents and writings.
Gambling	Cunning	Properly playing games of chance and skill.
Husbandry	Charm	Caring for livestock and riding/driving transport animals.
Lockpicking	Grace	Opening locks and other complex devices.
Music	Charm	The ability to compose and play music.
Navigation	Tenacity	Navigating from one location to another.
Pick Pocket	Speed	Sleight of hand, both as theft and illusion.
Scrutiny	Cunning	Reading the emotions and disposition of others.
Track	Cunning	Following a target through an environment.
Wilderness	Cunning	Proper survival and safety in unsettled areas.

SKILLS

MAGICAL SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Counter-Spelling	Tenacity	Stopping magical effects and Spells.
Enchanting	Charm or Cunning	Imbuing an object or target with magical qualities.
Harness Soulstone	Charm	Accessing and refilling the power of a Soulstone.
Necromancy	Charm or Tenacity	Control over another's Mind, Body, or Spirit.
Sorcery	Intellect or Tenacity	Creation of temporary elemental effects.
Prestidigitation	Cunning or Intellect	Manipulation of space, time, and the senses.

RANGED COMBAT SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Archery	Grace	Use of bows and other tension projectile weapons.
Heavy Guns	Might	Use of large powder guns, such as cannons and Gatlings.
Long Arms	Intellect	Long barrel weapons such as rifles and carbines.
Pistol	Grace	One handed firearms, like derringers and Dueling pistols.
Shotgun	Grace	Shotgun weapons of both the scatter and slug variety.
Thrown Weapons	Grace	Ranged weapons hurled by hand.

SOCIAL SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Barter	Tenacity	Trading and negotiation tactics.
Bewitch	Charm	Making others like, or appreciate, the character.
Convince	Intellect	Swaying another's point of view or opinion.
Deceive	Intellect	The art of telling lies and appearing sincere.
Intimidate	Tenacity	Scaring others and presenting a fearful presence.
Leadership	Charm	Rallying others to a cause, and coordinating groups.
Teach	Intellect	Instructing and educating others.

TRAINING SKILLS	ASSOCIATED ASPECT	DESCRIPTION
Acrobatics	Grace	Tumbling, leaping, and other quick bursts of motion.
Athletics	Might	Running, Jumping, Climbing, and other physical activities.
Carouse	Resilience	Maintaining one's composure while intoxicated or poisoned.
Centering	Tenacity	Keeping oneself calm and collected.
Evade	Speed	Avoiding ranged and melee attacks.
Labor	Resilience	Working tirelessly at a manual task.
Notice	Cunning	Spotting things that are out of place or hidden.
Stealth	Cunning	The ability to hide and move without being noticed.
Toughness	Resilience	The ability to suffer physical damage.

ACADEMICS

Academics is a category of skills that are learned through study. These skills require a teacher most of the time, or books at least, and access to a well stocked library. However, a character can make an Academic study of almost any topic. Academic skills are noted as such, Academic: Art, for instance, covers an intellectual understanding of Art and Art history.

Because Academic skills usually take time and resources to learn, they are a hallmark of the wealthy. However, they are not exclusive to the upper class, and are available to anyone willing to put in the effort it requires to become familiar with the subject matter.

Players are encouraged to create Academic skills for their Fated characters to help define the character and bring them to life. These created skills should be well defined by the Fatemaster and player, so that both understand the benefits and limitations of the Academic skill.

Example: Chrissy wants to accurately depict Ms. Tinae's vigorous study of the Guild and its influence. While this would certainly be covered in general with a History skill, she wishes for Ms. Tinae to also understand the Guild's influence on magical laws, language, and even architecture.

The Fatemaster allows Ms. Tinae to have the skill "The Guild" as a focused Academic skill, with an Associated Aspect of Intellect. At a rating of 2, it is likely that Ms. Tinae can recognize the Guild's broad influence in a variety of areas, and even figure out how to navigate the Guild's internal laws rather quickly.

An Academic skill might cover overlapping areas of other Academic skills, but an individual field of knowledge should be specific. This is perfectly acceptable. After all, many Academics skills have overlapping fields of knowledge (Mathematics, for instance, is used quite a bit in Engineering).

All Academic skills have either Intellect or Cunning as their Associated Aspect. Intellect is used for analytical and formulaic skills (like Mathematics), while Cunning is used for interpretive skills (like Art).

Academic skills always represent a character's careful study of a subject. If everything covered by a skill could not be learned purely through study, then it is likely not appropriate as an Academic skill.

However, this does not mean a book on the skill must exist, simply that if one did exist, the entirety of the skill could be imparted through it. A character might have learned everything he knows through investigation and experimentation. Literacy isn't always a requirement (but it sure helps).

Academics can be used to craft, in a very limited fashion. The object produced would be of purely Academic merit. An engineer could produce a set of blueprints, or an artist might paint a beautiful picture.

ACADEMIC RANKS

Each rank in the Academic skill generally describes how much a character knows on a topic. While a Duel may be required to tell if a character knows something well enough to recall the useful details, a general level of understanding can be assumed based on skill Rank.

Rank 1 - Interest: The character understands the broad underlying concepts of the skill, such as how laws are written (Bureaucracy), or a general overview of major world events (History).

Rank 2 - Student: The character has a firm grasp of the subject, such as compound interest (Mathematics), or the exact dates of Major events (History).

Rank 3 - Journeyman: This is where the skill becomes useful as a trade. The character is able to speak with authority on details of the subject matter, such as building costs (Engineering) or tax loopholes (Bureaucracy).

Rank 4 - Expert: The character has spent a considerable amount of time studying the subject. He knows complex topics few understand, such as Physics (Mathematics) or Hieroglyphics (Literacy).

Rank 5 - Master: Few can boast this level of skill, and this character pushes the boundaries of what is known, even in Academic circles.

ART

Associated Aspect: Cunning

The study of Art, and its associated production. This skill is vital to the entertainment industries of both Malifaux and Earth. From theatre backdrops, to realistic paintings, to carving and sculpting, this skill is used in a wide variety of ways to disseminate information.

BUREAUCRACY

Associated Aspect: Cunning

Bureaucracy is the study and understanding of rules. Lawyers and barristers are masters of Bureaucracy. A particularly well trained lawyer doesn't just know where to file the proper paperwork, but he also knows the loopholes that can manipulate the system. Bureaucratic knowledge doesn't just get an appeal filed, it can get a client set free.

ENGINEERING

Associated Aspect: Intellect

Engineering is the basis for manufacturing and designing devices. Engineering is used to design a multitude of things including firearms, pneumatics, locomotives, and any other mechanical device the user can dream up.

MATHEMATICS

Associated Aspect: Intellect

Mathematics is an integral part of almost everything, whether or not a person realizes it. A good proficiency with Mathematics can help a character solve complex problems. There are, of course, far more mundane uses for Mathematics. Professions such as banker, accountant, shop owner, and gambler rely heavily, if not entirely, on Mathematics.

HISTORY

Associated Aspect: Intellect

History is the study of past events and civilizations. There are many specializations to study in history. This skill covers a general knowledge of world affairs, but a character might choose to further focus their knowledge of History with other Academic skills.

LITERACY

Associated Aspect: Cunning

The ability to read and write is important to a civilized society. The Literacy skill covers the ability to read and write the languages that a character knows. A character with a high Literacy skill might have a larger vocabulary, but he is also able to notice small nuances in the way words are used. He is able to consume language more rapidly, and understand it better. A master of literacy can invoke hidden meanings in the text he writes, and is able to "read between the lines" to determine a writer's social standing and possible background.



CLOSE COMBAT

Close Combat is part of everyday life in Malifaux. Whether being jumped by highwaymen, brawling in a saloon, or just making sure a friend knows who's boss, most travelers find themselves in a fight more frequently than they might like. Close Combat skills represent a character's ability to handle those situations when they arise. Some may prefer to use weapons, some may go into the fray bare fisted, and others still use mechanical contraptions to do the work for them. Whatever the choice, rest assured such a soul will want to be good at what they do.

CLOSE COMBAT RANKS

Close Combat Ranks define how experienced and prepared a character is for melee combat.

Rank 1 - Comfortable: The character isn't concerned when handling the weapon, and is unlikely to hurt themselves when using it in combat.

Rank 2 - Proficient: The character has used the weapon in combat enough to understand its limitations and have experience with how it harms.

Rank 3 - Veteran: At this skill Rank the character has used multiple versions of the weapon type, and has likely picked up a few interesting tricks.

Rank 4 - Expert: The character has lost count of the number of people he has wounded with weapons of this type, and fully embraces it as an extension of himself.

Rank 5 - Master: There are few who can withstand an assault from a character using a weapon with this skill. It is even possible that the character's name is often connected with the type of weapon.

EMPTY HAND FIGHTING

There are two Close Combat skills for those characters that do not use a weapon. Martial Arts and Pugilism are a way for characters to, in a way, become weapons themselves.

When making an attack with either Martial Arts or Pugilism, the character's skill Rank will determine the "weapon" the character is armed with.

Weapons are described in more detail in Chapter 6. However, for ease of reference the special abilities are repeated here:

Martial Arts	Range	Damage	Special
Rank 0	/// 1 yrd	0/1/2	—
Rank 1	/// 1 yrd	1/2/3	—
Rank 2	/// 1 yrd	1/2/4	—
Rank 3	/// 1 yrd	1/3/4	Stunning
Rank 4	/// 1 yrd	2/3/4	Stunning
Rank 5	/// 1 yrd	2/4/5	Stunning

Pugilism	Range	Damage	Special
Rank 0	/// 1 yrd	0/1/2	—
Rank 1	/// 1 yrd	1/2/3	—
Rank 2	/// 1 yrd	2/3/3	—
Rank 3	/// 1 yrd	2/3/4	—
Rank 4	/// 1 yrd	2/3/4	Snaring
Rank 5	/// 1 yrd	2/3/6	Snaring

Stunning: Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect, in addition to any other Critical Effects it would suffer.

Snaring: The target gains the Slow condition in addition to suffering damage.

In addition, if these weapons are used as part of an attack generated by a Manifested Power they convey their special ability to the Manifested Power as well.

MULTIPLE COMBAT SKILLS

Sometimes a weapon will fall under multiple Combat skills. For instance, a gigantic steam-powered axe would fall under both pneumatics and Heavy Melee. When this is the case, the character may use the higher skill rating to effectively use the weapon as long as the two skills are within 1 rating of each other. Otherwise, the character must use the lower rated skill.

FLEXIBLE

Associated Aspect: Grace

Flexible close combat weapons include whips, lassos, chains, flails, and other similar weapons. These weapons are capable of restraining and tripping opponents, and even pulling weapons from their hand. Flexible weapons are the preferred weapons of people who are more agile than they are strong. These weapons mimic and sometimes amplify that agility in the same way that heavy weapons make use of the strength of the wielder.

HEAVY MELEE

Associated Aspect: Might

Heavy close combat weapons are favored by strong fighters. This category consists of all two-handed melee weapons whether they are axes, swords, hammers, maces, pole arms, clubs, or just large branches or pipes. Although heavy weapons are slow, they have much higher damage potential than other close combat weapons.

MARTIAL ARTS

Associated Aspect: Speed

Martial Arts are invaluable in a close combat situation. Martial artists are adept at strikes with the hands, feet, knees, and elbows. In addition, many styles focus on tripping, disarming, and a number of other specialty maneuvers. While anyone can learn a Martial Art, they are primarily practiced by the Ten Thunders in Malifaux. More traditional “brawling” is covered under Pugilism.

MELEE

Associated Aspect: Might

By far the most common close combat style is the one handed Melee weapon. Almost everyone carries one or two on them at all times. Most are easily concealable within a pocket or pouch, or perhaps just hidden underneath a jacket or cloak. This category consists of anything that can be used in one hand. Examples are clubs, hatchets, knives, swords, hammers, and any number of other things. It isn't uncommon for someone to use a wrench or candlestick as a weapon. In fact, almost any tool or small object can be used in a Melee.

PNEUMATIC

Associated Aspect: Might

Pneumatic weapons use steam to run mechanical devices. Some engineers craft weapons and replacement limbs using pneumatics. Pneumatic weapons are only limited by the imagination of the creator, but most often take the form of piercing spikes, chain teeth (chainsaws), or even just powerful pneumatic limb replacements.

PUGILISM

Associated Aspect: Might

The European unarmed close combat style is called Pugilism. It combines powerful punches with defensive movements and feints. It has dozens of different strikes that, when used in proper combination, can stagger and even knock a foe unconscious.

Pugilism, sometimes called boxing, is a very popular form of sport. In fact, Pugilism's origin stems back to pit fighting in the ancient world. In these cases, rules are set for the fight and may vary by venue. Some rules will include some type of gloves, while others will be bare knuckle matches. Most will disallow shots to certain areas, such as the groin or kidneys, however, the shadier places will have “anything goes” matches.

CRAFTING

Crafting skills are used to build or create objects. Like Academics, Crafting is a type of skill that has any number of possible skills under its purview.

Players are encouraged to create new Crafting skills that fit their character. However, these skills should be defined in detail, as to prevent both confusion, and possible (albeit unlikely) abuse.

This section presents the most common Crafting skills, but a character could have any variety of exotic Crafting skills. Like Academics, Crafting skills are always based on a Mental Aspect. Intellect is used for formulaic crafts, Cunning for interpretive crafts, and Tenacity for crafts that require perseverance over the course of days or weeks.

CRAFTING ITEMS

The economy in Malifaux is, to put it mildly, a despotic machine designed to keep the common man in a constant state of debt-fueled servitude. The prices in most shops are set by the Guild, and they are purposefully set outrageously high. Credit is hard to come by, and many denizens are unlikely to understand the basics of finance well enough to know when they are being outright swindled. Purchasing a pistol that hasn't been refurbished for resale, for instance, is outside the financial ability of many people.

It is for this reason that Crafting is vitally important to Fated characters. The Fatemaster's Almanac has more advice on this subject, but it should be noted that Crafting in Malifaux is not a set process. Characters should simply be able to make the objects that their skills allow without a Challenge Duel.

Raw materials are not very expensive, and, if the character has access to a work space, making a customized version of any of the items in Chapter 6 is likely an attainable goal for most characters. Indeed, most items can be crafted for a quarter of the prices charged by the Guild!

CRAFTING RANKS

Like Academic skills, Crafting skills can be used to assume a general level of ability. In fact, properly Crafting an item does not require a Duel at all, the character must simply have the required skill, equipment, and resources to make an item.

Rank 1 - Interest: The character can create simple items such as: bullets (Alchemy), a small steam motor (Artefacting), horseshoes (Blacksmithing), a fence (Homesteading), a flier (Printing), or a small puppet (Stitching).

Rank 2 - Apprentice: The character can create generally useful items such as: a mild acid (Alchemy), a pneumatic tool (Artefacting), blades and axe heads (Blacksmithing), clothing (Homesteading), a short leaflet (Printing), or a viable corpse for animation (Stitching).

Rank 3 - Journeyman: The character can create complex objects such as: medicine (Alchemy), a pneumatic limb (Artefacting), firearms (Blacksmithing), a barn (Homesteading), a book of text (Printing), or an augmented corpse for animation (Stitching).

Rank 4 - Expert: The character can create sophisticated items such as: powerful acids (Alchemy), a pneumatic soldier (Artefacting), artillery (Blacksmithing), a small house (Homesteading), an illustrated book (Printing), or a powerful undead abomination (Stitching).

Rank 5 - Master: At this level the character can create all sorts of wonders. The character is a pioneer in the field, and his expertise is likely sought by powerful individuals.



ALCHEMY

Associated Aspect: Intellect

The Alchemy skill is used for mixing chemicals in order to create more complex compounds. These include acids, alcohols, explosives, medicines, and poisons. Such concoctions need to be created in a laboratory, which often takes up a large amount of space.

The raw materials used for Alchemy can be bought from some shops in Malifaux. They range from mundane and cheap, to rare and very expensive. Some of these are tightly controlled substances, and the Guild frowns upon those who stockpile such crucial supplies.

ARTEFACTING

Associated Aspect: Cunning

Artefacting is the art of crafting pneumatic devices, often called “Steamengineering.” It is a very highly sought after skill in Malifaux. Artefactors are the crafters of the newest and best technologies available. Some of these tools seem a lot like something from a rag novel. Incredible powered wrenches, spike drivers, mechanical time-locks, combat constructs, and many other useful gadgets are the stock and trade of the imaginative Artefactor.

BLACKSMITHING

Associated Aspect: Intellect

It is assuredly a necessity of Malifaux to have many trained and skilled Blacksmiths. Smiths make the essential tools for other craftsmen, such as copper tubing for alchemy, nails for homesteading, parts for artefacting, plates for printing, needles for stitching, and many other tools for various trades. The Blacksmith is probably most utilized for horseshoes, without which riding on roads would be difficult at best. While the work may not be glamorous, everyone needs a smith.

Many Blacksmiths are also gunsmiths. While they may not design the weapons, they are very adept at the manufacture of firearms. Of course, swords, knives, axes, and other metal close combat weapons are part of a Smith’s repertoire as well. In a time of war, the Smith is at his busiest, hurrying to supply armies with the weaponry needed to arm their soldiers.

FARMING

Associated Aspect: Tenacity

This is the simple art of growing food for consumption, whether it is animal or vegetable in nature. In Malifaux, this is a very difficult task, (as the environment leads much to be desired) but this makes a skilled Farmer even more of an asset to a community.

HOMESTEADING

Associated Aspect: Tenacity

Homesteading is the building of a farm, ranch, or any other frontier living compound, as well as the maintenance of day-to-day life. This skill includes surveying prospective areas, measuring and marking off land, the building of wells and fences, and locating good pastures and farming land, among many other details. These aren’t easy tasks and require training and experience.

PRINTING

Associated Aspect: Intellect

The Printing skill is used to make newsletters and books with a printing press. As mundane as this may seem, it is a vital component to any industrialized civilization. The widespread and easily accessible newspaper is a necessary part of spreading information and ideas to a large population.

STITCHING

Associated Aspect: Cunning

Stitching is a character’s skill with needle and thread, in a non-medical capacity. Stitching isn’t just used to make clothing in Malifaux however. A skilled Stitcher can sew together puppets or other strange creations for their own nefarious ends. Stitching is used by Resurrectionists, for instance, to make foul flesh abominations for animation.

EXPERTISE

Expertise skills are invaluable tools for anyone out on the road. They provide a variety of useful abilities that can help a character make his way through Malifaux. Many of these skills are also professional in nature and can be used to make a living while traveling. These are the trade of a tracker or doctor, a guide or surveyor.

While formal education can help a person learn these skills, they are only honed through practice. Often Expertise skills are taught in an apprenticeship, or are handed down by families. When not acting as the mark of a tradesman, these skills are simply those honed by a life of crime, or dedication, or both. A master of an Expertise skill has been practicing for years, or has an uncanny natural Talent.

EXPERTISE RANKS

Expertise Ranks define how experienced and practiced a character is at a skill that has been learned through constant effort and use.

Rank 1 - Interest: The character has a passing interest in the subject, and is able to ask experts intelligent questions, and put a little bit of knowledge to use.

Rank 2 - Proficient: A little bit of study and application has given this character the ability to use the skill in a workable manner, such as determining the cost of a common item (Appraise), or writing in a believable facsimile of the opposite sex (Forgery).

Rank 3 - Experienced: The character has been using this skill for a while. He has likely developed his own way of doing things that includes personal shortcuts.

Rank 4 - Expert: At this point the character is capable of performing the skill with relative ease, and only the most challenging of situations really test him.

Rank 5 - Master: This character is renowned (at least in certain circles) for his skill, and has likely pioneered a few innovations in the field.

APPRAISE

Associated Aspect: Cunning

Appraisal is the art of examining something in order to determine its worth. This skill is useful when buying and selling anything, whether in shops, from street vendors, or from private sales. The skill is most useful in large cities with auction houses or museums, but can be applied to any item for sale if its value is in question. Shopkeepers, or those willing to barter, live and die financially by their ability to appraise products.

DOCTOR

Associated Aspect: Intellect

Dangerous situations are everywhere. Travelers are wounded every day. Whether they are shot, stabbed, beaten, or just the victim of some accident, they are often in need of Doctoring. Doctors can stitch wounds, remove bullets, lessen pain, and even remove gangrenous limbs when necessary. It is very common for people to die from infection rather than any wound sustained. Proper doses of antibiotics and poultices are needed to prevent these infections.

The Doctor skill is used to treat many injuries, as described on page 218.

EXPLOSIVES

Associated Aspect: Intellect

Not just anyone can set an Explosive and survive. It requires extensive training. After all, Explosives are dangerous, right? A skilled Explosives expert has to know how much to use for the desired result. He needs to know exactly where to place it, which way it will blow up, which direction things will fall. It isn't something one does without forethought.

There are many uses for Explosives, such as mining, clearing a path through thick forest, setting traps, opening safes, making fireworks, and even destroying buildings. Most Explosives are highly unstable and must be handled with care. Some Explosives are fairly easy to come by. Dynamite, for example, is readily available in any mining town. Others however, such as compressed gases, are harder to find and may require a custom order from an Alchemist.

FORGERY

Associated Aspect: Cunning

The art of falsifying documents is called Forgery. This skill is useful for creating false land claims, mineral rights, licenses, or any other legal document one may need. It can also be used to Forge something as simple as a signature. The most common legal document copied by Forgers is money, and in Malifaux that is typically Guild Scrip. Needless to say, the Governor's office does not look kindly on this practice.

Forgery doesn't happen without preparation and knowledge. In order to Forge legal papers for instance, a criminal would need to have bureaucratic knowledge, or a sample of the papers to be duplicated.

GAMBLING

Associated Aspect: Cunning

It is true that games of chance, or any wagering game for that matter, requires some token of luck. However, knowing the rules of a game, the odds involved, and how to properly make wagers is equally critical to success.

HUSBANDRY

Associated Aspect: Charm

The art of breeding and training animals is called Husbandry. In Malifaux this primarily refers to horses, but it can be applied to almost any animal that is trained or domesticated (such as dogs). Training a horse to be ridden is probably the most common use of this skill. This includes horses trained for riding as well as pulling carts or wagons.

LOCKPICKING

Associated Aspect: Grace

One skill that is indispensable to thieves, brigands, and highwaymen is Lockpicking. The ability to open locks without the proper key is a necessity for those who live outside the law.

Picking a lock requires a set of tools. Lockpicks are a series of needle-like spikes and some files. These are inserted into locks and push the tumblers into place as a key would. The more complex the lock, the more tumblers it has, and so more picks are needed to fool the lock.

MUSIC

Associated Aspect: Charm

It is said that music is how mankind records emotion, and those who can play Music are able to recall this wordless art. While most Musicians favor one or two specific instruments, an expertise in Music generally allows a character to quickly learn new instruments. This skill, therefore, covers playing any instrument that the character is familiar with, which can take anywhere from a few weeks to months of practice.

NAVIGATION

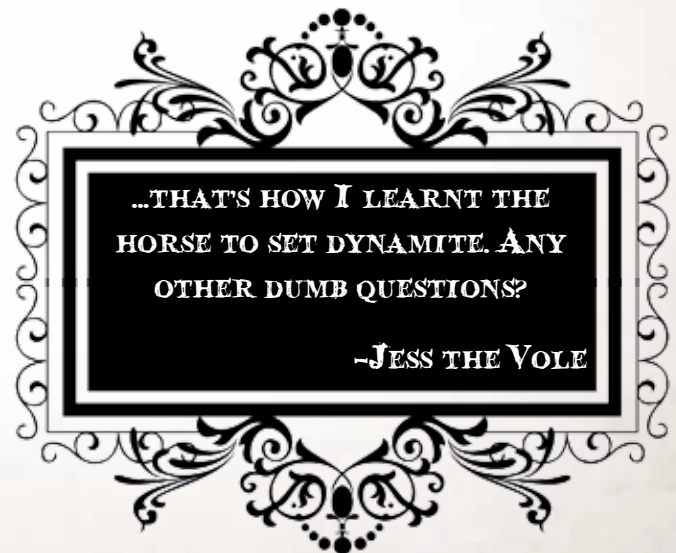
Associated Aspect: Tenacity

Whether on land or at sea, Navigation is the discipline for getting from one place to another. Anytime there isn't an easy road to follow, a traveler must find his way by other means. Navigating the wilderness of Earthside is difficult enough, but Malifaux has a tendency to be erratic, and unexplored. Maps are woefully inadequate. Nonetheless, the ability to Navigate has proven more or less universal, and a practiced explorer can find his way in the Malifaux Badlands or Bayou with relative success.

PICK POCKET

Associated Aspect: Speed

Pickpockets can be found in most populated areas. They can take a wallet or watch quickly and deftly without a victim even noticing. Pick Pocketing, as a skill, can also be employed by stage magicians. The skill covers most sleight of hand tricks, as well as the traditional nefarious uses.



SCRUTINY

Associated Aspect: Cunning

The art of sizing a person up is called Scrutiny. Analyzing a person's emotional state can present significant advantages. Scrutiny can also be used to tell if someone is being truthful or deceitful, which is obviously helpful in a number of situations. Gamblers are usually adept at scrutiny, especially when they play bluffing games, like poker.

Beyond emotion reading, scrutiny can be used to tell where a person is from, whether they are injured or sick, or any number of biological conditions. This doesn't replace a proper doctor's diagnosis, but it can help spot anything out of the ordinary. Scrutiny is used to read the emotional and physical conditions of people (or anything close). The Notice skill is used to spot concealed weapons, or abnormal environmental circumstances.

TRACK

Associated Aspect: Cunning

Tracking is an essential skill to an adventurer or hunter. It is useful for hunting and trapping, or for following an animal or person. Tracking an animal is fairly straightforward. The observer looks for actual tracks or tries to find signs of passage. These signs can be anything like broken twigs on the ground, grass which has been pushed down, or any other signals left behind by an animal's movements through an area.

Tracking a person is a bit more difficult. If they know that they are being Tracked they will probably try to hide the signs of passage. They may switch between riding and walking, or cover their tracks with streams and rivers. However, an experienced Tracker can follow someone who is concealing their tracks, often by looking for signs of subterfuge that only the expert eye would notice.

WILDERNESS

Associated Aspect: Cunning

The Wilderness is a term used for anywhere outside of a town or city; not just in a forested area, but also in plains, deserts, hills, mountains, or any other outdoor place. The Wilderness skill is a representation of a character's ability to survive in these harsh environments. It's how he knows what plants are edible, how to find potable water, how to recognize local animals, and how to recognize natural dangers. It also represents his ability to make shelter, create fire, and even gut and clean animals. This skill is essential for anyone traveling long distances outside of civilization.

The Wilderness skill can also be used in conjunction with other skills. For example, it can be used with the Tracking skill to find or follow a specific animal. Wilderness can also be used with Navigation to get bearings for a direction to travel, or with Alchemy to acquire the herbs necessary for some medicines or remedies.



MAGICAL

Magical skills are very powerful. Employed mostly by those affiliated with the Arcanists or the Resurrectionists, roaming magicians are not entirely unheard of. There is wide variety in the uses of magic. In fact, there is almost nothing that can't be done by a master of all of the magical arts. From controlling the weather, to commanding great supernatural armies, a practitioner of magic is both sought after and feared by others.

Magic requires practice, effort, and often rote memorization. The Spells of a magic user aren't crafted on the fly, but through months of effort and attunement. Most would-be Spellslingers access magic through grimoires. These collections of magical theory and incantation processes allow access to Spells that the caster hasn't yet mastered. As an arcane dabbler grows more powerful, he may have dozens of grimoires at his disposal, and a hand full of potent Spells completely mastered.

MAGIC & ASPECTS

Some Magic skills are unique in that they have two Associated Aspects. Chapter 8: Magic discusses this in specific. Spell Magia are individually associated with a certain Aspect and are categorized by the skill they use. For instance, an effect might use the Intellect Aspect and be categorized as a Sorcery Magia.

In this way, a character may have multiple approaches to a magical career. A character could master multiple skills while focusing on one Aspect, or in reverse, concern himself with multiple Aspects, but focus on training in only one skill.

A Necromancer, as an example, would wish to focus on both Charm and Tenacity as Aspects, to ensure that he is skilled with all Necromancy Magia. A character with a high Intellect however, could focus on learning both Prestidigitation and Sorcery, combining effects from multiple categories.

MAGICAL THEORIES

Magic skills are unique, in that they are purely academic skills until a character subscribes to a Magical Theory (see page 221). These are varied; some require official training, while others are much more loosely defined. However, they all have one thing in common... they allow a character to cast Spells.

This restriction only applies to Spells that are Cast. Magical skills can be used to manifest Spells (see page 228). A character must subscribe to a Magical Theory to cast Spells.

A character without a Magical Theory may still use Magical skills normally, he just may not cast Spells. For instance, he could harness a Soulbstone's power, or resist magic with Counter-Spelling without any additional training.

MAGIC RANKS

Magic skill Ranks aren't as defined as rigidly as other skills. A Magical skill serves more as a gateway to specific magical powers (see Chapter 8: Magic).

Rank 1 - Novice: The character understands the earliest concepts of his magical style, and can perform a few parlor tricks with great effort.

Rank 2 - Apprentice: Some careful study has shown the character that he is just a babe in the woods, and he has likely become aware of the dangers of magic.

Rank 3 - Specialist: The character is skilled enough to call himself by a title based on his area of focus, such as Sorcerer, Enchanter, Necromancer, or Summoner.

Rank 4 - Expert: Truly dangerous, the character can wield powerful magical effects without too much trouble.

Rank 5 - Master: This character is one of the most powerful practitioners in Malifaux.

COUNTER-SPELLING

Associated Aspect: Tenacity

Counter-Spelling is the art of magically stopping a Spellcaster from creating an Effect. This is done by recognizing what type of Spell is being Cast and disrupting the magics as they form. Counter-Spells are quick bursts of magical static that block other Spells from taking hold on reality. By gathering magical energy and using it to block the power intake of a Spell, the target Spell fails. However quick the Counter-Spells are, they are certainly not simple. They are in fact very difficult to learn and perform.

While there are several schools of Counter-Spelling taught, this skill covers them all. An adept Counter-Speller can take on even the greatest arcane masters, weaving magical defenses in advance, instead of disrupting sorcery on the fly. A Counter-Speller can even destroy animations or magically fueled items... certainly a terrifying thought to sentient constructs or intelligent necromancies.

New magical dabblers often expect Counter-Spelling to be a natural occurrence, something they learn simply by doing. It is, however, much like any other Magical skill, with Spells that must be memorized and deployed at the critical moment.

COUNTER-SPELLING AND DEFENSES

Unlike other Magical skills, Counter-Spelling is used to resist magic, rather than to create magical effects. Whenever a character is targeted by a Magia effect that the character resists, he may substitute his Counter-Spelling + 2 in place of his Defense or Willpower Aspect.

ENCHANTING

Associated Aspect: Charm or Cunning

Of all the Magical skills and Talents in existence, it is Enchanting that drives the demand for Soulstones on Earth the hardest. Where a sorcerer can wield powerful arcane effects with the energies within a Soulstone, an Enchanter can build marvels that stand the test of time.

Enchanting is the ability to augment objects or people to act in ways not normal, or even logically possible. The easiest Enchanting effects are those that simply augment the inherent “spiritual” nature of a thing: a sword that never dulls, a lock that resists picking, or food that delights the senses.

More difficult Enchanting abilities will cause an object to act in odd ways: a fist that catches fire, burning only those struck, but nothing else, or a rowboat that floats even in air.

The powers of Enchantment aren’t permanent, unless a Soulstone is employed.

HARNESS SOULSTONE

Associated Aspect: Charm

The energies stored within a Soulstone are fickle things that need to be coerced, or commanded, into Action. Those who know the tricks to harnessing a Soulstone, are those who can twist fate... even when they are not a Fated. Powerful energies exist within a Soulstone, and when that energy is called upon, great and powerful deeds can be accomplished.

Additionally, this skill can be used to fuse a Soulstone to a magical effect, such as an animation, to make it more permanent. Depending on the Soulstone, these effects can last for weeks, months, or even years. Some of the most powerful Soulstones are suspected of being capable of centuries of use.

HARNESS SOULSTONE AS CRAFTING

Unlike other Magical skills, Harness Soulstone does not have any associated Spells. Instead, it is treated as a Crafting skill. When a character wishes to make a Spell permanent he uses Harness Soulstone. Soulstones are described in more detail on page 225.

NECROMANCY

Associated Aspect: Charm or Tenacity

Necromancy isn't just the art of raising the dead. It does cover resurrection, of a sort, but that is only its most well-known effect. Necromancy also covers the very existence of life, intellect, and the soul. An experienced Necromancer can root around a subject's mind, terrify them, or even send them to a nether-space.

There are, however, even more sinister tricks that can be achieved by this skill. For some, simple undead just aren't good enough. Sometimes the Stitching skill is employed. A Stitcher can take parts from bodies and piece them together in ways that do not exist in nature. Creatures with multiple arms or legs, two heads, or bodies sewn together into larger bodies can be created and animated by a Necromancer. This type of Necromancy is incredibly difficult and usually only practiced by the most vile and powerful in the craft.

A truly powerful Necromancer can raise a corpse that maintains some semblance of its mind. While often dangerously insane, these abominations can, like any necromantic animation, be made more permanent with a Soulstone. This isn't a true resurrection, however, as the body does not heal naturally, and is most assuredly undead.

PRESTIDIGITATION

Associated Aspect: Cunning or Intellect

Prestidigitation is a skill that allows the user to manipulate dimensional space with teleporting, summoning, and manipulating items accordingly.

The summoned items can be nearly anything in existence that the summoner desires. Some practitioners prefer to call forth creations that have been touched by the magical forces of other worlds. Other summoners beckon forth dark forces from the abyss in the form of corrupted and strange creations, while more practical practitioners use the elements to build their own subject matter. Whatever the summoner chooses to employ, these creations can be a great boon on a battlefield.

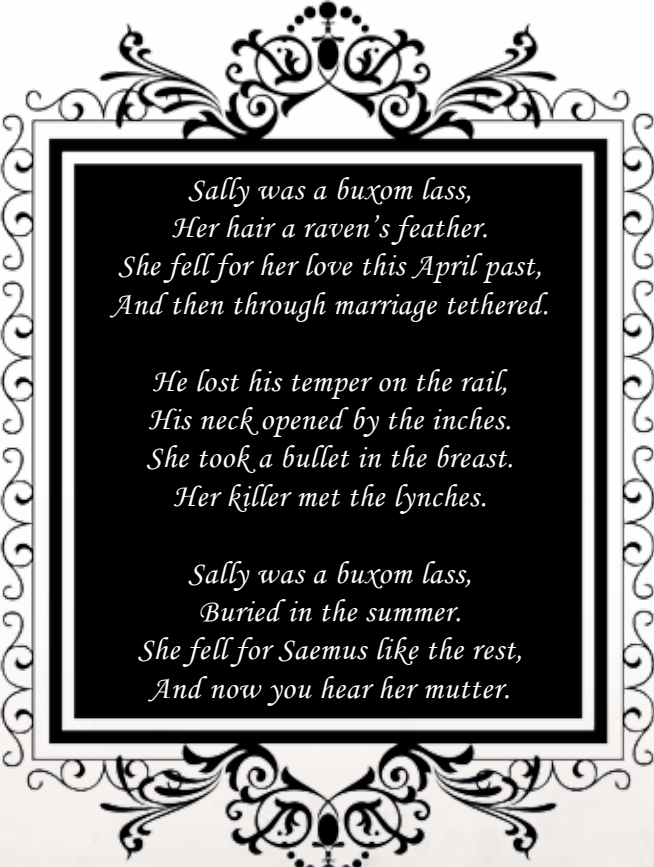
Prestidigitation also covers divination and temporal magics. Possible futures, and even destinies, are open books to the masters of space and time.

SORCERY

Associated Aspect: Intellect or Tenacity

This is what most common people think of when they think of magic. They imagine powerful wizards hurling fire, lightning, or some other such force at their enemies to devastating effect. Sorcery can take many forms, from telekinesis, to mind control, to harnessing elemental powers. Sorcerers are prized for their destructive capability in times of war and feared for their power in times of peace.

Sorcery governs any magic that has an immediate, and temporary, elemental effect. Most arcane dabblers learn at least a little Sorcery, as the Spells are some of the most useful tricks of the magical trade. It is, however, rare to find a magic user who specializes in Sorcery, as the effects draw a lot of attention from the Guild Witch Hunters, without giving the practitioner much to show for it after the fact. After all, a pistol makes a brigand just as dead as a flash of azure fire called forth from the heavens like a lightning bolt.



*Sally was a buxom lass,
Her hair a raven's feather.
She fell for her love this April past,
And then through marriage tethered.*

*He lost his temper on the rail,
His neck opened by the inches.
She took a bullet in the breast.
Her killer met the lynch.*

*Sally was a buxom lass,
Buried in the summer.
She fell for Saemus like the rest,
And now you hear her mutter.*

RANGED COMBAT

ARCHERY

Associated Aspect: Grace

One of the oldest forms of ranged combat is Archery. Archers have been used in battles for thousands of years. Bows can be carved from any strong branch, though ash is the preferred wood. Archery techniques have been refined over the years, but the basic concept is simple, draw the arrow on the bowstring and release. Even a group of poorly trained Archers can fire into an enemy formation and likely get several kills.

An expert Bowman can hit a bullseye at a considerable distance, much more accurately than a pistol or shotgun. While these weapons are far more accurate than many firearms, they are somewhat less deadly. Most modern combatants prefer a rifle to a bow, as the rifle is just as accurate and has more stopping power.

Ranged Combat is a staple of life in Malifaux. From pistols in the street to the heavy firearms of the regular army, everyone is almost guaranteed to be involved in some sort of gunfight at least once in their life. Even those with little to no training in firearms are likely to carry at least a pistol, just to appear competent. Some wear them only as decoration. It is not necessary for all denizens of the dark city to be competent marksmen.

These skills provide the basics for all Ranged Combat. Who needs a knife when you can have a gun? Just make sure to keep enough ammo nearby and you are ready for any combat situation.

RANGED COMBAT RANKS

Ranged Combat skills are the most easy to define, and indeed test for, as a skilled marksman doesn't rely on luck as much as a steady hand and years of training.

Rank 1 - Wet Behind the Ears: The character knows how to load the gun, and isn't surprised by the report or kick of his firearm.

Rank 2 - Soldier: The character has some training in the proper use of the firearm and is able to put a shot down range with reasonable accuracy, even amidst battle.

Rank 3 - Gunslinger: It is a rare individual who possesses this level of skill with a firearm and a clean conscience, although a few pioneers and trappers might be able to make such a claim.

Rank 4 - Expert: A truly deadly marksman, this character can easily commit murder from a dozen paces.

Rank 5 - Master: This character is one of the most reliable shots in all of Malifaux.

HEAVY GUNS

Associated Aspect: Might

Heavy Guns are usually seen only on the battlefield where large forces battle against each other in pitched conflict. They take time to set into place and a crew of men to operate. Sometimes they may be mounted on wagons, but these mountings rarely last long without maintenance. There are two general categories of Heavy Guns, direct fire and indirect fire.

Indirect fire weapons are the most common. This class of weaponry includes mortars as well as some canons. Indirect fire weapons launch into the air and rain down destruction on enemy units. Direct fire weapons, such as a Gatling gun, are aimed directly into an oncoming crowd of opponents or an area.

Most Heavy Guns must be mounted on a gimble or other transportation (such as a cart or wagon), or be built into a defensive location. It is rare for a Heavy Gun to be man-portable, and those that are, must still be braced properly (or be part of an ingenious pneumatic device).

LONG ARMS

Associated Aspect: Intellect

Long Arms are a type of firearms that include carbines, and rifles. Muskets are outdated, but still in use, and are likewise covered by this skill. In general, any weapon that fires a single bullet or pebble from a firearm held in two hands (or that can be held in two hands in the case of carbines) is covered by the Long Arms skill.

PISTOL

Associated Aspect: Grace

By far the most common ranged weapon around is the Pistol. There is one on the side of every man, there is one behind every shop counter and bar in every town, they are literally everywhere. Their popularity is due primarily to the fact that they are small enough to carry and conceal. Pistols are one handed firearms. There are several types of Pistols available: front-loading flintlocks, breach-loading single shot, or the very popular six (or 8) shot revolver.

Some gunslingers practice the art of quickdrawing. A quickdraw artist can unholster (or skin) his pistol and fire accurately in one motion. This is a very useful tool for a showdown, or Duel. The two men face off against each other. Both wait for the other to draw. During this time, they may shake their hand, wiggle their fingers, or any other way to make their opponent believe that they are drawing. The goal is to be the second to draw, but the first to fire. This avoids charges of murder because the other man drew first.

SHOTGUN

Associated Aspect: Grace

This skill covers the use of all Shotguns, or “scatter guns.” Scatter guns are a very popular type of ranged weapon, because of their ability to blanket large areas with shot, making accurate aiming unnecessary. These include older front-loading versions, such as the blunderbuss, as well as more modern models. The most popular scattergun is the Shotgun. They are great for using while on the move. In fact, the term “riding shotgun” refers to a position on a stagecoach.

Shotguns, like all scatterguns, fire many small lead balls that spread out after leaving the barrel. However, modern shotguns can load a single Slug round, which is still covered by this skill.

THROWN WEAPONS

Associated Aspect: Grace

The oldest form of ranged weaponry is that of Thrown Weapons. This can be pretty much anything small enough to be held in one hand and heavy enough to do some damage. Some of these weapons are specifically designed for throwing, like shuriken and bolas, while others are simply melee weapons, such as knives or axes. There are, however, some weapons that are designed to be used in both close and ranged combat, such as throwing knives and tomahawks. These hybrid weapons are the most useful and popular of the thrown weapons.

THROWN WEAPON RANGES

The Thrown weapon skill can be used to throw almost anything as a weapon, like a nearby rock. These items deal 1/2/3 damage and have a range of 3 yards. Weapons not designed to be thrown deal their normal damage, and have a range of 3 yards. Those weapons that are designed to be thrown have a range of 3 yards, multiplied by the users Thrown Weapon skill.

SOCIAL

Social skills have a range of uses in everyday life. Some of them can be used to accomplish the same or similar things through different methods. For example, a strumpet could Bewitch someone into giving her a better price, while a merchant might employ more traditional Bartering tactics.

However different some of them may seem, they all have one major thing in common; they rely on the perception of others in order to make them effective. That means that these skills require another person for them to be used on. In other words, these are interpersonal skills.

SOCIAL RANKS

The ephemeral nature of the various social graces make it very difficult to define each Rank within a skill. However, most people “know it when they see it.”

Rank 1 - Amateur: This character has an intuitive grasp of the skill, and applies it in limited capacity to avoid embarrassment or complication.

Rank 2 - Novice: With some practice, and a bit of study, the character has learned from his mistakes and can gracefully adapt his skill to new situations.

Rank 3 - Practiced: At this Rank, the character is well versed in the skill and likely relies on it subconsciously in day-to-day conversation.

Rank 4 - Expert: A true expert, the character might be called upon to use his skill in service of others, especially in official capacities.

Rank 5 - Master: Few can boast as successful a track record as this character, who is likely among the most practiced people in Malifaux with the Social skill.

BARTER

Associated Aspect: Tenacity

Every time someone strolls into a town and wants to buy or sell something, the skill used is Barter. A person with the Barter skill can get higher prices when selling goods and lower prices when buying almost anything. This can be a great boon for any group of travelers in Malifaux. Getting a better deal just makes financial sense and those adept at Bartering are the ones who can make that happen.

Buying and selling isn't the only use for this skill. Barter can also be used whenever two people want something the other has. The exchange of goods and services is one traditional example, however, Barter can be used to negotiate a land settlement, or even bribe a bounty hunter.

BEWITCH

Associated Aspect: Charm

Whenever a person wants to convince someone else to do something for them, and probably likes doing it in the process, it would fall under the Bewitch skill. With this skill, a person is able to make others like them, possibly even love them. Many harlots use this skill to its greatest advantage, however, that does not mean that a Wastrel or high society dandy can't be Bewitching as well. Whoever is successfully using this skill will often get what they want.

Aside from the extravagant use described above, there is a simpler side to Bewitch. The skill can also be used in simple social settings, such as parties or galas. Winding his way through a crowd, making small talk and smiling the entire way through, Bewitch is a socialite's path to becoming the most talked about phenomenon at the party. This skill can be used to always have the right response, laugh when appropriate, and basically charm the pants off of anyone in the room. With all of the social events taking place in Malifaux, it seems to be an essential skill for anyone who wants to make friends in high places.

CONVINCE

Associated Aspect: Intellect

Those skilled in the art of convincing others are the masters of logical argument. This style of persuasion was originally developed three thousand years ago by the Greek philosopher, Socrates. It was later adopted by a group that called themselves Sophists. They called it rhetoric and sold their skills as speechwriters to politicians and nobles, much to Socrates' dislike. He spent the last years of his life speaking out against Sophists, and those whom they worked for, which ultimately was the cause of his execution.

In the last few centuries there has been a resurgence of rhetoric and other Greek philosophies. Although normally still only practiced by those involved in academia or politics, others have found ways to learn and make use of this style of argument. With this skill even a commoner will be able to converse with the best of the arguers in Malifaux. Whether they be a Mayor or Governor, or even potential elects to higher Governmental bodies, someone skilled in Convince can put forth logical arguments to sway a person's behavior.

DECEIVE

Associated Aspect: Charm or Intellect

Sometimes a person just needs a cover story, not necessarily an all-out lie. At times the whole truth might just be a bit too much for someone to handle. It's times like these when the Deceive skill comes into play. Of course, there are times when a believable lie will also save (or take) a life. In either case, this is the skill. An adept liar can get a lot done. A master of deceit can get into or out of almost anything.

Not to be confused with Bewitch or Convince, this skill uses neither charm nor logic, it relies entirely on making someone believe a falsehood. However, the more ridiculous the story, the harder it will be to get them to believe it. It never hurts to have a bit of truth, something that can be proven to lend the story credibility. That way even if everything can't be proven, at least some sort of evidence can help "sell the lie."

INTIMIDATE

Associated Aspect: Tenacity

There are those who strike fear in the hearts of others simply with a look, or a well-chosen turn of phrase. That's what it is to Intimidate. By learning which behaviors are inherently frightening to others, someone can cause others to back down or comply. This skill goes beyond mere bullying, and can be employed in a number of very useful ways; including interrogation and coercion. If a character is using threats and fear to get what he wants, he is using the Intimidate skill.

LEADERSHIP

Associated Aspect: Charm

The Leadership skill is valuable to anyone in charge, or looking to inspire or coordinate others. Uses of this skill include inspiring speeches, giving effective directives, and minor logistical decision-making. A commander giving a rousing speech before a battle, for instance, is using the Leadership skill.

TEACH

Associated Aspect: Intellect

Teachers are needed in order to educate people. Just because a person knows how to do something, it doesn't necessarily mean that they can tell someone else how to do it in a way that they will understand. There are several different methods to Teaching, as not everyone learns in exactly the same way. Some people learn better by being shown something, some by reading it, some by doing it, and others still need to have everything explained in detail.

This skill can be used to Teach people how to do things that normally require special skills. This knowledge may not last and might only cover a single task needed temporarily. For example, a soldier could Teach someone to load a musket so that they would be able to perform the task during an upcoming battle, reloading weapons as the soldier hands off empty guns.

TRAINING

Training skills are exactly what they sound like. The skills in this section aren't like the others which either come naturally through casual use, or that are learned through education. These skills must be trained, often daily, to build up considerable skill. Constant maintenance is required in order to stay on top of one's conditioning, and competent trainers don't hurt either. This training regiment may take up to as much as an hour every day, and might even require some sort of equipment. Some people even dedicate themselves solely to the pursuit of one of these skills.

Possession of a Training skill of a high value likely takes up a portion of a character's daily activity, although not necessarily. At the very least, an acrobat must limber up every morning, stretching muscles to keep them flexible and strong. Someone who is an expert at Husbandry, however, might get a little rusty at riding horses if he doesn't do it for a long time, but isn't likely to forget all of the intellectual Aspects of caring for animals.

TRAINING RANKS

All Training skills have one thing in common; they require scheduled dedication to learn. This could be just a few hours a week, or a little every day, but improvement requires training.

Rank 1 - Amateur: This character knows a little about the skill, but possesses almost no physical conditioning.

Rank 2 - Novice: With practice, this character has become attuned to the physical efforts required of him.

Rank 3 - Practiced: Years of dedication have prepared the character's mind and body to perform this skill with relative ease.

Rank 4 - Expert: The character's body has become so accustomed to the skill that its signs are easily visible, even to the layperson.

Rank 5 - Master: This character is capable of truly impressive feats that few others in Malifaux can accomplish without serious risk.

ACROBATICS

Associated Aspect: Grace

Some warriors pride themselves on dexterity and mobility rather than brute strength. Some thieves can scale walls, walk across thin beams, and balance on almost anything. Some Entertainers can perform aerial feats that dazzle and amaze even the most difficult audiences. Groups of dancers coordinate the cabaret in a brilliant display of color and motion

All of these people have one thing in common. They have mastered the art of Acrobatics. With this skill, a practitioner can do all of these things and much more. Whenever a feat of balance, agility, or dexterity is required the Acrobatics skill covers it.

ATHLETICS

Associated Aspect: Might

Some people are just more physical than others. Some can run faster, jump higher, or swim longer distances. These are the ones who train in athletics. The Athletics skill focuses on physical prowess. This skill is used for running, jumping, climbing, contests of strength, swimming, and any other extremely physical activity.

CAROUSE

Associated Aspect: Resilience

One of Malifaux's favorite pastimes is Carousing. Carousing is the skill of consuming large quantities of alcohol or drugs while attempting to continue some semblance of control. It is often practiced in saloons or casinos and is usually accompanied by some game or another. In competitions, both contestants consume the same quantity of a drink and try to compete at some other game as well.

The large amount, and incredible potency, of alcohol (or similar "recreations") available in Malifaux makes this as a surprisingly valuable skill. Whether it's drinking all night to fit in with some bandits (and still getting your job done), or just withstanding the side effects of an odd drug, Carousing has gotten many a man out of a tight jam.

CENTERING

Associated Aspect: Tenacity

Those who master Centering do so with hours of self training and experimentation. It is the art of calming one's mind and standing firm. Indeed it is used to resist fear, intimidation, and many magical attacks. Training in Centering can follow many routes. A student could meditate endlessly, study dozens of books on ancient philosophies, or just put themselves in harm's way repeatedly attempting to resist life-threatening, or at least disturbing, assaults on their mind.

EVADE

Associated Aspect: Speed

There comes a time in every man's life when he has to avoid being hit by the fist of an animated statue of ice, or avoid a piece of lead the size of a bean hurtling through the air with enough speed and force to go through his skull. The Talents of Evade are the skills required to become a hard target... plain and simple.

There are literally dozens of philosophies on how to avoid being hurt by an attack. True masters of evasion techniques can predict attacks coming their way, which is handy for bullets. Whether it's directing the blow elsewhere, or moving out of the way, the basic concept is pretty straight forward. Change where the bullet, blade, or fist is going, or don't be there when it arrives.

LABOR

Associated Aspect: Resilience

The Labor skill covers a wide variety of occupations. While each of these jobs is different, this enables one to perform manual tasks with some expertise. It is a surefire way to make some quick cash, and even gain long term employment. From the mines to the railroads, to digging foundations for new buildings, there are many tasks around Malifaux that require skilled Laborers.

Whether it is in construction, mining, rail work, farming, or any other type of grunt work, one is sure to find work, wherever they are. It may not be glamorous work, but it can put food on the table.

NOTICE

Associated Aspect: Cunning

Malifaux is a dangerous place, and the landscape around it is even more treacherous. It's always a good idea to keep one eye open to the environment. Who knows what might be hiding in a shadow or around a corner. There may be a trap waiting to be sprung. It could be the dust rising on the horizon from an advancing army. The Notice skill will also help someone recognize dangers before they have the chance to cause harm.

Of course, it isn't just the dangers of the world that can be found. This skill is useful for anything that may be hidden or hard to see. For example, the location of a secret door or compartment. Perhaps it's critical to know if a bystander is carrying a gun hidden under his coat. A man of leisure may want to do something as simple as spotting a cheater in a card game or perhaps a pickpocket.

STEALTH

Associated Aspect: Cunning

There are many reasons that one would want to hide. Setting up an ambush, following someone without being seen, sneaking into an enemy encampment, and attempting to evade capture by the authorities are only a few of them. The skill used for all of these is Stealth.

There are uses for this skill other than hiding from view. Stealth also covers the ability to move quietly, or to appear unassuming and blend into a crowd. If a character wants to go unnoticed, it is Stealth that covers the Action.

TOUGHNESS

Associated Aspect: Resilience

It is possible to train the body to ignore pain. It is also possible to develop this skill because of a rugged lifestyle that prepares one to resist all sorts of damage, even poisons or sickness. Some people can take considerable bodily harm and continue to fight on without much distraction or discomfort. The Toughness skill represents the ability to withstand harm from a variety of sources, and it is used to calculate a Fated Character's Wounds Aspect.



TALENTS

Characters, both Fated and Non-Fated, have Talents that allow them to do things that most people can't. Talents can come from a variety of sources and flesh out the abilities of a character.

Fated characters earn their Talents through gameplay by advancing along various Pursuits. Fatemaster characters, however, obey no such laws, and may have Talents from a variety of sources.

General Talents are earned by Fated characters as they advance through their various Pursuits. When a character earns a new General Talent they may choose any Talent from the General Talents section as long as they also meet the requirement of the Talent.

A character who later ceases to meet the requirement of a General Talent does not lose the Talent, and it continues to function as described.

Pursuit Talents are earned as part of specific Pursuits (see page 79). While Fatemaster characters may have these Talents without any restriction, Fated characters may only choose these Talents when given the opportunity as a result of progressing enough Steps down a Pursuit.

This chapter includes both General and Pursuit Talents. However, there are other Talents available to characters. Magical Theory Talents are presented on page 221 of Chapter 8: Magic, as these are tied very strongly to the magic of a character. In addition, Advanced Pursuits (found in the Fatemaster's Almanac) also include new Talents for characters on an Advanced Pursuit.

GENERAL TALENTS

General Talents aren't tied to a specific Pursuit, and are often possessed by a wide variety of people in Malifaux.

These General Talents can be chosen by any character that meets the listed Requirement. Characters earn General Talents as they advance in any of their Pursuits. Unless noted in the Talent's description, a character cannot select the same Talent multiple times.

A character only needs to meet the Requirement at the time he chooses the Talent. If events cause him to no longer qualify later in the campaign, he maintains the Talent.

ARMOR TRAINING

Requirement: None.

A smart man doesn't just wear his armor, he learns how to use it properly. This character reduces the penalty to Defense from wearing armor by 1, to a minimum of 0. A character can take this Talent multiple times.

BETTER PART OF VALOR

Requirement: Tenacity -1 or lower.

When the going gets tough, it's probably better that this character goes the other way! This character's Charge becomes "—" but he gains a +2 to his Walk.

BLISSFUL IGNORANCE

Requirement: Cunning -1 or lower.

This character is somewhat unaware of the details around him, and often this can be very helpful! When this character fails a Horror Duel, he gains the Slow condition instead of the Paralyzed condition.

CALL SHOT

Requirement: None.

Bullets go where this character wants them. Choose a skill. When this character generates a Critical Effect with an attack that used the chosen skill he may discard a card to change the Suit of the Critical Effect to the Suit of the discarded card.

A character may have the Call Shot Talent multiple times, but each time a different skill must be chosen.

CALM & COLLECTED

Requirement: Speed -1 or lower.

This character has learned (or been forced to learn) that rushing only leads to mistakes. This character adds +1 to the value of any Focused condition that is on him (treating Focused +1 as Focused +2, for instance). He still cannot stack above Focused +3.

CLEAR ORDERS

Requirement: Leadership 3 or higher.

This character gives orders that are clear and concise. When this character takes the Order Action he may Cheat Fate for the ordered character.

COMBAT READING

Requirement: Cunning 1 or higher.

This character is able to read a target during combat and strike at openings others might not see. When making disengaging strikes, this character adds half of his Scrutiny skill as a bonus to his Acting value.

COUNTER-SPELL

Requirement: Counter-Spelling 3 or higher.

Training in the art of Counter-Spelling has given this character an ability to resist magics intuitively. When this character is targeted by a magical attack or Action the Attacker loses any Suit associated with their Magical skill.

CRITICAL STRIKE

Requirement: Specialized skill with Chosen skill.

A skilled Attacker is often able to deal more damage than a layman (or common thug), and this character is no exception to that rule. Choose a skill. All attacks with the chosen skill gain the following Trigger:

♣ *Critical strike:* When damaging, deal 1 additional damage for each ♣ in the final Duel Total.

A character may have the Critical strike Talent multiple times, but each time a different skill must be chosen.

CYNIC

Requirement: Charm -1 or lower.

If it sounds too good to be true, this character is likely to call someone a liar. This character gains + on any Duel to resist deception.

FLICK OF THE WRIST

Requirement: Might -1 or lower.

This character has learned to use precision with a weapon where others rely on brute strength. When making a Close Combat attack with a weapon held in one hand, this character may substitute Grace for Might when calculating his Acting value.

GOVERNOR'S GIFT

Requirement: Charm 1 or higher.

Some people just have a way with members of a certain sex. Choose male or female. This character gains + on any Bewitch or Scrutiny Duels made against members of the chosen sex.

GREAT FATE

Requirement: None.

Fate smiles upon this character, allowing itself to be manipulated more frequently. This character draws an additional card at the beginning of each game session.

A character may have the Great Fate Talent multiple times, and the effects stack. However, after drawing cards at the beginning of the game, he must still discard down to 5 cards, if he has more than 5 cards in hand.

GRUFF

Requirement: Charm -1 or lower.

When this character speaks, there is little inflection, and it is done so directly, that it makes him very hard to read. Scrutiny Duels made against this character suffer a ▢.

HARD TO KILL

Requirement: Resilience +1 or higher.

This character can take even the most powerful blows and keep soldiering forward. This character may choose to ignore one Critical Effect per Dramatic Time.

HOBBLING ATTACK

Requirement: Specialized skill with Chosen skill.

This character can place a bullet just right to slow a target down, in addition to wounding it. Choose a skill. All attacks with the chosen skill gain the following Trigger:

✕ *Hobble:* After succeeding, the target gains the following condition for the remainder of the Dramatic Time: "Hobbled: This character may only declare one Movement General Action per turn."

HONEST

Requirement: Cunning -1 or lower.

This character doesn't have to try to convince others to trust him, they can see he has an honest nature. This character gains + to all Convince and Leadership Duels with characters who are neutral or friendlier (those who are either interested in his success or at the least are impartial to his existence like a constable or bureaucrat).

IMPOSING MASS

Requirement: Grace -1 or lower.

This character can't move around deftly, and has learned to use his imprecise motion to his advantage. This character gains + to disengaging strike Duels.

INGENIOUS

Requirement: Might -1 or lower.

To counter this character's frequent inability to open stubborn jars of jam, he has become adept at using tools. This character adds half his Intellect to any Duel that normally requires tools (such as Crafting).

JUST A GRAZE

Requirement: Fated.

Luck tends to always favor the fool, and this character has an uncanny knack for taking hits in just the right way. This character may Cheat Damage Flips that he suffers, as long as the Damage Flip has no **+**.

OPEN HAND FIGHTING

Requirement: None.

Having a free hand (or both hands free) can have its advantages. If the character is wielding a single one handed weapon he may choose to have his attacks deal damage when making disengaging strikes (see page 204).

PAIRED WEAPONS

Requirement: Chosen skill Rank 3 or Higher.

Two weapons are better than one... right? The character is able to wield two one handed weapons with effectiveness. Choose a Close Combat or Ranged Combat skill of rank 3 or higher. The character gains **+** to his attack Flip when wielding two of the weapon. It should be noted that this is not compatible with weapons that require two hands to use. The character makes only one attack Flip using both weapons.

PLAIN SPOKEN

Requirement: Intellect -1 or lower.

This character doesn't try to muddy his conversation with flowery language and is good at saying difficult truths efficiently. This character gains **+** to Social Duels made during Dramatic Time.

QUICK STUDY

Requirement: Intellect 1 or higher.

Some people just learn quickly from watching others. Whenever the character would gain a skill, the character can choose a skill he doesn't have, but that he saw a friendly character succeed at during the game session, instead of the options presented by the Fatemaster.

RUSH

Requirement: Speed 1 or higher.

This character is adept at charging head long into combat, taking the fight to the opponent in brutal melee. The character gains +1 to his Charge Aspect. A character may have this Talent multiple times and the effects stack.

SCOUNDREL

There are those, such as this character, who will literally charm the money out of your wallet. This character gains the following Trigger to all Social Challenges:

W: Make a Pick Pocket Action (it does not require AP) as part of resolving this Social Action. The Pick Pocket Action gains **+**.

SHOT STUDIES

Requirement: Shotgun 3 or higher.

The apertures and range of a Carbine or Shotgun are second nature to this character. The character multiplies the range of a Carbine or Shotgun firing slugs by x10 if he has the Focused +1 condition (or higher). Unlike the Rifle trait, this may only multiply the range by a maximum of x10, regardless of the Focused value.

SHOVE ASIDE

Requirement: Might 1 or higher.

This character can barrel through others with little resistance. This character can move through characters with a Height lower than his own without being impeded. These characters may still make disengaging strikes against him.

SHRUG OFF

Requirement: Resilience -1 or lower, or Ortega Station. This character is so accustomed to minor pains, illness, or other impediments that he can ignore them as the typical background noise of his existence. This character gains the following Tactical Action:

(0) *Shrug Off:* This character may discard a Twist card to remove one condition on himself.

SIMPLE LOGIC

Requirement: Intellect -1 or lower.

This character doesn't over complicate things, and tends to have a direct and black and white view of things. The character gains **+** to resist Bewitch, Convince, and Deceive Duels against him.

SKILL MASTERY

Requirement: Fated Character.

There are those who take to for a skill naturally as they train. Choose a skill. The character gains **+** on all Challenge Flips with the chosen skill.

A character may have the skill Mastery Talent multiple times, but each time a different skill must be chosen.

SPECIALIZED SKILL

Requirement: Fated Character.

The character has honed a specific skill, allowing him to perform tricks with little effort. Choose a skill and a Suit. Add the Suit to the Chosen skill's value.

A character may have the Specialized skill Talent multiple times, but each time a different skill must be chosen.

STURDY

Requirement: Grace -1 or lower.

This character admits that he isn't a good dancer, and he can't stand on one foot very well... but he's tougher than most, and that counts for something. This character gains +1 Wounds.

SURE-FOOTED

Requirement: Speed -1 or lower.

This character might not move quickly, but he's also hard to budge. The character may apply his speed as a penalty to the distance (in yards) that he is pushed by an effect.

TWISTED FATES

Requirement: Fated Character.

Luck favors the prepared, as they say, but this character seems to be able to bend luck to his will more often than most. Choose a card in the character's Twist deck and either increase or decrease its value by 1.

This value change may never leave a character with two of the exact same cards (Suit and value combination). A character, for instance, may have two 8's, but they may not be of the same Suit. A character may have the Twisted Fates Talent multiple times.

UNASSUMING

Requirement: Might -1 or lower.

A lifetime of dealing with those stronger than him has taught this character how to present a calm manner and blend in. This character gains **+** to any Duel to avoid being noticed in a group or angering someone.

UNDERMINE CONFIDENCE

Requirement: Resilience -1 or lower.

Sometimes it's better for the character to talk big and let nervousness set in slowly. This character gains **+** on all Intimidation Duels not made during Dramatic Time.

UNEQUALED ACCURACY

Requirement: skill rating 2 or higher with chosen skill. There are few with as unequalled a sense of timing when it comes to placing a projectile. This character does not randomize his target when firing into an engagement.

UNIMPEDED

Requirement: Grace 1 or higher.

This character can deftly place their feet while moving, ignoring difficulties others struggle with. This character ignores penalties for terrain while taking Movement Actions (such as wet ground or loose gravel).

WALL OF MUSCLE

Requirement: Resilience 1 or higher.

This character is both tall and wide, and he knows how to use his size to his advantage. Increase this characters Height to 3. In addition, increase the range of all **///** weapons wielded by this character by 1 yard, to a maximum of 3 yards.

WILL OF AGES

Requirement: Tenacity 1 or higher.

This character may protect more than one friendly character with his Counter-Spelling skill. When using Magical Shielding (see page 245) the character may shield a number of additional friendly characters (including himself) equal to his Tenacity.

PURSUIT TALENTS

Pursuit Talents are tied to a specific Pursuit, as they represent special training or abilities that a character learns by walking the road of his various Pursuits.

These Pursuit Talents can only be chosen when a Pursuit specifically gives the character the option to select them. Characters earn Pursuit Talents as they advance in specific pursuits. Unless noted in the Talent's description, a character cannot select the same Talent multiple times.

ALL IN

This character knows that sometimes you have to risk it all and hope luck is on your side. This character gains **+** to all Duels when he has no Twist Cards in his hand.

APPLIED LEARNING

Knowledge must be applied to have use, and the character has learned some tricks for using a skill in new ways. Choose an Academic skill as well as a secondary skill. Whenever the character makes a skill Challenge with the secondary skill, he may exchange the chosen Academic skill rating for the Aspect rating used.

A character may have the Applied Learning Talent multiple times, but each time a new combination of Academic skill and secondary skill must be chosen.

Note: The combination of skills selected must be approved by the Fatemaster, as some Fatemasters may not feel that certain combinations (such as Literacy and Dodge) make logical sense in their campaign.

Example: Mr. Stephanie has learned to apply his Mathematics skill to estimate the ballistic trajectories for a rifle using the Applied Learning Talent. Whenever he makes a Long Arms Challenge Flip, he uses his Mathematics skill in place of his Grace Aspect.

ARCANE MUSINGS

Part of the character's mind is constantly considering arcane Aspects of the world, preparing his mind to work wonders. This character removes a single **☞** from the TN of any Spell he casts.

BORN UNDER A WANDERING STAR

While navigating Malifaux is extremely difficult (as traditional navigation uses the laws of Earth), this character is capable of navigating any environment. The character never suffers negative Fate Modifiers to his Navigation or Wilderness tests.

CALL OUT

Some men just have a knack for jawin' in such a way as to call attention to themselves, even in a fight. This character may discard a card from his Control Hand to give a target character a -3 penalty on any attack Action that does not target this character.

CAN'T KEEP ME DOWN

It takes a lot to keep this character from fighting. The character may discard a card from his Control Hand to ignore the negative effects of all Critical Effects until the end of his turn. This does not heal the effects, the character just powers through the pain, or pushes his damaged body beyond normal limits.

CARDS UP A SLEEVE

While many card players know how to cheat a card into their own hands, it takes a special Talent to load someone else's. The character may place one card from his Control Hand face up on the table in front of him.

Any player may discard a card from their Control Hand to Cheat Fate with the face up card. Afterwards, the face up card is discarded into the appropriate discard pile.

CIRCLE THE WAGONS

This character knows how to quickly fortify an area for defense. The character can discard a card from his Control Hand to make all friendly characters that can hear him treat all cover as Hard cover.

CLASSICALLY TRAINED

This character has received training from a true thespian, or at least pretends to have. Choose a single Social skill, the maximum rating for this skill is 6 (instead of 5).

A character may have the Classically Trained Talent multiple times, but each time a different skill must be chosen.

CLOSE THE GAP

This character isn't afraid to charge into combat, and knows how to press this instinct for an advantage. When this character declares a Charge Action he may draw a Twist card.

COIN FOR KILLS

It doesn't matter if he is hunting a posted bounty or was paid to fight, this character is highly motivated by profit to commit violence. The character gains  to the Damage Flip of any attack against a target he was paid to fight (or kill).

It falls to Fatemaster's discretion what counts as "paid to fight," but for the most part, if the character was hired to commit violence, he should have access to this ability in pursuit of that contract.

COMBAT CONSTRUCT

With a flare for the violent, this character's constructs are all capable of combat. Whenever the character uses Artefacting to create or repair a construct, he may choose to give it a pneumatic skill equal to his Artefacting skill.

COMPETITIVE EDGE

The character is able to make good guesses, relying on his instincts. This character gains the following Trigger on all Expertise skill Duels:

 *Fortunate*: After resolving, draw a Twist card.

CONCERTED EFFORT

A group is always better acting simultaneously, at least in this character's eyes. When friendly characters make Initiative Flips, they may choose to not make an Initiative Flip and use this character's Initiative value instead.

DEATHLY PALLOR

Time spent among the dead (or undead) has given this character an unmistakable aura of the grave. The character gains  to any challenge to Intimidate or strike fear (including Spells).

"DELEGATE"

This character is adept at making sure others have the opportunity to protect him. The character gains the following Trigger to all Defense Duels:

 *"Delegate"*: When damage is dealt to this character, a friendly character within 3 yards becomes the target of the attack instead.

EMPOWERED CHANNELING

When the character chooses to channel a Spell more carefully it is infused with even greater arcane power. When casting a Spell, the character increases the value of his Focus condition by 1. This Talent only applies if the character has the Focus condition (he does not gain it if he does not have it).

ENDLESS PURSUIT

When this character is hired to track a target, he never gives up. This character gains  to any Defense Flips against attacks made by targets he was paid to fight.

Furthermore, the character may choose to declare anyone with a bounty on their head as someone he was paid to fight (or kill).

EUREKA MOMENT

An epiphany is a powerful thing, especially among those with the intellectual prowess to realize how important a new discovery is. The character gains the following Trigger on all Academic skills:

: Gain 2 additional Margins of Success.

FIFTY-FIFTY CHANCE

Every gambler knows that sometimes, you just have to Flip the coin and take your chances. Once per Dramatic Time, this character may “stack the deck.” To stack the deck, the player goes through the discard pile and Fate Deck to find both Jokers. The Fatemaster then randomly shuffles one into the deck (along with the discard pile) and then places the other on top of the deck. Nobody looks at which is actually on top.

FLURRY

When it comes to making rapid attacks with a weapon in hand, this character does so efficiently, and likely brutally. Choose a Close Combat skill. This character has access to the following attack Action with the chosen skill:

(2) *Flurry*: The character may discard a Twist Card to take three 1 AP strikes with a Melee weapon using the chosen skill against a single target.

A character may have this Talent multiple times, each time he must choose a different Close Combat skill.

GRACE UNDER FIRE

As they say, the show must go on, and this character handles danger, as well as the unexpected, with grace. This character may use Grace instead of Speed to derive his Defense Aspect, as well he may use Grace instead of Speed during Initiative Flips.

GRACEFUL EXIT

The character is adept at removing themselves from view, or becoming unassuming. This character may discard a card from his Control Hand to impose a $\square\square$ on any attack that targets him directly (not Area attacks), until the end of his next Turn.

GREAT THINKER

As one of the greatest minds in Academia, the character is paralleled by few within his field. Choose a single Academic skill, the maximum rating for this skill is 6 (instead of 5).

A character may have the Great Thinker Talent multiple times, but each time a different skill must be chosen.



GRUESOME ATTACK

Combat is a dangerous thing, and a skilled warrior knows exactly where to put the bullet or blade. Choose a single Melee or Ranged skill. All Critical Effect Flips generated by attacks using the chosen skill gain **+**. A character may have this ability multiple times (even with the same skill) and the effects stack.

GUNFIGHTER

This character is comfortable with a ranged weapon, even up close. Choose a Ranged skill; this character may choose to use the weapon as if its Range were ∞ 2 yards. A character may have this Talent multiple times, choosing a different Ranged skill each time.

HARD TO WOUND

This rugged character can resist damage better than most. This character imposes a **+** to any Damage Flip made against him. A character may have this Talent up to two times, and the effects stack.

HELLUVA ENTRANCE

This character never fails to make an impression when he enters the room. This character gains **+** to the first Challenge Flip he makes in any scene.

IMPROVISE

Some men grow adept at making do without tools, even if it takes them a bit longer. Choose a skill. This character is always considered to have a tool kit of the chosen skill.

A Character may have this ability multiple times, but each time a different skill must be chosen.

INEVITABLE DEFENSE

This character doesn't rely on luck or the whims of fate when he adopts a defensive posture. When this character takes a Defensive Stance Action, he does not have to discard a Twist Card.

In addition, when this character takes a Defensive Stance Action, all friendly characters also gain **+** to Defense Challenges while they remain within 2 yards of him.

LONG DAYS

Some days just won't end, and this character can push himself on where others would collapse. The character may discard a Twist Card to automatically pass any Unconsciousness Challenge. In addition, he gains the following Trigger on all Resilience and Tenacity Duels (but not Defense or Willpower Duels):

☞ Recuperate: After resolving, heal 1 damage.

LONG SUFFERING

The years have not been kind, but the character has learned not to expect such kindness. The character may use Resilience instead of Tenacity, or vice versa, when calculating the Initial Acting value of any Challenge Flip that uses one of those two Aspects.

LUCK OF THE DRAW

Some men are just born lucky. This character draws 2 cards when the Fatemaster shuffles the deck, instead of 1.

MACABRE INFUSIONS

Time spent around necromantic energies and locations has infused the character's body with death like qualities. The character counts as undead as well as Living if he wishes.

This also means that many undead will treat the character with disinterest (instead of attacking him), per the Fatemaster's discretion.

MASTER OF MISDIRECTION

Some characters are better at working with a group than most. When this character succeeds on a (1) Trick Challenge, anyone attacking the target gains **+**, instead of just the acting character. As well, this character gains **+** to defend against attacks that anyone makes while they are suffering from the effects of the Trick, even someone else's Trick.

MASTERED IMMUTO

Long hours of use has led to the mastery of a single magical Immuto. Choose an Immuto which the character has access to in at least one Grimoire. Whenever the character casts a Spell from any Grimoire, he may use the chosen Immuto.

MASTERED MAGIA

To be considered a master of a Magia, one must devote considerable time to the arcane arts. Choose a Magia which the character has access to in at least one Grimoire. Whenever the character casts a Spell from any Grimoire, he may use the chosen Magia.

In addition, if the character does not have a Grimoire, he may act as if he possessed a Grimoire with the chosen Magia in it. This means that he may cast a Spell without a Grimoire if he has mastered the appropriate Magia and Immuto.

MELEE EXPERT

When this character decides to cut down an opponent, he is incredibly efficient at the task. This character generates an additional AP on its turn, which must be used to make a strike with a Melee weapon.

MORBID THOUGHTS

This is a character who is constantly dwelling on death and its power, making some magic much easier to cast. This character removes a single ✕ from the TN of any Spell he casts.

MULTI-TASKER

This character can command multiple constructs with a word or gesture. Whenever this character takes a (1) Order Action he may give orders to two construct subordinates instead of one, and the orders may be different. A character may have this ability multiple times, and the effects stack (increasing the number of ordered constructs by 1 each time).

NIMBLE

This character is ready to move at a moment's notice, and is able to do so without much focus. This character generates an additional AP on his turn, but the AP must be used to take a Movement General Action.

NO TIME FOR THIS

It's been said that if brute force doesn't work, enough wasn't employed, and this character understands the unsubtle truth of that statement. Whenever the character is involved in an Ongoing Challenge he may choose to make one of the Challenge Flips (at any point in the Action) using his Pistols or Shotgun skill instead of the appropriate skill (he still uses the appropriate Aspect, however).

It falls to the Fatemaster and player to explain how this functions from a story perspective. Perhaps the character threatened someone important, or used gunpowder from his bullets to help crack the safe, or maybe he just impressed the ladies with some interesting trick shots.

NOW MEN!

A life of leading men has given the character a commanding presence in an emergency. This character may discard three cards from his Control Hand. If he does, every friendly character that can see or hear him may immediately take a 1 AP Action in any order that this character wishes.

ORNERY

There are some men who just have to be dragged kicking and screaming into the cold darkness of death. When the character suffers a Critical Effect the effect suffers a -3 penalty to the Flip. A character may have this Talent more than once, and the effects stack.

OVER PRESSURE

This character is able to quickly rig his pneumatic equipment and augmentations for rapid Action. The character gains the following Trigger on all pneumatic attacks:

📖: At the end of this turn the character may make a single extra attack with a pneumatic weapon. This additional attack may not activate any Triggers. This Trigger may only be activated once per turn.

PERCUSSIVE MAINTENANCE

With a sharp blow to the right place on a machine, this character can re-align malfunctioning components to keep them operating. All Artefacting Challenges made to repair contraptions or constructs gain the following Trigger:

📖 *Advantage*: Gain 1 additional Margin of Success.

PLAY FOR BLOOD

When pressed into a corner, this character knows the risks and becomes even more dangerous. When this character is suffering from one or more Critical Effects, all of his Challenges gain the following Trigger:

✂ *Advantage*: Gain 1 additional Margin of Success.

A character may have this Talent multiple times, increasing the Margins of Success gained by 1 each additional time.

POWERFUL IMPRESSION

This character draws attention whenever he wants, and is used to the spotlight. This character gains the following Trigger on all Social Duels:

👁 *Impress*: : After resolving, draw a card.

PUSH THE LIMITS

This character can ask more of a machine, pushing it beyond its normal capacity. This character may cause a construct under his control to suffer 1 damage that may not be reduced. If he does so, the construct gains a + to its next Action. The character may use this ability on himself if he has at least one pneumatic limb and that limb is used in the Action.

QUICK DRAW

With blinding speed this character can draw his weapon, sometimes faster than anyone can see. The character gains the following Trigger on any Challenge Flip (including Initiative Flips).

🔪 *Quick Draw*: Take a Ready Weapon Action immediately after this Challenge Flip is resolved.

In addition, the character treats (1) Ready Weapon Actions as if they were (0) Ready Weapon Actions.

QUICK WORK

The character is able to perform a skill far more rapidly than normally. Reduce the AP cost by 1 of the first Use skill Action made by the Character during each Turn (to a minimum of 0).

RANGED EXPERT

Making Ranged attacks is second nature to this character, who is able to point and shoot with terrifying efficiency. This character generates an additional AP on its turn, which must be used to make a strike with a Ranged weapon.

RAPID FIRE

Whether it is fanning a revolver, or quickly levering a rifle, this character is capable of burning through ammunition. Choose a Ranged Combat skill. This character has access to the following attack Action with the chosen skill:

(2) *Rapid Fire*: The character may discard a Twist Card to take three 1 AP strikes with a Ranged weapon using the chosen skill, against a single target.

A character may have this Talent multiple times, each time he must choose a different Ranged Combat skill.

RATIONAL MIND

A calm and clear head allows the character to avoid manipulation through illusion or deceit. Whenever the character must make a Challenge Flip to resist an act of manipulation (such as terror, mind control, or intimidation) the character may use his choice of Cunning or Intellect instead of the normal Aspect.

RECOVERY

Scrapes and cuts mean little to this character, and he can heal quickly from injury. This character gains  to all Healing Flips he makes. A character may take this Talent more than once, and its effects stack.

RELENTLESS

The character doesn't believe that life is sacred, not even his own. This character is immune to the effects of Horror.

SLOW TO DIE

It takes more to really hurt this character than most. Critical Effect Flips against this character gain . A character may have this Talent up to three times, and the effects stack.

SPEED LOADING

The most professional of combatants understand that running out of bullets can be a death sentence, and this character has taken steps to ensure that this rarely happens to him. Choose a type of firearm skill (Long Arms, Pistols, Shotguns, or Heavy Weapons). The character gains the following Trigger on any attack Action with that type of weapon.

: Reload this weapon if its Reload AP cost is 2 or lower.

SOLDIER ON

There are some men who won't quit, and they can inspire others to press on despite the worst the world can throw at them. At the beginning of Dramatic Time this character may heal 2/3/5 damage, if he has 1 or more Wound remaining. In addition, he may choose to have any friendly character that can hear him also heal 2/3/5 damage, if the character has 1 or more Wounds remaining.

SPELL AFFINITY

Repeated use has given the character an affinity with a particular Spell component. Choose a specific Immuto or Magia. All Challenge Flips to cast Spells or resist Spells that contain the chosen Genus, Immuto, or Magia gain .

A character may have the Spell Affinity Talent multiple times, but each time a different Genus, Immuto, or Magia must be chosen. In addition, a character may only benefit from one Spell Affinity during a Challenge Flip.

STEADY PACE

Efforts that proceed at a reliable speed are, for this character, far more efficient than sudden bursts of energy. During an Ongoing Challenge, if the character succeeds at a Challenge Flip he gains a  to the next Challenge Flip.

A character may have this Talent up to three times, and the effects stack.

STOIC DEFENDER

The character has learned to grimly shield himself from attacks. This character gains the following Trigger on all Defense Duels:

 *Just a Glance:* When suffering damage, reduce the amount of damage suffered by 1, to a minimum of 1.

STUDENT OF KNOWLEDGE

This character has frequent flashes of brilliant insight. He gains the following Trigger on all Academics skill Duels:

 *Insight:* After resolving, draw a card.

SUM OF ALL KNOWLEDGE

Capable of great leaps of logic, the character is able to translate knowledge in one field into many others. Whenever the character must make a Cunning or Intellect based Challenge Flip, he may add an additional bonus equal to half of any one Academic skill rating (rounding down) to his Initial Acting value. The Academics skill used must have the same Associated Aspect as the Challenge Flip to be modified.

Mr. Stephanie is attempting to decipher the mad coded writing in a hundred year-old journal. This is typically a Literacy + Intellect test (5+4, for 9 total). Because Mr. Stephanie has the Sum of All Knowledge Talent, he chooses to add half of his Mathematics skill (4 divided by 2) to his Initial Acting value, bringing his total to 11.

SURPRISE ASSAULT

The character is adept at making attacks against an unprepared opponent, either from hiding or just making the first move. Any of the character's attacks gain  to the Challenge Flip and Damage Flip when he attacks before any other character acts during Dramatic Time. A character may have this Talent more than once, gaining a  each time.

TAKE THE HIT

Leaping in front of a friend, the character takes a hit for him. The character may discard a card from his Control Hand after an attack hits a target character (friendly or not) within 2 yards, but before damage is dealt. This character moves to a position in front of the target character. This character takes the hit for the target character and Damage Flip suffers .

TEAM WORK

When assisting another character or being assisted, this character adds an additional  to the Challenge Flip.

A character may have this Talent up two times, and the effects stack.

THAT'S SHOWBIZ

In any social situation, this character is adept at becoming liked, even when he wishes to coerce a mark. The character may exchange Charm for any other Aspect when he makes a Social Challenge.

TIME IS MONEY

When a job needs doing, it needs doing quick. Choose a skill, this character generates an additional Margin of Success whenever he succeeds on a Challenge Flip during an Ongoing Challenge with the chosen skill.

TOUGH AS NAILS

This rugged character just doesn't concern himself with pain or suffering, allowing him to ignore part of almost any attack. When attacking this character with a Ranged or Melee strike, the Attacker cannot declare any Triggers.

TRICKY SHOT

The character is highly adept at pulling off tricky shots in a variety of conditions. Choose a Ranged Combat skill. While making a Ranged attack Challenge Flip with the chosen skill, the character may choose to ignore one negative Fate Modifier source.

Mr. Sterling is firing his Gatling Derringer while balancing himself in the back of a wagon that is careening down a rainy street. The Fatemaster tells Aaron (Mr. Sterling's player) that his shot will receive a   from firing from the back of a fast moving wagon on a wet cobblestone street, as well as another  from the rain itself. Aaron decides to ignore the penalty for the wagon, as it is larger. His attack only suffers .

TRUMP CARD

This character always seems to know something everyone else doesn't. During Dramatic Time, this character can discard a card from his Control Hand after he has taken his turn. If he does so, he may look at the top 3 cards of the Fate Deck and replace them in any order. He may not tell anyone what cards are there, but he may hint that they are good or bad.

UNHOLY BEACON

The undead bow to the character's whims. The character may discard a card from his Control Hand to take control of any undead (including natural undead, or undead under another character's control). The undead acts as if it were the character's minion.

Sentient undead may resist this ability. The character must succeed on a Charm + Necromancy Challenge Flip against the sentient undead's Tenacity + Resilience to dominate it.

UNREALISTIC EXPECTATION

Constant tinkering allows this character to improve the performance of his pneumatic limbs, keeping them at peak performance. This character's Pneumatic limbs improve one Physical Aspect by 1 (as a group), and the character can change which Aspect is improved with one hour of tinkering. In addition, the TN of repairs to the limbs made by this character is reduced by 5, to a minimum of 1.

UNYIELDING

The character is a master of defensive skills, protecting both himself and his companions with ease. The character reduces the cost of Defensive Stance Actions by 1 AP (to a minimum of 0).

WATCH THEM ALL

This character's ability to watch an opponent in a fight translates into social situations as well. This character gains + to any attempt to resist intimidation or deception. In addition, this character gains a + to all Initiative Flips.

WICKED

Every opening is a chance to hurt an opponent, and this character isn't going to hesitate to take the shot. When this character makes a disengaging strike, he deals damage with his weapon, in addition to stopping the target's movement.

WORK SMARTER

With stern looks or shouted abuse, this character can make anyone focus a little bit more intensely. This character may discard a card from his Control Hand to add the Suit of the discarded card to the Initial Acting value of himself or another friendly character that can see or hear him.

YOU LAZY SO & SO

A tolerance for the faults (or suffering) of others doesn't impede this character in the slightest. This character may discard a card from his Control Hand to allow a friendly character that can see or hear him to ignore the effects of all Critical Effects until the end of that character's turn.

The character must still make any challenges (such as Unconsciousness challenges) he is called upon to make by his injuries, he simply ignores the effects until the end of his turn.

A character may have this ability multiple times, each time after the first, the duration of the effect lasts an additional turn.





WE HAVE
MORE GUNS THAN
THE ORTEGAS!

NEED A LICENSE FOR
THE ILLEGAL STUFF?

DID WE MENTION
WE HAVE LIQUOR?

JUST WHEN
YOU THOUGHT
IT COULDN'T
GET BETTER,
WE CAME
ALONG!

AFFORDABLE
PRICES!

FRESH FOOD AND SOAP SO
YOU CAN STAY CLEAN ON
YOUR TRAVELS!

SHAVING
CREAM &
BULLETS!

IF IT'S EXPENDABLE,
WE'VE GOT IT!

POTS, PANS, AND
PEPPER GUNS!

WE SELL YOU HAPPINESS
EVEN WHEN YOU DON'T
DESERVE IT!

WELCOME TO THE ONE STOP PLACE FOR ALL
OF YOUR EVERYDAY NEEDS! IF YOU ARE
HUNGRY, COLD, SOBER, OR JUST FEELING
VENGEFUL, WE MOST LIKELY HAVE
SOMETHING THAT WILL SOLVE YOUR
PARTICULAR PROBLEM!



Guild of
Mercantilers

Dear Friend,

You hold in your hands the most complete catalog of goods and services available in Malifaux. Within its pages you will find the riches of Earth laid out before you, lovingly illustrated by Guild artisans and presented for your approval. The prices listed within are, of course, in Guild Scrip and are guaranteed good for one full year from the publication date of this catalog. This allows you, our faithful customer, to shop with peace of mind, knowing that no chicanery or misunderstanding can come between you and the Guild in the matter of price and payment. Our goal is to make the ordering of merchandise from us, no matter how small the transaction, the most pleasant, profitable, and altogether satisfactory mercantile experience for you, the customer. In doing so, we hope to gain both your continued patronage and the influence of your taste and discrimination among your friends and neighbors. Along with your continued loyalty, we also ask that you show this catalog to your friends and colleagues, letting them know of the benefits of ordering their goods by post through this publication.

For the convenience of our loyal customers, we have endeavored to make this catalog the most comprehensive publication of its kind, complete in every department and covering every kind of merchandise that a person of your standing could need. Is it clothing and housewares that you require? With this wondrous book you can shop the high streets of Paris, Rome, London, New Amsterdam, or Chicago without ever leaving the comfort of your home. Tools and hardware? Peruse the fruit of the mighty foundries and mills of Pittsburgh, Detroit, Liverpool, the Ruhr Valley, and even the San Francisco Islands. Perhaps you need a fine firearm to protect your claim? The expert gunsmiths of the Americas, Germania, and the King's Empire stand ready to arm you. For more exotic tastes, the markets of the Three Kingdoms, and the bazaars of Cairo and Tehran are open to you for your shopping pleasure. All of this and more awaits you, ready to provide for you and your family at the merest turn of a page.

All orders are filled and shipped the day that they are received, allowing for quick turnaround so that you may begin enjoying your new purchase as quickly as possible. Upon receipt, your order will be lovingly and carefully packed by our professional staff to ensure no damage during shipping. Shipping is done through overland methods, although the specific kind of cartage may be chosen or upgraded by payment of a modest fee to ensure quicker delivery. If you are not completely satisfied with your order, finding it unsatisfactory, even if it is found exactly as represented, you may return the item or items for a full refund minus a small restocking fee and shipping costs.

With our most heartfelt thanks for all past favors and solicitations of your patronage in the future, which we promise will always warrant our utmost attention, we remain,

Yours very truly,
The Guild of Mercantilers

As a bit of community service, some of us have decided to share notes. You can never be too careful about what your outfit contains.

Jackson

Aye, the lass has a good take on most things small caliber, and I hope to fill in duties on my experience taking a blow or two.

Greze

You really want people listening to the advice of a man who makes his living getting hit in the head?

Nox

I know where you live boy.

Good luck making the murder stick. I've seen him take a bullet to the head and keep swinging that blade.

Care to elaborate on that topic, Jackson?

Tallows

Armaments Department

We offer the finest selection of personal armaments, all tailored to the tastes and needs of our loyal customers. From antique muzzle loaders to the latest in self-loading, metallic cartridge technology, and everything in between, the quality and prices of our firearms cannot be beaten. Rifles, pistols, and shotguns of every description grace the pages of our catalog. We even carry a select few heavy and crew-served weapons for defending carriages, boats, and encampments. Along with our weapons we carry a full supply of accessories and ammunition, to keep your new gun in tip-top order. Our products, and your satisfaction, are guaranteed.

Firearms Customization

While every gun we sell is a shining example of the gunsmith's craft and perfectly serviceable right out of the box, many customers like to personalize their new guns to fit their tastes and lifestyle. To accommodate for the varied predilections of our customers, any of our guns can be ordered with the following custom treatments.

Blued: Bluing is the most common kind of gun finishing, and is what most customers think of when they hear the word "gunmetal," ranging in color from black and gray through varying shades of blue and blue-black. Blued firearms are classically handsome and are typically found among military forces or mercenaries.

The second most common gun finish behind bluing, parkerizing is considered an improvement on the ubiquitous bluing process. Operating on the same principles, parkerizing uses chemicals to produce a corrosion and scuff resistant coating on metal parts. Whereas blued weapons tend to have a subtle luster about them, parkerized weapons are non-reflective, and come in shades of black and gray.

Blued weapons are common enough that it's tough to prove ownership if it's stolen. Then again "Tough to Prove" has its benefits.

But it's hard to resist a purple scattergun.

Custom Grip: No two men have the same hands, and our expert craftsman can fit a gun to your unique palm. This process requires at least two weeks notice, and a short hand inspection session with one of our expert craftsman.

Custom action: Not every weapon needs to use the same bullet. While many revolvers or rifles can be rechambered, a truly custom action allows any firearm to deliver more punch thanks to its reinforced components.

Color Case Hardened: A descendant of the more practical case hardening used on antique firearms to make up for the weaknesses and deficiencies of pre-modern steel, color case hardening is typically reserved for custom or unique weapons with large price tags. Using a process wherein the metal parts of the firearm are immersed in molten salts, color case hardening produces a beautiful pattern of reds, blues, greens, and oranges similar to the legendary Damascus steel.

Nickel-Plated: Nickel plating is the flashiest of the finishes that we offer, sure to impress and amaze. Using a patented electro-alchemical process, nickel-plated firearms are coated in a thick layer of corrosion and scratch resistant nickel alloy. This finish can be ordered in gloss, which is highly reflective and catches sunlight like a mirror, or in satin, a matte finish that is more subdued but no less beautiful.

Customization

Armor	Cost
Blued	2\$
Custom Grip	10\$
Custom action	10\$
Color Case Hardened	5\$
Nickel-Plated	25\$
Shoddy	-25 %

Blued or Case Hardened: This weapon gains **+****+** to resist corrosive effects that might damage it.

Custom Grip: This weapon gains **+** to its attack Flip.

Custom action: This weapons increases its range by 2 yards.

Nickel-Plated: This weapon adds **+** to any Bewitch Duels where it is used to impress the target.

Shoddy: This weapon can't declare triggers.

You can always get a shoddy weapon that's been refurbished, but you get what you pay for.

Sidearms

The Guild offers a fine selection of pistols for your everyday personal defense needs. Within our three different lines, Legacy Pistols, Revolvers, and Auto Loaders, we have a pistol to Suit any taste, style, or budget.

Legacy Pistols

It seems that life is ever increasing in complexity in this modern age of technological, magical, and alchemical wonders. Mankind has made many leaps forward in the past two centuries, and nowhere is that more evident than in the science of ballistics and gunsmithing. Today's firearms come in a dizzying array of styles and can be quite complicated with their clockwork actions, use of Soulstones, and the occasional application of steam technology. Some of our customers long for a simpler time, however, a time before automatic revolving rifles, clockwork powered men of brass, and the opening of the Breach. They are men and women with simple tastes in their clothes, their lodging, their food, and even in their firearms. It is for these honest, hard-working souls that we provide our line of Legacy Pistols.

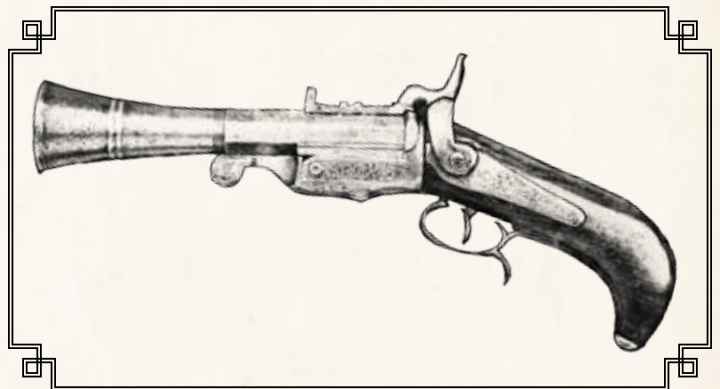
Legacy Pistols are wonderfully useful and faithful weapons. Simple, elegant tools that would look right at home in the belt of a dashing 18th century sea captain, or hung in a place of honor above your grandfather's hearth. While some are imported from the best gunsmiths on Earth, many are made by our proud and professional native Malifaux gunsmiths, names you know and trust, like Maucher and Blackheel & Doyle. Presented here are a collection of percussion lock and flintlock pistols to Suit the needs of nearly every discerning firearm owner in Malifaux. From the oldest codger minding his stake to the newly arrived and budget-minded customer, the Guild Legacy Sidearms line has a pistol for almost every need.

While it's true that older firearms look good on your belt or bedside, there is a place for these weapons in the hands of serious professionals. Those that are still in service are sturdy enough to serve as a club once the lead runs out.

Alexeivich & Tocharof "Drakon"

The occasional need for powerful and immediate close-range defensive firepower is a sad fact in Malifaux. Whether facing a pack of cutthroats in an alley or some nondescript creature deep in the narrow warrens of a mine, surprise attacks can come at any time. In the heat of such an encounter, passions flare and blood rises and even the calmest and most steely-eyed gunfighter may find their aim sadly reduced. To counter this, many of our customers prefer to carry a weapon that delivers more punch and requires less accuracy, to ensure a solid hit under even the most chaotic conditions. To meet this demand, we present the Drakon pistol by Alexeivich & Tocharof of Malifaux.

The Drakon is the epitome of an A&T Firearm; heavy, sturdy, high powered, and able to take incredible punishment and still function properly. Called the "hand cannon" among those who carry it, this large, heavy pistol is essentially a scaled down blunderbuss.



This is a pretty common weapon in the slums. Those that intend to take your pocket book by force aren't looking to get involved in a prolonged fire fight. Unless the brigand knows enough to pack well, you can probably just push the gun down and watch the shot spill out.

That's a dangerous gamble, but hilarious if it works.

Axton & Co. Model 1842 Army Pistol

These fine pistols recently arrived in Malifaux from the U.S. Army arsenal at Rock Island, Illinois. Manufactured by Harold Axton of Northton, Connecticut, the Model 1842 was the last smoothbore, single-shot pistol issued by the U.S. Army. They are .54 caliber muzzle-loading smoothbore pistols with nine inch round barrels and weigh roughly six pounds each. Rugged and handsome, each pistol features an oiled walnut stock, brass furniture (back strap, trigger guard, barrel band, and butt plate), and dark blued barrel and percussion lock. Each one is preserved in oiled leather, and as they are military surplus and lightly used, each has been inspected and guaranteed by the Guild of Mercantilers to ensure their safety and quality. Purchase of a Model 1842 includes the pistol, an all-in-one musket and rifle tool that features a knapping hammer, vent pick, turns-crew, patch work, and ram rod extension, and a secure locking case in which to keep your new firearm.

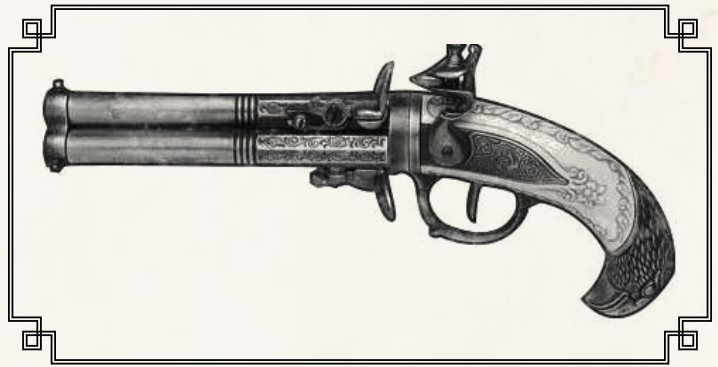
Liegn U.S. Navy Cutlass Pistol

These unique pistols were recently acquired by the Guild as part of a military surplus purchase. Produced in 1837 for the U.S. Navy, the Liegn Pistol is a combination percussion lock muzzle loading pistol and combat blade. Built in small numbers, these pistols come in .54 caliber and feature a five inch octagonal barrel over a twelve inch fighting knife. The pistol also features a broad, sweeping knuckle guard attached to the butt that not only protects the shooter's hand but also acts as a set of knuckle dusters. Initially designed to both repel boarders and to arm boarding parties aboard warships, the navy found the weapons to be quite effective from a practical standpoint, as they allowed a seaman to carry both a pistol and a killing blade onto the deck of an enemy ship along with a pike or boarding axe.

The Liegn Cutlass Pistols presented here have been completely refurbished by military armorers and have undergone an inspection process by the Guild's in-house gunsmiths. As with any of these surplus weapons, buyer beware.

Maucher Gunwerks Model One Three-Barreled Pocket Pistol

One of the first firearms designed and built right here in Malifaux, the Three-Barreled Pocket Pistol is one of the most popular and well-regarded firearms to come out of Maucher Gunwerks. The "Belly Gun," as it is widely known, is a very powerful pepperbox-type muzzle loading pistol with three short smoothbore barrels that are all fired together from a single percussion lock action. While small and easily carried in a bag or a lady's purse or a gentleman's greatcoat, the Model One packs an incredible punch in a very small package, making it a perfect self-defense weapon for a lady or gentleman of means. Said to deliver the power of a rifle or large-bore shotgun, each of the three smooth-bore barrels is chambered in .60 caliber and are stoutly forged to withstand heavy powder loads. Their lockworks are of the high quality you've come to know and expect from Maucher Gunwerks, and each one is guaranteed by Kurt Maucher himself to be free of defects and flaws.



The Model One Pocket Pistols available here are all newly built and recently delivered to the Guild warehouse from Maucher Gunwerks. This is the only Legacy pistol available that isn't refurbished surplus.

Sure, like the adverts say, the Model One delivers the power of a rifle or shotgun in a small package, but it delivers the recoil, muzzle flash, and report of a rifle or shotgun as well. These things are best used up close in large crowds or loud, distracting conditions like mines or factories where their noise can go unnoticed.

Volyer's Patent Revolving Pistol

Designed by Elisha Haydon Volyer and produced by Marley Evens & Sons of London for the Royal Army forces stationed in the Far East, the Patent Revolving Pistol is one of the earliest revolving pistols available to the general public. These unique pistols bridge the gap between the single shot flintlocks of yore and the modern revolver. Before the Volyer, the ability to deliver multiple rounds quickly and accurately to a target was largely the purview of the pepperbox pistols. Not true revolvers, pepperboxes use multiple barrels and fire all of their rounds at once, making them very specialized and often unreliable.

The Volyer Patent Revolver changed that paradigm, allowing for multiple rounds to be loaded in advance and fired as quickly as the shooter could cock the hammer and point his pistol. Whereas pepperboxes had multiple barrels and each one was loaded individually, the genius of the Volyer was in its revolving cylinder which was loaded with the balls, powder, and wads and fed a single barrel. Ground-breaking in their time, these pistols operate on a single-action principle that rotates a cylinder every time the pistol is cocked. It also uses a proprietary mechanism to pre-prime the pan when the pistol is cocked, feeding powder from an internal magazine, thus obviating the need to prime before every shot and speeding the pistol's already prodigious rate of fire.



The Volyer's Patent Revolvers available from our catalog are trusty and well-loved veterans, having seen action with various Indian Sepoy units in the early 19th century. Recently uncovered in an archived Royal Armoury and imported to Malifaux by the Royal Ordnance Board, each one of these beautiful guns has been thoroughly inspected and test fired by our own staff gunsmiths. Our Volyers are .52 caliber and hold seven rounds of powder and ball charges in their cylinders. They have nine inch octagonal rifled barrels, and their fine steel cylinder and lockworks are all finished in a hardy bluing with a fine patina that gives them a classical beauty. The stocks are a mix of walnut and dark red elm, and many are inlaid with designs in copper, brass, mother of pearl, and even jade. As these are quite old and military surplus, there are no cases or valises available. However, with your purchase of a Volyer you receive a holster, a powder flask, and one of our patent flintlock multi-tools along with your new pistol.

I had one of these broke into three pieces in my hands. Friend blamed it on bad juju, but I say it was faulty.

From what I've gathered, the climate in the Far East may be to blame. If you bought a one that saw service, expect the barrel to be in bad shape. Sand and monsoons aren't kind.

Legacy Pistols

Weapon	Range	Damage	Capacity	Reload	Special	Cost
A&T Drakon	6	1/2☠/4☠	1	2 AP	Blunderbuss	5\$
Axton & Co. Model 1842	10	2/3/4	1	2 AP	—	2\$
Liegn U.S. Navy Cutlass	6	2/3/4	1	2 AP	Bayonet	2\$
Maucher Three-Barrel	6	2/2/5	3	4 AP	Three-Barrel	4\$
Volyer Patent Revolving	10	2/3/4	7	4 AP	—	4\$

Bayonet (Pistol): This weapon has a Bayonet (see page 173).

Blunderbuss: This weapon gains ☠ to Damage Flips at short range, and ☠ to Damage Flips at long range.

Three-Barrel: This weapon may fire its entire Capacity as one action to gain ☠ to its Damage Flip.

Locks, Stocks, and Barrels

While the firearms in our Legacy Pistols line come from an older, simpler time, the mechanisms they use to deliver their deadly charges are, if not indeed more complex, then more time consuming and less intuitive than modern metallic cartridge firearms. While firearms have been charged and fired by numerous esoteric means over the centuries since they were first produced, from the primitive matchlock to the wheellock and snapchance, our Legacy Pistols are typically fired one of two ways; by flintlock or by percussion lock. We offer the following primer on these two locks to clarify any questions you, our loyal customers, may have about these fine antique firearms.

Flintlock: The older and more involved firing mechanism on our Legacy line of firearms, the flintlock was the dominant self-igniting firearm technology from the beginning of the 17th century until the invention of the percussion lock in the early 19th century. The mechanism itself consists of a two position external hammer or “cock” holding a sharp piece of flint and activated by a powerful spring. The cock is mounted to the sideplate, which is often engraved to Suit the tastes of the owner, along with the charging pan and charging pan lid or “frizzen.” When the trigger is pulled, the cock snaps down dragging the flint across the frizzen and striking a shower of sparks into the charging pan. A small powder charge in the charging pan ignites, which ignites the powder charge in the gun’s barrel and the weapon discharges. Loading and firing flintlocks is quite complicated, and if a shooter isn’t careful he can ruin his powder or even come to worse calamity with a bad charge or poorly packed wad.

The only benefit I can think of to a Flintlock is the ability to set your own charge. There is a bit of flexibility there, which can help an experienced gunman.

Yeah, but if you don't start the fight with your weapon loaded, you won't end the fight alive. You've really only got one shot, so make it count.

Unless your gun has multiple barrels. Or you bring several. The point stands though. Keep your weapons dry and loaded, and be ready to aim careful.

Percussion Lock: The percussion lock was a vast improvement over the older style, finicky flintlocks. They were first produced in the early decades of the 19th century, and quickly surpassed flintlocks as the dominant firearm technology. Percussion locks, also known as “caplocks,” are more reliable, easier to load, and more resistant to inclement weather than the older flintlocks which they replaced. The mechanism itself consists of an external hammer similar to that found on the flintlock. Instead of holding a sharpened piece of flint, the end of a percussion lock hammer has a flat or sometimes softly pointed striking face. Instead of an open charging pan and a steel frizzen to make sparks, caplocks instead have a small nipple or cone upon which is set disposable percussion caps. These caps are small copper or brass cylinders, closed at one end, containing a volatile chemical material called fulminate of mercury that explodes when struck. The explosion of the cap travels down the nipple into the barrel of the gun and causes it to fire. Replacing a percussion cap is a simple act that takes mere seconds, as opposed to the minutes required to ready a flintlock, time that doesn’t take into account the laborious process of loading a muzzle loading weapon.

In this age of metallic cartridges and self-loading weapons, the choice between flintlock and percussion lock is largely a matter of personal preference or need. No matter what your choice is, the Guild is here to provide you with the tools you require to keep your Legacy Firearm in top working order. From powder and lead to flints and percussion caps, the Guild sells everything needed to keep these fine antiques working for the foreseeable future.

Percussion caps aren't bad for loading times, if you know your stuff. Sure it's not as easy as throwing six more in a revolver, but it won't require you to brace and load. Some older flintlocks can be fit to use percussion caps, but its more expensive than a modern weapon, so I don't see many folks seeking out that expense.

Revolvers

The tried and true revolver is the modern mainstay of firearms design. Beginning with the first mass-produced cap-and-ball revolver, Collier's Patterson five-shot revolver, this marvel of technology changed the face of warfare and reshaped the American frontier more than nearly any other invention save perhaps for Soulstone magics and the steam locomotive. No longer the heavy, slow-loading, finicky revolvers of your grandfather's generation, the modern cartridge offerings from the likes of Collier, Brenington, Weshorn & Smitte, and Blackheel & Doyle, are rugged, reliable, and easy to use.

Presented in the following section are our current stock of available new and surplus revolvers. Like all of our offerings, our revolvers are inspected and guaranteed upon their arrival in Malifaux, and presented to you, our valued customer, secure in the knowledge that you will be fully satisfied with your purchase.

As a reward for our loyal customers, each purchase of one of our Collier Revolvers includes a locking wooden case with brass fixtures and a baize interior that holds the pistol safely and securely in its own fitted space. The case also has spots for twenty rounds, a small maintenance kit, a powder flask and scale, and a flask of gun oil.

Now we're getting into the good stuff. Any mercenary worth his salt needs a good side arm. While revolvers lack the range and stopping power of a good rifle, I'd hate to find myself across from a cheater at a poker table and not have my Collier.

The box, like all the Collier boxes frankly, is Gremlin spit. It takes on water pretty rapidly, and the scale is set to a much smaller charge size than any serious man would consider using.

I don't think it's meant to protect the gun on the road Grez.

Revolvers Shopper's Guide

In the following section, many technical terms are used that may not be familiar to some of our valued customers. As with everything in our modern world, the trade of gunsmithing has its own vernacular and is, sadly, much given to jargon. Words such as arbor and bore, not to mention such arcane terms such as single-action and cap-and-ball, are bandied about by veterans of Malifaux much to the chagrin of newcomers. To help you navigate the murky waters of revolver terminology, in an effort to make your purchasing experience as easy as possible, we present the following guide to terms used when discussing revolvers.

Single-Action: Most revolvers from the early years of the 19th century fall into this category. The "action" referred to is the action of the trigger, specifically that the trigger only performs one "action" when pulled. When firing a single-action pistol, the shooter must first cock the hammer to bring a loaded cylinder to the ready. Once cocked, the revolver may then be fired by squeezing the trigger.

Double-Action: Modern revolvers are typically of the double-action type. When firing these pistols, the trigger cocks the hammer and fires the weapon, thus, "double-action." Most double-action pistols may also be fired single-action style if so desired by the shooter. Some double-action-only pistols have internal hammers or external hammers lacking a spur for cocking, and thusly do not offer this choice.

Cap and Ball: Old style cap-and-ball weapons, such as the Collier Rough Rider, are closer in operation to the archaic muzzle loader than they are to modern cartridge firearms. The ammunition used by a cap-and-ball revolver consists of either a round ball or tapered bullet, gun powder, and a paper or cloth wad. The cylinders are loaded from the front, similar to loading a muzzle loading weapon, with a measure of powder, a wad, and a bullet rammed home by an integrated ram rod attached to a hinge below the barrel. The rear of each cylinder possesses a metal nipple on which the shooter sets a percussion cap which creates a spark to ignite the gun powder when struck by the weapon's hammer.

Cap-and-ball ammunition is sometimes offered all-in-one with the bullet and powder encased in a nitrite-soaked paper cartridge that burns up upon ignition when firing. These weapons shoot just as quickly as a modern revolver, but take quite a long time to reload. To counter this, many shooters carry multiple pre-loaded cylinders that can be quickly exchanged for spent cylinders.

Cartridge: Cartridge revolvers, such as the Ganten M1895, fire modern brass cartridge rounds that combine the bullet, powder, and percussion cap all in one handy, easy to use package. These weapons are much easier to load than their cap-and-ball predecessors, and can be loaded one chamber at a time or all at once by way of a speed loader. Depending on their means of loading, cartridge revolvers either eject spent cartridges from the cylinder automatically or the spent cartridges can be spilled out or pushed out one at a time with an integral ram rod style extractor.

Fixed Cylinder: Fixed cylinder revolvers are pistols in which the revolving cylinder cannot be removed or swung out of the way without taking time or using special tools. Typically found in single-action revolvers, especially those produced in the early days of the brass cartridge or converted cap-and-ball pistols, these weapons are reloaded either by completely removing the cylinder and replacing it, or by loading the rounds one at a time through a swing-out loading gate at the rear of the cylinder on the right side of the pistol's frame.

Top Break: Top break revolvers, like the Weshorn & Smitte No. 3, have a hinge on the bottom of the frame forward of the cylinder. Releasing the lock on the top of the frame forward of the hammer causes the barrel to swing down, exposing the rear face of the cylinder. On most top break pistols, this action also causes an internal extractor to push the spent cartridges out of the cylinder for easy removal. While they load more quickly than fixed cylinder revolvers, especially when using a speedloader, these weapons cannot chamber high pressure rounds.

I find that I rarely need more than a solid pistol. It isn't in this catalog, but I recommend a Weshorn & Smitte Lawman. It's got a good heft to fight kick. I don't usually prefer top breaks, but I can fan out all six shots and the heft keeps it on target.

Do you really need to use all those bullets when you're shooting into a man's back Nox?

Let's find out, you still piss in the alley after you stumble out the Star?

Blackheel & Doyle Model 9 "Featherlight" Pocket Revolver

While owning firearms is legal everywhere in Malifaux, openly carrying them is another matter. In public spaces, and certainly in the lands around the city, the wearing of a sidearm or stylish small sword is considered not only normal, but an essential part of a gentleman or lady's wardrobe. However, in places such as government buildings and the occasional private business such as banks or some public houses, openly wearing a weapon is strictly forbidden for all except bonded law enforcement officers. Even in these law-abiding and urbane establishments, your personal defense should be your utmost concern despite claims to the contrary, which is why we present the Blackheel & Doyle Model 9 Pocket Revolver.

Blackheel & Doyle Model 1 Gatling Derringer

There is some dispute over the ancestry of the both the terms "Gatling" and "Derringer," but nobody will argue with you about it when you produce this masterpiece of compact engineering. The latest Blackheel & Doyle pistol isn't a true revolver. Rather, it uses the same chain ammunition found in heavy service artillery, although on a much smaller scale.

In place of a cylinder, this weapon contains a nine round drum that is replaced after use. When the rounds are spent, simply remove the drum and replace it with a fresh one. It might take an afternoon to refill a half dozen drums, but the time gained reloading in a firefight is well worth the elbow grease!

The Model 1 also has an optional sterling thumb crank, which can be used to discharge all of the drum's ammunition in just a few seconds.



The model 9 is a solid and discreet self-defense weapon. It's easily concealed in a coat, a boot, or a lady's handbag. It's a so called "Featherlight," but has good stopping power for such a compact frame.

Collier Third Model Rough Rider

The Collier Model 1848 Percussion Army Revolver, more commonly known as the Third Model Rough Rider, was the Collier Patent Firearms Company's third mass produced revolving pistol. A successor to the massive and troublesome Walker Collier, the Rough Rider is a hardy and reliable single-action cap-and-ball revolver chambered in .44 caliber.

Surpassed in number only by Collier's Navy revolver, the Rough Rider's sturdy construction has been in production for nearly twenty years. A great improvement over its predecessor, the Third Model Rough Rider is a handsome pistol with classic lines that invoke another age on another world. It looks just as a pistol should, as if waiting for a famous gunfighter or bold-hearted cowboy to pick it up and take action.



Collier Single action Army

Perhaps the most famous and important revolver made to date, Collier's patent Single action Army, also known as the "Lawmaker," is called "the gun that won the Breach" with good reason. The first metallic cartridge revolver produced by Collier, and one of the first mass produced metallic cartridge firearms, the legendary Lawmaker has been carried by Guild agents, criminals, preachers, scoundrels, and countless common men and women. First produced in 1871, the design has changed little since its introduction. Simple and elegant in appearance, and rugged in construction, the Lawmaker is a single-action weapon that chambers six metallic cartridges in a fixed cylinder. In its time on the market, this pistol has been offered in countless calibers, barrel lengths, and finishes. Indeed, of the countless Lawmakers currently in existence, no two are identical.



Collier Model 1851 Navy Revolver

Collier's 1851 Navy Revolver is second only to their Third Model Rough Rider in longevity and popularity. Officially called the Collier Revolving Belt Pistol of Naval Caliber (.36) and first produced in 1850, the Collier Navy was designed to be easier to use and carry than its sibling the Rough Rider, and more powerful than Collier's numerous small caliber pocket pistols.

Countless famous gunfighters have carried Collier Navy revolvers over the years, a testament to their ubiquity and their performance. Despite the Navy designation carried by these fine pistols, they were never officially purchased by or issued to any modern naval forces. Instead, the name comes from the detailed sea battle lovingly engraved on the cylinder of each weapon in honor of the Guild's victory over the Morte on the Island of Alcatraz.

The Colliers are likely the most common pistol in all of Malifaux.

Which explains our mortality rate!

I hate to agree with you Nox. Every aspiring gunfighter I've ever met has used a Lawmaker. It makes it easy for me to guess when they will be reloading.

That's why a wise man brings two.

I just have five or six shoved into various pockets.

If I were to make a guess, I'd hazard that the Navy is the most common side arm among professionals.

I know a professor operating out of the slums who has managed to put himself together what he calls an "auto-loader" based on one of these pistols. Damn thing can spit out bullets faster than I can count. Bullets tend to jam in it, he says, but in a few years you might see them in the saloon.

LeBlanc “Grapeshot” Revolver

These innovative pistols were first designed and patented by Dr. LeBlanc of New Geneva, New Mexico in 1856. Produced in relatively small numbers in Paris, as well as by license in the United States and Great Britain, Dr. LeBlanc envisioned his new pistol as a standard issue sidearm for Rough Riders and other types of cavalry troops.

Intended to be used on horseback to give a cavalry trooper more firepower than the already popular Collier Rough Rider, the single-action LeBlanc features a nine round .42 caliber cap-and-ball cylinder that rotates around a single round 16 gauge smoothbore muzzle-loading shotgun barrel.

The Guild is proud to offer a limited number of detachable carbine stocks for the LeBlanc revolver. Made of the same polished walnut as the handgrips with brass fittings, these stocks attach to the grip by way of sturdy set screws to help give the shooter better accuracy over longer distances. The stock is hollow and contains a small tool kit used to mount the stock and to maintain the weapon in the field.



Ganten Model 1895

Designed for royalty by the Ganten brothers, the creators of the mighty Mosh-Ganten Model 1891 rifle, these powerful revolvers are the pride of the Imperial Army's officer corps. Like all arms produced by Mother Russia, the M1895 is overbuilt and incredibly sturdy, designed to weather the savage Russian climate and still provide power and performance with little to no maintenance. Chambered in the powerful, proprietary 7.62x38R Ganten round, these double-action solid frame revolvers carry seven rounds in their heavy cylinders. The M1895 also features an innovative gas-seal system that seals the cylinder to the rear of the barrel providing a boost in muzzle velocity and making the weapon quieter than others of its size and caliber. Accurate, reliable, and easy to handle, the Ganten is perfect for the man or woman in Malifaux who needs to carry heavy firepower in a relatively small package.

Weshorn & Smitte No. 3

First produced in 1870 by the Weshorn & Smitte company specifically for military contract sales, the famous No. 3 is a nearly direct competitor for Collier's Single action Army. Well respected for its power and durability, the No. 3 is a single-action, top break revolver chambered in W&S's powerful .44 round. Numerous local variants of this weapon were licensed, and the No. 3 has seen action on battlefields all over Earth. Indeed, a special variant called the No. 3 Russian was built specifically for the Imperial Russian Army.

While officially produced for armies in North America, South America, and Europe, many fell into the hands of civilians and outlaws and as such have quite a checkered past. No matter what variant or model, these guns are quite powerful and have excellent handling characteristics. Their seven inch round barrels make them very accurate at all ranges, and the spring-loaded extractor in the cylinder immediately ejects spent brass upon opening the gun, making for faster reloads.

Each of the No. 3 revolvers presented for sale here is military surplus, and were imported from Earth after undergoing standard inspection. These are nickel plated with plain walnut grips, and have a professionally modified five inch barrel for better handling and carry ability. The only complaint I've heard is that the blade and notch sight tends to pull a bit to the left. Then again, the fella complaining only had the one eye...

Save your brass, shooters! Ammo for the Ganten is rare as hen's teeth and as such is mighty expensive, especially with the tariffs and fees imposed by the Guild. You can get around this by simply keeping your spent brass and reloading with your own powder and bullets.

Cartridge Conversion and Rechambering

Occasionally, instead of buying a new pistol, a customer may choose to have his current weapon altered. Perhaps it's a case of frugality, or perhaps the weapon is a family heirloom that is showing its age and needs to be updated for more modern tastes and usages. In cases like these, the Guild is happy to offer its loyal customers Cartridge Conversion and Rechambering services for a nominal fee. Our expert, highly trained gunsmiths can convert a revolver from cap-and-ball to metallic cartridge or change the size of the round fired by the weapon depending on the customer's wishes. While we offer this service to any customer for any firearm, those pistols purchased through this catalog receive a discount to any gunsmithing services as a thank you to our valued customers.

The Smuggler's Emporium is also collected here. Watch out for some of them, they are smugglers & thieves after all, but if you want hard to find items, or those the Guild Guard might frown upon, they are the only option.

The Smuggler's Emporium

Dear Reader,

You'll find within this document these billets that are presented by more "free thinking" citizens. Additions have also been made to the ordering and detail forms for your convenience.

Peacebringer Revolver

We are pleased to announce that we have come into a small stock of Peacebringer pistols. The same gun used by the famed Guild's Death Marshals and the Ortega Family, these firearms are certainly a topic of conversation!

Revolvers

Weapon	Range	Damage	Capacity	Reload	Special	Cost
B&D Pocket	☞6	2/3/3	4	2 AP	Concealable	7\$
B&D Gatling Derringer	☞6	2/3/3	9	2 AP	Burst Fire	29\$
Collier "Rough Rider"	☞10	2/3/4	6	2 AP	Fan	19\$
Collier Single action Army	☞12	2/3/4	6	2 AP	Intimidating	19\$
Collier Navy	☞12	2/3/4	6	2 AP	—	9\$
LeBlanc Grapeshot	☞10	2/3/3	9	3 AP	Grapeshot	19\$
Ganten M1895	☞10	2/3/5	7	3 AP	—	9\$
Weshorn & Smitte #3	☞12	2/3/4	6	1 AP	—	19\$
Peacebringer	☞10	2/3/5	6	1 AP	Bayonet, Intimidating	30\$

Burst Fire: This weapon may fire a burst of 3 bullets as a single action. The firer may add ☹ to its moderate and serious damage or add ☹ to both the attack and Damage Flip.

Concealable: This weapon grants ☹ to any attempt to hide it.

Fan: This pistol is well built for Rapid Fire. When a character takes a Rapid Fire action (pg. 114) he gains +2 to the attack Flips generated by the Rapid Fire action.

Grapeshot: This weapon includes a second barrel that contains a single grapeshot round, which may be fired as a Range: 5 weapon that deals 1/2☹/4☹ damage.

Intimidating: This weapon's reputation may add ☹ to Intimidate Flips, assuming it is used to spook the subject.

Long Arms

Along with our excellent pistol lines, we at the Guild offer a full line of shoulder fired long arms for both sporting and personal defense needs. There are five lines: Legacy, Rifles, Carbines, Shotguns, and Advanced Rifles, with choice selections from the most famous names in gunsmithing, as well as our own highly respected manufacturers here in Malifaux, like Blackheel & Doyle and Maucher Gunwerks.

Legacy Rifles and Shotguns

Like our fine line of Legacy Pistols, our Legacy Rifles and Shotguns are simpler weapons from a simpler time. This collection of muzzle loading flintlocks and percussion lock long arms harkens back to the days of dashing adventurers, massed ranks of infantry on the plains of Central Europe, and of grizzled and canny explorers traipsing through the dark places of the world in search of lost wonders.

Alexeivich & Tocharof Model 10 Blunderbuss

The larger brother to A&T's Drakon pistol, the Model 10 Blunderbuss is an incredibly versatile and functional weapon. Designed and made here in Malifaux by the redoubtable Alexeivich & Tocharof Weaponsmiths Ltd., this handsome long arm shows all the hallmarks of A&T's craftsmanship. It's a sturdy, heavy weapon with a smoothbore thirty inch banded brass barrel of roughly .75 caliber that flares to over two inches at the crown. Capable of firing nearly anything that can be loaded into the barrel, from lead shot or musket balls to nails, scrap metal, shards of glass, and even stones and salts, the Model 10 is a perfect defensive arm for those operating in out of the way places. Its relatively short range and carbine-like length also make it an excellent weapon to use on horseback or in a shop or home in case of an invasion. Being a flintlock, the Model 10 is a slow firing weapon, but one guaranteed to fell most opponents with one massive blast.



Volyer's Patent Revolving Shotgun

Another of Elisha Volyer's revolutionary firearm designs, the Patent Revolving Shotgun is an exceptional piece of shooting history. These rare firearms feature all of the hallmarks of Volyer's forward-thinking design. A single-action style flintlock mechanism rotates a large, seven-round revolving cylinder and fires its charges through a middling length ten gauge smoothbore barrel. The Patent Revolving Shotgun also features Volyer's pre-priming system, which improves the rate of fire and allows for quicker response from the shooter.

Mister Volyer's care and attention to detail are clearly evident in the quality of the machining and the precision of the lockworks. Initially designed as a repeating shotgun for use by sportsmen, especially those interested in hunting birds and rabbits, the utility of the weapon quickly became apparent to the military in Continental Europe and small batches were produced and sent to the armies of the German Empire, the Russian Empire, Sweden, the Netherlands, France, Italy, and Austro-Hungary. Like the Volyer's Revolving Pistol, the Patent Revolving Shotgun saw military service for a short time until more modern percussion lock and metallic cartridge weapons supplanted the old flintlocks.

Hawken Rifle

Perhaps the premier rifled musket ever produced, the rare Hawken Rifle is the epitome of the frontier rifle. Conjuring up images of rough and tumble mountain men and hardy explorers, hunters, and fur trappers, these fine weapons were produced by hand in small numbers by the Hawken brothers of St. Louis, Missouri. With a well-deserved reputation of fine craftsmanship, deadly accuracy, and long range, Hawken Rifles gained a broad following among many of the more famous men and women concerned with the American westward expansion in the early part of the 19th century. First made in 1823, the Hawken is chambered in .53 caliber, and uses a sturdy percussion lock mechanism to fire its deadly minie-ball ammunition. Much of their accuracy and reliability comes from the patented double set triggers used on the rifle. When aiming, the shooter first pulls the rear trigger, which "sets" the front trigger. Once set, the front trigger becomes an incredibly sensitive hair trigger that fires the gun with the slightest pressure. Thanks to their balance, sensitive firing mechanism, and long barrels, the Hawken Rifles make for excellent hunting and Howles' shooting rifles for the discriminating sportsman.

Pattern 1861 Enfield Musketoon

A direct descendant of Enfield's popular and respected Pattern 1853 Rifled Musket, the Pattern 1861 Musketoon is one of the more reliable and easy to use long guns to come from Great Britain. Chambered in .58 caliber with a thirty inch rifled barrel, the P61 is a light, easy to handle, carbine-length, rifled, percussion lock musket, perfect for new and experienced shooters alike. Built by the thousands in the Royal Small Arms Factory in Enfield Lock North London, these rifles were issued to artillery and cavalry units to give the men a light and easy to use rifle that could be wielded from horseback with little difficulty. Despite it being a muzzle loading rifle, the P61 is a relatively fast loading weapon, and when used with minie-ball ammunition they possess astonishing range and accuracy. A good all round rifle for day to day use, the Pattern 1861 is wildly popular among civilian sportsmen and adventurers on a budget, and the smaller, poorer type of private military concern.

These are all well worn and have seen heavy use. If you're going to buy one, then I recommend inspecting them well yourself. Look at as many as you need before considering purchasing this weapon, you don't want bits falling off while the lead is flying!

Nock Volley Gun

Relive the adventure of the Age of Sail with your own personal piece of Royal Navy history, the powerful and impressive Nock Volley Gun! Built to repel boarding parties and clear enemy seamen in a flurry of .52 caliber balls.

This powerful, 7 barrel pepperbox has found a new role on the streets of Malifaux, as it's perfect for combat in cramped alleyways. You also never know when you'll need to take down a rampaging beast in a single blow.

Stop by the Smuggler's Emporium for yours today!

Legacy Long Arms

Weapon	Range	Damage	Capacity	Reload	Special	Cost
A&T Model 10	12	1/2/4	1	2 AP	Blunderbuss	3\$
Volyer's Revolving Shotgun	6	2/2/4	7	4 AP	—	6\$
Hawken Rifle	16	2/3/5	1	3 AP	Rifle	5\$
Enfield Musketoon	16	2/3/4	1	2 AP	Rifle	5\$
Nock Volley Gun	12	2/3/4	7	4 AP	Seven-Barrel	20\$

Blunderbuss: This weapon gains + to Damage Flips at short range, and + to Damage Flips at long range.

Rifle: The range of this weapon is multiplied by x10 for each + it gains from the Focused condition.

Seven-Barrel: This weapon may fire its entire Capacity as one action to gain + to its Damage Flip and deals +3 damage.

Rifles

Few weapons have changed the face of warfare and the world like the rifle has. No one can say exactly who invented the rifled barrel, or where it originated, but most sources suggest that the technology was first reported in continental Europe in the early 15th century. At their most basic, rifles are shoulder-fired long arms with barrels that are etched inside with groups of helical grooves called “rifling.” Rifling gives a long gun greater accuracy and range, and allows for smaller, deadlier rounds with more powder behind them to be utilized. As technologies changed, the rifle has become more popular.

Having supplanted the musket decades ago as the standard tool of the sportsman and infantryman, rifles are truly the future of shouldered long arm technology. Our stock of rifles includes a broad selection of actions and styles from the most famous names in gunsmithing today. In this section you will find sporting rifles from names you know and trust like Chesterfield, Collier, Enfield, Howles, and Spencer. You will also find military-styled rifles from the likes of Perier, Yamisaka, Lee, and Mosin-Ganten. Whether a shining new Chesterfield repeater or a stout and deadly bolt-action Russian Mosin-Ganten, our rifles are guaranteed to serve your needs to the utmost.

If you can only afford one weapon, I recommend a rifle over a pistol. Sure, you can't carry it on your hip, but you can carry it almost anywhere in your hand, and everyone will assume you're just taking it someplace.

Yamisaka Type 30 Rifle

From the shores of the exotic Three Kingdoms comes the Type 30 Rifle. Designed by Baron Yamisaka, the Type 30 entered service in the mid-1890s as a replacement for the long serving Type 13 battle rifle. Quickly adopted as a main infantry rifle, the Type 30 is an incredibly well built single-shot bolt action rifle. Chambered in the bespoke 6.5mm Yamisaka round, the rifle is fed from a five round internal magazine operated by an action based on the incredibly stout German made action. With its long barrel, strong action, light recoil, and pleasing weight and balance, the Yamisaka makes for a very powerful, accurate, and long range rifle, perfect for hunting and long range marksmanship. While the Type 30 is still in active service with the Three Kingdom's military, many thousands were produced for export and shipped to friendly and allied militaries across Earth.



This one is pretty common among mercenaries who served in the Three Kingdoms. Although, it's gaining popularity, especially considering its price. Makes a man wonder what's wrong with them to be let go so cheap.

Rifles

Weapon	Range	Damage	Capacity	Reload	Special	Cost
Yamisaka Type 30	18	3/4/5	5	2 AP	Rifle	8\$
Perier Model 1886/M93	18	3/4/5	8	2 AP	Bayonet, Rifle	19\$
Howles Pattern 1874	24	3/5/6	1	1 AP	Rifle	18\$
Chesterfield 1895 Repeating	18	3/4/5	5	2 AP	Rifle	29\$

Bayonet (Rifle): This weapon has a Bayonet (see page 173).

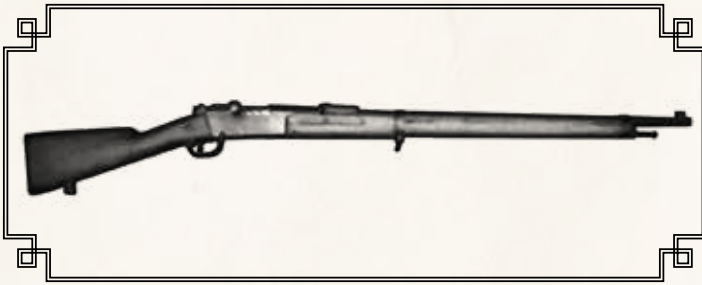
Rifle: The range of this weapon is multiplied by x10 for each + it gains from the Focused condition.

Perier Model 1886/M93 Rifle

Where the rifle revolutionized shoulder fired long arms, the Perier Model 1886/M93 revolutionized the rifle. Produced in France by numerous state armories for the French Army, the Perier was designed in 1886 by a consortium of army generals to fire what was, at that time, the state of the art Perier 8mm rifle round. This fully jacketed, high powered round was the first ever produced utilizing smokeless powder, which is cleaner burning and three times more powerful than the equivalent black powder.

Considered heavy and overbuilt, a precaution against the new higher powered powder cartridges destroying the rifle, the Perier has a thick walled receiver, an aggressively rifled thirty-two inch barrel, and a reinforced action centered on an oversized bolt. This all combined into a durable and capable rifle with exceptional stopping power and long range performance. The massive 8mm Perier Rounds are kept in a ten round, spring loaded tubular magazine that runs the length of the underside of the barrel.

The Perier Rifles we offer have blued thirty-two inch barrels mated to case hardened receivers. The sights consist of standard rifle iron sights with a blade mounted to the barrel and an adjustable ladder sight mounted to the receiver. These rifles can also be mounted with one of our high quality telescopic sights for a small additional fee. All hardware is blued steel, and each rifle comes complete with a sling, an oiler, and an epee style bayonet.



Despite being a surplus rifle, the Level comes highly recommended. It's sturdy construction will stand up to years of use, and previous owners are unlikely to have damage the gun.

The standard iron sights are pretty reflective if the sun is at your back. Always get the metal blued!

Howles Pattern 1874 Rifle

The Howles family of large bore, single-shot rifles was first developed and patented by gunsmith and inventor Christian Howles in 1848. Popular among hunters and long-range marksmen, the Howles Rifle has gone through many changes of caliber, action, and ammunition type in its decades of production. From the very first percussion lock model to the latest Pattern 1874 metallic cartridge rifle, the Howles has cornered the market for those shooters who need the greatest accuracy possible at the greatest achievable distances.

This most recent model, the Pattern 1874, is a single shot, breech-loading, quasi-lever-action rifle chambered in a powerful and long-range .50 caliber round. With its thirty-six inch barrel and fine balance, the Howles is incredibly accurate and possesses an effective range well in excess of nearly any other rifle on the market. The rifle can chamber only one round at a time, loaded into the open breech at the rear of the action, and takes a steady hand to keep on target. This final metallic cartridge model is wildly popular among big game hunters.

Chesterfield Model 1895 Repeating Rifle

Chesterfield's Model 1895 was the first rifle developed by Chesterfield specifically for military use. Like all of Chesterfield's fine rifles, the Model 1895 is a lever-action repeating rifle with a good reputation for reliability and ease of use. It is chambered in the military spec .30-40 Krag round and has a number of new features of interest to both civilian and military users.

Along with upgrades to the receiver and action to compensate for the modern, more powerful smokeless powder used in its ammunition, the most striking new feature is the magazine. Instead of feeding from an under barrel tube magazine, the M1895 is the first of Chesterfield's firearms to utilize an internal box magazine. Loaded by hand one round at a time, the M1895 holds five rounds; four in the magazine and one in the chamber. The Model 1895 is gaining a reputation as an excellent military rifle and armies from all across the world are showing interest in adopting it for their infantry forces. Thanks to this burgeoning success, Chesterfield is beginning to sell versions of the Model 1895 to civilians for sporting purposes.

Carbines

Incredibly useful little rifles, carbines were designed with portability in mind. Initially assigned to mounted infantry and cavalry troops, modern carbines are typically shortened versions of existing rifles, although some carbines are made to fill specific roles. They are smaller, lighter, easier to handle weapons for men and women who need the power of a rifle but without the size and bulk.

Carbines allow highly mobile artillerymen, horsemen, and cavalrymen the ability to carry a powerful rifle-type weapon in a small package. Carbines have short barrels, typically ranging from twenty to twenty-six inches, and slim stocks made from light woods. While not particularly well Suited for long-range engagements, carbines excel in close quarters and are perfect weapons for firing from horseback or from a moving wagon, train, or other vehicle.

I prefer carbines to rifles myself. Especially when I'm working from horseback or coach. They can, if needs arise, be fired with one hand. Just be ready for a sore wrist the next day.

And the obvious jokes!

I recommend a good cheap carbine to anyone who doesn't really know their way around a weapon. While designed to be fired with one hand from a saddle, a good two-handed grip will really benefit the novice.

Collier Lightning Carbine

Collier began production of their popular Lightning carbine in 1884 to compete with similar offerings from Chesterfield and Brenington. Lightweight and easy to use, the 1884 Lightning Carbine is a medium frame, external hammer, pump-action carbine with a twenty inch barrel chambered in .45 caliber.

Fed from an under barrel twelve round tube magazine and capable of accurate and rapid fire at close ranges, these carbines, and their larger Lightning Rifle siblings, were initially marketed to both sportsmen and law enforcement agencies. It found a loyal following among hunters and sport shooters, but failed to catch on with law enforcement agencies who preferred shotguns and sidearms for their issued carry weapons.

Among its many shining attributes as a firearm are its ease of use, its carry ability, and its accuracy and reliability. One of the major selling points of the Lightning is that it chambers the same caliber ammunition as the famous Collier Single action Army "Lawmaker" revolver. A deliberate design decision by Collier, this allows an individual to carry both a sidearm and a shoulder fired long arm while only needing one kind of ammunition, which has endeared both Collier and the Lightning Carbine to those men and women who must travel light.



Carbines

Weapon	Range	Damage	Capacity	Reload	Special	Cost
Collier Lightning	18	3/3/4	12	2 AP	Saddlegun	9\$
Collier Revolving	18	3/4/5	6	2 AP	Saddlegun	19\$
Chesterfield 1873	18	2/3/5	10	3 AP	Saddlegun	24\$

Saddlegun: This weapon may be fired with one hand at no penalty. If it is fired using both hands the character gains + to his attack Flip. In addition, Saddleguns may use Grace instead of Intellect when determining the Acting value of the user.

Collier Model 1855 Revolving Carbine

The very first repeating rifle ever adopted by a major military force, Collier's line of revolving rifles were, in their time, one of the finest firearms available. Collier's revolving rifles and carbines evolved slowly over the decades from their first appearance in the early part of the 19th century, from the first Patterson-based cap-and-ball model to the pinnacle of their development, the Model 1855. The 1855 benefited from decades of advancement not only in revolving long arms, but in firearms technology in general.

The most widely produced of Collier's revolving carbines, the Model 1855 is a single-action revolving carbine with a twenty-one inch rifled barrel chambered in .44 caliber. Ammunition is fed from a six round revolving cylinder that is loaded and unloaded very much like contemporary revolving pistols. This weapon is well Suited for use on horseback or while driving a coach or wagon, and remains popular among civilian scouts, guides, and messengers as a light and inexpensive repeating shoulder arm.



I believe that it is appropriate to share a personal tale at this juncture. Please forgive me this indulgence. Hopefully our recent immigrants will find it useful.

Like many of you, I came to Malifaux with little but the shirt on my back, a bit of Guild Scrip in my pocket, and a few tools of my trade. The Guild's ironclad lock on all shipping ensured I could afford to come with little more.

I immediately purchased an older model Carbine. I believe it was a Lightning, but to be frank, I have long lost it in my "adventures." That weapon saved my life on more than one occasion, despite my utter inability to reliably bring it to target.

It was often unloaded, as its ammunition was costly, and contained many elements I required in my studies. None the less, it was necessary, and I recommend that every new arrival purchase at least a small firearm, if for no other reason than to wave it around at drunkards you wish to shoo off your stoop.

Chesterfield Model 1873 Carbine

Simple, reliable, and extremely portable, the Chesterfield Model 1873 isn't for sale by Guild mercantilers. That fact alone should tell you everything you need to know.

Like General Bradford V. Wilmington once said, "If you wish to buy the best, look for what the Guild won't sell you!"

The "everyman" gun, this Carbine is the great equalizer, sure to become the weapon that won the Breach! Or at least saved your sorry hide...

Shotguns

There are few firearms better Suited for sporting and defensive purposes than the old reliable shotgun. A refinement of the old fashioned blunderbuss, shotguns have evolved over the years from primitive and inaccurate long arms with limited usability to one of the most common types of firearm. For centuries, from the matchlock and flintlock fowling pieces used by your grandfathers to the modern Chesterfield M97, shotguns have provided sport, put food on the table, protected our homes and businesses, and served in armies and navies all over the world. Produced in a dizzying array of sizes, actions, gauges, and configurations, there is a shotgun for every need. Thanks to their versatility, simplicity, and durability, shotguns have also been the long arm of choice for those who live off the land or make their livings as miners, prospectors, adventurers, and explorers.

We at the Guild have the honor of presenting to you a selection of fine shotguns from some of the most respected and reputable names in the industry. Our shotguns are all new, recently imported from Earth directly from the manufacturers and are guaranteed to be in the finest working order. Whether you need a reliable firearm to help you stock your larder, or to ensure the security of your claim, the Guild has the shotgun for you.

Collier Model 1883 Hammerless Shotgun

From the leading name in firearms production comes this stunner of a sporting shotgun. The Model 1883 is Collier's premier shotgun, and a perfect fit for sportsmen and hunters. These are double-barreled, break action, full sized shotguns chambered in 10 gauge. Unlike previous models, the hammers and firing mechanisms of these weapons are all internal, encased in the case hardened receiver. When the action is broken open to load the barrels, the automatic extractor ejects the spent shells and readies the barrels for loading. Once the action is closed, the internal hammers are automatically recocked and the weapon is ready to fire. Thanks to the long barrels and fine craftsmanship of the Model 1883, they have excellent handling characteristics, low recoil, and possess excellent accuracy and range for shotguns of their class.

Solberg Inertia Shotgun

Designed by the inventor Avlin Solberg, and produced in Denmark, the Solberg Inertia Shotgun is taking the sporting world by storm. Using his patent Inertia action, Mr. Solberg has succeeded in creating the first self loading sporting shotgun. Chambered in 12 gauge, the Inertia Shotgun is a marvel of modern firearms technology. Operating on a principle similar to double-action pistols and rifles, the Solberg needs only to be cocked once to be ready to fire.

Chesterfield Model 1887/01

Newly updated for this year, the reliable and well respected Model 1887 enters the 20th century in style. First designed by the famous Lucas Dawson in 1887, and produced by the Chesterfield Repeating Arms Company, the M87 was the first practical repeating shotgun to succeed on the market. Using Chesterfield's well recognized falling block lever action, this breech loading shotgun was designed to introduce Chesterfield, heretofore a rifle company, to sportsmen and hunters in the shotgun market.

Once it entered the market, the M87 quickly found favor among sportsmen who appreciated its power and versatility. As word spread, numerous law enforcement agencies and stagecoach companies also purchased them, as the characteristics that made the M87 such a fine sporting piece also made it well Suited for more martial uses.

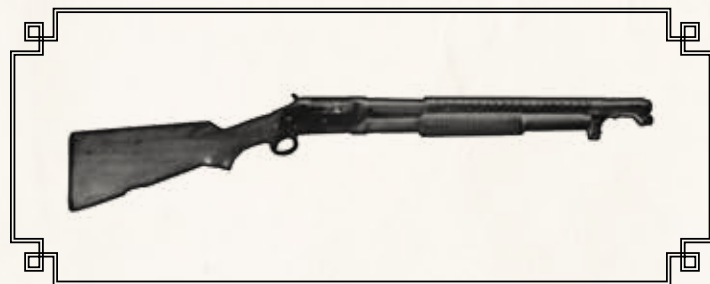
Each of our M87/01 shotguns is new in its factory packaging and includes all proper certificates and documentation. The new /01 models are produced only in 10 gauge, and can fire either new smokeless powder rounds or the old black powder shotgun shells.



Chesterfield Model 1897

The latest shotgun to come from the Chesterfield Repeating Arms Company, the striking Model 1897 is quite a rarity among modern shotguns. As you know, shotguns have been the sportsman's choice of shoulder arms for generations, and the design and production of shotguns has been largely targeted squarely to hunters, sport shooters, and other adventurers. However, recent developments both in Malifaux and back on Earth have shown the practicality and functionality of the shotgun in law enforcement and combat situations. With this in mind, Chesterfield directed famed inventor Huxley Andrajax to make them a gun that can operate well in both sporting and combat situations. What he delivered was the new Model 1897, the first combat oriented shotgun ever to be marketed.

A stoutly built pump action shotgun chambered in 16 gauge, the new M97 has, in the few years it has been on the market, proven itself a very capable weapon. Easy handling and quick firing, the M97 is equipped with many features required by lawmen and soldiers the world over. The receiver and frame were strengthened to handle heavy abuse and reduce jamming as well as to chamber the smokeless shells, the stock was lengthened to improve handling, a heat shield was added over the barrel, and a bayonet lug was attached beneath the barrel. All of these features added up to make an incredibly effective weapon for a soldier.



Shotguns are, from my experience, the most effective self defense weapon on the market. I like to alternate the loads in my Chesterfield between Shot and Slug. If the shot don't put 'em down (or reach 'em) the slug will.

An' I don't recommend trying to shoot 'em both off the Collier Hammerless at the same time. The charges ain't the same, an' it's just a good way to warp the barrel but good.

Don't hurt to fire them separate. It's good to have the option from up on a coach. You can shoot em when they ride up on you, and when they ride away. Just be sure to remember which is each barrel.

I prefer to just keep two up top with me. A shotgun for in close and a carbine when I need it. Don't have to reload, and I get more fire time before things click empty.

Shotguns

Weapon	Range	Damage	Capacity	Reload	Special	Cost
Collier Hammerless	12	2/3♣/4♣	2	1 AP	Double Barrel, Shot	8\$
Solberg Inertia	12	2/3♣/4♣	5	3 AP	Shot	9\$
Chesterfield Model 1887/01	12	2/3♣/4♣	5	3 AP	Intimidating, Shot	19\$
Chesterfield Model 1897	12	3/4♣/5♣	5	3 AP	Shot	29\$

Double-Barrel: This weapon may fire its entire Capacity as one action to gain + to its Damage Flip.

Intimidating: This weapon's reputation may add + to Intimidate Flips, assuming it is used to spook the subject.

Shot: The Range & damage presented here are for Shotguns loaded with Shot ammunition. If the weapon is loaded with Slug ammunition it loses an ♣ from its damage and but gains + to its Damage Flip.

Heavy Weapons, Artillery, and Ordnance

While most dangerous situations can be handled with small arms, some things are just too big or too dangerous to face with only a revolver and a bit of courage. For those of you who require more bang for your Guilders, the Guild offers a small selection of heavy, crew-served weapons. From tried and true horse drawn brass cannons to modern clockwork driven Gatling guns, we have a heavy weapon to Suit every need.

One-Pounder Swivel Gun

Made by a number of manufacturers, swivel guns are found mainly on boats, ships, or large wagons as close range anti-personnel weapons. Mounted on a pintle and manned by a single gunner, swivel guns are tiny, smoothbore, muzzle-loading flintlock cannons typically made of bronze or cast iron and bored to accept a one pound load of grapeshot. Aimed by means of a rod attached to the breech, they are easy to load, point, and fire. They are quite light for their size, and have little recoil.

The pintles they are mounted to are often equipped with thumb screws or some other quick-release device that allows the gun to be dismounted and moved to another location on the ship or vehicle where its power is needed. Coach drivers, teamsters, and other men and women who make their living in Malifaux with vehicles often mount one or two of these handy weapons to their vehicle to protect against bandits and beasts. Swivel guns also make excellent defensive weapons for encampments where their power and small size can be used to great advantage. They can even be mounted to the tack of particularly stout and patient animals like oxen, draft horses, and camels for use as armed caravan escorts.

Our swivel guns come from a variety of manufacturers, including Blackheel & Doyle and assorted well respected cannon makers on Earth. They come complete with their pintle and pointing rod, and quick mounting devices may be added at an additional charge.

They don't tell you that you'll need special dispensation from the Governor to actually buy any of these. Oh, they'll take your scrip... and then you just have to hope.

Model 1866 Six-Pounder Field Gun

The standard by which all field artillery are measured, the tried and true six-pounder has been the backbone of modern artillery corps for decades. Constantly evolving with technology but staying remarkably unchanged, the six-pounders we have the privilege of offering to you are the very model of the gunmaker's craft. Produced by a number of reputable cannon makers, these weapons are cast bronze, muzzle loading, smoothbore cannons fired by means of a reliable flintlock action.

They are mounted on a two-wheeled carriage and have exceptional elevation and traverse capabilities for attacking at any range. They fire numerous kinds of six pound ammunition, from the humble roundshot to the wicked case shot. While typically the purview of national military forces, we offer a select supply of military surplus six-pounder field guns for those of our customers who require heavy defensive or offensive capabilities.

The price of our Model 1866 Field Guns includes the gun itself, the carriage, and the basic tools like ramrods, worms, and sponges to maintain and fire the weapon. Draft animals, tack, limbers, caissons, ammunition, and extra accessories are sold separately. Discounts are offered when all items are purchased together when and where available.

I'm not sure these weapons even exist this side of the breach. They are boat weapons, nobody actually puts them on coaches.

The Gor's secretary does. At least, he has several coaches with canons on a single side. I think they are reserved for barricades and riots. Either way, I wouldn't want to be in the crowd when one gets wheeled in.

Mobile Gatling Gun

Replacing the multi-barreled black powder volley guns used for centuries to deliver heavy, multi-round anti-personnel fire, the Mobile Gatling Gun consists of a dozen rifled 22 inch barrels with individual firing mechanisms mounted around a single central shaft. The .45-70 caliber ammunition fired by this weapon is fed from a gravity hopper from two long double-stack magazines mounted atop the receiver. When firing, one magazine feeds the weapon while the other is reloaded, allowing for continuous fire.

Originally cranked by hand, our Gatling Guns boast a top of the line steam-crank, allowing the weapon to be pulled by a single able bodied man (or horse) and fired without a crew. The entire assembly is mounted to a two wheeled carriage and requires a caisson for ammunition. A crew of two is best for optimal operations.

We offer a limited selection of refurbished Gatling Guns for our more discerning customers. Each one has been thoroughly inspected and is guaranteed safe and ready for service. Purchase price includes the weapon and its carriage only. Draft animals, limber, and caisson are sold separately.

A man with a full pneumatic arm and at least one pneumatic leg can fire one of these on a steam augmented weapon brace. It's a sight to see.

I'll believe it when I see it.

If you see it, and it's true, you're likely dead!

Limbers & Caissons

Owning a piece of field artillery, like a six-pounder or a Gatling Gun, requires more investment and advance planning than owning a simple rifle or pistol. These field pieces are heavy, expensive to operate, and require trained teams of operators to load and fire and large teams of pack animals to move. Caissons and limbers are crucial to moving your new field piece, and their details are included below to assist you in your purchasing.

Limber: A limber is a two-wheeled cart used to move a cannon or other carriage mounted field gun. The limber consists of little more than a stout beam, two large wheels, a pintle for the cannon and shafts or yokes to which you attach your draft animals. When used, the tongue of the cannon's carriage is attached to the pintle so that it can be towed by the draft animals. Limbers have no storage but can, in a pinch, carry a crate of ammunition on their shafts.

Caisson: A caisson is a two wheeled support cart towed behind a cannon or other field artillery piece. While they come in a variety of shapes and styles, at their most basic they are built to carry two ammunition crates and a spare wheel that fits the gun carriage, the limber, and the caisson itself. Caissons can also be custom built to have more storage for accessories, tools, and other necessities of the artilleryman's trade.

Heavy Weapons, Artillery & Ordnance

Weapon	Range	Damage	Capacity	Reload	Special	Cost
One-Pounder Swivel Gun	18	5/7/9	1	6 AP	Heavy, Loader	100\$
Model 1866 Six Pounder	50	5/7/9	1	6 AP	Heavy, Loader	500\$
Mobile Gatling Gun	25	2/4/6	200	4 AP	Gatling, Heavy	1000\$

Heavy: attacking with this weapon is a 2 AP action. In addition, this weapon must be braced to a weapon mount.

Loader: Up to 3 characters can work together to reload this weapon, each contributing AP to the reload.

Gatling: This weapon must fire a burst of 20 bullets when it makes an attack. When fired the attack may choose to gain to the severe and moderate damage, or to triple the damage dealt to a single target.

Bows & Crossbows

In the right hands, an arrow can be just as deadly as a bullet. After all, dead is dead. For the distinguishing archer, we offer our line of Bows and Crossbows.

All of our bows are sold with a finished pine case that holds the bow, a selection of 20 arrows, and a combination fletching-cleaning tool.

Bow

The standard bow has been a mainstay of warfare for thousands of years, until the invention of the rifle. Despite this antiquated nature, the bow is still a formidable hunting tool, especially in the wilds of Malifaux. Many hunters require the silence that a bow provides. It can literally mean the difference between taking down a target from your well concealed blind, or being swarmed by dozens of bloodthirsty beasts.

Our classic bows are made from a single hewn piece of yew and feature easily replaceable strings.

Horn Bow

This bow gets its name from the layered yew, pecan, hickory, and elk horn. The added power these composite materials provide give a horn bow additional stopping power, which can be vital in the Malifaux wilderness.

Crossbow

This mechanical marvel makes an arrow as easy to shoot as a pistol, and allows for even an untrained hand to gain the benefits of a skilled archer. Additionally, the crossbow's built in loading wench and stirrup provide additional power that rivals even the most potent firearm.

Arrows & Bolts

Bows and crossbows can be loaded with special arrows and bolts designed to have a variety of effects that are useful when hunting game... both man and beast. The Guild is happy to provide these bolts at no additional cost, to licensed buyers!

Barbed

The barbed arrow is difficult to remove, tearing at muscle and bone unless it is taken out with care. These are especially popular for use with crossbows, as the bolt can be fired into a target, and then pulled out during the following brawl.

Piped

This arrow head and shaft are designed to channel blood from the body of the victim. The special shape of the arrow prevents it from fully penetrating the body, and it instead plunges just deep enough into the flesh to hit an artery.

Bows & Crossbows

Weapon	Range	Damage	Capacity	Reload	Special	Cost
Longbow	12	2/2/4	-	-	Arrow, Bow	5\$
Horn Bow	12	3/3/4	-	-	Arrow, Bow	9\$
Crossbow	18	2/4/6	1	2 AP	Arrow	15\$

Arrow: This weapon may use specialty arrows (such as Barbed or Piped).

Bow: This weapon does not need to be loaded, as that is part of the firing process.

Barbed: A character wounded by one or more barbed arrows suffers 1 damage at the end of any turn in which it spent 2 or more AP. This condition can be removed with a TN 15 Doctoring Duel.

Piped: If the target suffers Severe damage from this weapon they gain the Bleeding Out condition.

Ammunition

A wise man knows that without a bullet in the chamber a gun is little more than a hunk of metal. It is for this reason that we offer the finest in precision-made ammunition for our entire range of weapons.

To keep pricing convenient and stable for our customers, our ammunition is not listed by caliber, but rather by the class of weapon it is designed for.

Legacy Charges

These pre-filled paper charges can easily be dropped into any of our Legacy line of weapons. Due to the simplicity of construction, and the plentiful supply of lead balls, these charges are extremely inexpensive, and only available in bulk.

Special Ammunition

The Guild is able to offer special ammunition to those with dispensation to purchase restricted rounds. This dispensation can be purchased in writ from the Governor's office for a 5\$ processing fee by any citizen without warrant or Guild held debt.

Wailers

Available in a variety of forms, Wailers are a class of ammunition designed to make a weapon less lethal. Whether rock-salt packed shells or resin-wax bullets, the Wailer has a simple goal, leave a target alive.

Torch

Available only in Malifaux, a Torch shell is designed to light the walking dead on fire. Available only as shotgun shells, no would-be zombie hunter should miss this chance to put a body down without it getting close.

Cavity

These rounds are designed to expand on impact and are extremely effective against unnatural targets. Only available as bullets, these rounds are extremely effective at stopping even large "native" targets..

Ammunition

Item	Cost
50 Legacy Charges	1\$
50 Arrows	1\$
20 Revolver Bullets	3\$
20 Carbine/Rifle Bullets	4\$
20 Wailer Bullets	6\$
10 Cavity Bullets	12\$
20 Shotgun Shells	5\$
20 Shotgun Slugs	4\$
20 Wailer Shells	5\$
10 Torch Shells	7\$
200 Round Gatling-Chain	50\$
Heavy Ball & Powder per lb	2\$ + 3\$ per lb

Wailers: Damage Flips from this weapon suffer $\square\square$ and the weapon also gains the Stunning special quality.

Stunning: Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect, in addition to any other Critical Effects it would suffer.

Torch: Characters who suffer Severe damage from this weapon also gain the Burning +1 condition.

Cavity: This weapon gains $\oplus$ to its Damage Flips against targets without an armor value. Armor may be used to reduce the damage from this weapon to 0.

Don't fall for it! These prices are outrageous! The Guild doesn't want you having bullets, you might use on them! Any of the prices here can be cut in half if you have the tools to cast your own bullets.

DO NOT, I'll repeat myself... DO NOT take Cavity bullets back Earthside. Owning them is considered a war crime in almost every civilized nation. I'm amazed that the Guild sells them to anyone here, even those who are hunting Neverborn.

Melee Arms

Whether you're looking for an heirloom to hang over the hearth, or a sturdy custom built military grade weapon, our craftsmen are at your disposal.

Armaments in Stock

These weapons are available in stock at fine Guild merchants across the city. While every location may not have a wide variety, or a large quantity, on hand, you're sure to be able to find the weapon you seek.

Bayonets

Bayonets come in a variety of shapes, sizes, and styles. From the socket bayonets made for use with our Legacy Rifles to the quick-change, sword-style bayonets built for modern arms, these small and deadly blades are made to give a man with a rifle an extra edge in close combat.

These blades come in two general sizes. The rifle bayonet is designed for quick thrusts and piercing attacks, while the pistol bayonet serves as a small sword. Regardless of the size, our craftsmen can attach a bayonet to any weapon.

Bowie Knife

At their most basic, Bowie Knives are long, imposing blades nearly the size of a shortsword, with a broad, single-edged, clip point blade. With short, riveted hardwood hilts and short, straight quillions, the Bowie Knife is Suitable for use as both a camp and hunting tool as well as a handy fighting knife. The Bowie Knives we have the pleasure to offer our customers are all newly forged and lovingly honed here in Malifaux by some of the city's top knife makers. They each come with a fitted leather scabbard for storage and carrying.

Boarding Axe

Used by navies the world over for capturing enemy vessels and repelling boarders, these handsome axes are perfect as both utility and defensive weapons in the wilds around Malifaux. Our all new boarding axes have straight, twenty-six inch hardwood handles topped by a multi-function axe head. One side of the head has a broad slashing blade with a four inch cutting edge. Our fine boarding axes are all made in Malifaux by expert weaponsmiths and come with a leather sling scabbard to cover the cutting edge and spike.

Cavalry Saber

The long, curved sabers worn by cavalrymen across the world are as much an enduring symbol of the romance and adventure of westward expansion as the venerable Collier Peacemaker or Chesterfield rifle. Produced in a wide array of styles, the sabers we offer are simple and effective heavy cavalry sabers produced by some of the most reputable weaponsmiths in Malifaux. Nearly three feet long, these iconic blades have broad curving blades with a single cutting edge and a flat edge opposite. These blades are all new and guaranteed by the Guild. Purchase of a cavalry saber includes a fine metal scabbard with riveted rings.

Driving Whip

Made from only the highest quality leather and brass, our driving whips have served many a coachman over the year. This weapon is equally Suited to spurring a team on to greater speeds with the unmistakable crack of a whip, or driving off hooligans with a well placed lash.

Gate-Spear

The Gate-Spear is perfect for guard duty, not just as a prominent and lethal looking deterrent, but also as a multi-purpose weapon. With its additional reach and steel tip the Gate-Spear can keep a small group at bay. In a pinch, it can also be hurled at a culprit attempting to scale your walls.

Rail Hammer

These massive two-handed hammers were once used to drive iron spikes while laying railroad. Thanks to the wonder of steam they have fallen out of favor with many railing companies. The Guild has acquired a surplus of these weapons for purchase at a substantial discount.

Truncheon

The truncheon has been a staple of constabulary the world over for so long that many scholars debate its first widespread use. Our truncheons are thick hard-wood stock with rounded edges and leather handles. They feature an iron rod core for added heft and durability, and an optional braided canvas loop for hip wear.

Knuckledusters

All these fancy knives and axes look a mighty bit strange on your hip or back as you swagger through the saloon.

Our Knuckledusters, however, are simple but comfortable fist loads that can easily fit in a pocket with none the wiser.

Why brandish a weapon in the open when you can catch some loud mouth with a good clout on the ear that he doesn't even see coming?

Best 1\$ you can spend to have an Ace up your sleeve... or in your pocket!

I don't care much for a close up fight, in a scrum everyone gets a little hurt. If you're not much of a fighter, I recommend something that can keep an opponent a few yards away from yourself.

For once we agree. Never bring a knife to a sword fight. Although I know a few people who can do amazing things with a well placed foot.

Once saw a man jump through a window and kick a table in half.

Plenty of places won't let you carry your gun around. They have gotten wise lately too, and they won't let a lady keep her trusty Cavalry Sabre at the table either. If you're wise, a Bowie stores just fantastic in your boot, and you can find one to go with almost any outfit.

Melee Arms

Weapon	Range	Damage	Special	\$
Bayonet (Pistol)	/// 1	1/3/4	—	3\$
Bayonet (Rifle)	/// 2	1/3/4	—	4\$
Bowie Knife	/// 1	1/3/4	—	2\$
Boarding Axe	/// 2	1/3/5	—	2\$
Cavalry Saber	/// 2	2/3/4	—	7\$
Driving Whip	/// 2	1/2/3	Snaring	14\$
Gate-Spear	/// 3	2/3/4	Thrown	3\$
Truncheon	/// 2	1/3/4	Stunning	3\$
Rail Hammer	/// 2	2/4/6	—	4\$

Knuckleduster /// 1 Special Fistload, Concealable 1\$

Fistload: Pugilism and Martial Arts attacks made with this weapon in hand gain + to the Damage Flip.

Stunning: Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect, in addition to any other Critical Effects it would suffer.

Snaring: The target gains the Slow condition in addition to suffering damage.

Thrown: If thrown, this weapon has a range of 3 yards multiplied by the Attacker's Thrown Weapon skill.

Custom Armaments

If one of our fine military armaments isn't to your exact liking, the Guild offers custom steel, wood, and even stone worked weapons. Simply fill out the associated order form, and our master craftsmen will begin smelting, carving, or chiseling your personal weapon today!

Standard Hand Weapons

Our hand weapons come in a wide variety of shapes, sizes, and other options. Rather than attempt to describe to you the unending variety available to match your every whim, we've broke down our collection into five easy-to-reference categories.

Blade: Whether you're looking for a traditional European sword, or an exotic katana from the Three Kingdoms, our Blades are custom forged from the highest quality steel available in Malifaux!

Bludgeon: Nothing cracks a jawbone quite like one of our trusty hammers. No less effective than a blade, these sturdy cudgels aren't just clubs; they are deadly weapons capable of striking a man from horseback while quickly incapacitating him.

Axes: Not very different from a blade, an axe is designed to deliver a powerful cutting blow. The concentrated power behind the head of the axe, however, delivers much of what a bludgeon has to offer while still drawing blood.

Whips: The child of a bygone era, most whips are used for non-martial husbandry purposes. But not these whips! Made from rugged leathers or even chain, these weapons can catch even the most able opponent by surprise!

Has anyone ever wondered why they leave so much blank space in these catalogues? It seems odd, especially for scrip-conscious bastards.

Yeah, I looked into it.

Ok, I'll bite, what did you find out?

Some of the catalogues are printed with ink that is only visible to Guild operatives with a special lens.

Shortened

Sometimes a man needs a smaller hand weapon that's easier to carry and conceal. Whether shortening a sword into a dagger or a bludgeon into a knuckle-duster, our artisans can creatively maintain the military usefulness of a weapon with half the size.

Enlarged

Why brandish a sword when you could swing a blade the height of a small man? Our blademakers and engineers can keep even the most outlandishly sized weapon well balanced and sturdy; all it needs is a strong arm to wield it!

Extended

While rare, the long reach of a pole-arm has found popularity amongst coachmen and guardsmen alike! Available in a variety of hardwood shafts almost any weapon can be converted to have vastly extended reach!

Embellishment

From family crests to famous historical battles, our artists are some of the finest in the world. For a reasonable fee a weapon can be engraved, or even treated with any tinting process. Original art commissions are available at an additional cost.

Throwing

While it is extremely impractical to carry enough knives to throw in a serious fight, many of our buyers purchase custom made thrown weapons for gaming purposes. After all, when money rides on the line it can't hurt to have invested in a bit of insurance.

Folded Steel

If the buyer is willing to wait for the best, then our craftsman have mastered the techniques of folding steel from the Three Kingdoms. While the weapon has only a single cutting edge and must be rigorously cared for, it can maintain a sharper edge.

Pneumatic Weapons

Steam power has a myriad of uses, and applying it to melee weaponry is a bit of a hobby for some of the folks here at the Smuggler's Emporium. If you're looking to drive a man into the ground like a pike, talk to us, and we'll figure out a price!

Are you telling me there are things for sale on these pages that we can't see?

Yup. Let's just say you don't want to know what a Vendetta Bullet is made of. But if you get shot by one... ick.

Now I have to know.

It's a bullet made out of a Soulstone that contains the essence of a person murdered. It's pretty good at killing that person's murderer. In some gruesome ways. The Guild has a list of bullets with targets.

Nice try. I don't believe that for a moment. Pull the other leg Nox.

Customizations

Customization	Effect	Cost
Shortened	Short, Concealable	1\$
Enlarged	Heavy	7\$
Extended	Reach	5\$
Embellishment	—	Varies
Folded Steel		10\$
Throwing	Short, Thrown	1\$
Pneumatic	pneumatic	20\$

Short: Reduce the Custom Weapon's range by 1 yard.
Concealable: This weapon grants + to any attempt to hide it.

Enlarged: This weapon increases its damage by 1/1/2. In addition, it requires two hands and the Heavy Melee skill.

Folded Steel: This weapon increases its damage by 0/0/1 and gains a + to its Damage Flip.

Reach: Increase the Custom Weapon's range by 1 yard.

Thrown: If thrown, this weapon has a range of 3 yards multiplied by the Attacker's Thrown Weapon skill.

Pneumatic: This weapon gains + to its Damage Flip.

You don't actually need to go to the Guild to get a custom weapon. Frankly, if you can imagine it, there are a dozen smiths in the slums alone who can cobble it together.

Custom Armaments

Weapon	Range	Damage	Special	\$
Custom Blade	/// 2	2/3/4	—	15\$
Custom Bludgeon	/// 2	2/3/4	Stunning	10\$
Custom Axe	/// 2	1/3/5	—	12\$
Custom Whip	/// 2	1/2/3	Snaring	19\$
Custom Pole-Arm	/// 3	2/3/4	—	10\$

Stunning: Whenever this weapon deals Severe damage, the target suffers a Weak Critical Effect, in addition to any other Critical Effects it would suffer.

Snaring: The target gains the Slow condition in addition to suffering damage.

Armor

In most cases, armor is an antique curiosity in these modern times. The widespread use of firearms and the perfection of offensive magics have rendered armor largely obsolete on the modern battlefield. While the Age of Chivalry is well behind us, with its valiant knights in shining armor jousting for sport and riding down villains with lance and longsword, here in Malifaux the wise outdoorsman, prospector, or explorer knows the value of protection from bullet and blade. To serve the needs of our customers, we sell a full line of leather and metal armors made by the finest tanners and metalsmiths in Malifaux.

Head Protection

Nobody wants a bullet in the brain pan, at least not for themselves. Our selections of Aventails and Helmets are designed for the citizen who wants to keep his brains exactly where they are.

Aventails are short, flexible curtains of our finest chainmail that protect the neck and shoulders.

Miner's Helmets are built tough to protect a miner from falling debris and cave-ins. Ours include a fireproof lamp, available in traditional oil and flameless options.

Round Helmets are simple metal helmets with domed crowns, a riveted bottom edge, and a nose guard. Perfect for mercenaries or other guard who are expecting trouble!

Our artisans can also custom craft almost any helmet or other head protection that a customer could want, just ask!

Leg Protection

Leg protection has gone out of fashion in recent years, at least when it comes to military applications. However, the brutal (and often immediate) dangers of Malifaux have seen a resurgence in its popularity.

Trail Chaps are leather leg and thigh protection that not only make long rides more comfortable, but they also protect from many environmental hazards along the way.

Greaves are form-fitted plates of steel that protect the lower legs of the wearer, and can protect the foot as well with a curved metal strap-plate.

Chest Protection

Most shooters are trained to fire at the center of a target, as a hole through the chest is usually fatal, and at the very least a gushing wound in the gut will take a man out of the fight. For this reason, our line of chest armor is likely the most useful defenses a man can buy!

Breastplates are traditional metal carapaces forged from our finest steel. Perfect for a guardsman who wants would-be Attackers to know he is ready for a fight.

Brigandine jackets can be made to look like any of our other fine jackets, such as the pilot jacket, the frock coat, or any other over garment the customer desires. If a customer wishes to be protected without making a big fuss, these jackets are well worth the extra scrip.

Doublets & Dusters are tight-fitted jackets fasten up to the neck with either pearl, brass, or cloth covered buttons and have either a light linen lining or a thick padded lining depending on the needs and tastes of the customer.

Arm Protection

It's a rough world out there, and a man's hands are his livelihood. It's no wonder that our line of hand protection is some of the best selling, and most useful, items in our catalog.

Trail Gloves are sturdy leather hand protection that don't hinder a man's grip while protecting from minor scrapes and even light burns.

Gauntlets are sold by the pair and come made from heavy leather with plates of iron, steel, or bronze riveted to the back of the hand, as well as each below each knuckle.

Vambraces protect the forearms in the same manner as greaves protect the legs. They are sturdy, one-piece formed steel plates, worn on the forearms, that protect the wearer from wrist to elbow.

While it's often considered rude (or at least unfashionable) to wear armor in public Earthside, here in Malifaux it's just a matter of survival.

What would you know about living Earthside?

Shields

While most consider the shield an antiquated form of protection, few can argue with its thousand year track record. Our shields come in a variety of shapes and sizes, and can be customized with any symbol a customer wishes, and come in three general sizes.

Bucklers are small, often ornamental, shields slightly larger than a dinner plate. They are designed to grant a shield's protection without cumbersome weight.

Heater shields are a bit larger and can protect most of a man's upper body and head. Our Heater shields are available in many styles, from the standard oval or square top shapes, to Greek shields. Just ask our friendly staff!

Kite shields are larger tower style shields that protect the entire body, from ankle to brow. These heavy shields are sturdy enough to stop a bullet, as well as the fist of a rampaging beast.

Dukes of York

The Guild offers this line of stylish leather, all produced by the most trusted and well-respected tanner on Earthside. Each Suit of Dukes of York is tailor made for each individual's exacting specifications, and only the most learned of individuals will even know that you are wearing clothes that provide protection, as well as a statement of taste.

Dukes of York uses heavy brass and steel buttons and rivets in its construction so that the over layers will last for years to come and are easily cleaned. Additional protection is provided by steel bars and plates concealed within the fabric, allowing a unique flow to the garment.

Designed to be worn every day, our tailors will ensure that your personal style is complimented by your Dukes of York outfit, not subsumed by it. Schedule an appointment with a Dukes of York designer tailor!

Despite the lack of social judgment, it is still very rare to see someone wearing a Suit of armor. Most contain themselves to a thick duster, or maybe some trail leather. Any more can slow you down without the right training.

Armor

Armor	Effect	\$
Aventail	Light	3\$
Miner's Helmet	Protected (📖)	5\$
Round Helmet	Light, Protected (📖)	6\$
Trail Chaps	Protected (🐾)	2\$
Greaves	Light, Protected (🐾)	5\$
Breastplate	Heavy, Protected (🐾)	19\$
Brigandine	Light, Protected (🐾)	7\$
Doublet/Duster	Protected (🐾)	5\$
Trail Gloves	Protected (✂)	2\$
Gauntlet	Light, Protected (✂)	4\$
Vambrace	Heavy, Protected (🐾)	19\$
Buckler	Shield +1	6\$
Heater Shield	Deflecting, Shield +1	15\$
Kite Shield	Deflecting, Shield +2	25\$
Dukes of York	Light, Protected (🐾, ✂, 🐾)	50\$

Light: The armor value granted by armor is described on page 212. A character wearing this armor on at least one location is considered to be Lightly armored (Armor +1)

Heavy: The armor value granted by armor is described on page 212. A character wearing this armor on at least one location is considered to be Heavily armored (Armor +2) if he is at least Lightly armored on two other locations as well.

Deflecting: When this character takes a Defensive Stance action it also gains armor value equal to the number of AP spent on the Defensive Stance action.

Protected (Suit): The character ignores the first Critical Effect (but not damage) generated with the noted Suit during each Dramatic Time.

Shield: When this character takes a Defensive Stance action it increases the value of the gained Defensive condition by the Shield value.

Pneumatic Limbs

It is a regrettable truth that in Malifaux, sometimes the human body just isn't enough. Despite the Guild's best intentions and advanced safety procedures, the occasional unfortunate incident can still happen. Brutal attacks, sabotage, and of course carelessness, can all make a pneumatic limb a necessity for making a man whole again.

Thankfully, the Guild artisans and mage-wrights can produce near perfect replicas that will get you back into shape in no time... and maybe even better!

Each replacement contains a small amount of Soulstone Dust to power the pneumatic for 2 months (first fitting is free). However, regular maintenance is necessary, with an operating cost of about 10\$/3 months. The prices listed here include the cost of surgery.

Partial and full limb replacements are available, and each is made custom to your exact needs. If this is your first pneumatic replacement, we recommend allowing yourself at least two weeks to adapt. Regaining lost functions is a life changing moment, after all!

Pneumatic Limbs

Pneumatic	Effect	\$
Partial Limb	Armor +1, Augment 1	15\$
Full Limb	Armor +1, Augments 2	25\$
Piston Driver	Pneumatic Might	10\$
Military Brace	Integrated Firearm	15\$
Steam Coils	Pneumatic Speed	10\$
Trade Custom	Integrated Toolkit	—

Armor +1: A character with one or more pneumatic limbs gains armor +1.

Augments: This is the number of Augments that the limb can hold.

Pneumatic (Aspect): The character may use the limb with this augment to increase the noted Aspect to 5 for the duration of one Duel. This ability can only be used once during each Dramatic Time per limb equipped with this Augment.

Integrated: The character can use the integrated item as if it were in his hand at any time.

Augments

Not every pneumatic needs to be created equally. The age of steam power is quickly replacing manpower, and the best way to compete with the engine, is to become as steady and reliable as a locomotive yourself.

Our line of pneumatic Limb augments can be built into almost any arm pneumatic, and with some effort, even a leg pneumatic. Space is limited, however, and while a full limb conversion can accommodate two augments, a partial limb conversion can only accommodate one.

Piston Driver (Arms or Legs)

A series of pistons and additional bone anchors can add additional strength to a limb. A proper piston driver equipped arm can make short work of laying rails or erecting a building.

Military Brace (Arms)

A military brace can accommodate any revolver, carbine, or shotgun rebuilt into the augment. We regret that we must deny the incorporation of black powder weapons, for the safety of our customers. Additional cost of the firearm also applies.

Steam Coils (Legs)

Built with powerful industrial springs, these coils reset themselves using the limb's pneumatics, to allow for greatly increased bursts of motion.

Trade Customization (Arms or Legs)

Every craftsman needs his tools. It's been long said that to a brilliant blacksmith, his hammer is an extension of his arm... and that has never been more true than with a trade customization.

A pneumatic limb can incorporate any toolkit presented by our Tools & Hardware department... at no additional fee! You just pay for the tools!

If you don't have the scrip, the Guild will happily extend you a line of credit. Of course, if you don't pay on time you'll find yourself working in the mines... probably forever.

Tools and Kits

For every job there is the correct tool. Here in Malifaux we pride ourselves on our work ethic and the quality of the workmanship found in our native industries. Our artisans and skilled tradesmen are the equal of any to be found on Earth, and our products are of the highest quality.

Each toolkit is designed for use with a single trade craft, but they can be largely broken into several general categories.

Academic

These toolkits are generally very light, and include small notebooks, writing instruments, and measuring devices. Individual Academics can further customize their kit to Suit their particular field of study.

Crafting

Crafting kits are larger affairs, usually include small anvils, tables, kilns or other equipment. These kits are far from "mobile," however, the relative common components keeps the cost down.

Expertise

Usually consisting of vials, tweezers, files, and lenses, an Expertise kit is invaluable when practicing a trade. Like other toolkits these can be further customized for a specific trade, and are typically transported in a small satchel.

Magical

No two Magical kits are the same, and like Crafting kits they are often large and complex enough to make moving them inconvenient. However, the cost of the individual components is much cheaper here in Malifaux, and our Guild craftsman are happy to help tailor your personal magical workshop to your specific needs!

Do they expect anyone to fall for this? DO NOT go into a shop looking to buy magical supplies. The guards will be on you in seconds. Although the price is about correct, and can be purchased in the slums fairly reliably!

Skill Toolkits

Toolkit	Effect	\$
Academic	Toolkit (Skill)	25\$
Crafting	Toolkit (Skill)	35\$
Expertise	Toolkit (Skill)	25\$
Magical	Toolkit (Skill)	50\$
Social	Toolkit (Skill)	25\$
Customization	Added skill	10\$

Toolkit (Skill): Each toolkit is designed for a specific skill which must be noted when it is purchased. The toolkit allows the character to make skill Duels of any skill of the same type as the chosen skill, if tools are required for the Duel. In addition, when the character makes a Duel of the exact skill the toolkit is designed for he gains  to the Duel.

Added skill: The toolkit may add one skill of the same skill Type to the list of skills the toolkit is designed for.

Social

Consisting of a small bag of cosmetics, wigs, and even a few sewing tools, these kits are rarely further than arm's reach of any proper lady about town. You never know when you'll need to freshen your look, or prepare for an impromptu meeting!

A good trade kit is pretty easy to steal. I recommend having your mark etched into the expensive bits.

Some people can improvise, but even they will tell you that a good set of tools can't be compensated for.

There is a limit to what a man can craft without the right tools, unless he is a master craftsman... or he knows where to find creative substitutions.

Sundries & Services

Dried Goods	\$
Flour (Wheat)	0.05\$/lbs
Beans	0.05\$/lbs
Rice	0.10\$/lbs
Coffee	0.40\$/lbs
Sugar (Brown)	0.50\$/lbs
Sugar (Tea)	1.00\$/lbs
Oats	1.20\$/bushel
Corn Meal	0.05\$/lbs
Flour (Rye)	0.04\$/lbs
Barley	0.30\$/lbs
Salt	0.40\$/lbs
Yeast	0.10\$/oz
Tea	0.70\$/lbs
Dried Fruits	0.08\$/lbs
Pepper	0.60\$/lbs
Cumin	1.50\$/lbs
Thyme	1.60\$/lbs
Meats	\$
Pork	0.10\$/lbs
Bacon	0.02\$/lbs
Salt Beef	0.15\$/lbs
Fresh Beef	0.20\$/lbs
Bottled & Canned	\$
Fruit / Vegetable	0.01\$/12oz
Vinegar	0.17\$/6oz
Extract (Citrus)	0.10\$/6oz
Extract (Phosphate)	0.12\$/6oz
Extract (Bitters)	0.08\$/6oz
Molasses	0.01\$/12oz
Honey	0.45\$/12oz
Perishables	\$
Eggs	0.01\$/doz
Butter	0.70\$/lbs
Apples	0.13\$/lbs
Pears	0.14\$/lbs
Peas	0.09\$/bushel
Potatoes	0.07\$/bushel
Lard	0.20\$/lbs
Cheese	1.00\$/lbs

Sundries	\$
Beads (Glass)	0.50\$/lbs
Beads (Wooden)	0.20\$/lbs
Binoculars	6.00\$
Blanket (Gum)	2.00\$
Blanket (Wool)	3.00\$
Bottling Supply	1.00\$/20
Broom	0.20\$
Brush	0.10\$
Bucket	0.10\$
Buttons	0.30\$/lbs
Candles	0.70\$/lbs
Canning Supply	0.80\$/20
Canteen	0.30\$
Chair (Wooden)	1.00\$
Cloth	0.02\$/yrd
Coal	0.90\$/bushel
Coffee Mill	1.00\$
Coffee Pot	0.80\$
Comb (Bone)	0.20\$
Desk (Field)	2.00\$
Desk (Lap)	1.00\$
Flatware (China)	3.00\$
Flatware (Clay)	2.00\$
Flatware (Tin)	0.50\$
Fold-Oven	1.50\$
Hand Mirror	3.00\$
Haversack	1.20\$
Hoe	0.30\$
Ink (Liquid)	0.80\$
Ink (Powdered)	1.20\$
Journal	2.00\$
Kerosene	0.50\$/12oz
Kettle	0.50\$
Kindling	0.50\$/20lbs
Knapsack	0.95\$
Ledger	2.50\$
Mark Line	1.00\$/200ft
Mop	0.20\$
Nails	0.20\$/5lbs

Sundries	\$
Needles	0.50\$/10
Pen Set	1.60\$
Pencils (Cedar)	0.20\$/12
Poncho	0.60\$
Pan	1.20\$
Rope (Hemp)	2.60\$/50ft
Rope (Sail)	2.90\$/50ft
Rope (Triple Braid)	3.30\$/50ft
Scrap Copper	0.90\$/lbs
Scrap Iron	0.70\$/lbs
Sewing Machine	9.00\$
Shovel	0.20\$
Soap	0.50\$/lbs
Starch	0.30\$/lbs
Stationary	0.50\$/50sht
Stylus & Well	1.20\$
Table	1.50\$
Tarpaulin	1.40\$
Telescope	2.00\$
Tent	4.00\$
Utensils (Steel)	1.00\$
Utensils (Sterling)	2.30\$
Valise	0.80\$
Wallet	0.60\$
Wash Basin	0.80\$
Wash Tub	1.80\$
Watch	3.00\$
Wax	0.50\$/5lbs
Instruments	\$
Banjo	3.00\$
Bugle	4.00\$
Fife	1.00\$
Guitar	5.00\$
Harmonica	1.00\$
Harpsichord	35.00\$
Jaw Harp	0.50\$
Mandolin	3.00\$
Trumpet	3.00\$
Violin	15.00\$

Sundries & Services

Spirits	\$
Absinthe	2.50\$/12oz
Ale (Barleywine)	0.12\$/12oz
Ale (Bitter)	0.10\$/12oz
Ale (Brown)	0.10\$/12oz
Ale (Pale)	0.09\$/12oz
Ale (Stout)	0.11\$/12oz
Applejack	0.25\$/12oz
Baijiu	0.30\$/12oz
Beer (Barley)	0.08\$/12oz
Beer (Rye)	0.07\$/12oz
Beer (Watered)	0.05\$/12oz
Bourbon	1.20\$/12oz
Brandy (Cherry)	1.50\$/12oz
Brandy (Plum)	1.60\$/12oz
Cider (Apple)	0.10\$/12oz
Cider (Peach)	0.11\$/12oz
Cider (Pear)	0.10\$/12oz
Gin	1.20\$/12oz
Lager (Bock)	0.22\$/12oz
Lager (Pilsner)	0.20\$/12oz
Lager (Schwarzbier)	0.21\$/12oz
Port	1.10\$/12oz
Rum (Clear)	0.80\$/12oz
Rum (Dark)	0.60\$/12oz
Sherry	0.70\$/12oz
Soju (Tapioca)	0.30\$/12oz
Tequila	0.60\$/12oz
Vodka	0.30\$/12oz
Whiskey	0.50\$/12oz
Wine (Red)	0.70\$/12oz
Wine (White)	0.75\$/12oz
Vermouth	1.15\$/12oz
Tobacco	\$
Cigars	1.00\$/24
Lucifers	0.01\$/50
Pipe	0.20\$
Tobacco (Smoke)	0.30\$/lbs
Tobacco (Jaw)	0.25\$/lbs
Rolling Paper	0.01\$/100

Livestock	\$
Ox	75\$-100\$
Mule	15\$-20\$
Donkey	20\$
Pack Horse	25\$
Draft Horse	75\$
Milk Goat	5\$
Herd Goat	2\$
Sheep (White)	3\$
Sheep (Black)	5\$
Chicken	0.50\$
Rooster	2\$
Sow	3\$
Boar	5\$
Cow (Holstein)	25\$-35\$
Cow (Angus)	15\$-20\$
Bull (Holstein)	45\$-55\$
Bull (Angus)	65\$-80\$
Tack & Bridle	\$
Bridle	1.00\$
Blinders	0.75\$
Tack	0.25\$
Harness	3.50\$
Draft Collar	2.50\$
Pack Saddle	0.75\$
Range Saddle	1.50\$
Saddle Bags	2.00\$
Wagons	\$
Wagon (Open)	10.00\$
Wagon (Covered)	15.00\$
Wagon (Work)	20.00\$
Axle	4.50\$
Wheel	2.50\$
Services	\$
Haberdasher	0.03\$/day
Milliner	0.04\$/day
Stabling	0.01\$/day
Seamstress	0.02\$/day
Smithing	0.05\$/day
Funeral	5\$-75\$

Women's Clothing	\$
Blouse (Fancy)	1.00\$
Blouse (Plain)	0.50\$
Boots (Fancy)	1.40\$
Boots (Plain)	1.00\$
Bustle	0.60\$
Corset (Steel Band)	1.10\$
Corset (Whale)	1.40\$
Crinoline	1.20\$
Day Dress	0.60\$
Gown	5.00\$
Hat (Bergère)	1.80\$
Hat (Bonnet)	0.60\$
Petticoats	0.30\$
Shoes (Fancy)	0.80\$
Shoes (Plain)	0.60\$
Skirt	0.30\$
Slip	0.10\$
Trousers	0.80\$
Veil	0.05\$
Men's Clothing	\$
Ascot	0.20\$
Boots (Fancy)	1.50\$
Boots (Plain)	1.20\$
Breeches	0.60\$
Cravat	0.40\$
Garters (Arm)	0.20\$
Garters (Sock)	0.40\$
Hat (Bowler)	1.20\$
Hat (Cavalry)	2.00\$
Hat (Top Hat)	3.50\$
Necktie	0.40\$
Robe	0.50\$
Shirt (Fancy)	0.80\$
Shirt (Plain)	0.60\$
Shoes (Fancy)	0.80\$
Shoes (Plain)	0.60\$
Spats	0.10\$
Trousers	0.90\$
Waistcoat	0.65\$

The Governor's Coin

Beware the Governor's Coin! It may appear, on the surface, to be of great value to have coinage on hand, allowing for one to make small purchases, but this is a mathematical ploy used by the Guild, and you shouldn't be fooled.

Here's how the trick works. The coins are marked as follows:

Pence: 1/100th of 1\$.

Nickel: 1/20th of 1\$.

Deiner: 1/10th of 1\$.

Fideiner: 1/5th of 1\$.

Quarter: 1/4th of 1\$.

In addition, there are scrip coins valued from 1\$ to 5\$, but these are minted rarely, and the appearance changes wildly each minting.

This sounds efficient on the surface, except that the Guild doesn't value these coins based on their shown mint value, but rather their mineral content and weight. Which they determine daily.

While the common man may find this useful, trading in Governor's Coin is fairly stable on the surface, with most merchants treating the coin at face value based on faith. However, when you interact with the Guild, these coins can quickly become worthless. Beware a Guild establishment that would rather give you coin than carry your credit, they likely know something you don't.

Keep a few coins on you for convenience, but don't hoard them, bullets are worth more by a long shot!

As there doesn't appear to be much space on the previous page, I thought we could discuss various prices here.

Prices appear to be pretty stable. I don't think much has changed more than a pence in the last few weeks.

Stable but costly. Some of the prices are insane. Meat costs enough that most people eat it only once or twice a week. This of course, means they bring less of it in. Which makes the prices very unstable. The list price can double during a bad week. Course, most people just eat rat instead when the price gets too high.

Rat ain't so bad.

I've heard talk that the Guild of Mercantiles is trying something they call "society building." It's just a fancy name for controlling what people do without anyone knowing it.

If you ever wonder why the price of something is so high, or low, it's because the Guild is looking to control your behavior. They want to know how much we'll pay for things before our whole society changes.

They wouldn't even be able to do it if it weren't for their complete control over what comes in and out of Malifaux. It's fascinating really. I wonder if anyone on the inside has written about the process and findings.



GAMEPLAY

Most of the Actions that a Fated undertakes in a roleplaying game succeed without concern. Riding a horse through town, climbing a ladder, or ordering a round of drinks at the tavern are all straightforward Actions that should succeed barring strange circumstances. Notably, the added stress of such complications can often make tasks that seem routine become far more challenging. A lock that an expert thief could easily pick may be far more troubling when the Guild is in pursuit.

On the other hand, some tasks are simply far more difficult to complete than others. For those, a character's training, natural aptitude, and experience come into play to determine whether or not an Action is successfully completed. In Malifaux, Fate is ever present, and she may aid or hinder a character depending upon her fickle whim.

When a character attempts a routine task, the Fatemaster will usually indicate that the Action succeeds without question—unless that Action has some significant ramifications. For more difficult Actions, there may be a question of success. In such instances—especially if the resolution might affect the game's plot—the game system steps in to help answer the question.

This chapter presents the core game system used to resolve character Actions. All of the materials presented in other chapters key off of these central rules. Players are encouraged to read through this material carefully, and walk through the examples presented. Familiarity with these ideas is required to completely understand how a Fated's abilities interact with the world of Malifaux.

WHAT IS A DUEL?

A Duel is the core resolution system in *Through the Breach*. Whenever a Fated character wants to attempt an Action that has some chance of failure, or some other repercussions as determined by the Fatemaster, the player engages in a Duel.

Any Action that requires adjudication is called a Duel. In many instances the difficulty for an Action is based upon the nature of the task and possible situational factors. For example, a character attempting to scale a wall might have a more difficult time if the Action is undertaken during a thunderstorm. In contrast, the Action could be far easier if a climbing harness and rope are at hand.

First, the Fatemaster determines a Target Number for the Duel. The harder it is to succeed, the higher the Target Number will be.

Next, the player Flips the top card of the Fate Deck face up, and adds some numbers (based on the character's stats) to generate a total. If this total is equal to or higher than the Target Number of the challenge then the Fated character has succeeded in the Action.

These are the basics of a Duel, but there are many ways to influence the outcome, such as using Triggers or outright Cheating Fate!

THE FATE DECK

Fate oversees everything that occurs in Malifaux. At times, it may seem that a character's Actions succeed in spite of Fate's opinion. In other instances, a character's shocking success is only made possible because of Fate's kindness. This game uses a Fate Deck to determine whether a Fated succeeds or fails in his efforts.

The Fate Deck is a special communal deck of 54 cards that includes thirteen cards of each Suit (each numbered 1 through 13), and two special cards (the Jokers). In many ways, the Fate Deck is a standard Poker Deck, with which most players are likely already familiar.

CARD VALUES & SUITS

Each card possesses a value and Suit. Cards, except for a Joker or a one, clearly show a number in the range from two to thirteen. Any time that the rules refer to a card's value, they are referring to the number printed on the card. Fate Cards without a number but showing a Suit have a value of one, and are referred to as "Aces."

Each card, except the Jokers, also shows a Suit emblem. These Suits correspond to the four sources of Malifaux's magic: ♠ Ram, ✕ Crow, 📖 Tome, and 🎭 Mask. Any time a card is used to resolve a task, both the value and the Suit are used to determine success or failure. This works by adding the value of the card employed to the Fated's relevant ability scores.

Jokers may not display their value. The Black Joker has a value of 0, and the Red Joker has a value of 14 when they are used.

THE SUITS

The Suits in Malifaux have symbolic meanings which also modify the results of a Duel. When a player performs a Duel, one or more Suits may be added to the total, which can create values like 9📖 or 12♠🎭. When this happens, the Suit is part of the result, tied to the number. Some Target Numbers will include a Suit (requiring it for success). Additionally, characters might have Triggers, which will require a specific Suit to activate.

RAMS ♠

Often associated with the Guild and its members, this Suit is most often associated with change and determination. Spells that heal or augment the mind and the body are most commonly associated with Rams. Actions that are intended to cause direct physical harm, or to resist mental damage or manipulation, are also governed by Rams.

CROWS ✕

Resurrectionists claim that their order is associated with the Suit of Crows. This is in large part because magic associated with physically debilitating effects and the undead are all influenced by this Suit. In addition, its effects govern the use of armor and Wounds.

TOMES 📖

The Suit of Tomes is intrinsically linked to the raw stuff of magic. Manipulation of the elements, creation of mystical constructs, natural magical ability, and damage dealt by pure magic are all governed by this Suit. Members of the Arcanists order claim a strong affinity for this Suit.

MASKS 🎭

Those with an affinity for Masks have a tendency for misdirection and avoidance. This is most commonly associated with the Neverborn and their ilk. Magic that deals with protection, control, and manipulation are most commonly governed by this Suit.

JOKERS

Jokers are a special case, as they represent the special attention of Fate and magic. The Red Joker represents magic at its zenith, while the Black Joker indicates that magic is momentarily failing.

Some special rules come into play when a Joker is revealed during a Flip, and those are described a bit later. In general, however, it is enough to know that the Black Joker is bad for the Fated character (it has a value of 0), and a Red Joker is good for the Fated character (it has a value of 14 and any Suit).

This isn't always the case, but it is true the majority of the time (for instance, when the Fated is taking damage, a Black Joker is rather nice).

USING A STANDARD DECK OF CARDS

Wyrd Miniatures produces official Malifaux decks featuring the art of Malifaux and the setting's custom Suits. Players without access to Malifaux decks can play using a standard deck of playing cards instead. A substitute deck must include four full Suits of cards and two Jokers.

Note that, in the case of substitution, all face cards use a numerical value. Aces have a value of 1, Jacks are 11, Queens are 12, and Kings are valued at 13.

Additionally, one Joker may need to be marked as Black, while the other is Red, as some standard decks do not differentiate between them.

MALIFAUX SUIT	SUIT SYMBOL	STANDARD SUIT
Rams	🐏	Hearts
Crows	✖	Spades
Tomes	📖	Clubs
Masks	🎭	Diamonds



USING CARDS

The most basic use of the cards is the “Challenge Duel” which is described in detail starting on page 191. There are also Ongoing Challenges (which happen when a single challenge requires more time and effort for a character or characters to overcome).

This section is designed to give a strong overview of how each of the various mechanics work. Starting on page 191, there is a mechanical, step-by-step set of instructions for the actual procedure, but it is helpful to have a general picture before delving into that.

The Challenge Duel is fairly straightforward at its most basic. The Fatemaster declares a Target Number and then the Player Flips a card and adds a modifier to the Card value. This modifying value is based on the Fated character’s Aspects, skills or other bonuses. If the player’s total is equal to or higher than the Target Number, the player has succeeded.

However, there are several ways to modify this process, including Cheating Fate and Fate Modifiers. These changes to the standard resolution system represent a variety of circumstances, from enchanted weaponry, Spells, high quality tools, or even the harnessed power of a Soulstone.

As the Fate Cards can have many different effects in Malifaux, the rules distinguish between Flipping, Cheating Fate, and discarding. Mechanically speaking, a card is considered to be “in play” from the time it is Flipped from the Fate Deck or played from the Control Hand (see page 190), until it is moved to the discard pile or back to the hand or deck (these last two are fairly rare).

FLIPPING

A player Flips a Fate Card by turning over the top card of the Fate Deck and setting it face up for everyone to see. Fate Cards are most often Flipped to resolve game events, such as attacks or casting Spells, or attempting to use a skill in a tricky situation.

EXAMPLE: FLIPPING

Aaron is playing Mr. Sterling, a man of questionable morals, and even more questionable compatriots. Mr. Sterling is attempting to escape from some rather determined Guild Guard, who suspect him of smuggling supplies into the Quarantine Zone. Having cornered him in a saloon, Mr. Sterling is attempting to escape and has decided that the most efficient egress is through a nearby second story window.

The Fatemaster tells Aaron that this isn't an easy jump, and he is likely to hurt himself if he isn't careful. Aaron gives it a moment's thought, but failing to come up with a safer option, he decides its worth the risk. The Fatemaster tells him that he must make a TN 12 Athletics test to climb out the window without falling. Aaron adds Mr. Sterling's Might and Athletics together, for a modifier of +5. He needs to Flip a 7 or higher to succeed!

CHEATING FATE

Each player has a Twist Deck as determined by the attributes of the Fated character they control. This Twist Deck is typically 13 cards, chosen by the player. At the beginning of each game session the player will draw 3 cards into a personal Control Hand (see page 190). These cards may be used to replace the current cards in play.

Playing a Control Card from a hand to replace the Fate Card in play is called Cheating Fate. To Cheat Fate, however, the Fated character must be trained in the skill being used (he must have at least a rating of 1 in the skill). If the Challenge does not require a skill then the character is considered to have the correct skill (none, in this case) and may Cheat Fate.

The played Control Card becomes the new Fate Card, and the old Fate Card is removed from play by being placed in the Discard Pile.

DISCARDING

Discarding a card moves it from a player's Fate Deck, Control Hand, or from play to the appropriate discard pile, face up. If the card came from a player's Control Hand, the card will be moved to their personal Discard Pile (associated with their Twist Deck), and if it was Flipped from the communal Fate Deck, it will be moved into the communal Discard Pile (associated with the Fate Deck). Cards from the Twist Decks and the Fate Deck should never be mixed. A player never places one of his Twist Cards into the Fate Deck, or the Fate Deck's Discard Pile (and vice versa).

If the card was discarded from play, it does not have an effect, and is simply ignored. It does not add its value, nor its Suit, to any part of the Challenge Duel results.

EXAMPLE CONTINUED: CHEATING FATE AND DISCARDING

Things aren't looking good for Mr. Sterling! He is attempting to escape a burning saloon that is being raided by the Death Marshals by climbing down the outside wall. Aaron Flipped the top card on the communal Fate deck and got a 3 of Crows! His Target Number was 12, and this only gives him a total of 8X. Aaron decides that this is just the sort of situation where Mr. Sterling needs to Cheat Fate, so he looks at his Control Hand for help. He decides to play his 7 of Tomes, replacing the 3 of Crows. The 3 of Crows is moved into the communal Discard Pile, and Aaron's new total is 12📖.

That number is high enough for Mr. Sterling to climb down the outside of the saloon safely. For the purposes of this challenge, the Suit of the card didn't matter.

CHALLENGE FLIP



AARON'S CONTROL HAND



+ FATE MODIFIERS **-**

Normally, players turn over a single card when a Flip is required as part of a Duel. Fate Modifiers increase the number of cards Flipped when resolving a game event and are indicated by a **+** for a positive Fate Modifier and a **-** for a negative Fate Modifier. These may come from a variety of extenuating circumstances.

Fate Modifiers are used to alter the chance of a character's success (making it more or less likely) without altering the maximum or minimum value the character can achieve.

Any time that a challenge is affected by one or more Fate Modifiers, the players total up the number of **+** (positive) and **-** (negative) modifiers. The two symbols then 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 the **-** cancel each other out.

This total, whether positive or negative, is capped at a limit of three, regardless of how many modifiers are applied. Keep in mind that cards Flipped due to Fate Modifiers are in addition to the initial card Flipped. Therefore a total of up to four cards may be Flipped during any one challenge.

After totaling up Fate Modifiers there are three possible outcomes:

NO **+ OR **-** FATE MODIFIERS**

Flip one Fate Card; this is the standard number of Cards Flipped during an event. The Fated may Cheat Fate when there are no **+** or **-** in a Duel.

POSITIVE FATE **+ OR **++** OR **+++****

If there are one, two, or three positive Fate Modifiers then the player Flips one additional Fate Card per **+**. The player chooses one of the Flipped Fate Cards and then discards the rest. The Fated may Cheat Fate on these types of Challenge Duels, after he has discarded the extraneous cards.

NEGATIVE FATE **- OR **--** OR **---****

If there are one, two, or three negative Fate Modifiers then the player Flips one additional Fate Card per **-**. The player keeps the lowest value card to use and discards any other Flipped Cards. If the lowest value is tied between two cards, the Fatemaster chooses which card the player must keep. The Fated cannot Cheat Fate on a Duel that has one or more **-**.

EXAMPLE FATE MODIFIERS

Mr. Sterling may have made it out of the building, but now he has to escape on the street. Aaron decides that Mr. Sterling is going to blend into a nearby crowd that is gawking at the saloon raid. This is a Stealth 10 challenge, but Aaron doesn't want to take any chances. Mr. Sterling has the skill Mastery (Stealth) Talent, which gives him a **+** bonus to all Stealth Duels. His Cunning and Stealth total +6, so all he needs is a 4 or higher of any Suit. He Flips two cards and chooses one. He chooses the 11 of Rams, for a success!

CHALLENGE FLIP



AARON'S CONTROL HAND



JOKERS AND FATE MODIFIERS

Whenever the Black Joker is Flipped in a Duel, it must be used. Even if the Duel had one or more **+**, and even if the Red Joker is Flipped.

If the Red Joker is part of a negative modifier Flip, it may be still be used, even though it is not the lowest value card.

THE DISCARD PILES

Each deck has an associated discard pile. This is simply a place to store cards that have already been used. This is important to the mechanics of *Through the Breach*, however. As each deck is used, players know that the cards spent can't come up again... until the discard pile is shuffled back into the deck.

The Fate Deck's discard pile should be placed adjacent to the Fate Deck, so that it can be conveniently reached. Cards in the discard pile should be placed face up, with the most recently discarded card on top. Players may not look through the discard pile, nor may they change the order of cards in the discard pile.

Each Twist Deck (controlled by the players) also has a discard pile. This obeys all the same rules as the Fate Deck's discard pile, but it contains only cards from the associated Twist Deck.

Cards are moved to the appropriate discard piles immediately after an event is resolved. Note that cards from a player's Control Hand should be moved to their Twist discard pile adjacent to their Twist Deck, rather than kept with the Fate Deck.

SHUFFLING THE FATE DECKS

Throughout the course of a session, the discard pile may be reshuffled back into the Fate Deck. There are some specific circumstances under which a reshuffling may occur.

- If a player needs to Flip a Fate Card and the Fate Deck is empty, the Fatemaster must shuffle the discard pile to form a new Fate Deck.
- When an important story moment is resolved (such a combat, critical revelation, or dramatic scene) the Fatemaster may choose to shuffle the Fate Deck.

Reshuffling should always be performed by the Fatemaster. The Fatemaster then offers the deck to a player to cut the deck, prior to the next Flip.

Note that if the Fate Deck is reshuffled during a character Action, the cards currently in play are not added back into the deck prior to the reshuffle. They are instead discarded afterwards, and won't be in the "fresh deck."

THE BENEFITS OF SHUFFLING

Any time the Fatemaster touches the Fate Deck, the players each get to draw a card from their Twist Deck (see page 190). This includes shuffling the Fate Deck!

Any time the Fate Deck is reshuffled, all players may immediately draw an additional card from their Twist Deck to their Control Hand. It doesn't matter why the Fate Deck is shuffled, they get a new card! The shuffling, however, only counts as one instance of "touching the Fate Deck," so no debates about that!



TWIST DECK & CONTROL HANDS

During the course of character creation, every character creates a Twist Deck (see page 63) of thirteen cards. In order to assemble the Twist Deck, each player should have their own distinct deck of playing cards to build from, so that they are not confused with the cards in the main Fate Deck.

Malifaux cards bear the correct Suits and artwork for this purpose, but if a limited number of these decks are available, players may want to make use of decks with different card backs. If each Fated has her own set of cards, it makes it much easier to avoid accidentally reshuffling a card played to Cheat Fate back into the Fate Deck or discarding it to the wrong discard pile.

At the start of every game session, each player draws three cards from their Twist Deck into their hand. These cards constitute the Fated's Control Hand. Throughout the course of a challenge, a player may have the chance to Cheat Fate, by playing a card from the Control Hand in place of the active card.

After a card is played to Cheat Fate, it is placed face up atop the player's Twist Deck discard pile. Players may not change the order of their discard pile. The Twist Deck discard pile is only reshuffled if a player needs to draw a card from the Twist Deck and there are none available. After reshuffling, the Fatemaster may cut the player's Twist Deck.

DRAWING NEW TWIST CARDS

Players will be allowed to draw new Twist Cards during the game. Some characters will have Talents that allow them to draw a Twist Card, for instance.

Whenever the Fate Deck runs out of cards it is reshuffled. When this happens, every player may automatically draw a single Twist Card.

In addition, whenever a Dramatic Time ends, each player is allowed to discard any cards from his hand that he wishes. He may then draw cards until he has three cards in his hand.

CONTROL HAND MAXIMUM SIZE

Each player's Control Hand has a default maximum hand size of five cards. If a player has more cards in his hand than his hand limit, he must immediately discard cards until he meets his hand size limit. This does not interrupt Actions, the player discards cards after the current Action is completed, if one is currently being resolved.

TRIGGERS

Some characters possess one or more Triggers which may be used as a challenge is resolved. Most Triggers are associated with a particular skill, but some might be available during any challenge, or under odd circumstances.

In addition, each Trigger has a requirement of one or more Suits, which must be present in the character's final Duel Total. When the character is engaged in a challenge and has the relevant Suit, a Trigger may be activated. A character may not activate multiple Triggers during a single challenge.

A Trigger may still be activated even if the TN of the challenge required the Suit for success. If a TN includes a required Suit then the Suit is not "spent" to succeed on the Action. The Fated may freely activate Triggers using the Suit used to succeed in the Action.

A Trigger's full effects are indicated in its description. In some cases, these may grant a character additional Actions or even enable the character to act out of turn. When this happens, those Actions do not count against the character's normal Actions per round, unless the Trigger specifically indicates otherwise. If the Trigger modifies an Action then it modifies the current Action, unless otherwise specified.

Most characters earn Triggers from their Talents. The Trigger description should be included with the relevant description.

DUELS

This section provides the game mechanics for challenge Duels in "technical" detail. Above (see page 184) is a discussion of the mechanics in a more general sense, to help provide an overview of the concepts in use in this section.

When a Fated is confronted by a challenge, success or failure is determined by consulting the character's abilities and the value on a card Flipped from the top of the deck. Situational modifiers may adjust the final value, based upon bonuses from gear, environmental factors, or the involvement of other characters. Often, a character may have a particular Talent that also plays a critical role in determining the final outcome.

All of these factors are summed with the value derived from combining the Flipped card and the acting character's various attributes to determine a final Duel Total. This value is then compared to the Target Number of the Action to determine if the character succeeded or failed in their challenge.

There are two different types of challenges in *Through The Breach*. Both of them are conceptually similar, but vary slightly based upon the different factors involved. Any time a challenge is attempted, the Fatemaster should indicate if it is a Simple or Ongoing challenge.

Designer's Note: Don't be alarmed if all of this looks pretty technical, that's just for clarity's sake! The steps are broken down so that each mechanical step is well defined, and that the process is as clear as possible. Once the players and Fatemaster get used to the system (which shouldn't take too long) we've found that everything runs rather quickly.

CHALLENGE TYPES

There are multiple types of challenges. Skill challenges list a skill along with a Target Number, while Physical or Mental challenges list a Physical or Mental Aspect (respectively). Challenges will appear like this "Athletics 13 challenge" or "Cunning 7 challenge."

SIMPLE CHALLENGE DUELS

The most common type of Duel in *Through the Breach* is the Simple Challenge Duel, or sometimes Challenge. Any time a character attempts to complete a task without direct opposition, or acts against a Fatemaster-controlled character, it is resolved with a Simple Challenge Duel. Climbing a wall, deciphering a code, making/avoiding an attack, or picking a lock are all things covered under a Simple Challenge Duel.

Characters undertake a Simple Challenge when the Action has an immediate effect. If it is a longer Action (such as crafting an item) it falls under Ongoing Challenges (see page 196).

SIMPLE CHALLENGE PROCESS

Resolving a Simple Challenge is done in nine quick steps. They are broken down into these steps for technical clarity. In practical gameplay the process only takes a moment. The steps are:

1. *Determine Target Number:* The Fatemaster determines the relevant Target Number for the Fated's Action.
2. *Generate Acting value:* The player determines what his Acting value is, which is his bonus (or penalty) to the Action.
3. *Calculate Fate Modifiers:* The Fatemaster calculates the final Fate Modifier (+ or - effects)
4. *Flip Cards:* The player Flips a number of cards based on the Fate Modifier and determines which card will be used.
5. *Compare Totals:* The player adds the active card's value and Suit to his Acting value to determine a Duel Total.
6. *Modify Result:* The player now determines whether or not he can and will Cheat Fate with a card from his Control Hand to generate a new "final" Duel Total.
7. *Determine Final Result:* The player and Fatemaster compare the Duel Total to the TN to determine if the player was successful.
8. *Declare Triggers:* The player may now declare Triggers based on the Suits in the Duel Total if he succeeded, and sometimes the Fatemaster may declare a Trigger.
9. *Apply Results:* The players apply the results of the Duel (such as dealing damage) if necessary.

STEP 1: DETERMINE TARGET NUMBER

When a character first attempts a simple challenge, the Fatemaster should reveal the Target Number (TN) to the player. This number can range from 3 or 4 (Very Easy) to 20 or higher (Nearly Impossible). Some tasks (usually Spells) may include a Suit as part of the Target Number, requiring the Suit to be generated as part of the total.

The Fatemaster's Almanac has additional information for the Fatemaster about setting these values appropriately. The total TN of a challenge is the sum of all the factors that might make a task easier or harder.

When a Simple challenge Duel is attempted against a character controlled by the Fatemaster, the Target Number is usually the sum of an appropriate Aspect, an appropriate skill, any environmental modifiers, and the target's Rank Modifier. Any Suits associated with the Fatemaster Character's Aspect or skill is not added to the TN (it is only used for Triggers, explained later).

Example: Mr. Sterling has just had his pocket picked by a Gremlin (terribly ironic considering his profession) and he wishes to fire at the fleeing annoyance with his Gatling Derringer.

He then consults the Gremlin's Defense Aspect (4✶) which sets the TN to 4. The Gremlin is a minion, so its rank is 5. This gives a total Target Number of 9 (4 + 5).

STEP 2: GENERATE ACTING VALUE

Prior to Flipping the first card in a challenge, the player should consult his Fated's character sheet, to determine his initial Acting value. This is equal to the sum of the relevant Aspect and skill. For the most common Actions, like attacks, there is a place to pre-calculate this value, to help speed up gameplay.

If the character does not have the appropriate skill, then they may only use the Aspect value. It is important to consider that a Fated who does not have a relevant skill is often attempting a task without the ability to Cheat Fate.

The Initial Acting value might not include just a number. There are Talents that provide additional Suits to a character's Acting value. A character may never have more than one Suit in an Acting value, and if more than one exists, the player must pick which Suit will be added.

Mr. Sterling has a Grace rating of 2, and a Pistols skill rating of 3. In addition, he has the Specialized skill (Pistols) Talent, which provides him a ✶ to his Acting value when he makes Pistols challenges. His Acting value is therefore 5✶.

RANK MODIFIER

Fatemaster Characters (or Non-Player Characters, aka Fatemaster Character's) do not make Challenges to see if they are successful. Instead, they have a Rank Modifier. This is the value that the Fatemaster Character is assumed to have Flipped. Minions, who make up the majority of Fatemaster Characters, have a Rank Modifier of 5, for instance.

This Rank Modifier simulates a card Flip without actually Flipping any cards. It keeps the game going quickly, and allows the Fatemaster to focus on the story, and interpreting the Actions narratively. For instance, if the Gremlin above were to attempt to shoot Mr. Sterling, then it would not Flip. Instead, Mr. Sterling would make a defensive Flip to see if he can avoid the shot, against a Target Number equal to the Gremlin's Aspect + skill + Rank Modifier.

STEP 3: CALCULATE FATE MODIFIERS

Circumstance may increase or decrease the overall difficulty of a challenge, creating situational modifiers. Gear or Talents may adjust the number of cards Flipped to resolve a challenge. Each factor should be considered separately to generate a total Fate Modifier.

A Positive Fate Modifier (one or more ) is an element that increases the chance for the Fated to succeed. It most often comes from the character's Spells, Talents, or equipment.

A Negative Fate Modifier (one or more ) decreases the overall chance of success. It most often comes from the target's Spells, Talents, or equipment.

Fate modifiers are determined before any cards are Flipped, so that the total number of cards Flipped is known. The two types of modifiers cancel each other out, on a one-to-one basis, leaving only one modifier type (or no modifier).

Mr. Sterling's Gatling Derringer is capable of burst fire, which he is using to give his Flip a . There are no  added to the challenge, so he has a final Fate Modifier total of .

When a Fatemaster Character would apply a Fate Modifier to a Duel (for instance, it has taken the Focus Action and would gain a  if it were making an attack) it will invert the modifier before applying it (see page 188).

STEP 4: FLIP CARDS

The player Flips one Fate Card plus an additional card per total Fate Modifier (either  or ).

If the Flip had a total positive Fate Modifier (one or more ), then the player may select which of the Flipped Cards to use and the rest are discarded.

If the Flip had a total Negative Fate Modifier (one or more ), then the player must use the lowest value card and the rest are discarded. If there is a tie for the lowest card, then the Fatemaster chooses which will be used.

If one of the Flipped cards was the Red Joker, the player may choose to keep it even if the challenge had a Negative Fate Modifier. However, if one of the Flipped cards was the Black Joker, the player must use it, regardless of any other cards Flipped—including the Red Joker.

The starting Duel Total is now calculated. It is equal to the value of the Fate Card used (along with its Suit) plus the Acting value of the Fated. This value may have multiple Suits associated with it.

Aaron now Flips two cards (one plus the ) and reveals a 1♠ and a 4♥. He chooses the 4♥ as his card and discards the rest. He adds his 5X to the card, for a starting Duel Total of 9X♥.

ASPECT ONLY CHALLENGES

At times, a character may attempt an Action that depends only upon inherent abilities, where training is not required. Examples might include lifting a heavy object (Might) or mentally recalling a fact from an earlier discussion (Intellect). In these situations, the character's initial Acting value is equal to two times the relevant Aspect. Note that these challenges may be Simple Challenges instead, calculated normally. In addition, the Fated may always Cheat Fate during an Aspect Only challenge, as there is no required skill.

This is simply an option when the Fatemaster feels that training may be helpful, but not really crucial to success. An Aspect Only Challenge can be a Simple Challenge instead. From the above example, a Fated character may wish to use Labor (instead of doubling his Might) to lift a heavy object, or Literacy to remember something he once read.

STEP 5: COMPARE TOTALS

If the character's starting Duel Total is equal to or greater than the TN and includes any necessary Suits, then the character has achieved a success. If the Starting Duel Total is less than the TN and/or is missing a necessary Suit, then the character is failing.

Mr. Sterling's total of 9X♣ is not equal to or greater than the TN of 10, he is currently failing at his attempt to heroically shoot the fleeing Gremlin in the back.

STEP 6: MODIFY THE RESULT

At the player's discretion, the Fated may opt to Cheat Fate. Note that a character may only Cheat Fate once per Action. Alternatively, a character may stand pat, without modifying the Duel Total.

The character attempting the Challenge may replace the Active Fate Card with a Twist Card from the player's Control Hand. Discard the replaced Flip card, and then recalculate the Duel Total using the new card.

A character cannot Cheat Fate under the following circumstances:

- He does not have the appropriate skill for the Challenge Duel.
- He Flipped a Black Joker
- The challenge has a Fate Modifier of one or more $\square$.

Since Mr. Sterling is currently not hitting the Gremlin, Aaron won't let the result stand, and chooses to Cheat Fate using an 11♥ that is in his hand. His new Duel Total becomes 16X♣ (11♥ + 5X).

STEP 7: DETERMINE FINAL RESULT

Once the player has made any appropriate modifications to the starting Duel Total, the final Duel Total is determined.

Just like in Step 5, the final Duel Total is compared to the TN to determine if the character is successful. If the character exceeds the TN, and has all necessary Suits, he is successful.

Mr. Sterling has a final Duel Total of 16X♣, and he has therefore hit the fleeing Gremlin!

STEP 8: DECLARE TRIGGERS

Triggers are special effects that can be purchased by either the Fatemaster or the player to modify the outcome of a challenge. This doesn't change the result, rather it adds an element of critical success or failure to the event itself.

These Triggers most often take the form of additional damage, or healing, during combat. However, there are many more non-combat Triggers, indeed any Challenge Duel could have associated Triggers!

The character may now choose to spend any Suits in his final Duel Total to use one of the character's Triggers associated with the Challenge. Each Trigger also includes a timing note, the most common are:

After succeeding: This Trigger may only be declared if the character is successful.

After failing: This Trigger may only be declared if the character fails.

After resolving: This Trigger may be used regardless of success or failure.

When damaging: This Trigger affects Damage Flips caused as a result of the Challenge Duel.



Only one Trigger may be used per challenge. Suits that are required as part of the TN are not "spent" to generate success, and may therefore be used to generate Triggers as well!

Mr. Sterling has the Talent "Hobbling attack," which gives him a Trigger that slows a target of a Ranged attack. It requires a ✕, which Aaron generated as part of his total. Aaron declares that he is activating the Trigger against the pesky Gremlin.

FATEMASTER TRIGGERS

Sometimes, enemies will have Triggers as well. The enemy can declare Triggers at the same time, using the Suit generated by the Active Card, as well as any Suit associated with the skill or Aspect used to calculate the TN.

This Gremlin is a little bit brighter than most, and the Fatemaster had decided before the encounter that it had a special defensive Trigger.

♣✕ *Eep! After resolving an attack against this character, this character is pushed 2 yards in any direction.*

The Fatemaster decides that the Gremlin will use this Trigger to put a little more distance between Mr. Sterling and itself. It can use the ♣ from the active card, and the ✕ from it's Defense Aspect to activate the Trigger.

STEP 9: APPLY RESULTS

The results of winning or losing the challenge are applied as indicated by the challenge. In combat, this often means that a successful attack deals damage to a target (see page 210). Margins of Success or Failure may add additional effects, such as reducing the time the Action takes, or providing positive Fate Modifiers to the damage of an attack.

The Fatemaster tells Aaron that Mr. Sterling has managed to hit the Gremlin squarely, and Aaron begins the process for dealing damage to the Gremlin.

MARGIN OF SUCCESS OR FAILURE

Some rules call for a Margin of Success or even Failure. These may be relevant for reducing the time required to complete a task or for determining how well a character succeeded or failed at a task.

For every five points by which the TN is exceeded, the character is said to have achieved a Margin of Success.

For every five points by which the TN is missed, the character is said to have achieved a Margin of Failure.

Aaron's total was 16✕♣, against a TN of 10. As this beat the TN by 5 or more (but not 10 or more) Mr. Sterling is said to have one Margin of Success.

FATED CHARACTERS CLASH!

Sometimes, two Fated Characters will clash with one another. When this happens, it is up to the Fatemaster to determine which is the aggressor, and which is the Defender of each Action the characters take against each other. The aggressor is treated as the Fated Character, and the Defender is treated as a Fatemaster Character for the purposes of resolving the Duel.

If this is combat between two Fated, it is likely that the definition of Aggressor and Defender will change based on the Action. When Mr. Sterling attacks a fellow Fated, he Flips against a TN generated by the target's Aspect, skill, and Rank. When that Fated attacks Mr. Sterling, they Flip against his TN.

A Fated is always treated as a Master when defending against other Fated (Rank value 11). This makes it fairly difficult for Fated to quickly murder one another!

ONGOING CHALLENGES

Some Actions may not be quickly resolved through a simple test. Reinforcing a structure for defensive purposes or searching through a library of tomes to uncover a long lost Spell, may be a time-consuming task. Given enough time, such tasks can almost always be completed without too much trouble, but the issue may arise where the Fated are tightly pressed for time. In such a circumstance, the time required may be resolved by considering it an Ongoing challenge.

An Ongoing Challenge is broken into a series of related Simple Challenge Duels. These challenges don't all need to require the same skill however, and it's possible that several skills might be options for succeeding in the challenge, or that multiple characters could work together to achieve the goal, each taking the lead on a different challenge.

An Ongoing Challenge has three values, the Target Number, the Duration, and the Increment Requirement. These values are used to achieve success, and to determine the amount of time such success takes.

TARGET NUMBER

Much like a Simple challenge, an Ongoing challenge is conducted against a set TN, as dictated by the Fatemaster. This TN might fluctuate as the Ongoing Challenge continues, especially in challenges that allow the use of multiple skills.

DURATION

Duration is a measurement of time that indicates how long each test takes to complete. The duration may be any unit of time measured from turns, minutes, hours, days, or even years.

INCREMENT REQUIREMENT

Ongoing Challenges also have an Increment requirement; this is the total number of times a character must successfully pass Challenge Duels (or gain additional Margins of Success) before the Ongoing challenge is completed.

ONGOING EFFORTS

Generally, a character must fully commit to an Ongoing Challenge in order to complete it successfully. Only at the Fatemaster's discretion may the Fated undertake other Actions while engaged in an Ongoing challenge. Of course, if the challenge is one that is measured in years, this might mean that the character would have limited time to take a vacation or go on adventures; not that he must tirelessly spend every moment at a desk toiling at the Ongoing challenge.

Every time the duration passes, the character may make a Simple Challenge Duel against the TN. After the challenge is completed, the character adds one point to the Increment total, plus an additional point for each Margin of Success. If the Increment total meets or exceeds the Increment requirement, the challenge is completed.

If a challenge is failed, however, the player subtracts a point from the Increment total for each Margin of Failure. If the character failed but generated no Margins of Failure (failed by less than 5), then the total stays the same.

Typically, Ongoing challenges are only failed if something goes catastrophically wrong or if the character simply runs out of time to complete the task. If the character comes up against a deadline, then it is abandoned and may not be later completed—though Fatemaster discretion may let a character resume an interrupted Ongoing challenge.

Catastrophic failure might occur when a character suffers a critical failure on a test (Flips a Black Joker) or accrues four or more Margins of Failure on consecutive tests (failing badly, or often). In either of these instances, the challenge and any supplies utilized are lost. Any further attempts to complete the task must be started anew.

MULTIPLE CHARACTERS

Multiple characters can work together on such complex projects, and the Ongoing Challenge is one way to represent such efforts. This can greatly increase the chances of success, or reduce the time required by quite a bit.

There are two different ways to handle multiple characters. First, the characters could each embark on a different portion of the challenge. Making multiple tests per Duration. Each character could also work independently on the same task (such as building a wall, or digging a foxhole) each committing their own points to the Increment total.

Alternatively, one character can simply assist another, hoping to add additional Margins of Success to the challenge. When this is done, each character assisting (beyond the first) adds **+** to the lead character's Action.



Mr. Sterling is attempting to expand his "legitimate" produce business by acquiring a new storefront near the rail station, and employing a few laborers in a bakery. This will allow him to make use of produce about to go bad by selling inexpensive baked goods for the weary and impoverished coming to Malifaux.

The Fatemaster decides that this is more than a simple Bureaucracy challenge. It is going to take weeks to acquire the right permits, find the right location, and hire skilled laborers. The task will also cost a good chunk of Guild Scrip, which Mr. Sterling spends to begin the Ongoing Challenge.

This task isn't very hard, so the Fatemaster sets the difficulty at 8. The Duration is set at 1 week, and the Increment requirement is declared as 5.

*First Mr. Sterling attempts to grease a few palms, and file some paperwork, a Bureaucracy challenge. He has a total bonus of +3 to the challenge, and Flips a 12 **W**. With a total of 15, he succeeds with a Margin of Success. That's 2 Increment Points so far. He has an open intent to vend license for the district. Any empty building he finds, he can file to make his!*

Mr. Sterling now begins to hunt for a building that he can claim as his new bakery. He wants a building that's in good shape, and close to the common exits of the station. This is an Engineering challenge, which Mr. Sterling passes easily, with a Margin of Success. This brings him to 4 Increments total. He only needs one more to wrap things up!

*Lastly, is an Appraise challenge, to find some quality employees. He has a +4 Appraise, but he Flips a 2 **P**. Rather than Cheat Fate, he accepts this loss, as it doesn't set him back. He succeeds his next test, however. Mr. Sterling is now at 5 Increments, and has finally found some skilled workers.*

The Fatemaster declares his shop open for business. If he hadn't achieved such earlier success, it could have taken many more challenges... and much more time. As it is, a month has passed (four weeks, due to the Challenge's Duration). Now Mr. Sterling just has to deal with the local hoodlums...

ACTION & COMBAT

Every day in Malifaux presents a new series of challenges. Even those who attempt to maintain a mundane existence as a tradesman or a Guild officer must contend with the constant dangers inherent in the city. Everyone—and everything—that dwells there has desires and needs. For many, violence is a swift means to acquire what they wish. Sometimes, this is because an inhuman creature of questionable sentience stands against a hero. Far more often, the situation is due to a human with a flexible sense of morality. Individuals that choose to dwell within Malifaux must accept these dangers as a necessary risk against the potential for the tremendous wealth. Even those who are realistic about that risk must also accept that they have to be prepared to defend themselves at all times.

A conflict can take many shapes. Attackers might strike from the shadows or from a rooftop, when the target is unsuspecting and unprepared for the assault. In contrast, a Duel fought over a slight of honor must be fought under the light of day, where there can be no such deception. If a target's secrets are the ultimate goal of an assault, the Attackers might need to capture him alive and in reasonable health. An attack might even serve as a distraction, so that the perpetrator's allies might take other Actions in secrecy while the target is otherwise occupied.

This section of the book focuses on conflict—both initiating it and attempting to escape it. Much of this material may also be relevant to other non-combat situations, particularly the method of tracking time. Even if a character isn't physically threatened by another individual, every second may be critical when attempting to complete a task under similarly dangerous environmental conditions.

The critical element to crucial resolution is timing. Whether it's a showdown in the street, or a race to the top of a crumbling clock tower, the order of the participants' Actions is the key mechanical element. Characters with different abilities may act in a broad variety of ways under a stressful situation, which requires this system to adjudicate the timing of different types of Actions.

Because many of these modifiers are dependent upon an individual's location—including cover, elevation, and line of sight—a system for considering the distance each character can move is also presented.

Finally, the consequences of a conflict are also addressed in this section. These can include damage suffered from attacks, damaged surroundings, or environmental effects (such as suffocation).

TIME AND TURNS

Every instant counts when a character's life—or something even more precious—is on the line. During dramatic situations, it is often vital to carefully track the passage of time. Conversely, such detailed tracking is hardly necessary during a day's less volatile events. If a group of characters are haggling with a merchant over the price of their adventuring gear, they probably do not need to track everyone's Actions at any given instant. In contrast, if a rival launches an attack against one of the characters as they leave that same merchant, then it becomes essential to track each character's movements and Actions.

These different situations are tracked separately by distinguishing between Narrative Time and Dramatic Time.



NARRATIVE TIME

Narrative Time represents the bulk of any adventure, from the perspective of the characters. Whenever the passage of time is not critical, the game proceeds under Narrative Time. Under some circumstances, the Fatemaster may bypass an extended amount of time quickly, as routine events take place. This could include a night's rest, several days of travel, or the weeks required for characters to study the mysteries of a forsaken tomb.

At other times, even under these constraints, time may need to be tracked more closely. If the characters are intently searching a building, it might be necessary to keep track of just how many minutes were spent in each room, for the purposes of knowing the Actions of a Fatemaster Character active in another region. Narrative Time is also used to track characters taking Actions which require an extended effort over the course of hours or days.

Until the Fatemaster states otherwise, players may assume that their Actions are tracked using this system. Fated walking around town or simply going about their business, Narrative Time is handled loosely.

Narrative Time is always tracked using traditional measures, generally from minutes up through months. It is uncommon that an adventure would need to track time on a scale of years or longer. In situations where it seems appropriate to track time on a scale more precise than minutes, it is more appropriate to shift the tracking into Dramatic Time.

The most important Aspect of Narrative Time is its flexibility. It obeys the whims of the story.

ASSUMING 10

A character is able to take Actions as normal during Narrative Time, including Actions with an AP cost. Unless there is cost to an Action (such as discarding a card) or a risk of failure the character is very likely to succeed, and may "Assume 10." This represents a character taking a moment to focus on a task.

This is done instead of gaining a benefit from the Focus condition, as a character in Narrative Time is not under the pressures of an imminent deadline. If there is a penalty for failure, or the character may only make a set number of attempts, then the character may not "Assume 10." While the game may not enter full Dramatic Time, the Fatemaster should allow the player a set number of AP worth of attempts, which the character may also use to Focus, or use other Actions.

A player may not choose to Flip instead of Assuming 10. Assuming 10 is a mandatory mechanic for a character who is not in a stressful situation. It is important to note that a character may achieve higher success when under pressure (as he could Flip a number above 10). This is the reward for the risk of failure (and the stress).

To Assume 10 a character simply assumes that any Flip was a 10 of any Suit he wishes. He does not Flip a card, but he may cheat the Flip (if he wishes a value above 10). When Assuming 10, the character may not declare any Triggers.

Mr. Sterling has rented a hotel room that he believes contains a hidden puzzle box left by the previous tenant. Because he is not under a real time constraints (he has all night to search), he Assumes a 10♠ instead of Flipping a card, which generates a total value of 17♠, enough for him to find the puzzle box without any trouble.

DRAMATIC TIME

When conflict escalates and an adventure's objective or a character's very soul is endangered, every instant can seem an eternity. Under these circumstances, time should be tracked using Dramatic Time. While Actions may occur on a second by second scale, that interval is too fine to be useful in a practical sense.

Instead, Dramatic Time is measured in Combat Rounds, often referred to as rounds. Each Combat Round lasts for five to six seconds, so there are roughly ten rounds per minute. The precise length of a Combat Round is subject to Fatemaster discretion, as it's not often necessary to finely control every second of the events.

In most scenes where Dramatic Time is used, there are multiple characters involved. Through the course of each round, all of the characters involved have an opportunity to act. Those Actions may only be in response to information about which the character is aware. For example, an unwary character targeted by a hidden assassin's Spell could not reasonably move into cover and break line of sight, unless someone warned him about the assassination attempt.

Characters take their Actions based upon their Initiative Order (see below). When a character declares and executes his or her Actions, this is said to be the character's Turn. Each character involved gets a single Turn in each Combat Round, but some may execute multiple Actions through the course of the turn.

It is worth noting that time flow within the context of the game is seldom the same as time flow for the players. When using Dramatic Time, it normally takes far longer than six seconds to resolve a combat round. During portions of Narrative Time, weeks may pass in the course of seconds, in Dramatic Time it can take an hour to resolve ten minutes of thrilling heroic Action.

Finally, it is important to remember that when Dramatic Time ends, each player has the opportunity to discard any cards in his hand and then draw until he has three cards in hand (see page 190).

INITIATIVE FLIPS

During a stressful situation, it is often crucial to determine the order in which characters act. If the characters are in conflict, one character's Actions might prevent another from even attempting to achieve their current goals.

When Dramatic Time first begins, the Fatemaster will call for an Initiative Flip to organize all the participants into an initiative order.

Every participant will declare and take their Actions consecutively, based upon their Initiative value. To determine a Fated character's Initiative value, each Fated Character makes an Initiative Flip.

An Initiative Flip is a Challenge Duel using the character's Speed Aspect and Notice skill. It differs from other Challenge Duels in that there are no Target Numbers. Instead, the character's Final Duel Total becomes the character's Initiative value for the Dramatic Time.

The character with the highest value acts first. Others may then act in descending order. In the event of a tie, the character with the higher Speed goes first. If the two characters have a tied Speed value, the Fated characters always go first, deciding amongst themselves the order of the Fated character Actions. If two Fated can't agree, then the Fatemaster may decide which of them acts first.

To determine the Initiative value of non-fated characters the Fatemaster simply adds the character's Rank value to their Speed Aspect and Notice skill. This will result in similar non-fated characters acting at the same time (in whatever order the Fatemaster wishes).

Mr. Sterling and Ms. Tinae are chasing Dr. Ferdinand, who is attempting a daring escape with the Soulstone they fairly stole. The Fatemaster calls for an Initiative Flip as Dr. Ferdinand stops running and wheels around to confront the duo in the abandoned Doveland's Theatre.

Aaron's Initiative Flip results in an 11 Initiative value for Mr. Sterling, and Chrissy scores a 16 for Ms. Tinae. Dr. Ferdinand is a non-Fated character, with a total Initiative value of 12. Ms. Tinae will act first, followed by Dr. Ferdinand, and then finally Mr. Sterling!

URNS

The turn is when the character takes Actions during Dramatic Time. A character follows these steps when taking a turn.

1. START TURN EFFECTS

The character must first resolve any effects that happen at the beginning of his turn. The character chooses the order in which each effect is resolved.

2. GENERATE AP

Each character then receives two (2) general Action Points (AP) by default to spend on Actions during their turn. Some game effects may increase or decrease the number of AP a character receives during a particular turn.

3. TAKE ACTIONS

The character now spends his AP on Actions and resolves those Actions. The character declares a single Action, spends the AP, and then resolves the Action. If, after resolving the Action, the character has any remaining AP, they may spend the remaining AP. Characters are not required to declare all of their Actions at the beginning of their turn.

4. END TURN EFFECTS

The character must now resolve any effects that happen at the end of his turn. The character chooses the order in which each effect is resolved.

ACTIONS

Every Action requires a specific number of AP to complete. Characters may only declare Actions if they have enough unspent AP to afford the Action. A character spends AP and completely resolves the Action before declaring the next Action.

Actions appear preceded in parentheses by the number of AP the character must spend to take the Action. If the character does not have the required number of AP available, he cannot take the Action. Unless stated otherwise, a character can take the same Action any number of times as long as he has the AP to spend.

A character does not have to spend all of his AP during a turn, and is free to end his turn with AP remaining.

SPECIFIC ACTION POINTS

Some Talents grant a character additional AP for specific Actions (such as Melee Expert, for example).

These specific AP can be spent only on the Actions indicated in the description. Specific AP are added to a character's available AP at the beginning of its turn, or when noted in an ability's description.

A character may only benefit from one source of special AP per turn. If a character has multiple special AP sources, the player must choose which will take effect.

ZERO ACTIONS

Some Actions are very simple and quick (such as speaking a sentence or two). These are Actions that do not require much effort, and so don't require the expenditure of any Action Points. It is up to the Fatemaster to decide what constitutes a 0 AP Action.

A character may have specific 0 AP Actions they are granted by Talents, Manifested Powers, or other circumstances. By default, a character may only take a single 0 AP Action per turn. The Fatemaster may wish to loosen this limitation, however, allowing characters to take certain 0 AP Actions (such as talking) in addition to a single 0 AP Action granted by a Talent or power.

GENERAL ACTIONS

General Actions are common Actions available to all characters. A character can spend general AP or the appropriate specific AP to take a general Action.

As characters develop, they often acquire the ability to execute specific Actions. These may come from Traits, Triggers, Spells, or equipment. These specific Actions list their AP cost before the Action name just like General Actions. Spells are a common type of special Action that a character will gain, but there are also special combat tactics, maneuvers gained through Talents, or special equipment.

COMBAT GENERAL ACTIONS

(2) *Charge*: The character targets another character that it can see and moves its Charge range directly towards the target. This character then takes two strike Actions against the target with a *///* attack. Each of these Actions must have an AP cost of 1. A character may not declare this Action if it is engaged (see Engagement, pg. 204) or if it has a Charge of "—".

Jasmine has Charge of 6. She takes a Charge Action, moving 6 yards towards the target, to execute an attack. Wielding a rapier with Range 1, she could strike a foe within 7 yards of her starting location, provided she can move in a straight line towards the foe.

(1) *Strike*: The character targets another character or object within range of one of a chosen weapon (either ranged or melee) he is wielding and performs a single attack using that weapon. See page 210 for more information on damaging attacks.

TACTICAL GENERAL ACTIONS

(#) *Defensive Stance*: The character may discard a card. If the character does so, he gains the following condition until the start of its next turn a number of times equal to the AP spent on this Action: **"Defensive +1**: This character gains **+** when it uses Defense to resist against an attack."

Jasmin spends 2 AP on a Defensive Stance Action so that she may discard a single Twist Card and gain the Defensive +1 condition twice (stacking to Defensive +2).

(1) *Focus*: The character gains the following condition until it has resolved an Action other than Focus: **"Focused +1**: This character gains **+** to its next (non-Focus) Action and any resulting Damage Flip."

This Action may be taken more than once, and the condition stacks (up to a total of **+++**). Characters cannot take this Action outside of Dramatic Time.

(1) *Impose*: The character draws attention to himself, forcing a target to deal with him. The character makes an appropriate Social Test (usually Intimidate) against a TN of his target's Tenacity + Scrutiny. If successful, the target suffers **□** (plus an additional **□** for every Margin of Success) to any attack that doesn't include the Imposing character as a target.

(1) *Trick*: The character attempts to use deception or misdirection to gain an advantage. The character makes an appropriate skill Challenge (such as Deceive or Sleight of Hand) against a TN of his target's Cunning + Awareness. On a success, the acting character gains a **+** to any melee or ranged attack Actions and Damage Flips against the target until the start of the character's next turn. In addition, the character gains a **+** to Defense Flips against the target until the start of the next turn.

(#) *Reload*: Weapons with a Reload listed in their weapon profile require that they be reloaded once their ammunition capacity is spent. Reload is listed as a value for AP. A reload Action may take more AP than the character has, in which case they may wish to take another Reload Action during their next turn. Once enough AP are spent on Reload Actions, the weapon is considered reloaded.

MOVEMENT GENERAL ACTIONS

(1) *Drop Prone*: The character drops flat, usually to find cover. Prone characters gain $\blacktriangle$ to Defense challenges against Ranged attacks and $\square$ to Defense challenges against Melee attacks.

(1) *Stand Up*: The character stands back up after deliberately going prone or being knocked down.

(1) *Walk*: The character moves up to his Walk speed in yards. This may be in any direction and does not need to be in a straight line.

(2) *Run*: The character moves up to twice his Walk speed plus his Athletics skill (in yards). This may be in any direction and does not need to be in a straight line.

Jasmine has Athletics 2 and her Walk speed is 5 yards per turn. If she takes a Run Action, she may move 12 yards ($5 + 5 + 2$).



UNIVERSAL GENERAL ACTIONS

(1) *Assist*: The character takes the time to help another person with their Action. The acting character declares a willing character he will help, and an Action that he intends to help with. If the willing character attempts that Action during his next turn the Challenge Duel gains $\blacktriangle$.

(#) *Use skill*: The character spends the indicated number of Actions declared by the Fatemaster to perform a special skill Challenge. This could be part of an Ongoing Challenge (deciphering the words to a complex incantation) or something much simpler (picking a lock). For the most part, Use skill Actions are (2) AP Actions, but some may only take 1 AP.

(1) *Evaluate*: The character takes the time to more closely examine some Aspect of the current situation. This might be an effort to find a means of escape or identify a point of weakness. It most commonly requires a Notice or Scrutiny Duel.

(1) *Pass*: The character does nothing for this Action and adds 1 to his Initiative value.

(1) *Order*: The character gives a command to a single subordinate character under his control (such as a zombie, elemental, or construct minion). The ordered character takes its turn after this character completes his turn. The ordered character's turn is controlled by this character. If the ordering character is Fated, the ordered character Flips challenges as if it were a Fated character, but it may not Cheat Fate.

(1) *Ready Weapon*: The character draws a weapon from its holster or sheathe, arming it so that it may be used.

MOVEMENT

Part of the drama in any violent conflict is gauging how different characters may interact. In many cases, interaction is dependent upon the characters' physical proximity. A character physically separated from a foe may not be able to strike a crucial blow. If line of sight is impaired, a ranged weapon might be useless.

Most environments do not require special movement challenges. Some locations may impede movement (by simply slowing characters down) while others may present possible dangers. If a character must respond to a dangerous situation, or wishes to perform special movement, there is likely a challenge involved.

ENGAGEMENTS

Characters can't simply move past enemies without risk, nor can enemies ignore a character. The moment an enemy attempts to leave a character's engagement range by using a Walk action, the threatening character may interrupt the move by making a disengaging strike.

A character's engagement range is equal to the longest range of the melee weapons that the character is wielding.

To make a disengaging strike the threatening character makes a melee strike of their choosing, and if successful the moving character's Action ends (instead of any damage or other effects being dealt).

SPECIAL MOVEMENT

A character may attempt a variety of specialized movement, all of which are dependent on the environment, and most of which require an Athletics Challenge Duel.

Climbing a vertical surface or jumping across a gap as part of their movement, for instance, requires success on an Athletics Challenge as part of an appropriate movement Action (such as Walk or Run). The difficulty of the challenge is proportionate to the surface and conditions.

JUMPING

Without a test, a character may make a vertical jump of 18 inches, a standing jump of 1 yard, or a running jump of 2 yards. If a character needs to jump further, Fatemasters should use a Simple Athletics Duel with a TN proportionate to the distance jumped. The TN should also take into consideration special conditions (like slippery surfaces).

The base TN for a distance jump (either standing or running) is 5, and the Fatemaster might modify this TN a little based on the terrain. Loose or wet terrain might add a +2 to the difficulty, for instance.

A standing long jump requires a Walk Action. The character adds 1 yard to his starting default 1 yard distance for each Margin of Success he scores. This means merely succeeding does not add any distance.

A running long jump requires at least 2 yards of movement during a Run Action before it may be attempted. The character adds 2 yards to his starting default 2 yard distance for each Margin of Success he scores. This means merely succeeding does not add any distance.

CLIMBING

When climbing a ladder, characters may normally ascend at half their Walk speed. If a character needs to climb faster or is climbing a surface that lacks convenient hand holds, then a Simple Athletics Duel should be assigned. The TN for the test is based upon the prevailing environmental conditions, such as lighting, surface, or weather.

A character who succeeds on the climbing test moves at half their Walk speed up the surface, plus 1 yard for every Margin of Success.

EXAMPLE CLIMBING CONDITIONS	TN
Climbing a steep, rocky hill	5
Climbing a cobblestone wall	8
Climbing a wooden horizontal plank wall	10
Climbing a brick wall	12
Climbing a wooden vertical plank wall	14
Descending instead of Climbing	+2
Slippery Surfaces	+1 to +3

SWIMMING

At times, characters may be forced to try to swim across a river or through the city's sewers. A character's swimming speed is equal to half their Walk speed. All characters are assumed to be capable of staying afloat effectively indefinitely under calm conditions. While a character might get tired, it is assumed that most can simply swim a reasonable distance when required.

If trying to move quickly, a (2) Use skill Action generates a speed equal to the half the character's Walk speed plus the character's Athletics skill rank in yards. There is no Athletics challenge required to successfully swim at this speed.

Swimming through more difficult water conditions or trying to move even more quickly requires an Athletics Challenge with a default TN of 10. For every Margin of Success the character generates they may move 1 additional yard as part of the (2) Use skill Action for swimming quickly.

A character who is forced underwater will begin to drown unless they have some apparatus or magical ability that allows them to avoid such a fate. A character who is drowning is subject to Suffocation (see page 217).

EXAMPLE SWIMMING MODIFIERS	TN
Choppy Water	+2
With the Current	-3 to -1
Against the Current	+1 to +3
Rapids	+4 to +6
Undertow	+1 to +3

PUSHES

Pushes cover both pushing and pulling. Whenever a character is forcibly thrown, shoved, or dragged, it is considered a push.

When a game effect pushes a character, he is moved the distance indicated by the effect causing the push. Pushes are not hindered by movement penalties. Being pushed does not generate disengaging strikes.

When an effect indicates that a character should be pushed to within a specific distance of something (such as within 2 yards of a Spell's caster), he is pushed, ignoring movement penalties, to that specific distance.

FLYING

Characters with access to Flight move over terrain, and even other characters, without penalty. They are still subject to disengaging strikes if they do not have sufficient altitude to be out of range.

FALLING

If a character without Flight is moved off an elevation by a game effect or elects to fall down from an elevation, he may suffer some rather dire consequences. A character falling at least 3 yards suffers a Damage Flip of 2/4/6, +1 damage for each additional 2 yards fallen above 3.

A character who Flips a Red Joker during a Damage Flip usually suffers no damage. However, in the event that the distance fallen makes this very unrealistic (for instance, falling from a hot air balloon several hundred feet in the air) the Red Joker simply indicates survival. The character is reduced to 0 wounds, and likely suffers many injuries that will leave him bed ridden for quite some time.

ATTACK ACTIONS

In the dangerous world of Malifaux, words are seldom enough to resolve a conflict. Most often, the victor is determined through strength of arms—or magic. Skill, training, and luck all play roles that are every bit as significant as the weapon at hand.

When characters choose to resort to physical violence, their Actions may be classified as either melee or ranged attacks. Ranged attacks involve throwing or firing munitions at a target, while Melee attacks involve physically striking the foe with a portion of the Attacker's body or a held weapon. These two styles of combat have different effective ranges, but otherwise have many similarities. Some magics also generate ranged or melee attacks.

FATEMASTER MODIFIERS

When considering modifiers for attack Actions, it is important to remember that only the player characters Flip cards. All modifiers are presented as though the Fated character were acting. In the event an Fatemaster Character would modify a Flip, the targeted Fated character suffers, rather than the Fatemaster Character benefiting. This is done by applying the inverse effect.

A +2 bonus to a Flip becomes a +2 modifier to the TN, and a  would become a .

When Mr. Sterling finally catches up to Dr. Ferdinand, the Necromancer wishes to make good his escape rather than entering into a pointless melee. The Fatemaster decides that Dr. Ferdinand takes the (1) Defensive Stance Action, and then a (1) Walk with his remaining AP. Defensive Stance normally adds  to the Defense Flip of a character. Because Dr. Ferdinand is a Fatemaster controlled character, Mr. Sterling's attacks instead suffer a  penalty to the Flip.

CLOSE ATTACKS ()

In order for a character to take a strike Action against a foe using a close () weapon, that opponent must first be in range (in yards). Most melee weapons are capable of attacking a target that is within one or two yards of the Attacker. This distance doesn't merely represent the length of the weapon, but also short steps and lunges as part of the strike. Weapons with exceptionally long shafts or characters with particular Talents may be able to engage foes at a greater range.

During Dramatic Time, a character is considered to be "engaged" whenever he is within range of an enemy's  attacks (which can include Spells as well as weapons). A character making a strike with a melee weapon is making a  attack, and any modifiers that affect characters making  attacks apply. Many melee weapons offer additional modifiers to the strike Action or may offer the character the opportunity to take a different Action during combat. Refer to specific weapon descriptions for more information (see Chapter 6: Gear).

Note that a strike Action is not necessarily meant to represent a single swing of a weapon. During the tense seconds of a single Combat Round, a character is likely to make a number of swings and feints, while attempting to evade or block the Actions of his opponent. The strike may be representative of all of these Actions, with its success or failure indicating the character's overall success through a Combat Round.

RANGED ATTACKS ()

A weapon that fires a projectile is considered a Ranged () weapon. Characters engaged in melee cannot normally make  attacks. A character making a strike with a ranged weapon is making a ranged attack. Ranged weapons also require line of sight to a target, so that the projectile can be properly aimed.

Ranged weapons have a Range characteristic which lists a weapon's range in yards. While the projectile may fly further, this range is given as the range that a character can effectively use the weapon with a 1 AP Action (Strike). Some weapons (such as Rifles) have greatly increased range when a character takes time to aim.

RESOLVING ATTACKS

Through The Breach handles attacks in two different ways. The first is when a Fated character makes an attack, and the second is when a Fated character is the target of an attack.

This may seem strange to veterans of other roleplaying games. This difference is one of the ways in which the theme of fighting destiny is built into the mechanics of *Through The Breach*. In addition, it speeds up combat, as only one person is using the Fate Deck during any given Action, and the fate of a player controlled character is always in the player's hands.

Both methods are presented here in their mechanical form, to aid the players and the Fatemaster as a reference. All attacks are resolved with a Challenge Duel, and if the attack is successful, it is followed up with a Damage Flip (see page 210).

FATED ATTACK SEQUENCE

When a Fated character wishes to make an attack, the attack Challenge Duel is resolved with the standard steps for a Challenge Duel (see page 191).

STEP 1: TARGET NUMBER

The Target Number of an attack is based on the Defense or Willpower of the target, plus its Rank. Unless otherwise noted, all weapon strikes are taken against the target's Defense.

Magical attacks also have a Casting Target Number that must be beaten, in addition to beating the Resist Target Number of the target (see Chapter 8: Magic).

Other modifiers may also adjust the Target Number (such as range, or environmental conditions). If a non-Fated target has any modifiers that, in the hands of a Fated, would reduce the difficulty of a Defense Challenge, it instead adds to the TN of the attack.

STEP 2: ACTING VALUE

The initial acting value of an attack is typically calculated by adding the Attacker's relevant Aspect and skill for the weapon, Spell, or unarmed strike in question.

STEP 3: CALCULATE MODIFIERS

The Fated calculates his modifiers as normal, adding any  or  that are required by the situation (such as bonuses for focusing, or penalties for fighting while blinded).

If a non-Fated target has any modifiers that would increase (or decrease) a Defensive Flip, they are reversed before they are applied. For instance, a Fatemaster controlled character would add  to the modifiers when it uses the Defensive Stance Action.

STEP 4 THROUGH 8

The player Flips cards, compares the totals and then modifies the result as normal (see page 193).

STEP 9: APPLY RESULTS

If the Fated hit the target with the attack he now performs a Damage Flip (see page 210). It's important to remember if the player won with a tie or not, and how many Margins of Success or Failure were earned, as this will affect the Damage Flip.

MARGINS OF SUCCESS	DAMAGE FLIP MODIFIER
Tie	 
None	
1	None
2 or more	

FATED DEFENSE SEQUENCE

When a Fated character is the target of an attack by a Fatemaster controlled character there is a Defensive Challenge Duel which is resolved with the standard steps for a Challenge Duel.

STEP 1: TARGET NUMBER

The Target Number of an attack is based on the appropriate Aspect, Combat skill, and Rank of the Attacker. The Aspect and appropriate Combat skill are determined by the weapon used. For instance, a sword attack would use Might + Melee.

Other modifiers may also adjust the Target Number (such as range, or environmental conditions). If a non-Fated target has any modifiers that, in the hands of a Fated, would reduce the difficulty of an attack Challenge, it instead adds to the TN of the Defense.

STEP 2: ACTING VALUE

The initial Acting value of the Duel is typically the Fated character's Defense or Willpower Aspect. Defense is used to defend against melee or ranged weapons, while Willpower defends the Fated from most magical assaults.

STEP 3: CALCULATE MODIFIERS

The Fated calculates his modifiers as normal, adding any + or - that are required by the situation (such as bonuses for Defensive Stance).

If a non-Fated Attacker has any modifiers that would increase (or decrease) an attack Flip, they are reversed before they are applied. For instance, a Fatemaster controlled character would add - to the modifiers when it uses the Focused strike Action.

STEP 4 THROUGH 8

The player Flips cards, compares the totals, and then modifies the result as normal (see page 190).

STEP 9: APPLY RESULTS

If the Fated fails in the Defensive Challenge Duel, he will suffer the consequences of the attack (usually suffering damage). It is important to note by how much the Fated character failed, as it will affect the upcoming Damage Flip.

MARGINS OF FAILURE	DAMAGE FLIP MODIFIER
None	-
1	None
2	+
3 or more	++



COMBAT FLIP MODIFIERS

A variety of different factors can offer either combatant a significant advantage or disadvantage in a conflict. Attack Modifiers address these issues, so that the difficulty of the Action reflects the challenges that the Attacker and Defender face, respectively. In many combats, multiple modifiers may come into play.

Fatemasters should take care to make certain that all of the relevant modifiers are included, and applied properly. This is vitally important when calculating Fatemaster modifiers, as they are reversed from the player's modifiers.

Here are some examples of the various attack and Defense Modifiers.

Blind attack: At times, a character might realize that he is engaged in combat with an opponent, but must rely on non-visual senses to launch an attack. Possible reasons might include a character wearing a blindfold, magical darkness, or having one's eyes removed by a rather rambunctious man-eating teddy bear. Since identifying their foe's location is much more difficult, the attack suffers ☐☐. This is often granted by the Blind condition (see page 216).

Called Shot: Sometimes a character might need to hit a particular location on a foe, or strike at an object the opponent is carrying. This might be to plunge a room into darkness by breaking a light, remove a magical talisman, or take control of a much wanted prize. Attempts to strike a specific part of the target's body or an object they are carrying suffer a +4 penalty to the TN.

Superior Position: Often, one opponent in a battle may have a significant positional advantage. This is common when the Attacker has the higher ground. Alternatively, the Defender's back might be to a wall or sheer drop. A disadvantaged Defender might even be trying to protect a helpless individual or a prized asset from the Attacker's swing. In these cases, the Attacker's attack Flip receives +.

Target in cover: cover comes in two levels, Soft and Hard. Soft cover includes things like plants, a tapestry, or even a tent. They benefit the Defender by obscuring his location, but offer little actual protection against the ammunition being used. Defenders in Hard cover are crouching behind walls, rocks, trees, or even animals. These are objects which both obscure the Defenders location and also have the potential to mitigate the damage from the weapon used. When a target is in Soft cover, the Attacker suffers ☐ to his Flip with ranged attacks. When a target is in hard cover, the Attacker suffers ☐ to both his attack and Damage Flip with ranged attacks.

Unstable Platform: Characters firing from a moving platform must be able to compensate for the motion relative to their target. The Attacker's attack Flip receives ☐.

SHOOTING INTO ENGAGEMENTS

A smart man doesn't risk his ally's life by firing into the bedlam of melee. But where is the fun in that?

When a model wants to perform a Ranged attack Action targeting a character which is engaged with one or more friendly characters the target is randomized.

Before determining the Target Number for the attack, the player Flips one card for each character within a yard of the target character. The character with the highest card is the new target of the attack. The character can't stop the attack at this point, he is already committed, a Fated character could, however, still Cheat the attack down!

DAMAGE

At some point in their careers, characters are certain to endure some form of physical damage. For more conservative individuals, injuries might come from a physical accident when a building collapses, or they take a nasty fall. Fated, however, tend to put themselves in far more dangerous situations. Swords, claws, and bullets are faced on a daily basis. Eventually, one or more of these lethal attacks are virtually certain to strike home. Sometimes, a glancing injury might have little consequence. Other times, it might Spell a character's doom.

The goal of an attack is, most often, to deal damage. A variety of effects (like armor) may be used to mitigate or maximize the damage from an attack. When damage is done to a character, the damage is presented as a damage code (such as 1/2/3). This represents Weak/Moderate/Severe damage. How much damage is actually dealt is then determined with a Damage Flip.

Each character has a Wounds Aspect. This is the total damage a character can take before they start to suffer serious consequences. The Wounds Aspect represents a character's ability to shake off physical injury. In general, suffering wounds consists of the minor cuts, bruises, and scrapes that a character suffers in a physical conflict.

When a character suffers damage, it temporarily lowers its Wounds Aspect by a value equal to the damage it suffered. If this damage brings a character to 0 or fewer current Wounds then the character will suffer a Critical Effect.

Characters do not reduce their Wounds Aspect permanently from damage. The character simply tracks his current remaining Wounds, as damage can be healed later on!

Mr. Sterling has a Wounds Aspect of 6. A moment earlier a bullet struck the ground near him, peppering his leg with minor shrapnel, and dealing 2 damage. He has just been struck by another bullet, and suffers 5 damage. His total damage is now 7, which lowers his Wounds to -1...

Bad things are about to happen...

THE DAMAGE FLIP

The Damage Flip is not a Challenge Duel. It is a simple Flip of a card (or cards) that determine how much damage the character takes, or how severe a Critical Effect is dealt to a character. For technical clarity the mechanical, step-by-step system for Damage Flips is presented here.

Like with attacks, it matters if the damage is against a Fated character or a Fatemaster character.

STEP 1: DETERMINE MODIFIERS

Unlike other Flips, there are no Target Numbers to a Damage Flip. Damage Flips may still have  or  modifiers. Most often, this comes from the results of an attack Flip (better attacks deal more damage) but some weapons or Actions can also grant a  or  to a Damage Flip.

Mr. Sterling has managed to hit Dr. Ferdinand using a Focused strike with his Gatling Derringer. Because it is a Focused strike he gains  to his Damage Flip. In addition, Mr. Sterling scored two Margins of Success on the attack, for an additional . This means the Damage Flip has a total modifier of .

ACCURACY MODIFIER

The most common modifier placed on a Damage Flip is the Accuracy Modifier. Whenever a Damage Flip is the result of an Opposed Duel, the Damage Flip will gain a Fate Modifier, which is determined by the number of Margins of Success (see pages 207).

STEP 2: FLIP CARDS

The player Flips one card, plus an additional card for each  or . It doesn't matter if the player is dealing the damage or resisting the damage, the player always makes the Flip... hands off those cards Fatemaster!

Aaron Flips three cards, and reveals a 6, a 9, and a 13.

If the Damage Flip has no Fate Modifier or a Positive Fate Modifier () , then the controller of the attack picks which card will be used to apply damage.

If the attack has a Negative Fate Modifier () , then the Defender chooses which card to use.

If the Black Joker appears in the Damage Flip the Black Joker must be chosen, even if the Red Joker is present. If the Red Joker is present (without the Black Joker) then the Defender must select it, if the Defender is picking which card is used.

Once a card is selected, move all other cards to the appropriate discard pile.

As Mr. Sterling was making the attack, and there was a + applied to the Damage Flip, Aaron gets to choose which card will be used. He selects the 13X, and moves the other cards to the discard pile.

STEP 3: CHEAT FATE

The player now has a chance to Cheat Fate on the Damage Flip. A player may not Cheat Fate under two conditions:

- He is the target of the Damage Flip.
- He is the Attacker and the Flip has one or more ☐.

Aaron is happy with the cards that Mr. Sterling generated for damage, and decides not to Cheat Fate.



STEP 4: APPLY DAMAGE

For most attacks, damage is listed as three numbers separated by slashes. These numbers represent the severity of the damage (from left to right) as Weak, Moderate, or Severe.

Consult the card's numeric value on the following table to determine what level of damage the attack does:

CARD VALUE	DAMAGE DEALT
Black Joker	None
1-5	Weak
6-10	Moderate
11-13	Severe
Red Joker	Severe and Critical

Once the level of the damage is determined, consult the attack's damage Code to find out how much damage the attack deals. For instance, a weapon with a damage Code of 1/2/3 would deal 1 damage with a Weak hit, 2 with a Moderate hit, and 3 with a Severe hit.

The damage is then applied to the character, reducing the character's current Wounds by the damage value.

If this damage total is greater than the character's Wounds Aspect, then he will also suffer a Critical Effect (see below).

If a Black Joker is Flipped, the target suffers no damage. If a Red Joker is Flipped, the target takes Severe damage and must also suffer a Moderate Critical Effect, regardless of the character's current Wounds.

Mr. Sterling's Gatling derringer has a damage code of 2/4/5. Aaron checks the damage dealt by a 13 and is happy to discover that it is a Severe wound. Dr. Ferdinand takes 5 damage from the attack. This does not take Dr. Ferdinand to 0 or fewer Wounds, so no Critical Effects are generated.

UNCONSCIOUSNESS

Whenever a character has 0 or fewer Wounds, he risks falling unconscious.

A character must pass a challenge to see if they are unconscious under the following circumstances:

- Immediately when they reach 0 Wounds.
- Immediately when they suffer a Critical Effect.
- At the end of any turn in which they took any Action while having 0 or fewer Wounds.

An unconsciousness challenge is a TN 10 Tenacity + Toughness challenge. If the character fails, they are knocked out.

The duration of the unconsciousness is determined by the Fatemaster, but usually it is for the remainder of the Dramatic Time. The character can, of course, be revived with a little doctoring, which is a (2) Use Doctoring Action with a TN of 10.

Mr. Sterling has suffered a hit that reduces him to -1 Wounds. He needs to test to see if he is knocked unconscious. His Tenacity + Toughness adds up to 4. He Flips a 8P, so he succeeds on the Duel and stays awake... for now!

SPECIAL DAMAGE

Some damage won't require a Damage Flip. Instead it simply does a set amount of damage and the character simply sustains that amount of damage.

Special damage cannot be augmented or mitigated by Cheating Fate, as there were no cards Flipped to replace.

BLAST DAMAGE

Some weapons have a  in the damage. When this is the case, the weapon hits the primary target, plus any other targets within 2 yards per . These additional targets suffer one step less damage when hit.

For instance, a weapon with a damage code of 2/3/4 would deal 4 damage to a target for a Severe wound, and each additional target within 4 yards would suffer 3 damage.

ARMOR

Characters will likely wish to defend themselves from damage by wearing armor. There are many different armor types described (starting on page 176). However, armor in Malifaux is an abstract affair. The type (and amount) of armor a character wears is largely up to the player (or Fatemaster) and is more a personal decision about play style and appearance than anything else.

A character is considered to be "Lightly armored" (Armor +1) if he is wearing one or more pieces of Light armor (see page 176).

A character with a leather chestguard, a chainmail shirt, or platemail sleeves might be considered armor +1. Fatemasters are encouraged to allow players some flexibility, as the appearance of their character might be very important to the player. A duster lined with a few critical metal plates could be enough to qualify for Armor +1.

A character who is clearly and obviously armored head-to-toe is "Heavily armored," and would have armor +2. To qualify, a character must have at least one piece of heavy armor on, and at least two other locations (arms, legs or head) must also have light armor.

Characters with pneumatic limbs also gain a +1 to their armor value. The maximum armor for a Fated character is therefore +3 (although Fatemaster characters may occasionally break this rule).

Armor is also restrictive, hindering a character's ability to evade damage if they do not have the proper training, and it will reduce a character's Defense value accordingly, unless the character has the Armor Training Talent (see page 135).

ARMOR AS AN ABILITY

Armor is treated as an ability for as long as the character is wearing it. Taking off the armor removes the ability.

For every value of armor this character has, he reduces the damage suffered by 1, to a minimum of 1. In addition, the character's Defense is lowered by 1 (to a minimum of 0).

CRITICAL EFFECTS

Characters can suffer Critical Effects in a variety of ways. The most common is being reduced to 0 or fewer Wounds. Critical Effects are always Weak, Moderate, or Severe. When they accompany damage, the critical is the same level as the damage suffered. On the off chance that a critical is not accompanied by damage, then it will be defined as part of the rule causing the Critical Effect.

Generating a Critical Effect is a simple affair. First the character Flips a card. This Flip is not altered by modifiers to the Damage Flip, it is always a single card Flipped. Then, add the amount of damage the character has suffered beyond his Wounds Aspect (a character at -3 Wounds would add 3 to the card). This will give a Critical Effect to be referenced on the appropriate severity chart (Weak, Moderate, or Severe).

The Critical Effect tables (see page 214) are purposefully rather vague. This allows the Fatemaster to describe a Critical Effect in a variety of vivid, and gruesome, ways.

Mr. Sterling just suffered Severe damage that reduced him to -1 Wound. To generate a Critical Effect he Flips a card, and produces the 6. He adds 1 to the result (as he is 1 Wound beyond his Wounds Aspect) and looks up 7 on the Severe Critical table. Mr. Sterling is blinded! The Fatemaster describes how the shot hit a nearby wall, spraying splinters of wood into his face, temporarily blinding Mr. Sterling!

EFFECTS AS CONDITIONS

Critical Effects are considered conditions (see page 216). However, effects that remove conditions might not remove Critical Effects, as some represent terrible damage to the character's body.

In general, an effect that removes conditions only removes conditions that would expire when Dramatic Time ends, or earlier.

CRITICAL HIT LOCATIONS

Some Critical Effects require that an area of the body be crippled, maimed, or strained as part of the effect. When this happens the Suit of the Critical Effect card determines the body part at random.

♠: The chest or stomach has been damaged as described in the critical. This can vary from having the wind knocked out of the target to a fatal gut shot.

♣: The target's head has been damaged. This could be as minor as a black eye or solid blow to the head. If they are having a particularly bad day... it could also blow a target's brain out through their nostrils.

✂: This effect damages the character's arms or shoulders. A sprained wrist or shoulder out of socket could be the simplest of injuries. Then again, if the target is particularly unlucky, he might not ever have to worry about injuring that arm again... if you get my meaning.

♣: Mobility is lost when a character damages their legs. It could be an annoyance, like a twisted ankle, or the character could be left watching his life pump out onto the street from a bloody stump.

CRITICALS AND JOKERS

Jokers can either cause a massive issue for the character, or be a boon to save them.

If a Red Joker is Flipped for the Critical, nothing happens, regardless of whether the character is a Fated or not. The Critical Effect is simply ignored (although the character still suffers damage from the attack that caused the Critical Effect).

If a Black Joker is Flipped to generate a Critical Effect, the character treats it as the highest possible value on the Critical Effect table they are Flipping on. For Weak and Moderate damage, this means the character will Flip on the next highest table. However, for Severe damage, this is quite devastating...

WEAK CRITICAL EFFECTS TABLE

TOTAL	CRITICAL EFFECTS
1 or less	How lucky! The Critical Effect does nothing.
2	Distracted. The character suffers ☐ to any Academics challenges until Dramatic Time ends.
3	Flustered. The character suffers ☐ to any Social challenges until Dramatic Time ends.
4	Rattled. The character suffers ☐ to any Expertise challenges until Dramatic Time ends.
5	Jostled. The character is Dazed until the end of his next turn.
6	Flash of Pain. If the afflicted used the Hold Action, he may not take a Held Action this turn.
7	Knocked off Guard. The afflicted loses the benefits of any Defensive Stance Action he takes or has taken.
8	Grounded. The character suffers ☐ to any Magical challenges until Dramatic Time ends.
9	Stupified. The afflicted is Slow until the end of his next turn.
10	Jangled. The character suffers ☐ to any Close Combat challenges until Dramatic Time ends.
11	Shaken. The character suffers ☐ to any Ranged Combat challenges until Dramatic Time ends.
12	Confused. The character suffers ☐ to any Training challenges until Dramatic Time ends.
13	Stunned. The afflicted gains the Paralyzed condition.
14	Worse than it looks. The character takes 1 additional damage. This damage does not generate a Critical Effect.
15 or more	Generate a new Critical Effect on the Moderate Critical Effects Table.

MODERATE CRITICAL EFFECTS TABLE

TOTAL	CRITICAL EFFECTS
1 or less	Generate a new Critical Effect on the Weak Critical Effects Table.
2	Winded. The afflicted suffers ☐ to all challenges. At the end of each of his turns he may attempt a TN 10 Toughness challenge to end this Critical Effect.
3	Painful Sprain. The afflicted cannot take Charge Actions until all damage is healed.
4	Addled. The afflicted gains the Dazed condition until Dramatic Time ends.
5	Numb Arm: The afflicted gains the Useless Limb condition to his arms until the end of his next turn.
6	Hobbled: This character may only declare one move Action per turn, until Dramatic Time ends.
7	Seeping Wound. At the beginning of his turn, the afflicted gains Slow, unless he chooses to suffer 2 damage. This damage does not cause a Critical Effect. This effect ends when the character is the target of a successful TN 10 Doctor challenge or all damage is healed.
8	Dislocated Hip. The afflicted cannot Charge or Run until all damage is healed.
9	Wrenched Bone and Muscle. The afflicted gains Slow until Dramatic Time ends.
10	Deep Tissue damage. Note the location of this Critical Effect. All Critical Effect Flips against the character gain +2 if they strike the same location, until all damage is healed.
11	Dislocated Shoulder. The afflicted suffers ☐ to all attack Challenges until Dramatic Time ends.
12	Jarring Blow. The afflicted must immediately make a TN 10 Unconsciousness challenge.
13	Badly Bruised. The afflicted suffers ☐ to any Physical challenge until Dramatic Time ends.
14	Deep Nerve damage. The afflicted gains the Paralyzed condition until Dramatic Time ends.
15 or more	Generate a new Critical Effect on the Severe Critical Effects Table.

SEVERE CRITICAL EFFECTS TABLE

TOTAL	CRITICAL EFFECTS
1 or less	Generate a new Critical Effect on the Moderate Critical Effects Table.
2	Staggered Hits. Generate two Critical Effects on the Moderate Critical Effect Table.
3	Woozy. The TN of all Unconsciousness challenges is increased by +5.
4	Mild Concussion. The afflicted is Dazed until all damage is healed.
5	Broken Nose. The afflicted suffers $\square$ to all Social challenges until all damage is healed.
6	Deep Tissue damage. The afflicted gains Slow until all damage is healed.
7	Blinded. The afflicted is Blind until all damage is healed.
8	Shocking Blow. Afflicted must immediately pass a TN 20 Unconsciousness challenge or be knocked out (see page 212).
9	Gushing Wound. At the end of each of the afflicted's turns he suffers 2 damage. This damage does not cause Critical Effects.
10	Cracked or Broken Bone. The afflicted limb is rendered useless until all damage is healed. If this effects the head the character suffers $\square$ to all Mental challenges. If this effects the chest, the characters suffers $\square$ to all Physical challenges.
11	Brutal damage. The afflicted limb is rendered useless until all damage is healed. If this affects the head the character is Blind or Deaf (Fatemaster's discretion). If this affects the chest, the characters suffers $\square\square$ to all Physical challenges.
12	Bloody Mess. The afflicted body part is rendered useless until all damage is healed. If this happens to the head or chest the character immediately falls unconscious until all damage is healed.
13	Nervous System Trauma. The afflicted is Paralyzed until all damage is healed.
14	Addleated. The character reduces all Mental Aspects by 2 (to a minimum of -5) until all damage is healed. When all damage is healed, the player must succeed on a TN 10 Toughness challenge or permanently reduce one Mental Aspect by 1 (to a minimum of -5).
15	Bleeding Out. The afflicted gains the Bleeding Out condition.
16	Crippled. The location is permanently crippled and rendered useless (see the Useless Limb condition). If this effect happens to the head the character is Blind or Deaf (Fatemaster's discretion). If the chest is afflicted the character dies.
17	Amputated. A large portion of the location has been removed free of the rest of the body. If this effect happens to the head or chest, the afflicted dies. If this hits the arms or legs, the character is also Bleeding Out (15 on this Chart).
18	Internal Bleeding. The character must lie still and hope for the best. If the character takes any Action(s), other than Pass during his turn, he must succeed on a TN 15 Toughness challenge at the end of his turn or suffer an additional 1 damage. This damage will automatically cause a Weak Critical Effect.
19	Artery Opened. The afflicted is suffering from the same effect as Bleeding Out (15 on this table), except that the TN for the Doctoring challenge is 20.
20 or more	Obliterated. The afflicted location is permanently removed, with only chunks of bone and meat remaining. If this is the head or chest, the character is quite dead. If this hits the arms or legs the character is also Bleeding Out (15 on this Chart).

CONDITIONS

Conditions are standard ongoing effects characters may receive. Conditions can have a wide variety of effects, some good, some bad, and some horrifically bad.

Conditions stack if the condition is presented with a value, for instance Poison +1. When this is the case, the values are added together and the two conditions become one. Conditions presented without a value do not stack, and a character that would get a second instance of a condition simply ignores it (and does not get the second instance).

Unless otherwise specified, all conditions are removed from a character at the end of the character's turn.

BLIND

Characters with this condition suffer $\square\square$ to any Action that normally requires sight, such as most attack Actions.

BLEEDING OUT

The afflicted is gushing blood. The character will die in 10 rounds (or 1 minute). This condition is not removed at the end of the character's turn. It may be removed with a (2) Use Doctoring Action with a TN of 15.

BURNING

When an attack or other effect sets a character ablaze, they will receive the Burning condition. Burning is noted with a value (usually 1) when it is applied to a character. A character may have multiple Burning effects, and they stack. So if a character already has the Burning condition, simply add the Burning value to the current condition, rather than applying an entirely new condition.

At the end of each Combat Round, any character with the Burning condition suffers an amount of damage equal to the Burning value. The effect is removed at the end of the round (after damage is dealt) instead of at the end of the character's turn.

Any character within 1 yard (including the Burning character himself) may take a (1) Action to remove 1 from the Burning value. If the value reaches 0, the effect is removed.

DAZED

The character has a hard time focusing on tasks, making everything more difficult. All Actions suffer a +2 modifier to the TN.

DEFENSIVE

While a character can gain the Defensive condition in a variety of ways, the most common is through the Defensive Stance Action. The Defensive condition is presented with a value.

A character with the Defensive condition gains $\blacklozenge$ to its Defense Duels for each value of the condition.

INTOXICATED

A character with the Intoxicated condition suffers a $\square$ to all Willpower Duels.

FAST

A character with the Fast condition generates 1 additional general AP. The Fast effect is removed at the end of a character's turn.

Fast and Slow cancel each other, remove both from the character if both are present at the same time.

FOCUSED

A character can gain the Focused condition in a variety of ways, the most common is through the Focus Action (see page 202). The Focused condition is presented with a value.

A character with the Focused condition gains $\blacklozenge$ to its next (non-Focus) Action and any resulting Damage Flip for each value of the condition.

PARALYZED

A character with the Paralyzed condition generates no AP and can declare no Actions during its Activation (not even (0) Actions). The Paralyzed effect is removed at the end of a character's turn.

Paralyzed and Reactivate cancel each other, remove both from the character if both are present at the same time.

POISONED

Poison is noted with a value (usually 1) when it is applied to a character. A character may have multiple Poison effects, however, and they do stack. So, if a character already has the Poison condition, simply add the Poison value to the current condition, rather than applying an entirely new Poison.

At the end of each round any character with the Poison condition suffers 1 damage that may not be reduced or negated. After the damage is dealt, lower the value of the Poison by 1, removing the condition if the value hits 0.

The Poison condition is not removed from a character until the condition's value has reached 0.

SUFFOCATING

A character who cannot breathe begins to suffer from the Suffocating condition. Every turn (during Dramatic Time) or every 5 seconds during Narrative Time that a character cannot breathe he gains the Suffocating 1 condition, which will stack like any other condition with a value.

At the end of the character's activation (or when he gains the condition during Narrative Time) he must succeed on a Willpower Duel with a TN equal to the value of his Suffocating condition. If he fails, he falls Unconscious. If a character fails a Suffocating Duel while already Unconscious he suffers 3/4/5 damage which may not be prevented. If a character is reduced to 0 or fewer wounds by the Suffocating condition he does not generate a Critical Effect and dies instead.

REACTIVATE

A character with the Reactivate condition can act one additional time during this turn, as if it had not already taken its turn. At the end of the round, any character with the Reactivate Condition may take another turn. If multiple characters have this condition, they take turns in their Initiative Order.

Paralyzed and Reactivate cancel each other, removing both from the character if both are present at the same time.

SLOW

A character with the Slow condition generates 1 less general AP. The Slow effect is removed at the end of a character's turn.

Fast and Slow cancel each other out, remove both from the character if both are present at the same time.

USELESS LIMB

Sometimes a limb is rendered useless, either temporarily or permanently. When this happens to an arm, the character suffers ☐☐ to any Action that would normally require two hands, which includes many Physical challenges. If this happens to a leg the character reduces his Walk Aspect to 1, and suffers ☐☐ to all Physical challenges that require movement.

OTHER CONDITIONS

There are an infinite number of conditions that a character can gain, those listed here are just a few that are complex (or common) enough to warrant detailed explanation.

For instance, Critical Effects are conditions, but they are described in the effects tables (page 214). As a reminder an effect that removes conditions only removes conditions that would expire when Dramatic Time ends, or earlier.

HEALING

Healing injuries is a time consuming process, especially without access to medical attention.

HEALING FLIPS

A character can make a Healing Flip in much the same way as it makes a Damage Flip. A single card is Flipped that cannot be Cheated. The character then heals the noted number of Wounds:

CARD	DAMAGED HEALED
Black Joker	None
1 to 5	1 damage
6 to 10	2 damage
11 to 13	3 damage
Red Joker	All damage

NATURAL HEALING

A character who is healing "naturally" is allowing the body's own regenerative abilities to repair itself. A character makes a single Healing Flip each day if he is able to sleep for at least 6 hours. If the character could not sleep that long, the day was too stressful to allow any meaningful healing.

A character can also receive medical attention, usually in the form of the Alchemy (pg. 121) or Doctor (pg. 122) skills. This will improve the Natural Healing of the character.

MEDICAL ATTENTION

A character can receive proper medical care from a character with the Doctor skill (pg. 122) to aid in the healing process.

A Doctor can have a number of patients "under care" equal to his Doctor skill rating, including himself. When a character is "under care" he adds  to his Natural Healing Flips.

FIRST AID

When a character suffers minor injuries, a Doctor can patch him up, healing minor wounds. This requires proper tools for the Doctor skill.

First Aid is performed on a character with 0 or more Wounds remaining. The TN of the First Aid Duel (Doctor + Intellect) is 5. If successful, the character heals 1 damage plus an additional damage per Margin of Success.

A character may only be the target of First Aid once every hour.

SURGERY

A Doctor can perform surgery on a character (other than himself). This requires proper tools and time, and is not without risks.

Surgery is performed on a character with fewer than 0 Wounds remaining. The TN of the Surgery Duel (Doctor + Intellect) is 10.

If the Duel is successful, the character is immediately healed to 0 Wounds remaining. If the Duel fails, the character suffers a 0/0/Killed Damage Flip, with a  for each Margin of Failure.

A Surgery Duel takes 1 hour for each negative Wound the character is suffering. Fatemasters may wish to impose penalties for extremely long surgeries.

A character may only receive the benefits of Surgery once a week.

CRITICAL EFFECT HEALING

If a character is suffering from a Critical Effect that lasts until all damage is healed, then there is a chance the effect is permanent.

Once the character is healed to full Wounds, the character must make a Resilience + Toughness Duel against a TN of 15. If the character fails, the Critical Effect becomes permanent. This is great time to Cheat Fate.

If a character received successful surgery from a doctor, he may gain a bonus equal to the Doctor's skill to this Duel.

HORROR

Malifaux is a world where the very stuff of nightmares springs forth to murder, mutilate, or worse. When a character encounters a truly terrifying sight, they must make a Horror Duel, or risk becoming paralyzed with blood-chilling fear.

Some Talents or Actions will call on a character to make a Horror Duel to see if it can withstand the mind-shattering wave of terror.

FATED & HORROR DUEL

When a Fated is required to perform a Horror Duel, it does so using its Willpower Aspect. In addition, any effect that causes a Horror Duel will also list a TN for the Duel.

The results of the Fated's Horror Duel will determine whether it can fight or is forced to cower in fear. A Fated that fails a Horror Duel immediately gains the Paralyzed condition (page 216).

If the Fated fails a Horror Duel during its turn, it does not gain the Paralyzed condition. Instead, it loses all of its AP and ends its current turn with no effect. Its turn is effectively over.

A character that passes a Horror Duel may continue to act normally. Additionally, the character is considered immune to Horror effects from the character (or other event) that generated the Horror Duel for the rest of the turn. A character, therefore, does not have to pass multiple Horror Duels caused by one source, but it might have to test against a different source's Horror-causing abilities.

Mr. Sterling's fight with Dr. Ferdinand has moved to the rain slick roof of a local gunpowder storage facility that is also on fire. Kind of a banner day for Mr. Sterling.

Dr. Ferdinand, still trying to make his escape, casts a Spell that forces Mr. Sterling to perform a Horror 12 Duel. Mr. Sterling's Willpower Aspect is 5. He Flips a 6✶, and has no cards left in hand that would allow him to Cheat Fate for a success. With a final Duel Total of 11✶, Mr. Sterling has failed and gains the Paralyzed condition. Dr. Ferdinand takes the opportunity to leap into the black waters of the river below.

FATED CAUSING HORROR DUELS

In some rare instances, the Fated character might be the source of the Horror Duel. For instance, a Fated might have a Spell that causes all living creatures within a dozen yards to make a Horror 12 Duel.

When this happens, the Fated will perform a Horror Challenge Duel against the target. The TN for a Horror Duel is the Willpower of the target, plus its rank. The Fated's Active value for the Duel is half the TN of the Horror effect.

If the Fated's Horror effect has multiple targets he will only make one Duel. The final Duel Total is compared against the TN of any and all targets that are affected. In this way the Horror might affect multiple targets (even other Fated).

Ms. Tinae is surrounded by several Guild Guard who are unhappy that she set their gunpowder storage facility on fire. She takes the only logical course of Action and summons a bellowing death rattle from the nightmares of the thing that causes nightmares.

Normally this would cause a Horror 14 Duel, but as Ms. Tinae is a Fated, and the Guild Guard are Fatemaster characters, the Horror Duel is handled differently.

Ms. Tinae Flips a card and gets a 3☞. Half of the Horror TN is 7 and she adds the 3☞ to generate a final Duel Total 10☞. She compares this to the Guild Guards' Willpower (4) plus its Rank (5), which equals 9. She surpasses their Willpower, which paralyzes most of the guild guard with fear.

However, one of the Guild Guard has a Rank of Enforcer (he is leading the group), and his Willpower (4) + Rank (7) is 11, so he resists Ms. Tinae's Spell.



MAGIC

Those who practice the mystical arts on Earth must harness difficult and rare power. While some are potent enough Spellcasters to wield magic without the aid of a Soulstone, the vast majority of practitioners require such fuel for their Spells. Even the most potent of casters are unable to harness their most awe inspiring gifts without such assistance.

That is not the case in Malifaux. Magical energy suffuses the very air. While Soulstones can still aid in casting (due to the concentration of magical energy), it is not required. Even mundane men and women can find themselves intuitively able to shape magical effects through force of will alone. These “normal” people might hone a few magical tricks, augmenting their more natural skills.

It is not uncommon to meet a gunslinger who can shoot flame from his pistol, or a martial artist whose arms can become as hard as steel. This sort of thing might not be common, but it certainly isn’t confined to rumor and gossip.

Those who are trained in the magical arts, however, are able to produce a wide variety of effects. Using experience, massive tomes of notes, and a personal magical theory, the Spellcaster can hurl a fireball through the Quarantine Zone, or raise a corpse to do his bidding. Even those who only dabble in the arcane arts find that they have immense power on the streets of Malifaux.

The Guild places harsh restrictions on the use, and control, of magic. The machinations of other factions (such as the Arcanists) have weakened their control in some powerful countries on Earth... but not in Malifaux.

Magical practice outside of official Guild sanction is strictly forbidden, and this sanction is often brutally enforced. Luckily, the Guild defines magic rather narrowly. Powerful magically enhanced equipment and pseudo-magical devices (like pneumatics and clockwork) are not regulated. In fact, these items are freely available for sale... usually by the Guild.

CHAPTER 8: MAGIC

MAGIC THEORY

There are several codified schools of magic that attempt to create a set of strict guidelines for how magic works. This has met with limited success; for every law of magic a student defines, two more magical effects break it. Those who have successfully built a standardized training regimen liken teaching magic to teaching art.

There are many techniques and truths that can be said about art. A professor can teach reliable methods for rendering a painting, or chiseling stone. However, the art that is produced is purely personal, and no two people create art in the same way. The same is true of magic.

Many sorcerers simply create their own system, handed down from the previous generation or cobbled together from whatever writings they happen to find. In fact, many of the more organized magical systems encourage their members to learn the magical style of others. Some even believe in a unified magical theory that will one day be uncovered through interdisciplinary study.

CHOOSING A MAGIC THEORY

Only characters who prescribe to a Magical Theory are capable of casting Spells. Without a Magical Theory to turn concepts into practical application, any Magic skill a character possesses is purely academic in nature.

A character may choose a Magic Theory during the game at the Fatemaster's discretion. It's important to the character, but it isn't a difficult process for most would-be casters. However, some Pursuits (Dabbler, Graverobber, and Tinkerer) require that a character have a Magic Theory (and they start with one). A Fatemaster should help the player explain how their character chose a Magic Theory, rather than using it as a restrictive tool.

A character may only have one Magic Theory, and this theory permanently shapes how the character crafts magic. Each Magic Theory has a Talent that the character obtains when he chooses the Magic Theory, and he may never lose it.

THE OXFORD METHOD

One school of magical theory is the Oxford University of Metaphysical Studies located in Mississippi. Recently having re-opened its doors to new students, this school trains its pupils in a very regimented craft. This style of magic is what most people think of when they think of a Wizard.

Common components of the Oxford Method include summoning circles, magical formulae, and ritual words. The school teaches that magic comes from a mindscape, where the practitioner imagines a reality, and then harnesses the appropriate gestures and magical words to bring it into being. Wands, staves, and runes are also common.

OXFORD METHOD TALENT

The character increases the final AP cost of any Spell cast by 1 (after making any adjustments for Immuto). The caster gains **+** to the Casting Duel of any Spell with an AP cost of 2 or more.

THE WHISPER

Little is known of this theory, other than it does not come from the minds of mortal men. Those who are driven insane enough to create undead life are hunted mercilessly by the Guild. In their death throes many of them speak of a driving force, something that teaches them their macabre skills.

The Whisper is the name given to this condition. The practitioner is driven to make ever more complex undead creations, and they learn the skills almost spontaneously. A common man may wake one morning with no arcane ability, but find himself with magical talent by nightfall... and a Whisper on the wind to guide his education...

THE WHISPER TALENT

The character gains a **+** to all Necromancy Duels, or to any Spell Duel with an undead target. However, the sheer madness the Whisper creates causes the character to suffer **[-]** on all Intellect duels.

THE DARLIN THEORIES

Less of a codified system of magic, and more a collection of magical and scientific treatises, the Darlin theories are the closest thing to science that magic has so far achieved. Named after the mecha-tyrant of Virginia; Aaron Darlin is probably best known for the Conflagration of Richmond in 1791. However, his works circulated widely after his death in 1792 and his name has become synonymous with steam and clockwork powered magic.

The core metaphor of the Darlin Theories is that magic must be shaped through discovery. Each practitioner is encouraged to create their own theories about how magic interacts with steam and clockwork parts. However, those trained in the Darlin Theories are taught a rigorous system of notation (with elements of classical debate) so that other similarly minded individuals can recreate and learn from their work.

To a Darlist each Spell effect is a combination of scientific principles, augmented by ether and Soulstone. Even when a Darlist personally channels his Spells, he sees it as an execution of science that requires some form of pneumatic assistance. For this reason it is very common for Darlists to have a pneumatic arm or similar focus item which they have customized to allow for a wide variety of “magical effects.”

DARLIN THEORIES TALENT

The character must have a pneumatic device of some kind to manifest any magical effect. When a Spell is cast, if the pneumatic device's scrip cost (as a value) is lower than the TN of the Spell, the device is destroyed. Otherwise, the device is unharmed.

Creating a Suitable pneumatic device requires one hour and an Artefacting skill equal to a tenth of the device's value, and scrap parts worth the device's final value (which is readily available for sale). When a device is destroyed through Spellcasting (as above) it becomes scrap worth the cost of the device (and it may therefore be used to create a new device).

In addition, the character applies a -2 TN modifier to any Spell that targets a construct. This may be combined with the Focus Object Immuto (and it often is).

THE COURT PROCEDURE

Aristocracies crave power, and magical power is no exception. A remnant of the Powder Wars, Court Procedure is the mocking name given to the magic of Lauren Descartes, a Necromancer and Enchanter. Bordering on heretical, Court Procedure isn't a system of magic in its own right. Instead, it is a collection of nearly eight thousand laws (seven-thousand nine-hundred and twenty-two to be exact) that are organized into eleven distinct gates of power.

Each Gate of Power contains revelations and training that each student is expected to master before unlocking the next gate. There is no organized teaching of the Court Procedure. The introductory primer explains that students are expected to teach themselves without a master. Once mastered, the practitioner will have the necessary knowledge to recognize and find others like them, and may thusly gain access to the tomes of higher gates, and find even more powerful hidden practitioners.

Descartes believed that power comes from forcing others to obey rules that the powerful do not abide by. As a practitioner learns more of the laws, he is allowed to break more of them. Ambition and rule breaking are simultaneously encouraged and punished harshly.

Court Procedure has many of the same surface trappings as the Oxford method, but “The Gathered” (as practitioners call themselves) are very organized. It is only their internal conflict that keeps them in check.

COURT PROCEDURE TALENT

The character applies a +2 TN modifier to any Spell that is resisted by Defense. However, the character applies a -2 TN modifier to any Spell that is resisted by Willpower.

THALARIAN DOCTRINE

The Guild's tight regulation on Soulstones is widely referred to as the Thalarian Doctrine. In the wake of the Powder Wars, the Guild began to greatly restrict magic on Earth through legal means. These investigations were headed by a man named Abel Thalaric, who staunchly believed that the powers of magic belonged not to those endowed with magical ability, but to the common man.

Thalarian Doctrine is the Guild's officially sanctioned magical style and political platform. While they have momentarily lost the shadow war to keep the Oxford Method in check, the Thalarian Doctrine is cited as the magical system that promotes the common good and the non-magical person, as equal to the Warlock (as the doctrine defines all non-Thalarian Spellcasters).

Thalarian Doctrine uses complex formulas and concepts to create magical items that anyone can use. Indeed, it is closer to a craftsman's training than it is to any other magical art, and Thalarians often refer to themselves as Magewrights. Thalarian practitioners refuse to cast Spells through any means other than enchantment, as magic is a universal right, not just for those who have wild Talents.

This belief makes Magewrights astoundingly good at counter-spelling. Non-enchantment counter-spelling effects are the only Spells that are widely accepted among Thalarians.

From an outside viewpoint, Thalarian magic has much in common with Oxford enchanting as well as Darlist machinery, depending on the effect the Thalarian was attempting to achieve. It should be noted that special dispensation can be given to high ranking Magewrights to perform non-enchantment Spells, most notably the Guild's own Witch Hunters.

THALARIAN DOCTRINE TALENT

The character reduces his Sorcery, Necromancy, and Prestidigitation skills to 3 (if they are higher) and may never have any of those skills at a rating above 3 without special dispensation from the Guild (or becoming a heretic). In addition, the character gains **+** on any Spell that has a target with a Magical Theory Talent other than the Thalarian Doctrine.

THE BALANCED FIVE

A magical theory from the Three Kingdoms, the Balanced Five is a rough translation for an extremely complex and nuanced form of magic. The basic tenets revolves around five elements (Earth, Metal, Fire, Water, Air) that must be kept in harmony. Each in turn has both a positive and negative energy alignment, where each element grows in strength and polarity with the ebbs and flows of life.

Practitioners believe that magic is always happening, that the very stuff of life is indeed magical. Every trip down the road to the neighbor's is a magical experience. A life in balance is a serene and natural affair, and is the goal of the Balanced Five.

Spell effects are created not when things are in harmony, but when they are out of harmony. Rather than willing a Spell effect into creation, the practitioner ceases to maintain balance in certain elemental combinations, and the magic bursts out in the desired effect. A practitioner sees himself not as a creator of magic, but as a dam that stops all magic from flowing through him at once.

Common trappings are somewhat mystical in nature, such as incense, meditation, physical representations of the elements, and ancestral communication.

BALANCED FIVE TALENT

The character's Counter-Spelling skill may never be higher than his Tenacity Aspect. However, the character may apply up to two Elemental Immuto to a single Spell (instead of 1).

HEDGE MAGIC

There are those who forge their own path, creating a magic theory that is wholly personal and shared by nobody else. So personal is this Magical Theory, that whenever a practitioner attempts to express its inner workings they appear insane. Hedge Magic, plainly put, should not work. However, none can deny that Hedge Magic works.

Many Hedge mages will attempt to write down their Magical Theory, but it often goes horribly wrong. The books might catch fire, or become tainted with their own personal brand of insanity. It is these magical tomes that the Guild points at when they preach of the dangers of magic while putting page to pyre.

Not all Hedge casters are insane, many simply believe themselves to be special, or in some other way, uniquely capable of understanding some esoteric magical principal. In fairness, there isn't anyone capable of actually proving them wrong.

Each Hedge caster is completely unique. Their madness (or insight) locks doors to some magical practices while annihilating barriers to others.

HEDGE MAGIC TALENT

The character chooses an Elemental or Genus Immuto. The character may only cast Spells that can have the chosen Immuto applied to it, and the character must apply the Immuto to every Spell he casts.

However, the Immuto is always treated as being in the character's active Grimoire, and the Immuto never raises the TN of his Spells (but it may still lower it).

TRADITION MAGIC

There are some magical traditions that are handed down from generation to generation. With the re-opening of the Breach many familial casters are finally able to give earnest effort into forwarding the magical concepts passed down to them by their elders.

Each of these traditions is different, and there are few enough practitioners that they cannot be described as an organized group. Each is entirely unique, and often has its own magical trappings, such as rune stones, numeric progressions, herb lore, or even ritual scaring.

The caster is often expected to further the tradition, building new concepts and expanding the possible magical applications of the art. The re-opening of the Breach is an opportunity for many to hone the craft so that it might be passed down to the next generation.

Teaching is often, therefore, a valuable part of tradition magic. Tomes, focus items, and legends are all designed to be passed on to another student, often the caster's offspring.

TRADITION MAGIC TALENT

The character chooses a pairing of skills (as presented below). The character then chooses one of those two skills and gains a  in all Duels with the chosen skill. However, he may never have a rating higher than 1 in the paired skill.

- Sorcery and Necromancy
- Counter-Spelling and Harness Soulstone
- Enchanting and Prestidigitation

SOULSTONES

The lifeblood of the Malifaux's economy is the Soulstone. These rare gemstones serve as a magical fuel source on Earthside, and are instrumental to the creation of many wonders.

Most Soulstones are not very large, and are not of very high quality, fit for being embedded in jewelry. These Soulstones can hold only the faintest magical charge and are burnt out when used, becoming inert, if beautiful, rocks.

These stones are often ground into a powder and used by Guild agents on Earth to work magics. The powder is also provided to some governments or powerful universities for training purposes.

Larger or higher quality Soulstones, however, are not expended when used. The charge is not infinite, but it will rebuild its reserve on its own over time. Once depleted, the magic effect that the Soulstone is powering will fail, and must be re-applied.

For this reason it is vitally important that a Soulstone of sufficient size and quality be used in any situation where the caster wishes a permanent effect. The Soulstone must recharge faster than it is depleted.

Of course, a Soulstone can also be recharged in a variety of ways (such as the Harness Soulstone skill, or Siphoning), which can make even a low quality Soulstone a viable fuel source for an enchantment in the hands of a skilled or vile practitioner.

CHARGE

Soulstones operate on a magical Charge that is used to power magical effects. Charges are spent and can be regained in a variety of ways.

SOULSTONE VALUE

Soulstone appraisers rate Soulstones based on Quality and Size. Both are rated on a scale of 1 to 5 and are added together to determine the Soulstone's Lade rating.

SIZE	DESCRIPTION
0	This is the rating given to Soulstone dust.
1	This gem is so small it must be handled with tweezers.
2	About the size of a small coin.
3	Bullet or grape sized.
4	A fist or apple.
5	A man's head or a bowling ball.

QUALITY	DESCRIPTION
0	Dingy color with a mottled stone texture.
1	Dull color with an opaque look.
2	Oily shimmering color.
3	Vibrant and bright reflective color.
4	Refracting sparkling color.
5	Clear as glass with only a slight color.

In addition to size and quality, Soulstones can come in a variety of shapes, and can be worked by a Talented jeweler to almost any shape without a noticeable loss in size.

Soulstone is the currency of nations. A Soulstone's Lade determines its relative value. The number of people who have actually seen Soulstones with a Lade rating above 7 can be counted on one hand. These larger Soulstones are guarded closely, and the value is merely representative of what an Earthside government might be willing to pay for one.

A person with a Soulstone with a Lade rating of 3 or higher is a wealthy man indeed. A single Soulstone with a Lade rating of 3 or higher could set a man up for life... if he can find a buyer who won't just kill him for it.

SOULSTONE LADE

The combined Size and Quality rating generate a Soulstone's Lade rating, which determines its magical qualities.

The Fill is the volume of power that the Soulstone can hold. It determines how many Charges are held within the stone.

Seep is the rate at which a Soulstone regains its Charges.

LADE	FILL	SEEP	VALUE
0	1	Never	10\$
1	2	1 Charge/Year	1,000\$
2	3	2 Charges/Year	5,000\$
3	5	1 Charge/Month	20,000\$
4	7	2 Charges/Month	40,000\$
5	11	1 Charge/Week	60,000\$
6	13	2 Charges/Week	90,000\$
7	17	1 Charge/Day	120,000\$
8	19	2 Charges/Day	160,000\$
9	23	1 Charge/Hour	200,000\$
10	29	2 Charges/Hour	250,000\$

RECHARGING STONES

While Soulstones will seep power from the world around them on their own, it is possible to recharge a Soulstone under the right circumstances, or with the right process. There are two ways to do this: the Harness Soulstone skill, or Siphoning.

HARNESS SOULSTONE SKILL

A character can channel magical energies through his own body and into a Soulstone using the Harness Soulstone skill. The character makes a simple Duel against a Target Number of 10 + the Soulstone's Lade. If successful the Soulstone regains a number of Charges equal to the character's Charm Aspect. If the character fails, he immediately suffers a number of wounds equal to the Soulstone's Lade, which may not be reduced.

SIPHONING

If a Soulstone is within a number of yards equal to its size rating of a character when the character dies, and the Soulstone's Quality rating is greater than the character's Tenacity, then the Soulstone will completely fill.

USING CHARGES

A character with the Harness Soulstone ability can make use of a Soulstone with a Lade rating up to the character's Harness Soulstone + Charm.

The character can use a Charge to do the following things:

MANIPULATE FATE

Gain a  on any single Duel. The Soulstone simply has to be on the character's person to do this, and it is somewhat instinctual. If used defensively the character also adds a  to any Damage Flip they suffer. A character may only spend one Charge per Duel in this way.

AUGMENT DUEL

Add a Suit of the character's choice to the casting total of a Duel. The Suit may only be used for Triggers. A character may only spend one Charge per Duel in this way.

MAINTAIN SPELL

A character may maintain a Spell by tying the Spell's magics to the Soulstone. At the end of the Spell's duration, the Spell will automatically cast itself again on the same target, with the same result.

This consumes one Charge each time the Spell is cast. If the Seep recharges faster than the Charges are spent, then the Spell will effectively become permanent, unless the Soulstone is drained in some other way.

This can only be done with Spells that target a willing participant, an object, or a location.

SOULSTONE DUST

Soulstone Dust is powdered remnants of a Soulstone, either left over from shaping or from the mining process. Soulstone Dust has a Size rating of 0, and cannot be recharged, regardless of the final Lade rating of the dust. Instead, the dust can simply be used to provide one Charge of power. Afterwards the dust is destroyed.

Soulstone Dust with a higher Quality rating simply requires less for its effect, and can be stored more compactly.

GRIMOIRES

A Grimoire is a catch all term for the vast ways in which magic is recorded. The image of a dusty iron-cornered tome covered in strange magical symbols is the most common image to spring to mind, but there are many other ways in which magic formulae and theory can be written down.

There are countless written Grimoires in Malifaux. It has even been surmised that magically apt people create these objects from their subconscious in a burst of uncontrolled magical power. Those who make such claims, however, are widely considered mentally feeble.

Grimoires are rarely purchased or sold. They are sometimes given as a gift to an apprentice, but much more often they are found. Perhaps it is the magic within them that calls to the magically capable, but each Grimoire seems to have a "desire" to be used and they tend to turn up in the oddest of places.

ACCESSING A GRIMOIRE

A Grimoire is the first step to learning magic, and over time it may become obsolete as the practitioner masters their *Magia* and *Immuto*. A character may only "access" a single Grimoire a time. The character does not need to have the object on his person to access it. He simply needs to declare that this is the magical field of study that he is currently focused on.

To switch which Grimoire a character is currently accessing, the character must spend a "reasonable" amount of time studying the new Grimoire, attempting to put to memory the mysteries contained within. The character must have physical access to the Grimoire to do this, as he studies the new magics from the source. This amount of time is usually handled in between sessions, but the *Fatemaster* can allow a player to change his currently accessed Grimoire during a game session, the amount of time it takes to do so is purely a narrative declaration.

When a character is accessing a Grimoire he may use the *Magia* and *Immuto* contained within the tome to create Spells. If he has mastered other *Magia* and *Immuto* he may also use those to create Spells.

GRIMOIRE FORMS

As already noted, Grimoires come in a variety of shapes and sizes. The *Magia* and *Immuto* contained within the Grimoire should suit the form the Grimoire takes. For instance, a Grimoire on a deck of cards is likely focused on *Prestidigitation* magics, while a speaking skull is very likely a *Necromantic* Grimoire.

Here is a list of just some of the possible forms a Grimoire might take.

- A Dusty leather book filled with instructions and magical formulae from a school of *Magical Theory*.
- Loose papers and bad poetry of a man whose madness borders on genius.
- Scrolls written in code that the user has partially deciphered.
- Coded writing that only a select few understand.
- A collection of smooth stones with glyphs carved into them, their meaning interpreted by intuitive skills passed down from parent to child for generations.
- An extremely intricate tattoo that covers the character's arm and chest.
- A deck of playing cards that have been cleverly marked with ink only visible through rose colored glasses.
- An enchanted (and preserved) head of a Spellcaster that will repeat Spell formula that it knows upon request.
- A bonsai tree that has been carefully shaped for a generation to pass on its secrets as it is cared for.
- Sheets of music that inspire magical knowledge in the person who plays the tune.
- A clock that dispenses its Spells on ticker tape when the hands are set to an "impossible time."
- A puzzle box that only the insane can solve, but that imparts knowledge to the user as it is attempted.
- A painting that can provide deeper understanding to the motions of the magical universe as it is studied by a magical Talent.
- A typewriter with strange keys that, when pressed in the right combination, form magical instructions.
- An astrolabe that reveals an invisible constellation of magical formula when used to view the night sky.
- Notes made in blood on an asylum wall that just won't wash away or get painted over.

SPELLCASTING

There are two ways in which a character can create Spell effects in *Through The Breach*, Casting and Manifesting. Each is different in its own ways, but both are covered under these rules.

When a character casts or manifests a Spell, he is performing a Spell Action (see below). These are handled like any other Action, and will usually require the character to perform a Duel (see page 191).

CREATING SPELL ACTIONS

To create a Spell Action (whether it will be Cast or Manifested) the player must define the Spell elements to be used, which will determine several variables of the Spell, including: Effects, AP Cost, Target Number, Duel Type, any skills and the Aspect used, range, and target resistance.

Building a Spell is done by combining a single Magia with Immuto to create the Action.

When creating a Spell Action, the player first chooses a Magia. This defines the Spell being cast, and presents a starting value for all of the Spell's variables.

Next, the character may modify the power by including Immuto. These will alter a Spell drastically, changing variables of the Spell, including alterations or additions to the Spell's effect.

Together, these two elements will create a final Spell Action that the character can take. This is handled like any other Action.

CASTING SPELLS

Casting a Spell is what most people think of when they hear the word magic. It involves performing some bit of ritual (which is personal to the Spellcaster) and then manifesting a Spell-like effect.

A character must subscribe to a Magical Theory to Cast Spells, otherwise any Magical skills they possess are simply academic in nature. See page 221 for more information on Magical Theories.

When a character wishes to cast a Spell, they do so by combining a Magia and any Immuto, as per the normal process for creating a Spell Action.

However, the caster is restricted in what Spell elements he can use. A character may only use a single Grimoire at a time. This Grimoire will list Magia and Immuto that the character has access to for creating a Spell to cast. In addition, some characters may have Talents that allow them to access additional Magia or Immuto, regardless of their current Grimoire.

Mr. Reynold is a student of the Darlin Theories and wishes to employ his magical Talents to Conjure a rock about the size of his head... for uh... reasons?

The tome he is currently using is a small pocket edition of "Correspondence and Ether" that includes the Conjuring Magia. The Fatemaster declares the size and weight of the rock set the TN at 11.

Mr. Reynold has mastered the "Delay" Immuto, and wishes to delay the conjuring for 2 rounds, adding a +2 to the TN. With a TN of 13, Mr. Reynold is ready to attempt the summoning of the stone!

MANIFESTING POWERS

Manifested Powers are more regimented than Spells that are cast. Manifested Powers are created in much the same way as Casting Spells (by combining Spell Elements), however, the character defines the Spell completely, as it is a possible reward for resolving a step of a character's Destiny. Manifested Powers can never be changed, but are effectively abilities that a character has available at all times, even if they are not trained in traditional magic.

Unlike Casting a Spell, a Manifested Power has no restrictions on what Spell Elements may be selected, save those placed by the Fatemaster. The character is free to create the Spell from any Spell Elements, not just those that might be in a Grimoire. After all, normal non-arcane characters can manifest abilities in Malifaux!

Because Manifested Powers have no restrictions on what Magia may be used, it is important to note that a Fated Character may only ever create one with the Fatemaster's permission. A Manifested Power is a personal thing, and it should reflect the character who creates it.

To that end, a Manifested Power does not require the normal Aspect and skill combination. The player and Fatemaster are free to define the Aspect and skill used for the ability. For instance, a character that can shoot flaming bullets might instead use Grace and Pistols when casting his Manifested Power.

In addition, any Suit may be substituted for the Suit in the TN of the Spell.

Jackson has resolved a portion of his Destiny and is now presented with a choice between raising an Aspect or Manifesting a Power. Ian (Jackson's player) decides that it's time for the gunslinger turned spiritslayer to have a special ability with his pistols.

Ian and the Fatemaster discuss the possible options, and Ian settles on the Elemental Projectile Magia, so that his bullets can be charged with Spirit energy. He also selects the Spirit Elemental Immuto, as the chosen Magia requires such, and the choice makes sense. This brings the current TN for the Spell to 7.

Ian also wants the ability to require a gun (after all, he is shooting charged bullets). He chooses the Focus Object Immuto, and because he wants the power to work with any Pistol, the TN is -1, bringing the current TN to 6.

Next he increases the range from 5 yards to 10 using the Increase Range Immuto and then increases his damage from 1/2/3 to 2/3/4, bringing the total to TN to 10.

Because this power is integral to Jackson's character, the Fatemaster agrees that the Manifested Power should use Grace + Pistols to determine its AV, and that the in the TN should be a instead. Because the power uses Pistols, Jackson can also use Talents that work with pistols (such as his Critical strike Talent).

With that final decision, Jackson's new Manifested Power is titled "Phantom Lead" and the Manifested Power is ready to deal some damage.



MAGIA

The base Spell element is called a Magia, and this includes the core effect of the Action. Each Magia has several starting values, such as the TN or how many AP the Spell requires. These will be further adjusted by the Spell's Immuto. Most commonly, this comes in the form of an adjustment (either positive or negative) to the Action's TN.

ASPECT

This lists the Aspect that combines with the skill for casting the Magia.

ACTION POINTS (AP)

This is how many AP the character must spend during his turn to cast the Spell.

TARGET NUMBER (TN)

Spells have a TN which must be met in addition to winning any Opposed Duel. This TN can be low enough that the character will automatically succeed.

RESIST

If the Spell is resisted, this is what the target uses to resist the Spell.

RANGE

The range of the Spell is presented in yards, and may include both ⚔ and 🏹 as part of the Spell's range.

EFFECT

Every Spell has a unique effect, and is indeed the entire purpose of a Spell. Whether it is dealing damage, summoning a creature, or just creating a beautiful illusion, the Spell's effect is described here.

REQUIREMENTS

Some Magia have requirements that must be met. This is most common with Sorcery Magia, which may require Elemental Immuto to shape the Spell.

DESCRIBING EFFECTS

A Spell's cosmetic Aspects are, for the most part, up to the caster. This is based purely on the character, and isn't mutable, except for odd circumstances. For instance, a pyromancer may wield fire magics that always produce a ghostly yellow flame. The character cannot alter this color at will, but it might change during the course of the story.

This can cause problems for the characters which, from a story perspective, is all part of the fun. A mentalist may describe his Interrogate Spell as a powerful effect that forces the target to blurt out the truth, rather than rooting through images in their mind. This could be a problem if the character wished to use the Spell on a target while hiding around the corner from a few of The Great Pernicious's guardsmen.

This is especially true with Manifested Powers. A character who can fire ghostly bullets that freeze the target might be, from a story perspective, harnessing the souls of men who died in an Avalanche. Instead of the normal report of his rifle, it instead sounds like rushing snow and the screams of dying men. Rather distinctive during a fire fight.

These custom effects create personality, as well as potential complications. They should be embraced, and the Fatemaster should feel free to impose them as such.

SORCERY MAGIA

The Magia of Sorcery creates temporary effects that typically have obvious combat applications. Sorcery, as a general rule, creates elemental effects such as fire. These “elemental” effects aren’t just the traditional elements, but also include such concepts as force, poison, and a variety of other options.

ELEMENTAL ENGULF

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	5	Wp	5yds

The Caster causes a target to be surrounded with dangerous elemental energy.

Effect: The target suffers 1/2/3 damage.

Requirements: This Magia must have at least one Elemental Immuto.

ELEMENTAL PROJECTILE

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	3	Df	5yds

The Caster hurls a bolt of magical power at a target, much like a bullet.

Effect: The target suffers 1/2/3 damage.

Requirements: This Magia must have at least one Elemental Immuto.

ELEMENTAL STRIKE

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	3	Df	2yds

The Caster strikes his opponent with a melee attack infused with elemental energy.

Effect: The target suffers 1/2/3 damage.

Requirements: This Magia must have at least one Elemental Immuto.

TELEKINETIC MOVEMENT

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	7	Wp	5yds

The Caster moves a target with his mind, as if it were grasped by unseen hands.

Effect: The caster may move a target object as if it were being lifted and carried by a character with a Might equal to the caster's Tenacity, and a Speed equal to the caster's Cunning.

If the target is inanimate, it does not resist this Action and the caster must simply meet the TN requirements for moving the object. If the caster is attempting to move an object held by another character, then the character holding the object may resist the Spell.

A caster may choose to maintain this Spell, moving the object from turn to turn. If he does so, the Spell does not need to be cast again (if it was successfully cast). The caster may not cast any other Spell while maintaining the telekinesis, and moving the object requires a (1) AP Action, as if this Spell were being cast again.

A character may make attacks with an object held in this way, making a standard melee attack using a skill appropriate for the item (such as Melee for a sword), but replacing the relevant Aspect with Intellect.

TELEKINETIC PUSH

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	7	Df	5yds

The Caster unleashes a blast or wave of force at a target, shoving it with his mind.

Effect: The target is pushed a number of yards equal to the caster's Tenacity directly away from the caster.

SLEEP

ASPECT	AP	TN	RESIST	RANGE
Tenacity	2	10 	—	3yds

The caster causes the target to lose consciousness.

Effect: If the target is Living, it must make a TN 10 Unconsciousness Challenge. The TN of the Challenge is increased by 2 for each Margin of Success achieved by the caster.

Note that this Spell is not resisted by the target, they must pass the Unconsciousness challenge instead, if the Spell is successful. This will create a set TN for many Fatemaster characters (as their Flip value is not random).



WRENCH

ASPECT	AP	TN	RESIST	RANGE
Tenacity	2	10 	—	3yds

The caster reaches into the target with telekinetic force, wrenching internal organs about.

Effect: If the target is living, it must make a TN 10 Toughness + Resilience Challenge. The TN of the Challenge is increased by 2 for each Margin of Success achieved by the Caster.

Note that this Spell is not resisted by the target, they must pass the challenge instead, if the Spell is successful. This will create a set TN for many Fatemaster characters (as their Flip value is not random).

If the target fails the challenge it suffers a Moderate Critical Effect, with normal adjustments for damage and other factors, as normal for a Critical Effect.

ENCHANTING MAGIA

Enchantment is the art of magically augmenting a target. Whether imbuing a sword so that it is constantly freezing to the touch, or healing the wounds of a friend, Enchanting Magia usually enhances a target in some way.

ANIMATE CONSTRUCT

ASPECT	AP	TN	RESIST	RANGE
Charm	1	10📖	—	🌀 1yrd

The caster imbues a prepared construct body with life so that it might obey his commands.

Effect: Target inanimate construct comes to life as a construct under the caster's control for 1 hour. At the end of the Spell, the construct returns to its inanimate form, and may be later reanimated.

A caster may only control one construct at a time.

ANIMATE LIMB

ASPECT	AP	TN	RESIST	RANGE
Charm	2	10📖	—	🌀 1yrd

The caster causes an artificial limb to come to life under the control of the character the limb is attached to.

Effect: The target limb comes to life for a number of weeks equal to the Charm + Enchanting of the caster (or less if the caster wishes). The limb is under the control of the character attached to it, which is not necessarily the caster.

The limb must have been crafted to perform as a limb, although it need not be shaped or otherwise created in the form of a natural limb.

Pneumatic limbs are detailed on page 178. If a character has a non-Pneumatic replacement (such a stitched together arm from the flesh of dead men) then the TN requires a ✕ instead of a 📖.

BUILDING INANIMATE CONSTRUCTS & LIMBS

Characters with the Artefacting skill are able to construct inanimate constructs and limbs for subsequent enchantment. It is assumed that such efforts require no Challenge, the character is able to create the object or he isn't. However, the Fatemaster may require a Challenge Duel if the character is crafting the object without proper tools, or in a strenuous environment.

As with any crafting, a character may create an item for roughly one quarter the price charged by the Guild, and pneumatic limbs are no exception. However, creating inanimate constructs can be a bit more complex.

Construct Points: A crafter chooses a Height for his creation and multiplies this total by his Artefacting skill, this is the number of construct points he has to spend on the construct.

Aspects: Might and Resilience begin with a value of Height -3, and Grace and Speed begin with a value of 1 - Height. A construct is always assumed to have Mental Aspects of -5. A crafter may spend 1 construct point to improve an Aspect by 1 point.

Skills: A crafter may choose to give his construct skills of the following type at a cost of 1 construct point for each rank: Close Combat, Expertise, Ranged Combat, Training. The construct may not have other skill types.

Extra Bits: Extra enhancements, such as built-in weaponry or tools, do not require construct points, but are subject to Fatemaster approval (a construct can only have so many guns, after all).

Final Cost: A construct costs 1\$ + 10\$ per construct point used + the cost of any extra bits. This value is not quartered as normal for crafting an object.

HEAL

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	7	Wp	1yrd

The caster channels raw magical energy into a target, causing it to return to its proper form.

Effect: The target heals 1/2/3 damage, if it is living. The target may choose to not resist, making this Spell a Simple Duel instead. Each additional time a character is targeted by this Spell within an hour the TN is increased by 3 or requires an additional a (caster's choice). If this Spell fails to heal a target, the target may not receive magical healing from this Magia until the next sunrise.

MEND CRITICAL

ASPECT	AP	TN	RESIST	RANGE
Cunning	0-2	10	Wp	1yrd

The caster focuses magical energy into the target, repairing the worst of its damage.

Effect: Remove a single condition from the target, if it is living. The target may choose to not resist, making this Spell a Simple Duel instead.

The removed condition must be a Critical condition or a condition placed on the target by a non-magical effect.

This is a 0 AP Action unless the condition being removed is a Moderate or Severe Critical condition. If it is Moderate this is a 1 AP Action and if it is Severe this is a 2 AP Action.

PHYSICAL ENHANCEMENT

ASPECT	AP	TN	RESIST	RANGE
Charm	1	7	Df	1yrd

The caster enhances the target's physical prowess, invigorating the target.

Effect: The target gains the following condition for one hour: **"Physically Enhanced +1:** This character adds +1 to his Physical Aspects, to a maximum of 5."

ELEMENTAL WEAPON

ASPECT	AP	TN	RESIST	RANGE
Cunning	2	8	Special	1yrd

The caster enhances a weapon, or a person's body, with an elemental effect.

Effect: The target weapon gains the effects of an Elemental Immuto, treating the weapon as if it were the Magia that the Immuto were altering. This effect lasts 1 minute.

The wielder of the weapon may resist and, if they choose to do so, this Spell immediately fails.

This Magia may also be cast on a person, causing their unarmed attacks to gain the benefits of the Elemental Immuto. The target of this power suffers no damage from this effect (they don't catch fire from their burning hands, for instance).

This Spell must choose a single Elemental Immuto to be cast.

SHAPESHIFT

ASPECT	AP	TN	RESIST	RANGE
Cunning	1	*	Wp	1yrd

The Caster takes on the physical form of an animal.

Effect: The caster's body shifts into a Beast for 1 turn. The caster gains the Beast characteristic while shifted, as well as all of the Beast's physical qualities (such as poisonous fangs, or the ability to fly).

The TN for this Magia is 10 , plus the difference between the Beast's highest Physical Aspect and the caster's lowest Physical Aspect. For instance, a caster with a Speed of -2 (his lowest Aspect) shifting into a creature with a Might of +4 (its highest Aspect) would have a TN of 16 (10, plus the difference of 6).

NECROMANCY

The so-called "Dark Art" of Necromancy is, to its practitioners, an art of life, death, and the very substance of human existence. Necromancy Magia deals with the ephemeral energies of thought and death.

BECKON

ASPECT	AP	TN	RESIST	RANGE
Charm	2	10☞	Wp	10yds

The caster lures a target towards himself.

Effect: Target character must move its Walk Aspect directly towards the caster and must end this movement as close to the caster as possible.

BURY

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	10✕	Wp	5yds

The caster traps a target within an "other realm" where time does not pass.

Effect: The target is removed from reality. It will return to reality at the end of the turn, appearing in a safe spot within 1 yard of the caster, without sensing that any time passed.

CADAVER MASK

ASPECT	AP	TN	RESIST	RANGE
Charm	2	10☞	—	☞ 1yrd

The caster removes the face of a corpse and wears the dead man's visage for a while.

Effect: The character removes the face of the corpse and takes on the appearance and voice that the corpse had in life. The character gains a ☞☞ to all attempts to impersonate the person. This effect lasts until the next Sunrise or Sunset.

INTERROGATE

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	12☞	Wp	5yds

The caster sifts through the target's mind, looking for answers to questions.

Effect: The caster may ask a single yes-or-no question of the living target, plus an additional question for each Margin of Success. The character will receive a truthful yes, no, or "I don't know" answer from the target, to the best of the target's ability.

MIND CONTROL

ASPECT	AP	TN	RESIST	RANGE
Charm	1	10☞	Wp	5yds

The caster takes momentary command over the target's mind and body, forcing them to take an Action against their will.

Effect: The target takes a 1 AP Action that it could normally take under this character's control. This Action may not force the target to sacrifice itself directly, but can cause him to take Actions against his own nature (such as attacking his friends). A caster may not affect themselves with Mind Control.



RAISE UNDEAD

ASPECT	AP	TN	RESIST	RANGE
Charm	1	5X	—	5yds

The caster brings a corpse to life to serve him.

Effect: Target corpse becomes an undead under the caster's control for 10 minutes. The undead undergoes the following alterations from the original form:

- The undead's Tenacity is increased to 3 and all of its other Mental Aspects are lowered to -5.
- The undead loses the Living Characteristic (if it has it) and gains the Undead Characteristic.
- The undead loses any mental skills it had in life, and the physical skill ratings are halved (rounding up).

Alternatively, this Spell may be used to take control of an uncontrolled and non-sentient undead creature.

The new undead may need physical repairs (as critical damage may physically render the body less useful). Otherwise, the corpse is raised with half of its Wounds remaining.

At the end of the Spell, the undead becomes uncontrolled (and usually violent).

SUBSUME CORPSE

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	5X	—	/// 1yds

The caster causes a corpse to disintegrate, restoring his own body in the process.

Effect: Target corpse is turned into dust. The caster then heals 1/2/3 damage, plus an additional number of Wounds equal to the corpse's Resilience (if the Resilience is positive).

TERRIFYING AURA

ASPECT	AP	TN	RESIST	RANGE
Tenacity	1	12W	Wp	5yds

The caster emanates a powerful aura that causes terror in the living.

Effect: The target gains a powerful Terrifying Aura for 1 minute. If a Living character ends a movement within 1 of the target, or attacks the target, it must succeed on a TN 10 Horror Duel.

See page 219 for rules regarding Fated characters causing Horror Duels.

BUILDING A BETTER BODY

It may come as no surprise that not all bodies are created equal. While most people must accept their own physical limitations, the skilled Necromancer does not function under such abysmal conditions.

A corpse may be repaired fairly easily, an hour of work repairs a number of Wounds equal to the Stitching skill of the operator.

Critical Effects that are only restored when a body is healed must also be repaired. To do so, a character must spend 1 hour divided by his Stitching skill to repair each. A character with a 4 Stitching would require 15 minutes to repair a Critical Effect, for instance.

Lastly, multiple bodies may be stitched together. A crafter may use one body per rank of Stitching to cobble together multiple Physical Aspects. Legs from a Speed 3 corpse, and arms from a Might 4 corpse, can be sewn together in this way to build a better body! This process takes 1 hour per body used.

PRESTIDIGITATION MAGIA

The arts included in Prestidigitation are more than simply producing something from nothing. Prestidigitation Magia governs anything with illusion, space, and the corresponding locations of objects within that space.

DIVINATION

ASPECT	AP	TN	RESIST	RANGE
Cunning	2	10	—	100 yds

The caster throws his sense to a target location, seeing and hearing as if he were in that location.

Effect: The caster enters a divination trance, his body going limp. While in the trance the caster can see and hear as if his sense were located at the target location. The target location must obey all of the normal targeting restrictions for a Spell (range, Line of Sight, etc.).

The effects of this Spell last for one hour, or until the caster wishes the Spell to end. The caster may not take any other Actions while in a divination trance.

TELEPORT

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	10	Wp	30 yds

The caster teleports the target causing it to vanish and then reappear in a new location.

Effect: A target within range of this Spell is teleported to a safe location within range of this Spell. The target may choose to relent to the teleportation, in which case the caster must make a Simple Challenge Duel instead.

Objects may also be teleported, but if the object is in the possession of someone, they may resist the Spell.

CONJURING

ASPECT	AP	TN	RESIST	RANGE
Cunning	2	10	—	*

The caster summons an object from nothing in an instant.

Effect: The Caster summons an object that was previously prepared for summoning. The object appears in his hands, and must be an object that the character can hold in both hands.

A character may prepare an object for summoning by touching the object briefly and mentally concentrating on it. A character may have a number of objects prepared for summoning equal to his Cunning Aspect, with a minimum of 1.

The range of this Spell is equal to the user's Cunning Aspect in miles.

INVISIBILITY

ASPECT	AP	TN	RESIST	RANGE
Cunning	2	7	—	/// 1yds

The caster obscures a target's appearance, blending in with the background or becoming completely transparent.

Effect: The target becomes invisible for 1 round. The invisibility immediately breaks if the character interacts with the world in a meaningful way, such as by attacking, moving an object, or opening doors.

Any attempts to spot the character suffer ☐☐☐ to the Flip if the spotter is relying on sight at all while the character is invisible. Even a guard who hears footsteps, for instance, will believe his eyes when he turns to see nobody there.

The character can otherwise be registered by other senses, but not by magical "sight" based sense (such as seeing spirits).

Any attacks made against an invisible character suffer ☐☐☐ to their attack Flip. If the attack succeeds, however, the invisibility ends as well.

PARLOR TRICKS

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	5☞	—	*

The caster produces one of a variety of minor and obviously magical effects.

Effect: The caster may choose one of the following effects to produce. These effects may never be used to directly harm a target physically, and any situation that would warrant a Resist Duel is automatically won by the Defender, if he wishes.

- Instantly clean and repair the clothes of a target.
- Create a short and simple sound, such as soft bells or a single word, audible to all in the room.
- Whisper a short sentence into the ear of someone you can see that is only heard by that person.
- Make a light object (such as a key or handkerchief) dance about within a small area (such as the top of a coffee table).
- Change the flavor of a food or drink, such as making water taste like cherry juice.
- Light a candle, lantern, or other object designed to be lit, that is within sight.
- Create a translucent and still image visible to all in the room.
- Summon a small orb of light, about the brightness of a lantern, that moves about the room erratically, or hovers near a person.
- Open an unlocked door, window, or container that could be easily opened with one hand and that is within sight.
- Cause soft music to be audible within the room.

PHANTASM

ASPECT	AP	TN	RESIST	RANGE
Intellect	1	5☞	—	*

The caster conjures a complex illusion that can appear real.

Effect: The caster creates an animated illusion that appears real to observers for 1 minute. When created, the caster must declare all of the details of the illusion, such as what it will do, and how it will be sensed. The illusion does not react to external stimulus unless controlled by the caster (see below).

The phantasm can be seen, heard, and smelled, but not touched or tasted. If touched, the illusion may be passed through, but is otherwise unharmed.

As long as a creature sensing the phantasm has no reason to call it into question, it automatically fools the observer. A character who has never been in a particular room, for instance, would not notice the illusion of a wall hiding a door that he never knew was there in the first place.

If a character has a reason to disbelieve an illusion, such as the image of a dead friend sitting in a chair, then he must succeed on a Wp 10 Duel to disbelieve the illusion. Otherwise, he believes the illusion is real. If the character comes into physical contact with the illusion, then he automatically disbelieves it.

The caster may take control of the illusions Actions with a 1 AP Action. The illusion will act as the caster wishes, and may even change its form, within the bounds of the effect. In addition, the caster may banish an illusion he created at any time without using an Action.

IMMUTO

Each individual Magia may be altered by using an Immuto to alter the base effect. Magia have specific effects that don't necessarily work with every Immuto. While many Immuto can be applied to a Spell, it is important to note that some simply don't have appropriate effects. For instance, a player would be hard pressed to add a Fire Elemental Immuto to a Divination Spell.

When in doubt, the Fatemaster is the final arbiter of what Immuto a character can apply to a Magia. It should be noted, however, that creative Immuto use can often be quite fun. Players and Fatemasters should discuss how the Immuto in the Player's tome interact, so that there are no surprises.

Magic is shaped by the user's knowledge, experience, and some argue, the soul. Immuto alter a Spell, sometimes augmenting a single Aspect (such as range, or damage dealt) and other times mutating it entirely.

In addition to their other effects, all Immuto also alter the TN of the Spell Action (as noted next to the name of the individual Immuto).

There are several different types of Immuto: Augmentation, Alteration, Elemental, and Genus.

ALTERATION IMMUTO

These Immuto simply alter the effects of a Spell, by changing the way it performs, without increasing numeric values. These Immuto can be key to a Caster creating unique effects that combine Spells, or simply cause them to function in a strange way.

ALTERNATE RESISTANCE (TN +2)

If this Action is resisted by Wp, it is resisted by Df instead. If it is resisted by Df it is resisted by Wp instead.

BLAST (TN +2)

This Immuto may be taken up to three times. The Action's Damage Flip gains 0/0/♣ the first time it is taken, 0/♣/♣ the second time, and 0/♣/♣♣ the third time. These effects are added to the damage the Magia deals.

COMBINED SPELL (TN +5)

This Spell combines the effects of two Spells. Choose a second Magia and add its effects to this Spell. The Spell must follow these requirements:

- The second Magia must have a Base TN equal to or lower than the Base TN of the primary Magia.
- The resist of the Magia must be the same.
- The Primary Magia may only have Immuto that can be applied to both Magia.
- The Magia must be different.



DELAY [SPECIAL] (TN VARIABLE):

The Spell is delayed, waiting for a set time to be released. When an Action with the Delay Immuto is taken the character spends the AP to cast the Spell and declares all targets as normal, but no other Spell effects are resolved and no Duels are made. Instead, when the Delay condition is met, the Spell takes effect and is resolved as normal, with no additional AP spent.

The caster may choose to not have the Spell take effect at the prescribed time, allowing the Spell to instead dissipate.

There are two situations that can be chosen to resolve a delayed Spell:

Turns (TN +2): The character chooses a number of turns (up to 10) of Dramatic Time that the Spell will be delayed. After that many turns have passed, the Spell takes effect.

Defined (TN +5): The character may define a situation in which the Spell will be cast, such as when an enemy walks through a location, or a key word is spoken. Unless made permanent through Harness Soulstone, this effect will dissipate, without resolving the Spell, at sunrise or sunset (whichever comes first).

The defined situation must be an external event, it cannot be something that the Caster has control over (such as, "when I say the magic word"). The defined condition must be an event that the character cannot absolutely predict. For instance, he could set a Spell to cast when a door is opened, however, it would simply dissipate if the character then opened the door himself, or had a knowledgeable friend do it.

IGNORE CASTER (TN +2)

This Spell has no effect on the caster of the Spell, he suffers no damage and is only subject to secondary effects. For instance, the caster is immune to the fireball Spell itself, but, if he sets the building on fire, he still has cause for concern.

FOCUS OBJECT (TN VARIES)

This Spell requires a focus to be cast, allowing the caster to reduce the Spell's TN by requiring a Focus Object. When this Immuto is learned, the Focus Object is also chosen, and cannot be changed later on. A character may, however, learn multiple versions of this Immuto.

Any attempts to cast a Spell with a Focus Object Immuto without the Focus Object, immediately fail. The object must be brandished when the Spell is cast. A character who, for instance, requires a wand for a Spell must have the wand in their hand and visible to all. In the case of non-portable objects, it must simply be visible to all and touched by the caster (although many casters will add a bit of showmanship as a matter of professionalism).

The TN reduction is based on the portability and commonality of the object (combine the two for a final TN adjustment).

Portability:

- 0 TN: Light object that can fit in a small pocket, such as a coin or handful of beans.
- 1 TN: Object that can be held in one hand or carried in a pouch/holster, such as a wand or a pistol.
- 2 TN: Object that can be carried in two hands, such as a staff or a rifle.
- 3 TN: Objects that are effectively immobile without much effort, such as an engraved summoning circle or large iron cauldron.

Commonality:

- 0 TN: Extremely common object that can be readily purchased for under 10\$, such as a length of rope or a pistol.
- 1 TN: Object with a few requirements but that is reasonably available, such as a certain make/model of pistol, or a wand made from oak.
- 2 TN: Object that must be specifically crafted by or for the caster (requiring at least 2 hours of work), but that can be replaced, such as a special staff, or a customized weapon/pneumatic limb.
- 3 TN: Objects that are irreplaceable. If the object is lost or destroyed the character is just out of luck!

AUGMENTATION IMMUTO

These Immuto enhance the way a Magia performs, usually by increasing numeric values inherent to the Spell's effect.

ADDITIONAL SUIT (TN -2)

The TN for the Spell gains an additional required Suit of the caster's choice.

ALTER RANGE (TN VARIES)

This Immuto may be placed on a Spell multiple times. Each time it is taken the Spell moves up or down the Range Step table one step.

Moving up the table (lowering the range) reduces the TN of the Spell Action by -2. Moving down the table (increasing the range) increases the TN of the Spell by 2.

Some Spells do not have a  or  symbol in their range. If this is the case, they move up and down the range table as normal, but they do not gain the Close or Projectile ( or ) attached to range. A  Magia may never increase its range beyond  3, and a  Magia may never reduce its range below  5.

INCREASE AP: (TN -3)

The Spell requires 1 additional AP to cast. This Immuto may be taken multiple times, but a character may not spend AP over multiple turns to cast this Spell. This Immuto may only be placed on Spells cast during Dramatic Time.

INCREASED DAMAGE (TN +2)

This Immuto may be placed on a Spell multiple times. Each time this Immuto is taken, improve the Magia's Damage Flip one step on the damage Step table.

DAMAGE STEPS
0/0/1
0/1/2
1/2/3
2/3/4
3/4/5

INCREASED DURATION (TN +2)

This Immuto may be placed on a Spell multiple times. Each time it is taken move the Spell duration down the Duration Step table one step.

Any part of the Spell with a set duration (for instance the time a target remains buried by a Bury Spell) will be increased 1 step.

Spells with a duration that sit between two steps (for instance, Animate Limb) are assumed to sit on the lower step of the two they are between. For instance, an Animate Limb Spell cast by a character with a Charm + Enchanting of 5 would be considered a "1 Month" Spell. By raising the TN by 2 he can increase the duration to 6 months.

DURATION STEPS
1 Turn
2 Turn
3 Turn
1 Minute
10 Minutes
1 Hour
Sunrise or Sunset
1 Day
1 Week
1 Month
6 Months
1 Year

INCREASE PULSE (TN +2)

This Immuto may be placed on a Spell multiple times. Any pulse range in the Spell is increased by 1, and the TN to resist the pulse is increased by 1.

INCREASE RESISTANCE (TN +2)

This Immuto may be placed on a Spell multiple times. Any Duel made by characters affected by the Spell (such as Horror Duels) has the TN of the Duel increased by 1.

INCREASED SEVERITY (TN +1)

Increase the Severe value of the Damage Flip by 1. A Magia may have this Immuto multiple times, increasing the Severe damage of its Damage Flip by 1 each time.

Magia that do not have a damage flip, but instead deal a set amount of damage, may take this Immuto as well, increasing the damage by 1 each time this Immuto is taken. However, those Magia must increase the TN by +2, instead of +1.

PULSE (TN +4)

The Spell affects every legal target within an area around the initial target. If the target of the Spell is hit, then every character within 1 yard that could be affected by the Spell must succeed on a TN 10 Duel, using the same defense as the initial target.

Any character that fails the Duel also suffers the results of the pulse. If damage is dealt they automatically suffer Weak damage.

REDUCE AP (TN +5)

The Spell requires 1 less AP to cast. This Immuto may be taken multiple times, reducing the AP required by 1 each time (to a minimum of 0).

REDUCE DAMAGE (TN -1)

This Immuto may be placed on a Spell multiple times. Each time this Immuto is taken, decrease the Magia's Damage Flip one step on the damage Step table.

DAMAGE STEPS
0/0/1
0/1/2
1/2/3
2/3/4
3/4/5

REDUCE RESISTANCE (TN -2)

This Immuto may be placed on a Spell multiple times. Any Resistance Duel made by the target (such as Horror Duels) has the TN of the Duel decreased by 1.

REDUCE SEVERITY (TN -3)

If the Spell deals a set amount of damage, instead of a Damage Flip, the Magia instead deals no damage. All other effects of the Magia remain the same. Targets that would suffer effects only if they suffered damage still suffer the effects of the Magia.

SELECTIVE TARGETING (TN +4)

This Spell has no effect on characters the caster does not wish to target (although secondary effects may still affect them).



ELEMENTAL IMMUTO

Elemental Immuto are a sub-set of Immuto that add elemental effects to some Spells. Along with the more "traditional" four elements, Elemental Immuto include a variety of other types of environmental effects.

A Spell may only have one Elemental Immuto placed on it.

DARKNESS (TN +1)

Any character that suffers damage from the Magia also gains the Blind condition for 1 turn. This Magia may be taken multiple times, increasing the duration of the Blind condition by 1 turn each time.

DECAY (TN +1)

Any undead character that suffers damage from the Magia suffers no damage and heals 1 damage instead. This Magia may be taken multiple times, increasing the amount of damage healed by undead by 1 each time.

ELECTRIC (TN +3)

Damage dealt by this Magia ignores armor. In addition, the attack does not randomly determine its target if it is used on a target that is engaged.

FIRE (TN +2)

Any character that suffers damage from the Magia also gains the Burning +1 condition. This Magia may be taken multiple times, increasing the value of the Burning condition given by 1 each time.

ICE (TN +3)

Any character that suffers damage from the Magia also gains the Slow condition. This Magia may be taken twice, and, if it is taken a second time, the target gains the Paralyzed condition instead of Slow.

NATURAL (TN +2)

Any character that suffers damage from the Magia also gains the following condition: **"Rooted:** This character may not take Walk or Charge Actions. If this character is pushed, remove this condition and the character suffers 3 damage."

POISON (TN +1)

Any character that suffers damage from the Magia also gains the Poison +1 condition. This Magia may be taken multiple times, increasing the value of the Poison condition given by 1 each time.

SPIRIT (TN +4)

Damage dealt by this Magia ignores armor and the Hard to Wound ability.

TERROR (TN +1)

Any character that suffers damage from the Magia must make a TN 6 Horror Duel. This Magia may be taken multiple times, increasing the TN of the Horror Duel by 1 each time.

GENUS IMMUTO

These Immuto have two functions, in that they can add a legal target to a Spell, or remove all others. These are referred to as Unleashing and Chaining the Spell, respectively.

A Spell may only have one Genus Immuto placed on it.

Each Genus's target modifier is listed without a positive or negative value. This is because the TN for the Spell is raised by the noted value when the Spell is Unleashed, and the TN is lowered when the Spell is Chained.

UNLEASHING A SPELL

If a Spell lists a specific target other than the target type of the Genus Immuto, then the Immuto will add the noted Genus to the legal targets of the Spell.

For instance, the Interrogate Spell allows the caster to ask questions of a Living target. If the caster added the undead Genus to the Spell, it would allow the character to ask questions of an undead target.

Unleashing a Spell requires Fatemaster consent, as many Spells simply won't have a way to resolve against some target types. While creatively rationalizing or resolving such things is the very essence of magic, it is ultimately up to the Fatemaster to determine how Unleashing a Spell works in these odd situations, if it works at all.

When a Spell has an Unleashed Genus, it increases the TN by the Genus's TN modifier.

CHAINING A SPELL

If a Spell can already target the Genus's subject, then the Spell becomes Chained to the Genus. The Spell can only choose targets with the noted Genus.

BEAST (TN 2)

The Spell affects targets with the Beast Characteristic.

CONSTRUCT (TN 2)

The Spell affects targets with the construct Characteristic.

LIVING (TN 1)

The Spell affects targets with the Living Characteristic.

LOCATION (TN 3)

The Spell affects a location within range. Any targets in the area that could normally resist the Spell are assumed to automatically succeed in their Resistance Duel.

INANIMATE (TN 3)

The Spell affects only objects that cannot move under their own volition.

SPIRITS (TN 2)

The Spell affects targets with the Spirit Characteristic.

UNDEAD (TN 2)

The Spell affects targets with the undead Characteristic.

COUNTER-SPELLING

The art of fighting magic with magic is called Counter-Spelling. It is the ability to drain magic away from a Spell, or to destroy permanent magical effects. There are several ways in which Counter-Spelling can be used, both defensively and offensively.

MAGICAL SENSING

A character with the Counter-Spelling skill automatically senses when magic is being used, or is in use, in their vicinity. This range is equal to their Tenacity Aspect in yards.

The character simply knows that magic is in use, however, and must succeed on a TN 10 Counter-Spelling + Tenacity challenge to pinpoint the source of the magic. The TN of the challenge is increased by 3 for each magical effect in the area. In addition, the character knows the location of only 1 magical effect per Margin of Success on the challenge, starting with the closest effect and moving outwards.

MAGICAL SHIELDING

A character is always able to substitute his Counter-Spelling for his Evade or Centering skills when determining his Defense and Willpower (respectively). He may only do this when resisting a Spell Action, but this will often make a skilled Counter-Speller a hard target for magical effects.

In addition, a character may use his skills to shield friendly characters. The protected character may use the shielding character's Counter-Spelling in the same way by substituting the shielding character's Counter-Spelling for their Evade or Centering skills against Spell Actions. While doing this, the character transfers all of his magical protection to the other character and may not benefit from it himself.

Protecting a character with Magical Shielding is a 1 AP Action (to make the transference). It has no range, but it does require LoS from the shielding character to the protected character when the Spell is cast at the protected character.

DISENCHANTING

The character may also use Counter-Spelling to cause a Spell to end before its normal duration would cause it to expire. This effect does not work against instant magical effects (like Elemental Projectile), it only functions against effects that have a duration of 1 round or more.

The character may take a 0 AP Action to disenchant an effect that he is aware of. To do so, he must make a Counter-Spelling + Tenacity challenge with a TN equal to the TN of the Spell. If successful, he reduces the duration of the Spell one step on the Duration Steps table for each Margin of Success he achieves. If the Spell is reduced to below 1 turn, it is dispelled completely.

If the Spell is kept going by a Soulstone, then the Soulstone will automatically recast the Spell if the duration is reduced to below 1 turn, and it will do so at the Spell's original duration.

DURATION STEPS
1 Turn
2 Turn
3 Turn
1 Minute
10 Minutes
1 Hour
Sunrise or Sunset
1 Day
1 Week
1 Month
6 Months
1 Year



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USING A STANDARD DECK OF CARDS

MALIFAUX SUIT	SUIT SYMBOL	STANDARD SUIT
Rams		Hearts
Crows		Spades
Tomes		Clubs
Masks		Diamonds

FATED ATTACK ACCURACY MODIFIERS

MARGINS OF SUCCESS	DAMAGE FLIP MODIFIER
Tie	
None	
1	None
2 or more	

FATED DEFENSE ACCURACY MODIFIERS

MARGINS OF FAILURE	DAMAGE FLIP MODIFIER
None	
1	None
2	
3 or more	

DAMAGE DEALT

CARD VALUE	DAMAGE DEALT
Black Joker	None
1-5	Weak
6-10	Moderate
11-13	Severe
Red Joker	Severe and Critical

HEALING DONE

CARD VALUE	DAMAGE HEALED
Black Joker	None
1-5	1 damage
6-10	2 damage
11-13	3 damage
Red Joker	All damage

RANK VARIABLES

RANK VALUE	CARD POINTS	TITLE
1-2	0	Negligible
3-4	1	Peon
5-6	1	Minion
7-8	2	Enforcer
9-11	3	Henchman
12-13	3	Master
14+	4	Avatar/Tyrant

TARGET NUMBERS

TARGET NUMBER RANGE	DESCRIPTOR
3-4	Very Easy
5-6	Easy
7-8	Routine
9-11	Challenging
12-13	Difficult
14-15	Very Difficult
16-17	Unlikely
18-19	Improbable
20+	Inhuman

TALENTS

GENERAL TALENTS

DESCRIPTION

PURSUIT

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STEPS

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VENTURE TALENT

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TALENT

DESCRIPTION

PURSUIT

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STEPS

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VENTURE TALENT

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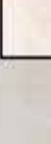
TALENT

DESCRIPTION

TWIST DECK

[illegible]

DESTINY

SOUTHERN DESTINY 	CARD 
EASTERN DESTINY 	CARD 
NORTH DESTINY 	CARD 
WESTERN DESTINY 	CARD 
STATION DESTINY 	CARD 

GRIMOIRE

[illegible]

EQUIPMENT

ITEMS	NOTES

PNEUMATICS & MAGICAL AUGMENTS

AUGMENT	DESCRIPTION