



FATED CHARACTERS

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

Each character comes with a Personal Goal that they are trying to accomplish during the first adventure. After you have selected the character you wish to play for that adventure, ask your Fatemaster for your character's Personal Goal. Remember to keep it a secret from the other characters! One of them might have a Personal Goal that runs counter to your own!

All of these characters have progressed one step along their chosen paths, which makes them partially experienced but still appropriate for beginning characters. Remember, these are your characters, so don't worry about whether or not you're playing a character "wrong."

If a character is killed over the course of this adventure, then your group will be unavailable to be played for the duration of the Nythera Event. This is done to encourage players to care about their characters and to provide tension during dangerous events and combat.

That being said, there are fourteen characters provided for this adventure, so there should be plenty of room for a few mistakes to occur during the course of the adventure.

Players are encouraged to play the same characters throughout the entire Nythera Event, but this is not a firm requirement. Sometimes a player will find that the character they selected does not match their personal playstyle, and in these instances, players should be allowed to swap characters before the start of the next adventure.

THE CAST AT A GLANCE

Catalina Ortega (Guild)

Catalina is a tough Gunfighter hailing from the legendary Ortega family. She has a fast draw and focuses on shooting things with her custom pistol.

Lukas Zimmermann (Guild)

Lukaz is an Overseer who focuses on supporting his allies in combat and during Ongoing Challenges. He focuses on speaking with others.

Marisa Del Olmo (Resurrectionists)

Marisa is a Drudge, an exceedingly tough melee combatant who has been operated upon by the Iron Zombies. She's exceedingly difficult to take down.

James Beckett (Resurrectionists)

James is a Graverobber, a spellcaster who has focused upon Necromancy magic. He is capable of exiling his enemies to a nether realm or assaulting them with angry spirits.

Dr. Alexei Sokoloff (Arcanists)

Alexei is an Augmented, a person who has had significant portions of themselves replaced by machinery. He is both a man of learning and a melee combatant, and his abilities straddle both worlds.

Roxana Vasilescu (Arcanists)

Roxana is a Dabbler, a spellcaster who has focused upon Sorcery magic. She is capable of burning her enemies with fire, teleporting them around the battlefield, or just lifting their wallets when they're not looking.

Clover Briggs (Neverborn)

Clover is a Performer, a social powerhouse who draws attention no matter where she goes. In Mr. Cooper's Dark Carnival, she performed as an acrobat and stage magician.

Hiroto Suzuki (Neverborn)

Hiroto is a Wastrel, a jack-of-all-trades with a penchant for gambling. Hiroto's quite the lucky man, and he can stack fate in his favor.

Clarence McCoy (Outcasts)

Clarence is a Criminal, and his abilities straddle the line between skill use and ranged combatant. With his paired pistols, he's deadly at range.

Selina Voklov (Outcasts)

Selina is a Mercenary, a gun-for-hire with a customized rifle and the inclination to use it. She's also skilled in Systema, a martial arts form hailing from her native Russia.

Harley Huston (Gremlins)

Harley is a Pioneer, a skill-focused person who is most comfortable living on the frontier. His hunting skills are superb, and more than one large pig has fallen due to his poison-tipped arrows.

Butako (Gremlins)

Butako is a Primal, a person who has turned their back on civilization to embrace the wonders of the natural world. As a girl raised by wild pigs, Butako is a fearsome melee combatant who can also speak with animals.

Qiang Fan (Ten Thunders)

Qiang is an Infiltrator, a person who makes their living pretending to be someone they are not. Deception and stealth are at the heart of everything Qiang does, but he's also a decent melee combatant.

Vinh Pham (Ten Thunders)

Vinh is a Tinkerer, a spellcaster who has focused upon Enchanting magic. She's capable of healing and protecting her allies, and her shotgun allows her to contribute to combat in a more active role.

CATALINA ORTEGA

Catalina traveled to Malifaux a few years after the Breach opened and joined her family at their fortified Latigo ranch. She had dreamed of riding alongside her cousins on their regular Neverborn hunting trips, but to her frustration, she instead ended up fixing fences and repairing barns.

As she grew up, Catalina developed a surly personality and foul mouth that alienated her from the rest of her family. More and more often, Catalina ended up escorting shipments of ammunition, livestock, and dry goods from the nearby Edge Point station to Latigo. It wasn't particularly exciting work, and the only amusement she found in her assignment was the rare opportunity to take a few pot shots at the curious Gremlins who got too close to her cart.

A few weeks ago, though, Catalina finally got what she thought was her big break. One of the men hanging around the Edge Point station was acting strangely, and she was certain that he was a Neverborn shapeshifter – a Doppleganger, as her family called them. She put four bullets in his chest and two in his head, but rather than thank her for putting down a dangerous predator, the Guild Guard at the station tackled her to the ground and put her in chains.

She's had some time to think about what she did from the inside of her jail cell, but Catalina is still certain that the man she killed was a Neverborn agent. Maybe he wasn't a Doppleganger exactly, but he was still up to something strange at the train station.

Gear: Custom Weshorn & Smitte #3 (custom grip), 30 bullets, Duster (Protected ) , 5 scrip.

Destiny: “When your shadow is cast upon the wall, she will sit alone amongst your misery; as you begin, so shall you end. The end's a miracle that you dare to dream, and he will watch you drink the venom.”

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

CATALINA ORTEGA

Fated, Living, Gunfighter

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

Skills: Athletics 1, Carouse 2, Centering 3, Evade 2, Homesteading 1, Intimidate 1, Notice 2, Pistol 3, Pugilism 2, Toughness 2.



Finger on the Trigger (Gunfighter): When Catalina fails a Ranged Combat duel during Dramatic Time (such as Pistol), she may draw a card from her Twist Deck.


Quick Draw: Catalina treats the (1) Ready Weapon Action as if it were a (0) Action and gains the following Trigger on all Challenge Flips (including Initiative):

 **Quick Draw:** After resolving, take a Ready Weapon Action.


Languages: English, Spanish.

(1) Custom Weshorn & Smitte #3 (Pistol)

AV: +5 ===== Rg:  12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 1.
This weapon gains  to attack flips.

 **Armor-Piercing Bullets:** When damaging, this attack ignores Armor.

(1) Brawlin' (Pugilism)

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

(0) Shrug Off

This character may discard a Twist Card to remove one Condition on herself.

LUKAS ZIMMERMANN

Lukas Zimmermann hails from Berlin, where his parents were struggling artists. He and his brothers spent most of their nights hungry and cold, especially in the winter months. This left him with a healthy appreciation for the value of money, and once he was old enough, he tried to get a job in a factory to help support his family. The first few months he spent on the assembly line floor were exhausting, but when Lukas got promoted to a supervisor position, he realized that he had finally found his niche.

After years of exemplary service and high production yields, the Guild approached Lukas and offered him a position in Malifaux. He accepted the moment they told him what his salary would be, and soon he had passed through the Breach and was working for the Guild as a mining supervisor in Contract Town #26. The Union men were initially surly towards him, but eventually they realized that he had come from humble beginnings like themselves and warmed up to him.

Unfortunately, Lukas' greed got the best of him. He thought it would be easy; who would miss a single Soulstone from all the carts of the stuff they were shipping back to Malifaux City? Unfortunately, the Guild did notice, and Zimmermann was arrested and thrown into prison. He's had plenty of time to regret his decision, and not a day passes that he doesn't curse his foolishness in ruining a perfectly good job by trying to steal from the Guild.

Gear: US&E Flintlock, 10 bullets, Posh Hat (+ to Bewitch duels), 2 scrip.

Destiny: "When you sup upon your pride and dance with cadavers, the last man will speak the lies of your glory, but there are dragons here. You will hold the myth of life in your hands, and you will let your blood run cold."

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

LUKAS ZIMMERMANN

Fated, Living, Overseer

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

Skills: Art 1, Barter 3, Bewitch 1, Convince 2, Labor 1, Leadership 3, Notice 2, Pick Pocket 3, Pistol 1, Stealth 1.

Oversight (Overseer): When Lukas fails a Social duel (such as Melee or Flexible), he may draw a card from his Twist Deck.

Concerted Effort: Before friendly characters make Initiative Flips, they may choose not to flip and instead use Lukas' Initiative value instead.

Plain Spoken: Lukas doesn't try to muddy his conversation with flowering language. He gains + to Social Duels made during Dramatic Time.

Leadership Trigger: Lukas gains the following Trigger on his Leadership Duels:

☞ *Let's Do This!:* After succeeding during an Ongoing Challenge, every other character participating in the Ongoing Challenge gains a + to any Challenge Duels they make during the next Duration.

Languages: English, German.

(1) US&E Flintlock (Pistol)

AV: +2 ===== Rg: 8 ===== Resist: Df
Target suffers 2/3/3 damage. Capacity 1, Reload 2.

(1) Embarrassing Attempt (Martial Arts)

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

MARISA DEL OLMO

Marisa's life has been terrible ever since she arrived in Malifaux. Back home in Argentina, she lived a relatively pleasant life on her family's farm; she was always working, but it was good work, the kind that she could be proud of after a long day under the sun. Then one day, she saw one of the worn Guild flyers promising settlers ownership of a tract of land in Malifaux. The idea of setting out on her own was a bit scary, but Marisa's family was supportive and even helped her raise enough money to afford passage on a ship to North America.

It was all quite an adventure, and Marisa was hopeful for her future. She arrived on the last train to Malifaux City and decided to look around the town a bit before her meeting with the Guild surveyors in the morning. Unfortunately, Marisa was attacked by ghoulish creatures that combined the worst parts of a machine and a rotting corpse and dragged her down into the sewers. The nightmarish creatures strapped her to a rusted gurney and began to operate on her, cutting away her flesh and replacing it with mechanical augmentations.

A Guild patrol arrived in time to save Marisa's life, but their gunfire did little to lessen her misery. Her once-attractive body was now a roadmap of crude stiches and pneumatic pieces, and she could feel something whirring steadily inside her chest where she once had a heartbeat. The patrol brought her back to the Guild Enclave for medical treatment, but the doctor took one look at her, decided that the patrol had unwittingly rescued "one of the Iron Zombies," and signed Marisa's execution order.

Gear: Pneumatic Arm (Mercenary Brace with Dissector), 2 scrip.

Destiny: "When the seventh gifts despair, she strikes with daggers battered from your shield, for the coldest court will bow to their king. The end will find him in the garden, and the mage's knee bends before your river."

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

MARISA DEL OLMO

Fated, Living, Drudge

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

Skills: Athletics 2, Evade 2, Farming 1, Intimidate 1, Labor 2, Melee 3, Notice 1, Pneumatic 2, Scrutiny 1, Stealth 1, Toughness 3.

Hard Days Night (Drudge): When Marisa fails a Training duel (such as Athletics, Evade, Labor, Notice, or Toughness), she may draw a card from her Twist Deck.

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

Hard to Kill: Marisa may choose to ignore one Critical Effect per Dramatic Time.

Long Days: Marisa may discard a Twist Card to automatically pass any Unconsciousness Challenge. She gains the following Trigger on her Resilience and Tenacity Duels (but not Defense or Willpower Duels):

☞ *Recuperate:* After resolving, heal 1 damage.

Languages: English, Spanish.

(1) Retractable Dissector (Melee)

AV: +5 ===== Rg: $\frac{1}{4}$ 2 ===== Resist: Df
Target suffers 2/3/4 damage.

☞ *Bloody Mess:* After killing the target, draw a Twist Card and then discard a Twist Card.

JAMES BECKETT

James came to Malifaux from America, hoping to start up a new life for himself somewhere away from his troubled past. He took a job as a carpenter, but soon he started to hear voices. The Voices reminded him about his wife, about coming home to find her in the arms of his brother, about the wood axe and what he did with it. Rather than make him feel guilty about what he had done, however, the voice comforted James, reassuring him that what he did had been the right choice... and suggesting that there were other people out there who deserved a few good whacks with an axe.

When the Guild finally caught James, he was midway through a murdering spree and had raised his victims from the dead as zombie servants. The undead managed to kill three Guild Guard before a Death Marshal finally shoved James into her coffin, at which point things got... weird. As he was trapped in the nothingness between dimensions, James heard a voice calling to him, one far different from the voice that had convinced him to go on a murdering spree. He was pulled free of the coffin before he could explore it further, but one word lingered in his mind: Nythera.

The Death Marshals tortured James for hours before realizing that he didn't have any accomplices or other connections with the Resurrectionists, at which point they slapped a Control Collar around his neck and tossed him into a cell to await his execution. They claimed that if he tried to escape, they could detonate the collar and blow his head off... and the device is bulky enough that James believes them.

Gear: Journal of Crazy Ramblings (Grimoire), Control Collar, Pocket Watch, 5 scrip.

Destiny: "When you open the dead man's eyes, the wondering hour will settle on your hearth, and the moon shines upon the forest but not your path. Worlds of marble turn flesh again, and you will kiss the crown."

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

JAMES BECKETT



Fated, Living, Graverobber


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

Skills: Counter-Spelling 3, Deceive 2, Leadership 2, Literacy 1, Necromancy 3, Notice 2, Scrutiny 2, Sorcery 2, Stealth 2.

Black Soul (Graverobber): When James fails a Magical duel during Dramatic Time, he may draw a card from his Twist Deck.

The Whisper (Magical Theory): James gains a  to Necromancy Duels but suffers a  on Intellect duels.

Book Smart: James has learned quite a bit from his books, but all that reading has dulled his reaction time. He gains a  to all non-Magical Intellect Challenges, but suffers a  on Initiative Flips.


Morbid Thoughts: James' focus on death allows him to remove a  from the TN of any Spell he casts.

Languages: English, Algonquian.

*** Immuto (Increase Damage):** When casting Engulfed by Spirits, +2 TN to increase the damage to 2/3/4 or +4 TN to increase the damage to 3/4/5.

*** Immuto (Increase AP):** Before casting a spell during Dramatic Time, spend +1 AP to lower TN by -3.

(1) Engulfed by Spirits (Sorcery+Tenacity)

AV: +5 === Rg: 5 ===== TN: 9  === Resist: **Wp**
The target suffers 1/2/3 damage, ignoring Armor and Hard to Wound.

(1) Bury (Necromancy + Tenacity)

AV: +6 === Rg: 5 === TN: 10 === Resist: **Wp**
Target is removed from reality. It reappears in a safe spot within 1 yard of you at the end of the round.

DR. ALEXEI SOKOLOFF

Dr. Alexei Sokoloff was recruited by the Arcanists a little over five years ago. They had been interested in his research in pneumatic prosthetics, and after a visit from an Arcanist agent who made Dr. Sokoloff an offer he couldn't refuse, Alexei packed up his workshop and research notes and traveled to Malifaux. Despite the involuntary nature of Alexei's cooperation, the Arcanists granted him ready access to charged Soulstones and wounded miners in need of prosthetics, and soon his research had progressed into areas he had once thought purely theoretical.

Things took a bad turn a few months ago when Alexei was dismantling a new model of Guild prosthetic. The manufacturer had fitted the prosthetic with a small explosive device – likely to deter its owner from faulting on their prosthetic payments – and it exploded right in Alexei's face. His assistants were able to save his life, but Alexei hasn't been quite the same ever since.

Even after he had recovered from the surgery, Alexei found it difficult to concentrate on his work, and he sometimes found himself unknowingly speaking in French instead of English... which was surprising, as Alexei had not been able to speak French before his accident. He might have eventually adjusted to his new life, had the Guild not stormed his workshop, confiscated his research, and arrested him on charges of amalgamation: illegally grafting machines to flesh. Alexei showed them his steamfitting license and explained that he was not operating illegally, but the Guild didn't care; they had suspected that Alexei's work was funded by Arcanists, and they intended to punish him as severely as possible.

Gear: Pneumatic Arm (Integrated Brass Knuckles, Piston Driver), 10 scrip.

Destiny: “Once you cross the bloody threshold, she will sicken to the blessed touch, but love was left behind. He tightens the strings and tugs at the rivets, and you will forget yourself.”

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

DR. ALEXEI SOKOLOFF

Fated, Living, Augmented

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

Skills: Artefacting 3, Convince 3, Doctor 2, Evade 1, Literacy 2, Notice 1, Pneumatic 2, Pugilism 3, Toughness 1.

End of the Line (Augmented): When Alexei fails a Might duel (such as Athletics, Evade, Labor, Notice, or Toughness), he may draw a card from his Twist Deck.

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

Armor Training: Alexei's Defense is not reduced by his Armor.

Artefacting Trigger: Alexei gains the following Trigger on his Artefacting Duels:

✕ *Give It A Good Thwump:* After failing, immediately make another Artefacting Challenge against the same TN. If this Challenge is successful, your first failure is ignored.

More Machine Than Man (Brain Pan): Alexei is immune to Horror duels and has gained +1 Willpower.

Piston Driver: Once per Dramatic Time, Alexei may increase his Might to 5 for the duration of one Duel.

Languages: English, French, German, Russian.

(1) The Steel Fist of Innovation (Pugilism)

AV: +5 ===== Rg: 1 ===== Resist: Df
Target suffers 2/3/4 damage. This attack gains
+ to the damage flip.

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

ROXANA VASILESCU

Roxana's father was a gambler, and she grew up next to the card tables, watching her father happily lose at poker as her mother worked the crowd, lifting wallets and pocket watches with nimble fingers. When she was old enough, Roxana followed suit, and the three of them traveled all across Romania, always one step ahead of those they had robbed.

That came to an end when Roxana foolishly attempted to steal from a Guild official. He caught her and dragged her out of the tavern as her parents begged and protested for mercy, which only earned them each a bullet from the official's gun. Roxana was tossed into jail, and two days later, she was loaded up into a train with other convicts and shipped to Malifaux.

As Roxana's train was stopped in Malifaux Station, it was attacked by Arcanists intent upon rescuing some of their brethren. Sensing her raw ability, the Arcanists brought Roxana with them and taught her how to use magic. Alone and in need of something to believe in, Roxana embraced her new identity as an Arcanist (and her hatred of the Guild) with open arms.

Unfortunately, Roxana's passion outpaced her common sense, and when the Guild recaptured her a few weeks later, she openly admitted to being an Arcanist. She was fitted with an explosive Control Collar and sentenced to death within the hour.

Gear: Burnt Gold Coin (Grimoire), Control Collar.

Destiny: "When the seventh gifts despair, she will sit alone amongst your misery, for your secrets are not yours alone. Frozen hearths crawl along the stone, and it shoulders aside the guardian."

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

ROXANA VASILESCU

Fated, Living, Dabbler

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

Skills: Acrobatics 1, Centering 2, Convince 1, Deceive 1, Evade 2, Gambling 2, Labor 1, Pick Pocket 3, Prestidigitation 2, Sorcery 3, Toughness 1.

Epiphany (Dabbler): When Roxana fails a Magical duel during Dramatic Time, she may draw a card from her Twist Deck.

The Oxford Method (Magical Theory): Roxana gains a  to the Casting Duel of any Spell with an AP cost of 2 or more.

Scoundrel: Roxana gains the following Trigger on her Social Duels:

 *Scoundrel:* Make a Pick Pocket Action with a  as part of resolving this Social Action.

Arcane Musings: Roxana's arcane studies allow her to remove a  from the TN of any Spell she casts.


Languages: English, Romanian.

* **Immuto (Burning):** When casting Flame Blast, +2 TN to add **Burning +1**, any number of times.

* **Immuto (Increase Damage):** When casting Flame Blast, +2 TN to increase the damage to 2/3/4 or +4 TN to increase the damage to 3/4/5.

* **Immuto (Reduce AP):** Reduce the spell's AP by 1 for +5 TN, or to a (0) Action for +10 TN.

(2) Flame Blast (Sorcery + Intellect)

AV: +5 === Rg:  5 ==== TN: 5 === Resist: **Df**
The target suffers 1/2/3 damage and gains **Burning +1**.

(2) Teleport (Prestidigitation + Intellect)

AV: +4 === Rg: 30 === TN: 10 === Resist: **Wp**
Target is teleported to a safe location within range.

CLOVER BRIGGS

Clover spent her childhood in her mother's brothel in Atlanta, surrounded by the wealthy and their concubines. While not what anyone would call an ideal childhood, it impressed upon the young girl the importance of being polite and charming no matter her current company. She carried that lesson with her onto the road and, eventually, into Malifaux.

After a few failed attempts to find employment in Malifaux - including a disastrous audition at the Star Theater where its owner suggested that she find another profession - Clover eventually fell in with Mr. Cooper's Dark Carnival. It wasn't the life that she had dreamed of, but as the months passed, Clover eventually started to make friends and learned to look beyond the strange and sometimes bizarre appearances of her fellow performers.

As she became more accustomed to the carnival, however, Clover began to notice that things were a bit... off. Mr. Cooper had meetings with people that only came and went in the middle of the night, the other performers had a haunted look in their eyes, and far too few children returned home to their families at the end of each performance. She must have asked too many questions, because when the carnival last pulled up its stakes and rolled down the road, Clover found herself holding a bloody knife and standing over a murdered child, without any memory of what had happened. She was under arrest and in a jail cell before she could come up with a plausible story, but in the days since, Clover has become certain that Mr. Cooper set her up in order to keep her from discovering his secrets.

Gear: Elaborate Opera Mask (+ to Notice Duels), Driving Whip.

Destiny: "If justice finds you guilty of the only crime, she will fear your iron, but not your thread, and you will pan the gutter's glitter. The halo slips around your throat like a noose, and he is to you as the hermit is to the forest."

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

CLOVER BRIGGS

Fated, Living, Performer

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

Skills: Acrobatics 2, Bewitch 2, Carouse 1, Deceive 3, Evade 1, Flexible 1, Intimidate 1, Notice 1, Pick Pocket 3, Scrutiny 3.

Flare for the Dramatic (Performer): When Clover fails a Social duel (such as Bewitch, Deceive, or Intimidate), she may draw a card from her Twist Deck.

Governor's Gift (Male): Clover has a certain effect upon the menfolk of Malifaux. She gains a + on Bewitch and Scrutiny Duels made against men.

Powerful Impression: Clover draws attention wherever she goes. She gains the following Trigger on her Social Duels:

🐾 *Impress:* After resolving, draw a card.

Languages: English (Southern Drawl).

(1) Driving Whip (Flexible)

AV: +4 ===== Rg: 🗡️ 2 ===== Resist: Df
Target suffers 1/2/3 damage and becomes **Slow**.

👁️ *Cruel Laugh:* After succeeding, this character gains the **Focused +1** Condition.

HIROTO SUZUKI

Hiroto Suzuki turned his back on the family profession of caring for the sick in favor of living the fast-paced life of a professional gambler. Through all the drugs, women, and near-brushes with death, he relied upon his luck to protect him and keep him safe. A few months ago, he emerged from a game of Russian Roulette with a pocket full of money and a feeling that the Three Kingdoms had become a bit too small for a man of his tastes and skills.

He used his wealth to travel to Malifaux, but the moment he crossed through the Breach, his luck turned. He lost every hand of poker he played, never drew the right mah jong tiles, and couldn't even get a thrown dart to hit the dart board from five feet away. Hiroto's wealth was gone within a week, and he found himself unable to afford a ticket back to Earth. Just as he was contemplating robbery, Hiroto heard a rumor about an old swamp witch who could change a person's destiny... for a price.

The trek through the swamp was harrowing, but eventually Hiroto reached Zoraida's shack and sat down across from her to play a game of cards. He beat her with a terrible hand, and she chuckled as she promised that his luck had changed. In his first hand of poker after returning to the city, Hiroto drew into a royal flush on three successive hands, and the other gamblers accused him of cheating. Hiroto drew his pistol and threatened them, but unfortunately, one was an off-duty Guild officer. Within the hour, Hiroto was in a jail cell and staring down a death sentence gained from trumped-up charges of cheating and attempted assault.

Gear: Calligraphy Tools (+ to Forgery Duels), Collier Navy, 30 bullets, 1 scrip.

Destiny: "As the hunter watches you swallow the maggots, you will refuse to open the tome, and upon wings of fear you will approach the tower. The water falls like envy, the river runs like rage, as you seek the sound of your last breath."

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

HIROTO SUZUKI

Fated, Living, Wastrel

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

Skills: Deceive 2, Doctor 1, Forgery 1, Gambling 4, Notice 2, Pistols 3, Scrutiny 2, Stealth 2.

Educated (Wastrel): When Hiroto fails an Expertise duel (such as Doctor, Forgery, Gambling, or Scrutiny), he may draw a card from his Twist Deck.

Cheating So and So: Hiroto gains the following Trigger on all Expertise Duels:

✦ *Stack the Deck:* After resolving, you may look at the top card of the Fate Deck and then choose whether or not to put it on the bottom of the deck.

Deceive Trigger: Hiroto gains the following Trigger on his Deceive Duels:

✦ *"Guys, He Said It's Not A Real Knife!":* After succeeding during Narrative Time, the target turns their back on you. You may draw a one-handed weapon and make an immediate attack against the target with + to the attack flip.

Luck of the Draw: When the Fatemaster shuffles the deck, Hiroto draws two cards instead of one.

Languages: English, Japanese.

(1) Collier Navy (Pistol)

AV: +5 ===== Rg: 12 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

(1) Embarrassing Attempt (Martial Arts)

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

CLARENCE MCCOY

Much to his annoyance, Clarence grew up in a relatively comfortable and peaceful family in the heart of Paris. While the other children were roughhousing in the street and playing Revolution, he was stuck in school, learning his English and German letters and trying desperately to act tougher than he felt. When he finally left for school abroad, he quickly fell in with the wrong crowd and started gambling, stealing, and contributing to the general decline of Western civilization.

Unfortunately, Clarence's need to brag about his criminal exploits soon caught up with him and he was expelled from school. Rather than return home, he stayed on the streets, eventually falling in with professional criminals who used him as a look out, errand boy, and thug. Despite living in the gutter, Clarence was happy that he had finally connected with the rough-and-tumble lifestyle that he had envied so much from his safe and cultured home.

Clarence was eventually nabbed by the police for a beating he had given a man who had fallen behind on his protection payments. At the trial, he was so surly that the judge sentenced him to four years of hard labor, which was in turn extended twice due to Clarence getting into fights with the other convicts. He was eventually sent to Malifaux to work in the mines, but he attacked a guard and escaped while the train was stopped at Malifaux Station. It only took two days for the Guild to find Clarence and toss him back into jail, which annoyed him: he thought he could make it five days for sure.

Gear: Glass Eye (in head) (+ to Intimidate Duels), Volyer Patent Revolving Pistol x2, 35 bullets, 2 scrip.

Destiny: "Once your silver thread spends like golden promises, you will wait when you should act, as the jester dances where he will. The circle will bind as well as the grave, and the arches will crumble."

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

CLARENCE "ARIZONA" MCCOY

Fated, Living, Criminal

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

Skills: Athletics 1, Carouse 1, Evade 3, Gambling 1, Intimidate 1, Labor 2, Literacy 1, Notice 1, Pistol 3, Pugilism 2, Stealth 1, Toughness 2.

Opportunist (Criminal): When Clarence fails an Expertise duel (such as Athletics, Evade, Labor, Notice, or Toughness), he may draw a card from his Twist Deck.

Competitive Edge: Clarence has good instincts and can often rely upon his instincts. He gains the following Trigger on his Expertise Duels:

✶ *Fortunate:* After resolving, draw a card.

Paired Weapons (Pistol): When Clarence is wielding two pistols, he gains a + to his attack flip. He still only makes one attack flip and one damage flip, despite firing with both pistols.

Languages: English, German, French.

(1) Volyer Patent Revolving (Pistol)

AV: +6 ===== Rg: 10 ===== Resist: Df
Target suffers 2/3/4 damage. Capacity 7, Reload 4.

✶ *Loud Blank* After succeeding, reduce all damage dealt by this attack to 0. The target gains **Slow**.

(1) Brawlin' (Pugilism)


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

SELINA VOKLOV

Selina is the daughter of a minor Russian politician who was killed in one of the many assassination attempts against the Undying Tzar. As the oldest child, it became her responsibility to provide for her mother and siblings, and to do so, she enrolled in the Russian military. The training drills and long hours in the field toughened her up, and early on she was chosen to receive sniper training.

When her period of service ended, she took her skills westward, playing her trade as a mercenary across Europe. While this paid better and allowed her to send more money back home, it also thrust Selina into a strange new world. Gradually, she came to enjoy Europe, and when word came that her mother had finally passed away and that her youngest sister had become engaged, she cut her last ties with the Motherland and set out to explore the world.

Eventually, Selina's path took her to Malifaux, where it was rumored that a good mercenary could make enough money to retire in just a few short months. Though Selina was skilled and determined, she more often than not found herself beaten to a bounty by one of Malifaux's various mercenary groups. While on the trail of Black-Tooth Barnaby, an infamous member of the Parker Gang, Selina shot an innocent man who bore a striking resemblance to the ruthless bandit. She attempted to flee once she realized her mistake, but the Guild caught her and sentenced her to death.

Gear: Clockwork Carbine (custom action), Duster (Protected ) , 10 bullets, 2 scrip.

Destiny: "After the branch snaps beneath your sorrow, you will refuse the call, but love was left behind. The red woman will light the path, and the eyes in the darkness change you."

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


SELINA VOKLOV

Fated, Living, Mercenary

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

Skills: Athletics 1, Convince 2, Doctor 2, Leadership 1, Long Arms 3, Martial Arts 3, Notice 2, Toughness 1, Track 2, Wilderness 2.




Deadset (Mercenary): When Selina fails a Ranged Combat duel during Dramatic Time (such as Long Arms), she may draw a card from her Twist Deck.

Cynic: Selina has no faith in humanity. She gains a  on any Duel made to resist deception.

Speed Loading (Long Arms): Selina gains the Speed Loading Trigger on her Long Arm attacks.

Languages: English, Russian.


(1) Custom Clockwork Carbine (Long Arms)


AV: +5 ===== Rg:  16 ===== Resist: **Df**
Target suffers 2/3/4 damage. Capacity 1, Reload 2.
This weapon gains  to attack flips. The range of this weapon is multiplied by x10 for each  it gains from the **Focused** Condition.

 **Critical Strike:** When damaging, deal 1 additional damage for each  in the final duel total.

 **Speed Loading:** Reload this weapon.

(1) Systema (Martial Arts)

AV: +5 ===== Rg:  1 ===== Resist: **Df**
Target suffers 1/3/4 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.

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

HARLEY HUSTON

Harley had a pretty good thing going down in the Bayou. He had grown up around hogs all his life, so when his papa came to him with the idea of starting up a hog farm in Malifaux – where the pigs were twice as big – it seemed like the best idea this side of homemade moonshine. It didn't take much to get the farm set up, and the local Gremlins were more than happy to trade him pigs by the dozen for whatever old clothes they had packed away in their things.

Initially, things went great. The Gremlins were happy that Harley and his family were keeping the pigs out of their villages, and the people of Malifaux were far more willing to buy pork from Huston Family Farms than some shady Gremlin on the edge of the Bayou. Unfortunately, all good things had to come to an end, and midway through a drunken argument with a loud Gremlin, Harley lost his temper and punched the green little nuisance. The offended Gremlin fired a shot at Harley, but it missed him and instead hit the rear flank of a large sow.

To make a long story short, Huston Family Farms was stampeded into the swamp that day. Harley managed to escape, but his papa and brother were devoured by the pigs, along with the loud Gremlin. Harley returned to Malifaux City and tried to drown his sorrows in strong liquor, but some city slicker started making fun of the way he smelled, so Harley stabbed him in the gut with his jack knife. By the time he had sobered up, he was in jail and awaiting execution.

Gear: Recurve Bow, Pig-Scratching Stick (+ to Husbandry Duels), Jack Knife, 15 arrows, 2 scrip.

Destiny: “After the branch snaps beneath your sorrow, you will refuse the call, but love was left behind. The red woman will light the path, and the eyes in the darkness change you.”

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

HARLEY HUSTON

Fated, Living, Pioneer

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

Skills: Archery 3, Athletics 1, Barter 1, Evade 3, Homesteading 2, Husbandry 1, Labor 1, Melee 1, Notice 1, Scrutiny 1, Wilderness 3.

Rugged Individual (Pioneer): When Harley fails a Training duel (such as Athletics, Husbandry, or Scrutiny), he may draw a card from his Twist Deck.

Born Under A Wandering Star: Harley never suffers negative Fate Modifiers to his Navigation or Wilderness Challenges.

Threading the Needle: Harley knows how to put his arrows exactly where they need to go. When making an Archery attack, he may ignore other characters when determining line of sight and does not randomly determine his target when firing into an engagement.

Languages: English.

(1) Recurve Bow (Archery)

AV: +4 ===== Rg: 14 ===== Resist: Df
Target suffers 2/3/4 damage. This weapon can be fired without line of sight, but when doing so, this attack receives a [] on the attack flip and neither attack nor damage can be cheated.

📖 **Poisoned Arrowhead:** After damaging, the target gains the **Poison +1** Condition.

(1) Jack Knife (Melee)

AV: +2 ===== Rg: 1 ===== Resist: Df
Target suffers 1/2/4 damage.

BUTAKO

Hikaru came to Malifaux as a young girl. Unlike most new arrivals, however, she arrived via the Second Breach controlled by the Ten Thunders, of which her parents were members. She had been taught never to speak of what her parents did or said, inside or beyond their home, and as a result, Hikaru grew up quiet and withdrawn, never wanting to speak out of turn for fear of getting her parents in trouble.

During a trip south, Hikaru's group was ambushed by Gremlins that came rushing across the Frostrun River, shooting everyone and stealing anything they could... which, as it turns out, included Hikaru. Exactly what the Gremlins had intended to do with the young girl is a mystery, for no sooner had the Gremlins retreated back into the Bayou than her green-skinned captor was eaten by a large pig.

Dropped in the swampy water, Hikaru stared up at her porcine savior with wide eyes, and the pig stared back down at her as it chewed on the struggling Gremlin. Whether due to fate or some wisp of innate magical ability, the pig chose not to eat Hikaru and instead picked her up and carried her back to its den, where it raised her as one of her own piglets.

Years passed, and Hikaru - now calling herself Butako - was eventually captured by a Guild patrol who couldn't decide what to make of the snorting, squealing young woman in their net. They took her back to Malifaux City, where she promptly attacked one of them the moment she was let free. Having learned their lesson, they tossed the girl into a cell and decided to just hang her and be done with it. Butako, for her part, has since realized that trying to fight the guards for dominance was probably a bad idea.

Gear: Pig Skin Hat and Cloak (Protected , ).

Destiny: "When the accounting passes you by, you will fall from grace, for you will know that a long life is a hundred curses. The reflection in the water shows the truth, and the Empress will know the traitor."

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

BUTAKO

Fated, Living, Primal

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

Skills: Acrobatics 1, Athletics 3, Husbandry 1, Intimidate 1, Labor 1, Martial Arts 3, Navigation 2, Notice 3, Scrutiny 1, Stealth 1, Toughness 1, Wilderness 1.


On the Scent (Primal): When Butako fails a Notice, Track, or Wilderness duel, she may draw a card from her Twist Deck.


Force of Nature: When Butako deals damage with a natural attack (typically Pugilism, Martial Arts, or Grappling), she deals +1 damage. This modifier has already been applied to her listed attacks.

Beast Whisperer: Butako can communicate with Beasts on a basic level. She and any Beasts she communicates with can discern the general disposition of the other and pass on general concepts. Any Beasts she encounters will not attack Butako or her allies unless she provokes them or they are being controlled by another character. Butako can make Social Skill tests with Beasts as if they were humans, without any penalties.

Languages: Broken English, Broken Japanese.

(1) Pork-Fu (Martial Arts)

AV: +5 ===== Rg:  1 ===== Resist: **Df**
Target suffers 2/4/5 damage. If this attack deals Severe damage, the target suffers a Weak Critical Effect.

 **Jump Kick:** After succeeding, if this attack was taken as part of a Charge Action, take an additional Martial Arts attack against the target. You may only declare this Trigger once per turn.

QIANG FAN

Qiang Fan is the youngest in a long line of spies and infiltrators stretching back eight generations. All were members of the prestigious Order of the White Lotus, a mysterious organization within the Ten Thunders that trains and manages the criminal network's undercover operatives. Those who serve the White Lotus are kept distant from the rest of the Katanaka Clan to protect their secrecy, and their exploits are often unknown save to the leaders of the White Lotus and the Ten Thunders.

The training is difficult, and Qiang's lineage meant that his instructors expected much more from him than their other students. When he passed his last assignment – a week spent masquerading as a Guild Guard along the walls of the Quarantine Zone – Qiang was allowed to speak with his parents one last time before he became an active agent of the White Lotus. It was a bittersweet moment, but his parents expressed their pride in his accomplishments, which was enough to brace Qiang's heart against the coming trials.

It took three days to find his target: a Western man who had cheated the Ten Thunders out of a few scrip. Qiang got into a fight with him in the middle of a crowded bar and beat him within an inch of his life, ensuring that the other patrons had reason enough to call for the Guard... and that the Westerner would never walk again. The Guild threw Qiang into jail, where he has been patiently waiting for the day of his execution... just as the White Lotus had planned. Two birds, one stone.

Gear: Custom-Tailored Sandals (+ to Athletics Duels), 10 Throwing Knives.

Destiny: “If you allow the hands to pull you down, your journey will never begin, for new enemies are made from old allies. Love knows not the heart but the bosom, and you will murder the deserving.”

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

QIANG FAN

Fated, Living, Infiltrator

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

Skills: Athletics 1, Centering 1, Deceive 3, Evade 3, Forgery 1, Intimidate 1, Notice 2, Pugilism 3, Stealth 1, Thrown Weapons 2.

Act Like You Belong (Infiltrator): When Qiang fails a Deceive or Stealth duel, he may draw a card from his Twist Deck.

Strike First: When Qiang attacks someone who believes him to be friendly or who has not yet acted during Dramatic Time, he may add a suit of his choice to his final duel total.

Sneaky (Deceive): Qiang gains + to Deceive Duels.

Undermine Confidence: Qiang knows how to talk big and let nervousness slowly set in. He gains + on all Intimidation Duels made during Narrative Time.

Languages: English, Japanese.

(1) The Fury Unleashed (Pugilism)

AV: +5 ===== Rg: 1 ===== Resist: Df
Target suffers 2/3/4 damage.

✎ *Rabbit Punch:* After succeeding, take an additional Pugilism attack against the target. This attack may not declare Triggers.

(1) Throwing Knife (Thrown Weapons)

AV: +3 ===== Rg: 6 ===== Resist: Df
Target suffers 1/2/3 damage. This weapon grants a + to any attempts to hide it.

VINH PHAM

Vinh came to Malifaux to take a job as a Steamfitter, where she expected to repair and maintain the constructs used by the Guild and Union for their day-to-day activities. Indeed, Vinh's life seemed relatively normal, and while the hours were long, she enjoyed her work.

That all changed with Vinh returned home to her apartment to find a masked man waiting for her. The man informed her that her parents had been assassins for the Ten Thunders and that her family still owed a debt to the Katanaka Clan. Vinh wasn't entirely sure that she believed him, but it was clear that refusing to do his bidding wasn't an option.

At the behest of the masked man, Vinh reprogrammed a Guardian Construct to turn against and murder its ward, a lawyer who was prosecuting a case against a known Ten Thunders informant. It didn't take long for the Guild to follow the trail back to Vinh, and soon she found herself behind bars and awaiting execution. To make matters worse, because Vinh was a spellcaster, they fitted her with an explosive Control Collar. Vinh was familiar with the devices: they allow a Guild officer who is attuned to the collar to control the wearer's magic, and if the wearer steps out of line, they can be made to detonate quite spectacularly. The Guild was taking no chances on her.

Gear: Partial Pneumatic Arm (Focus Object, reduces the TN of Vinh's spells by -3; this bonus has already been applied to her stat block), US&E Pump Action, Control Collar, 20 bullets.

Destiny: "As you walk the lonely road, she must lurk within your joyless paradise, but love was left behind. The water falls like envy, the river runs like rage, and you are a breeze unto the leaves."

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

VINH PHAM

Fated, Living, Tinkerer

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


Skills: Artefacting 2, Barter 3, Centering 1, Enchanting 3, Lockpicking 2, Pneumatics 2, Shotgun 3, Sorcery 2.

Gear Head (Tinkerer): When Vinh fails a Magical duel during Dramatic Time (such as Enchanting or Sorcery), she may draw a card from her Twist Deck.









Tradition Magic (Magical Theory): Vinh gains a  to her Enchanting Duels.

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

Calm and Collected: Vinh increases the value of any **Focused** Condition on her by +1 (maximum +3).




Push the Limits: Vinh may cause a construct under her control to suffer 1 damage to give it a  to its next Action. She may also use this ability on herself.

Languages: English, Vietnamese.



*** Immuto (Increase Range):** Increase the spell's TN by +2 to increase the range from  1 to  2,  2 to  3,  3 to  5, or  5 to  10.

*** Immuto (Reduce AP):** Reduce the spell's AP by 1 for +5 TN, or to a (0) Action for +10 TN.



(1) US&E Pump Action (Shotgun)

AV: +5 ===== Rg:  12 ===== Resist: **Df**
Target suffers 2/3 /4  damage. Capacity 4, Reload 2.

(1) Heal (Enchanting + Cunning)

AV: +5 === Rg:  1 == TN: 4  === Resist: **Df**
A Living target heals 1/2/3 damage. If cast on the same target within 1 hour, the TN increases by +3.

(1) Shield (Sorcery + Tenacity)

AV: +4 === Rg:  1 == TN: 7  === Resist: **Wp**
Target gains **Armor +1** for 10 minutes (max +3).