



FEARS OF THE YOUNG

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

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TAROT TIE-INS

CREC 2♣: “If the autumn bridge shakes beneath your step” is an easy step to work into a Halloween-themed adventure. Just have the Fated cross a short, rickety bridge while they’re trick-or-treating, which is when one of the children pulls the character aside to confide in them by sharing the subject of their fears and asking the character to protect them in case they encounter those fears. This should add a nice bit of foreshadowing to the adventure while getting the character more invested in the safety of the children.

CREC 10♥: “After you don the crimson silks” is another easy step to tie into the adventure. When the Fated arrive at the Crane household, Alexis has prepared some quick costumes for them, and the costume she’s made for the character is a Guild judge uniform, complete with wig, gavel... and crimson silk vestments.

CREC 13♠: “When you sup upon your pride and dance with cadavers” could lead to an interesting side-encounter during this adventure. While the character is helping the children trick-or-treat, then run into a group of teenagers dressed as skeletons and zombies. The teenagers taunt the characters and children in a good-natured way as they caper about and play the part of being scary undead. They might even return to playfully harass the group between two of the more serious encounters. Does the character take this good-natured teasing in the spirit of the holiday, or do they snap under the stress and lash out?

ADVENTURE

It’s the end of October and Halloween has come to Malifaux. While the Carver stalks the night on another bloody rampage, the people of Malifaux City gather in large groups for their mutual safety. These all-night events involve costumes, party games, food, and friendly pranks.

The Fated have been approached by a friend of theirs, Alexis Crane, who wishes for them to escort her son to one of these parties. The party is being held at the home of a Guild guardsman, and while she expects it to be fairly well-guarded, Alexis would feel safer if the Fated would remain at the event until she returns from her own party to pick them up. She doesn’t expect it to be much work and assures the group that it will mostly entail sitting around and making sure that the kids don’t get too out of hand.

FATED PARENTING

If any of the Fated have children of the appropriate age, feel free to replace one or more of the children in this adventure with the Fated’s own offspring. Keep in mind that this may change the tone of the adventure slightly as the Fated see their own children in perceived danger, rather than someone else’s kids.



PROLOGUE

The Fated begin the adventure in the Southern New Construction Zone, at the home of Alexis Crane and her family. Alexis is a single parent (her husband was killed in a mining accident a few years ago) with an eight year old son. She should be a friend to at least one of the Fated, if not most of them.

Alexis came to the Fated a week ago with a request: escort her son to a children's party on Halloween night and stand watch at the party. She would take him herself, but her employer, one of Malifaux's bankers, has demanded that all of his employees attend the all-night party at his home. In return for their help, Alexis promised the Fated that she would try to smuggle some top-shelf booze back from the party.

Since it's Halloween, the Fated might even be in costumes of their own!

When the Fated arrive at the Crane household to pick up her son, read the following text:

You arrive at the Crane household just before sunset. With a look of relief, Alexis opens the door and escorts you inside her small home. She's dressed in a nice dress, one far nicer than anything you've seen her wearing up to that point. "There's been a slight change of plan," she explains as she leans against the wall to pull high heeled shoes onto her feet. "I told some of the neighbors that you'd escort their children to the party as well. I hope that's not a problem."

With that, you're introduced to Alexis' eight year old son, Timothy, who is dressed up in an ill-fitting Guild guardsman costume, complete with a wooden rifle. Accompanying him is Jeffery Chamberlain, a dull-looking child who is dressed up as Charles Hoffman, complete with a harness that looks like it took a lot of effort to make, and Tabitha Casal, who is wearing a Death Marshal costume. Although she doesn't carry a full-sized coffin on her back, she does have a small wooden one dangling from her belt.

Alexis bends down to kiss her son on the forehead. "Take good care of them, all right? Maybe do some trick or treating on the way?" She waves goodbye and then is gone, leaving you alone in the room with three wide-eyed young children.

The children are fairly obedient and well-mannered and will accompany the Fated without protest.

SCENE 1: TRICK OR TREATING

Once the children are out of sight of the Crane home, they'll begin pestering the Fated to take them door to door for some treats. If the Fated aren't familiar with the concept, Tabitha Casal will explain (in the adorable manner of a child reciting back something they heard someone else say) that people dress up in costumes and then go around to other peoples' homes to ask for treats and money. People who have candy place lanterns made from carved pumpkins and turnips in front of their house to beckon the children toward them.

Jeffery chimes in to add, somewhat fearfully, that his parents said it was too dangerous to go trick-or-treating in Malifaux, but both Tabitha and Timothy deny this; they both want their candy, and they don't want Jeffery to ruin it for them.

The Fated can refuse to take the children trick-or-treating, but they remain insistent; the more the Fated refuse them, the more the kids will try to convince them that they should be trick-or-treating. Getting the children to accept their refusal will require a TN 7 Convince or Intimidate Challenge. On a success, the children will be properly convinced or cowed, though they won't like the boring walk and will be sullen and unhappy for the rest of the journey. If the Fated achieve a Margin of Success on an Intimidate Challenge, the children also wet themselves in fear, which likely requires stopping at a house and asking to use the facilities to get them cleaned up.

On the other hand, if the Fated agree to take the children trick-or-treating, then they are quite pleased. The Fated can make TN 5 Notice duels to find suitable houses for trick-or-treating. For each success and Margin of Success, they find one house with a pumpkin or turnip lantern in front of the house.

EARN YOUR TREATS

As the group moves up to the first house, Timothy will gleefully point out a part of trick-or-treating that Tabitha hadn't mentioned: performing. Children going door-to-door are expected to give a little performance



of some sort to earn their treats. These performances aren't fancy or involved, just a little something to entertain the hosts to get more treats.

The children try to rope the Fated into participating in their performance, most obviously by being the "bad guys" that the Guild-costumed children catch and arrest at each door. If the Fated agree to act as dancing monkeys to the sweets-hungry children, the kids will end up with more candy to shove into their pockets than if the Fated hadn't helped out.

The Fated also get plenty of people asking which of the children is "theirs" as they usher the little rugrats from door to door.

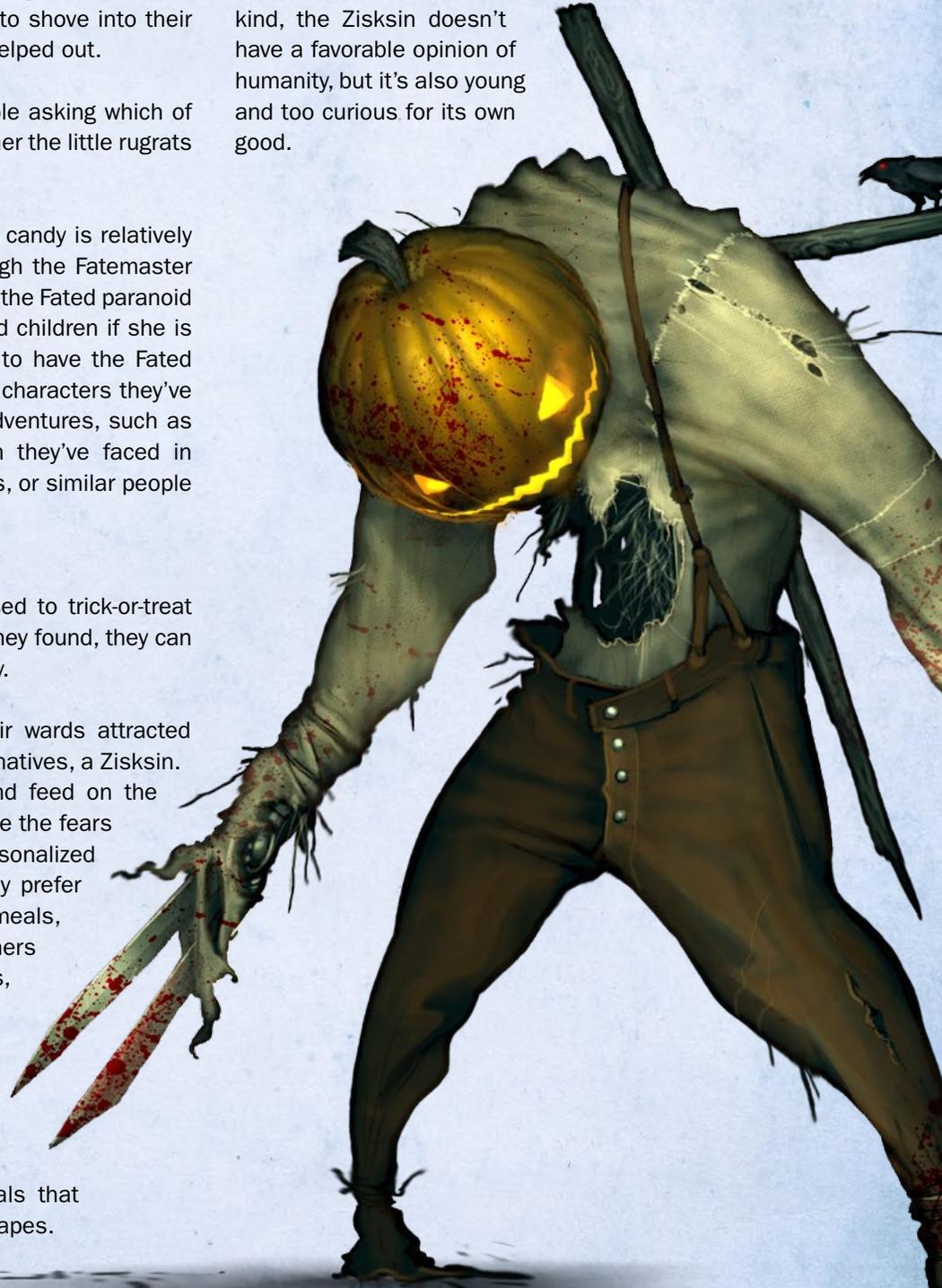
Fortunately, everyone handing out candy is relatively normal and non-threatening, though the Fatemaster is welcome to play things up to get the Fated paranoid about poisoned candy or snatched children if she is so inclined. It could also be fun to have the Fated end up at the door of Fatemaster characters they've previously encountered in their adventures, such as an off-the-clock Guild guardsman they've faced in combat before, one of their friends, or similar people of interest.

LURKING THREATS

Once the Fated have either refused to trick-or-treat or investigated all of the houses they found, they can continue onwards toward the party.

Unfortunately, the Fated and their wards attracted the attention of one of Malifaux's natives, a Zisksin. These fickle Neverborn sense and feed on the fear of others. The Zisksin cultivate the fears of their prey by summoning personalized nightmares to torment them. They prefer not to kill the source of their meals, in much the same way that farmers prefer not to kill their milk cows, but they seem to have no compunction against driving their prey insane. Their magic can't create something out of nothing, however, so most Zisksin carry satchels filled with a mishmash of assorted materials that they can twist into nightmarish shapes.

The Zisksin in this adventure is, fortunately, only a child of about the same age as the human children. The Carver's yearly rampages through Malifaux City (or, more precisely, the terror those rampages cause) are irresistible to Zisksin, and this one swam into the city and crept out of the river in search of a meal. It found the Fated and human children, and was drawn to them out of a combination of hunger and its own curiosity. Like most of its kind, the Zisksin doesn't have a favorable opinion of humanity, but it's also young and too curious for its own good.





SCENE 2: TABITHA CASAL

The Zisksin's first target is Tabitha Casal. The young girl has a fear of insects, particularly praying mantises, which she feels are terrible creatures because "nature gave them swords for hands!" As a result, the Zisksin snatches up some normal insects and breathes nightmare-magic into them, transforming them into a swarm of giant, insectoid monsters.

The Fated can make TN 8 Notice Challenges. On a success, the character notices the buzzing sounds of insect wings just before the monsters attack. On a failure, the character is caught off-guard and is Surprised (i.e., **Slow**) during the first round of combat. Any character who achieves a Margin of Success on this challenge catches a glimpse of a small figure hiding in the shadows and throwing something up into the air a moment before the nightmarish insects launch their attack.

Read the following text:

Tabitha suddenly lets out a shriek as a swarm of dog-sized insects fly out from beneath a darkened staircase. The creatures are all different, like haphazard mixtures of insect parts enlarged to nightmarish proportions, but they all have two things in common: long front legs reminiscent of a praying mantis and glistening purple wings strong enough to carry them through the air with uncomfortable speed.

During the battle, the children cling to the legs of the Fated and scream in fear. Characters being clung to by children have -1 Walk, -2 Charge, and are considered to be **Dazed**.

The insects begin the battle 3 yards from the Fated. Because it's night, the Fated suffer a \square penalty to any \blackleftarrow attacks they make during the battle, unless they have a lantern or other light source with them.

There are a total of two Nightmare Insects, plus one Nightmare Insect per Fated. They attempt to grab onto Tabitha and carry her off into the darkness with their Swarm Carry trigger, but they'll grab the other children or attack the Fated if otherwise prevented from getting to Tabitha. Each of the children is considered to have Defense 4 and 3 Wounds.

If the insects succeed in escaping with Tabitha, they torment her in the darkness while she screams in terror. The Zisksin enjoys its meal for a few minutes, until its enchantment wears off and the monstrous insects turn back to normal, if still creepy, insects.

Stats for the Nightmare Insects can be found on page 79.

Once the Fated have dealt with the insects (or abandoned Tabitha to her fate), they can continue onward toward the party while the Zisksin continues to stalk after them. If the Fated return the children to their home, then the Zisksin follows them back and torments the children once they're "safe."

BAD THINGS HAPPEN

Although the Zisksin has no intention of physically harming any of the children, it's possible that one or more of the children will be dragged or will flee to somewhere dangerous during this adventure. Their screams might also attract something far worse than a young Neverborn. Should you want to add a bit more danger to this adventure, feel free to throw a handful of Mindless Zombies or a Zombie Swordsman into the mix.

Alternatively, if your players are particularly experienced, you could have the noise attract the attention of the Carver. Its stats are on page 78, should you choose to go down this path.





SCENE 3: TIMOTHY CRANE

The Zisksin's next target is Timothy Crane. He's at the age where he's still afraid of the dark, and his fears haven't been helped by his mother regularly warning him about the monsters that lurk in the dark places of Malifaux. Her warnings stem from well-meaning concern, but they've only encouraged her son's fears.

In order to menace Timothy, the Zisksin follows the Fated for a bit before conjuring a vaguely humanoid figure made from the darkness of the night. Read the following text:

The darkness ahead of you shifts as someone staggers out of it. At first, it just appears to be someone who hit the booze a little early, but as it draws closer, you realize that it has no features: no face, no clothes, no definition at all. It's as if the figure is made from complete darkness.

It starts staggering closer, faster. Its body distorts as it moves, its limbs elongating into black tentacles as it seems to grow larger in size.



If the Fated attempt to attack the shadow-creature, it has a Defense of 3 (7) and acts at Initiative 2 (6). If struck with a Spell or Manifested Power with the Light Immuto, the shadow is instantly banished without any further trouble. Otherwise, any sort of successful attack causes the shadow to explode like a popped balloon. Darkness spills out, effectively making everyone within 7 yards **Blind** for 1 minute. See the Covered in Shadow section (pg. 74-75) for more details.

Alternatively, the Fated could try to flee from the shadow-creature. Doing so is handled via an Ongoing Challenge:

FLEEING THE DARKNESS

- **Skills Allowed:** Athletics, Bewitch, Intimidate, Stealth
- **Target Number:** 10
- **Duration:** 30 seconds
- **Success Requirement:** 2 per Fated
- **Failure Requirement:** 1

Characters can use Athletics to flee from the shadow-creature, Stealth to hide, or Bewitch and Intimidate to coax the children into fleeing.

The children are both slower than the Fated and more terrified of the creature, so their first instinct is to stare at it in unmoving horror. For each character that attempts a Bewitch or Intimidate duel, one of the children will be motivated to flee from the darkness (regardless of success or failure). The characters will have to drag or carry each child that doesn't flee with them, which imposes a \square to a character's Challenge Rolls for every child they are dragging or carrying away.

On a success, the characters manage to escape from the shadow-creature and can continue along their way to the party. On a catastrophic failure, however, the shadow catches up to them and lunges at Timothy, causing the boy to scream in terror as he's grabbed. The thing then explodes into shadows as described above; see the Covered in Shadow section for more information.

COVERED IN SHADOW

While within the area of complete darkness, Tabitha and Jeffery will begin to cry, but for the most part, they just cling to the Fated and stammer fearfully. Not Timothy, however. The boy screams at the top of his



lungs and tries to run away from the shadow creature as quickly as he can. The Fated can attempt either a TN 9 Convince or Leadership duel to talk him down from running or, if they were carrying or otherwise holding onto him, a TN 9 Athletics duel to just hold him in place while he screams.

The darkness only lasts for a minute before it dissipates, leaving the Fated in the normal, moonlit darkness of the night.

If Tabitha is still frightened from Scene 2, then she might also make a break for it while screaming about how she felt a bug on her. Trying to find the children after they've fled is handled with an Ongoing Challenge:

SEARCHING FOR CHILDREN

- **Skills Allowed:** Athletics, Bewitch, Leadership, Notice, Track
- **Target Number:** 10
- **Duration:** 1 minute
- **Success Requirement:** 6 (or 9 if Tabitha also fled)
- **Failure Requirement:** 2

The Fated can use Bewitch and Leadership to call out to the children, Notice to spot them hiding in fear, or Track to follow their trail.

After six successes, the Fated find Timothy's hiding place. If Tabitha ran off, it takes three more successes (for a total of nine successes) to find her hiding spot.

If any of the Fated achieve a Margin of Success on a Notice or Track Challenge during the Duration that brings the number of Success Requirements to 6 or greater, they either catch sight of a hooded figure (the Zisksin) hovering near a crying Timothy that flees upon first sight of them, or they find tracks near the hiding Timothy that indicate some sort of small creature with a lizard-like tail was near him before running off into an alley.

If the Fated suffer a catastrophic failure, any children that haven't already been found are hidden too well for the Fated to find them. They will have to continue onwards with Jeffery Chamberlain (who is terrified that his friend(s) is missing), though some of the Fated might decide to remain behind to

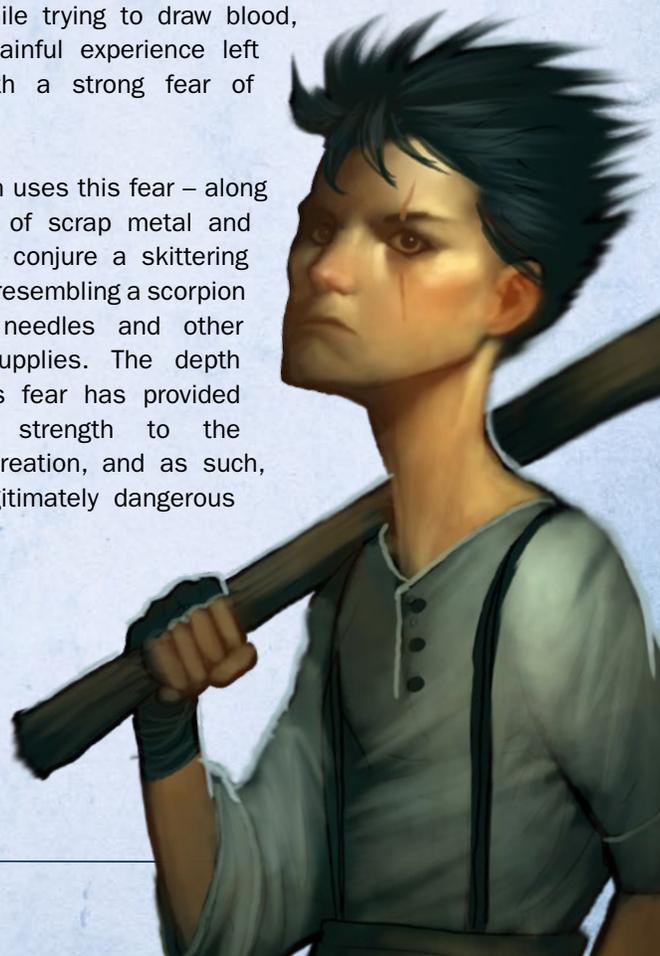
search for the missing child (which takes them out of the rest of the adventure).

If the Fatemaster wishes to make this Challenge more difficult, Timothy might have ran straight into a wooden pole in his panicked flight from the darkness. If this is the case, Bewitch and Leadership Challenges used as part of this Ongoing Challenge can only count toward the three successes needed to find Tabitha; Timothy has knocked himself unconscious and cannot hear the voices of the Fated. If found, Timothy will have a lump on his head and a headache for a few hours (which he will promptly try to use to con some extra treats from his friends and the Fated).

SCENE 4: JEFFERY CHAMBERLAIN

The final target of the Zisksin's interest is Jeffery Chamberlain, the eldest of the children. Being a fairly sickly child, Jeffery has had to deal with doctors regularly throughout his life. Since his parents don't have much money, most of these doctors have been somewhat dubious when it comes to their medical knowledge. A particularly incompetent doctor pierced his vein and got the needle into his muscle while trying to draw blood, and the painful experience left Jeffery with a strong fear of needles.

The Zisksin uses this fear – along with a bit of scrap metal and glass – to conjure a skittering nightmare resembling a scorpion made of needles and other medical supplies. The depth of Jeffery's fear has provided additional strength to the Zisksin's creation, and as such, it is a legitimately dangerous creature.





The Needle Beast follows the group along the rooftops, waiting for an opportunity to pounce down onto them. A TN 9 Notice Challenge allows a character to notice the Needle Beast before it attacks. On a failure, the character is caught off-guard and is Surprised (i.e., **Slow**) during the first round of combat. Any character who achieves a Margin of Success on this challenge catches a glimpse of the Zisksin hiding in the shadows of an alley, watching the group.

When the Needle Beast attacks, read the following text:

A horrid whistling sound comes from above you as a rusty collection of metal and glinting glass leaps down from the roof of a nearby house. It lands in a clatter of clacking metal and immediately springs back to readiness, allowing you to get a good look at it. It has the rough shape of a scorpion, save that it's the size of a horse and is made from rusted and broken medical supplies. Moonlight reflects off the cracked and broken glass tubes that make up much of its body, and its tail flails wildly behind it.

The rubbish scorpion trembles for a moment before letting out another eerie whistling sound and snapping its rusted, needle-lined claws toward you.

The Needle Beast's primary target is Jeffery Chamberlain, but it will fight other characters if they get in its way. It begins the battle 4 yards from the Fated. Because it's night, the Fated suffer a \square penalty to any \blackleftarrow attacks they make during the battle, unless they have a lantern or other light source with them.

Stats for the Needle Beast can be found on page 79. If destroyed, the construct is engulfed in shadows that leave only a few pieces of metal and glass where the construct once stood.

The Zisksin remains in an alley 6 yards from the battle to feed off the group's fear. It lingers until it realizes that it has been spotted or the Needle Beast is defeated, at which point the little creature tries to escape into the night. Characters trying to chase the Zisksin must succeed on TN 9 Athletics

Challenges to catch up to it. If caught, the creature doesn't fight and instead throws itself upon the Fated's mercy. If the Fated attempt to attack the Zisksin, assume it has a Defense and Willpower of 3 (7) and 4 Wounds.

See the Facing the... Nightmare? section for more information on confronting the Zisksin.

FACING THE... NIGHTMARE?

When the Fated come face to face with the creature that has been menacing their group all evening, read the following text:

The figure looks almost like a human child at first glance, but a closer look reveals some striking differences. It's only a little taller than a child, but its proportions are slightly off. Its limbs are a bit too long, and its skin is covered in dull, blue-gray scales that give you the impression of a serpentine or reptilian creature.

It glowers up at you with slit, amber-colored eyes as its long tail flicks back and forth in fear. "Why are you doing this?" it hisses, more fear in its voice than anger. It raises a clawed finger to point in the direction of the children.

The Fated can attempt TN 9 Scrutiny Challenges. On a success, they get the distinct impression that the Zisksin is just a child.

If accused of trying to attack the children, the Zisksin claims that it was just trying to get a meal, and that it wasn't going to hurt anyone (not much, at least). The strength of the Needle Beast surprised even it. It claims that it "thought your kind enjoyed being scared on Carver Night" and all-in-all tries to avoid any sort of harm in whatever way it can. It flees from the Fated if given the chance.

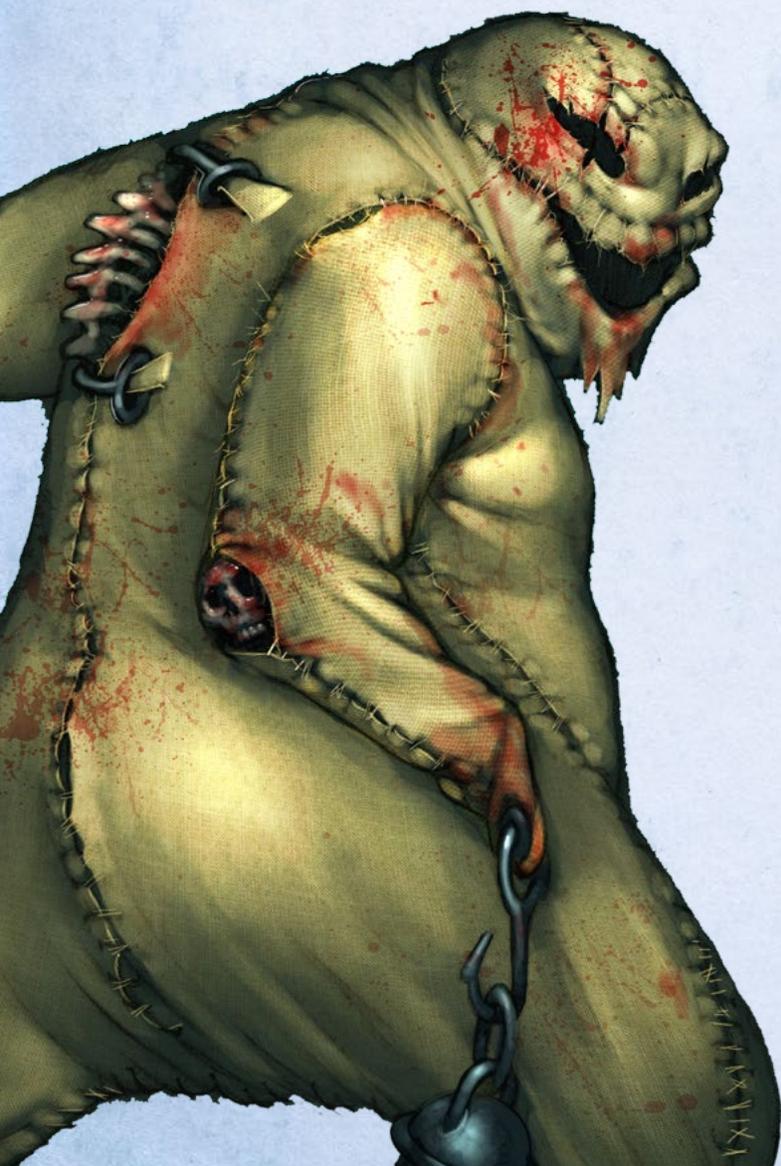
The human children are understandably confused and nervous if told about the Neverborn, but once they see it, they're not too frightened of it. If the Fated reveal that the Zisksin is the source of the nightmarish creatures that have attacked them, however, they turn angry and try to punch, kick, or hit the poor creature with rocks.



If the Fated attempt to reason with the Zisksin, it will warily answer their questions to the best of its knowledge, all while trying to escape. A TN 9 Bewitch Challenge gets it to calm down and trust them a bit, to the point of offering an apology to anyone its nightmares seriously injured.

The Zisksin won't be too open about itself. It won't tell the Fated its name, explaining that "names have power," but it will explain that its people feed off fear but don't kill their prey. If asked why, it will just say that "it's stupid to kill the things that give you food, right?"

If the Fated spend too much time talking to the Zisksin, one of the children will tug on the Fated's sleeve and point out that they still have to get to the party. The Zisksin will ask about the party, and sensing its curiosity, the Fated might even decide to bring the Zisksin with them!



If they do so, the creature is seen as a child with a particularly good costume, unless the Fated specifically tell anyone the truth (which earns the little creature a point-blank bullet from the guardsman hosting the party). Otherwise, the children of the party eventually catch on to the Zisksin's true nature, and they eventually end up getting along pretty well. The Zisksin even uses its power to conjure some benign nightmares to frighten the other kids, who treat it as a silly game. Near the end of the night, the Zisksin will slip out of the party and return to its home.

CONCLUSION

If the Fated managed to get all the children to the party in one piece, the chaperones take them off the Fated's hands for the rest of the evening. Although their night isn't over yet (they were asked to keep watch over the party), the rest of the night goes as smoothly as a party of sugar-fueled kids can go.

When morning comes, the kids' parents show up to bring them home, including Alexis. If all of the children are present and intact, she thanks the Fated for their work and hands over two bottles of top-shelf brandy that she smuggled out of the party. Either bottle is worth about five times the cost of a normal bottle of brandy, which comes out to about a scrip per bottle.

If any of the children went missing, Alexis is horrified and blames the Fated for losing them. This holds especially true if her son is the one missing, in which case a great deal of yelling, cursing, and hitting occurs before Alexis hurries off into the morning streets to find her son. If Timothy survived but one of the other children went missing, she insists that the Fated accompany her to inform the child's parents, who react in a similar manner.

And, of course, there's the matter of the Carver. Even if the Fated didn't run into the scarecrow during their night of adventure, it no doubt cut a deep path of carnage throughout the city... a path that may have intersected with the lives of their loved ones (or, alternatively, people they hate; the Carver is rather indiscriminate in its murder sprees).



THE CARVER

Enforcer (9), Nightmare

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 5
<i>Charm</i> -3	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 4
<i>Defense</i> 5 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (14)
<i>Willpower</i> 6 (15)	<i>Charge</i> 6	<i>Wounds</i> 12	

Skills: Acrobatics 3, Enchanting 3, Evade 3, Intimidate 4, Melee 3, Navigation 2, Notice 3, Scrutiny 2, Stealth 4, Toughness 5, Track 3.

Regeneration +2: This character heals 2 damage at the beginning of its turn during Dramatic Time.

Scarecrow: This character is immune to all Conditions other than **Fast** and **Burning**.

Terrifying (All) (13): Enemy characters must pass a TN 12 Horror Duel when they end their turn within this character's engagement range or target this character with a harmful action.

The Spirit of Halloween: No matter how this character was killed or destroyed, it returns to full Health at sunset on Halloween night. If this character is killed on Halloween night, it returns to life, fully intact with full Wounds, one minute after its destruction.

(1) Rusty Shears (Melee)

AV: 6 (15) ----- Rg: ⚔ 2 ----- Resist: Df
Target suffers 3/4/7 damage.

☞ *Snickity-Snack:* After damaging, this character may move up to two yards and take this action again. This action cannot declare Triggers.

✕ | *Open a Vein:* After damaging, the target gains **Bleeding Out +2**.

☞ *My Slice:* After damaging, this character heals 2 damage.

(1) Exhale Flame (Enchanting/Cunning)

AV: 6 (15) ----- Rg: ⚔ 8 ----- Resist: Df
Target suffers 1/2/4 damage. Every character damaged by this attack gains **Burning +2**.

☞ *Roasted Alive:* After damaging, the target must discard one card or be roasted alive (i.e., killed).





NIGHTMARE INSECTS

Peon (4), Living, Nightmare

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

Skills: Acrobatics 1, Athletics 2, Martial Arts 2 , Stealth 1, Track 1, Wilderness 1.

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

Puny: This character has -1 Wounds and may not make disengaging strikes.

Rush +1: This character's Charge Aspect has been increased by +1.

(1) Slicing Arms (Martial Arts)

AV: 4  (8 ) ===== Rg:  1 ===== Resist: Df
Target suffers 1/2/2 damage.

 **Swarm Carry:** When damaging, this attack deals no damage. Instead, this character latches onto the target until the start of its next turn, and the target moves 1 yard for every character latched onto it. If there are more characters latched onto the target than its Height, the target gains the Flight ability for the duration of this movement. Then, this character's turn ends.

NEEDLE BEAST

Enforcer (7), Construct, Nightmare

<i>Might</i> 1	<i>Grace</i> -1	<i>Speed</i> 2	<i>Resilience</i> 0
<i>Charm</i> -5	<i>Intellect</i> -3	<i>Cunning</i> 2	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 2 (9)	<i>Charge</i> 6	<i>Wounds</i> 6	

Skills: Acrobatics 2, Athletics 3, Notice 2, Pneumatic 3, Toughness 2, Track 2.

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

Prey on the Unaware: This character's attack flips gain  against characters that have not yet taken a turn during Dramatic Time.

(1) Rusty Pincers (Pneumatic)

AV: 4 (11) ===== Rg:  2 ===== Resist: Df
Target suffers 2/3/4 damage and gains **Poison +1**.

 **Clench Tight:** After damaging, the target gains the following Condition until this character is killed or the start of this character's next turn, whichever comes first: **"Held Tight:** This character cannot move. If the character that applied this Condition takes a movement Action, this character is carried along with it."

(1) Needle Stinger (Pneumatic)

AV: 4 (11) ===== Rg:  1 ===== Resist: Df
Target suffers 2/4/5 damage and gains **Poison +2**.