



THROUGH THE BREACH

BAD MEDICINE

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

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In this adventure, the Fated are tasked with helping a man who has contracted Blood Sickness, the supernatural disease that gradually transforms the infected into a Nephilim hybrid.

TAROT TIE-INS

CRSC 8♠: “And he will be paid his price” could refer to Oxohuatl’s demanded payment.

ALAC 2♣: “When you reach the tree of knowledge” could refer to Oxohuatl’s home in the forest.

PROLOGUE

This adventure begins on the train from Malifaux City to the town of Fortune Falls. The Fated have been hired by an old employer to help out of friend of his/hers, Llewelyn Holdredge, whose husband has come down with some sort of unfortunate affliction. They were contacted, given train tickets, and paid in advance (5 scrip each) with the promise of twice that once the job is finished.

Read the text on the following column.

The train whistle rings in your ears as the locomotive pulls into Fortune Falls. A glance out the window reveals a forlorn lumber town nestled deep within a hostile forest. Tall wooden palisades rise up from every direction, and behind you, the townsfolk are already lowering a wooden portcullis into place to seal off the train’s entrance gate.

As you disembark, you see a blonde woman in workman’s clothes waiting on the platform beside a similarly dressed man. The man has his arm in a sling, and the woman is holding a sign with your names on it as she waits expectantly for someone to approach her.

When the Fated reveal themselves to the couple, the woman introduces themselves as Llewelyn and Hayward Holdredge. She explains that they are archaeologists of some renown who are specialized in the exploration of Neverborn ruins; the Fated may have seen one of their expeditions in the Malifaux Museum of Natural History or read about it in the newspaper.

According to Llewelyn, their team had previously maintained civil, if not friendly, relations with some of the local tribes of Nephilim in the area of their dig site. A few weeks ago, however, they uncovered a sealed tomb that had been hidden away for some time. Their Nephilim guides grew disturbed and



agitated, and when one of the workers attempted to open the tomb, the Nephilim attacked. Most of their crew – a full twenty men and women – were killed in the attack, with only the Holdredges and a pair of porters escaping. Unfortunately, Hayward's arm was badly mauled in the confusion.

Worse yet, Llewelyn explains, Hayward was splashed with the Black Blood of the Nephilim while defending her, and he seems to have become infected with some sort of spreading malady. When they returned to Fortune Falls, some of her contacts identified the infection as Blood Sickness, an insidious disease that gradually transforms humans into Nephilim hybrids.

Read the following text:

Llewelyn is visibly distressed as she glances at her husband. "My contacts suggested that my husband do the honorable thing and end his life before the infection took hold of him, but I was unwilling to let him go that easily. I spent the better part of a week spending what little money we had left after the failed expedition to search for another option, and three days ago I found it. A year ago, one of the lumberjacks here was attacked by Nephilim and contracted the same condition as my husband."

Hayward finally speaks up, his voice gruff. "Bastard tracked down a healer that lives in the forest and got the corrupted blood drained out of him. Llewelyn's convinced that this healer can do the same for me."

"Yes," she agrees, clutching his arm possessively. "We've hired this man to guide us to the healer, but he is... somewhat untrustworthy, and we need protection in any case. My husband's condition is growing worse, and there is little time to lose. Please, won't you help us?"

If the Fated accept, Llewelyn and Hayward thank them profusely.

If the Fated decline to assist the Holdredges, the couple is noticeably upset but thank them for their time. The Fated's former employer will, of course, want their advance pay returned and may even hold a grudge against the Fated for refusing to help his/her friends.

SCENE 1: THE RELUCTANT GUIDE

Once the Fated agree to help the couple, Llewelyn hastily excuses herself to go prepare the supplies. As soon as she's out of sight, Hayward speaks up. Read the following text:

Hayward steps closer and lowers his voice to a confidential murmur. "Look, I've seen what these Nephilim are capable of doing. Llewelyn is clinging to the hope of a cure, and I'm willing to go along with it for her sake, no matter the odds. This infection, though... it turns you into one of those things. If something happens and the cure doesn't look possible, well... I want you to do what you have to do in order to keep my wife safe."

Hayward loves his wife, and while he is hoping that the cure will restore him to his former self, he'd rather die than allow any harm to come to Llewelyn (especially at his own hands).

It only takes an hour for Llewelyn to return to the group and lead them to the Weights and Means trading house, where their supplies are being prepared. Read the following text:

The Weights and Means trading house is a large building perched on the end of a slow, shallow stream that winds its way through town. A simple wooden bridge crosses the water, and on the other side, a Hispanic man with pinched, narrow eyes is loading supplies into a number of backpacks.

Llewelyn steps forward and introduces you. "This is Oscar Mendoza," she says. "He will be our guide for this expedition."

Oscar looks you up and down suspiciously, then returns to packing without so much as a word of greeting.

Hayward raises his hand to shield his mouth as he stage-whispers to you. "He doesn't talk all that much."



Oscar is a former lumberjack who was caught up in a battle with the Nephilim around ten months ago. He survived the battle but soon realized that he had been infected by their Black Blood. The disease progressed for weeks before a Terror Tot darted up to him in the forest and delivered a message: the Nephilim Shaman Oxohuatl claimed that he could remove the infection in exchange for his services as a spy in Fortune Falls. Oscar readily agreed to the process and has been keeping up his end of the bargain ever since.

If the Fated ask Oscar about what happened to him, they must succeed on a TN 10 Bewitch Challenge to get him to say anything more than a few grunts about how he already told his story to the Holdredges. On a success, he goes into the very basics, about how he was injured and found a shaman to heal him. He's vague on the specifics, and a TN 8 Scrutiny Challenge reveals that he's leaving out some important details. If the Fated press the matter (with a TN 8 Intimidate Challenge), he reluctantly admits that the healer was a Nephilim and lifts his shirt to reveal a series of scars from where the Nephilim cut him and cured his condition. In no circumstances does Oscar reveal that he is working as a spy; he knows that doing so would get him killed.

Once the Fated are ready to depart, Oscar leads them into the forest. His directions are a bit suspect, and while he manages to generally keep them on track, he does tend to wander off course and require correction from time to time. Oscar claims that it is a three day trip, so the Holdredges have packed ten days' worth of food, just to be on the safe side.

The journey is handled with an Ongoing Challenge:

TO THE SHAMAN'S HUT WE GO

- **Skills Allowed:** Track, Wilderness
- **Target Number:** 10
- **Duration:** 1 day
- **Success Requirement:** (see below)
- **Failure Requirement:** (see below)

The Track Skill allows the characters to follow game trails and Nephilim footprints toward their goal (which might raise suspicion the first time the Fated try to assist Oscar in doing so), while the Wilderness Skill is used for following Oscar's directions even when he gets confused or turned around.

It takes three days to reach the shaman. At the end of each Duration (i.e., after each day of travel), compare the number of accumulated Success Requirements made on this Ongoing Challenge to the number of Failure Requirements. If the number of accumulated Success Requirements is greater than the number of Failure Requirements, then the characters have managed to travel in the right direction and lower the remaining time it will take to reach their destination by 1 day.

If the number of Success and Failure Requirements are tied, the characters spend the day disagreeing over which direction is correct and make no progress towards their destination. If the number of accumulated Failure Requirements is greater than the number of Success Requirements, then the characters have wandered off course and become lost; the remaining time it will take to reach their destination increases by 1 day.

After each Duration, the Fated encounter a certain hazard, as described below:

Day 1: Have the Fated make TN 9 Notice Challenges.

Those who succeed notice the winged, blue-skinned forms of Young Nephilim, one per Fated, watching them from the treetops from eight to ten yards away. If the Fated attack the Nephilim, they screech and fly into combat, fighting until they're reduced to 2 Wounds or less, at which point they attempt to retreat. Because of the heavy trees and underbrush, the forest is considered to be composed entirely of Severe Terrain. Stats for the Young Nephilim can be found on page @@. During the fight, any of the Fated can treat the Holdredges as if they were subordinate characters; they use the Archaeologist stats found on page @@. Oscar does not participate in the fight and is not attacked by the Nephilim (they do not wish to kill their spy). If the Fated do not attack the Nephilim, they watch the group for a few minutes and then take fly away to report back to their older kin.

Day 2: As the group is traveling, Llewelyn asks for a short break to answer the call of nature. She wanders away from the trail to relieve herself, only to trip over an exposed root and tumble down into a short gully filled with some resting snakes. The Fated can hear her shout of surprise, followed by



the sounds of something (i.e., Llewelyn) crashing through the underbrush.

The snakes bite Llewelyn before she can get away. If the Fated succeed on a TN 10 Doctor Challenge, they are able to properly treat the bites and remove most of the venom. On a failure, however, her leg swells up and becomes painful to walk upon, granting her the Useless Limb Condition and increasing the TNs of this Ongoing Challenge by +1 as the group is forced to compensate for her injury.

Day 3: The Fated come across a large tree that's been carved with deep runes. Trinkets of bone and woven grass hang from the branches. Llewelyn points out that this is how the Nephilim mark their territory, and that they're moving into the territory of a particularly violent tribe. If the Fated succeed on TN 8 Scrutiny Challenges, they realize that despite the seriousness of the situation, Oscar doesn't appear to be all that concerned (as he knows that the Neverborn aren't a threat to him).

Day 4: The Fated are ambushed by Nephilim midway through the day. The Fated can make a TN 9 Notice Challenge. Those who fail are surprised and are considered to be Slow during the first round of Dramatic Time. The ambush force consists of two Young Nephilim plus one Terror Tot per Fated. As with Day 1, the Fated treat the Holdredges as subordinate characters during this battle, and Oscar slinks back, not attacking or being attacked.

Day 5: The Fated have tarried too long in the forest and drawn the attention of the tribe's leaders. The Fated are ambushed (and have to make a TN 9 Notice Challenge to avoid being Slow on the first round of Dramatic Time) by one Mature Nephilim, one Young Nephilim, and two Terror Tots.

Day 6+: With each subsequent day the Fated spend in the forest, they are attacked by increasingly greater numbers of Nephilim.

If the Fated succeed at this Ongoing Challenge, they reach the Shaman's dwelling; see Scene 2: Ancient Medicine.

SCENE 2: ANCIENT MEDICINE

When the Fated arrive at the shaman's residence, read the following text:

The game trail you are following expands out into a full path, eventually coming to an end at the base of an ancient knotwood tree. Easily thirty feet wide, its tangled roots reach up into the air, forming a sort of damp, wooden crown.

Near the ground, a large knot has been widened into a human-sized doorway, and within the hollowed chamber, you can see a hunched figure standing over a small campfire, stirring a cast-iron pot with a well-worn stick. It looks up, its face hidden behind a long-beaked mask. A pair of leathery wings protrude from its back.

Seemingly unthreatened by your presence, the creature pulls the stick from its cooking pot and points the still-dripping end toward you group. "Why have you come to me, children of distant worlds?" Its English is heavily accented, and its voice is like snakeskin dragged across sand.

The figure is Oxohuatl the Aged, a venerable Black Blood Shaman. He doesn't care for humanity very much, but instead of violence, he simply resorts to being very short and impatient with them Fated. If any of the Fated are Invested or Kin, Oxohuatl is more tolerant and patient when dealing with those characters, but he flat-out refuses to have anything to do with Stitched characters. The Neverborn have an intense hatred for the undead, and Oxohuatl is not an exception.

If the Fated do not inform the shaman of why they have come to it, then Llewelyn steps forward and tells him about her husband being infected with Black Blood. She gestures to Oscar and asks that Oxohuatl remove her husband's affliction as she did with Oscar's own infection.



Once she does so, read the following text:

The gnarled fingers of the old shaman reach up under his mask, stroking his chin as he stares at Oscar, who had been trying very hard to avoid being noticed. "What you ask is rarely done. When one is given the blessings of the blood, only a fool would reject it. Some have been flayed for asking such things."

The shaman turns his gaze toward Hayward. "However, perhaps it can be done, if you perform a service for my people. Months ago, your kind began meddling in our sacred ruins, bribing the weaker tribes with firearms and human luxuries. Since then, more have come to our lands, robbing our tombs and stealing our relics." He turns to face you. "One group, in particular, has been a problem. They wear the brand of the horned skull, the brand of your kind. Kill these humans and return the artifacts they have unearthed to me. In return, I will withdraw our blessings from this one's body."

The creature reaches out with one clawed hand. "Do we have an accord?"

If the Fated succeed on a TN 11 Scrutiny Challenge, they are able to tell that Oxohuatl is being sincere in his bargain. He fully intends to carry through with his end of the deal, provided the Fated do as they are asked.

Oxohuatl insists that Hayward remain with him, as there is a period of purification and special herbs that Hayward must consume prior to the ritual. Llewelyn refuses to leave her husband's side, which leaves matters in the hands of the Fated. Oscar will accompany them, but will continue to be as useless in combat as before.

The human camp is only a day's travel away from Oxohuatl's dwelling. If the Fated agree to deal with the humans, he arranges for some Young Nephilim (possibly the same ones that were watching the Fated earlier) to show them the way. See Scene 3: The Dig Site on page 40.

If the Fated attack the shaman, its stats can be found on page 43. At the start of the third round of combat, three Young Nephilim burst in from the surrounding forest and join the battle. No matter what, the shaman refuses to perform the ritual if the Fated attack it, even when threatened with death. He's old and spiteful.





SCENE 3: THE DIG SITE

The expedition that Oxohuatl wants the Fated to destroy is from the Malifaux Museum of Natural History. The researchers are working under a Guild charter, and as a result, they have a contingent of Guild guardsmen accompanying them as protection from the Neverborn. The camp is a day's travel from the shaman's tree, but as long as the Fated are working for Oxohuatl, the Nephilim will begrudgingly allow the Fated to pass unmolested.

When the Fated arrive at the camp, read the following text:

A wiry young Nephilim guides you through the forest, scurrying from one shadow to the next as she keeps a look out for more dangerous prey... or perhaps members of other tribes. "Much fighting between tribes," she tells you before you rest for the night. She motions to the deep brands burned into her purple-blue flesh. "I am Izel, of Oxohuatl's brood. We fight strong against brood-mother. Fight for Nekima, for dead queen of blood. Soon, you humans will be bones in our teeth."

In the morning, Izel guides you to a clearing in a sunken area of the forest. An ancient, moss-covered stone stands at the center of the clearing, depicting a humanoid shape so worn by time that it is all but impossible to make anything more than its general shape. A group of tents surround the statue in a loose ring, and they're patrolled by men and women wearing the bright red coats of the Guild. The long beams of sunlight streaming down from overhead gleam off rifle barrels and ram's head badges. Near the center of the camp, the upturned dirt has been divided into a grid of twine and small paper slips.

Izel wishes the Fated good luck and retreats into the woods.

The camp is organized into a roughly thirty yard wide circle surrounding the dig site, which a TN 10 History Challenge can identify as a Nephilim burial site. One Guild Guardsman per Fated is patrolling the perimeter of the camp at all times, with an equal number sleeping in the tents within. During the day, a

group of five archaeologists dig through the marked area, carefully gathering up whatever Nephilim artifacts they find and stowing them in straw-filled wooden boxes.

There are two main ways of getting rid of the humans and returning the uncovered artifacts to Oxohuatl. The first and more obvious would be an armed attack. The guards are alert and paying full attention to their surroundings, so it takes a TN 6 Stealth Challenge (with a \square modifier) to sneak up on them. On a success, the guardsmen are surprised (and thus, are **Slow** on the first round of Dramatic Time). The sleeping guardsmen wake up when they hear gunshots and join the battle six rounds later, at the top of the round. If the Fated fail, the guardsmen catch them sneaking up on the camp and open fire (they are paranoid about Doppelgangers and are under orders to shoot anyone that approaches the camp).

If at least half the guardsmen are killed or disabled and the Fated are human, the rest will attempt to surrender. Their stats can be found on page 44. The archaeologists take cover and avoid combat, but if pressed into battle, their stats can be found on page 44.

Alternatively, the Fated could try to talk to the archaeologists. So long as the Fated aren't sneaking up or acting suspicious, they can attempt TN 4 Bewitch or Deceive Challenges (with a \square modifier) to convince the guards to let them speak with the archaeologists. On a failure, the guardsmen open fire on the Fated as noted above. On a success, the Fated can speak with Ethel Oren, the expedition head. She's unwilling to simply drop everything and return to the city, but a successful TN 11 Deceive or Intimidate Challenge is enough to convince her that it's time to leave the forest behind her. If the Fated also attempt to convince her to turn over the artifacts that she has uncovered, they suffer a \square to this Challenge.

Once the Fated have dealt with the camp and retrieved the artifacts, they can return to Oxohuatl to complete their end of the bargain. Izel reappears when they are finished and leads them back to the camp.



CONCLUSION

If the Fated managed to return the artifacts to Oxohuatl, he holds up his end of the bargain and begins the ritual that will remove the Black Blood from Hayward's body. He leads the group to a circle of standing stones near his home and begins the ritual at sundown. By the time the dawn comes, both Oxohuatl and Hayward are exhausted and sweating, though the latter has been purged of his infection. With the ritual finished, the shaman speaks with Izel and has her safely guide the Fated out of the forest.

It's possible that Oxohuatl might help the Fated in the future, either with removing the Blood Sickness disease in other characters or with completely unrelated tasks. Each time, however, the shaman requires the Fated to come into greater conflict with the Guild and humanity as a whole.

If the Fated fail to retrieve the artifacts and cure Hayward, then he impresses upon them the need to be put out of his misery before he hurt someone. Lewellyn objects to anything of the sort, and if the Fated side with her husband, she vows to see her "murdered" husband avenged. On the other hand, if the Fated spare Hayward's life, he remains with his wife for a few months longer, chasing one hopeless cure after another. Eventually, the change takes him and he kills his wife before fleeing into the forest. Gifted with Nephilim traits but with a human's understanding of technology (not to mention a grudge against the Fated), he could make for an interesting antagonist for the Fated in future adventures.

BLOOD SICKNESS

Characters who become exposed to the Black Blood of the Nephilim may contract Blood Sickness, a supernatural disease that slowly transforms the infected character into a Nephilim.

Blood Sickness is described in more detail in *Under Quarantine*, on page 152.





YOUNG NEPHILIM

Minion (6), Living, Nephilim

Might 3	Grace 2	Speed 2	Resilience 2
Charm -3	Intellect -1	Cunning 2	Tenacity 3
Defense 5 (11)	Walk 5	Height 2	Initiative 4 (10)
Willpower 5 (11)	Charge 6	Wounds 7	

TERROR TOT

Minion (5), Living, Nephilim

Might 1	Grace 3	Speed 4	Resilience 0
Charm -2	Intellect 0	Cunning 2	Tenacity 3
Defense 6 (11)	Walk 6	Height 1	Initiative 5 (10)
Willpower 5 (10)	Charge 8	Wounds 4	

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

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Pounce: When an enemy character ends a push or move within this character's engagement range that is not part of a Walk or Charge Action, this character may immediately take a (1) AP Close Combat attack against the enemy character.

Grow: If this character kills a Living non-Nephilim character with a /// attack, it may feast upon the character's remains to become a Young Nephilim. All damage and Conditions on this character are removed.

(1) Blackened Claws (Martial Arts)

AV: 5 (10) ===== Rg: /// 1 ===== Resist: **Df**
Target suffers 1/2/4 damage.

(0) Sprint (Athletics)

This character may discard a card to take a Walk Action.

Skills: Acrobatics 1, Athletics 2, Evade 3, Notice 2, Pugilism 3 W , Stealth 1, Toughness 2, Track 2, Wilderness 2.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

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

Thirst for Blood: This character gains the **Fast** Condition when a Living character within 3 yards is killed by another friendly character.

Mature: If this character kills a Living non-Nephilim character of Enforcer, Henchman, or Master rank, or a character with the Fated Characteristic, with a /// attack, it may feast upon the character's remains to become a Mature Nephilim. All damage and Conditions on this character are removed.

(1) Talons (Pugilism)

AV: 6 W (12 W) ===== Rg: /// 1 ===== Resist: **Df**
Target suffers 2/4/5 damage.

P **Blood Frenzy:** After damaging, take this Action again against the same target.

W **Toss Away:** After damaging, push the target up to 4 yards in any direction.

W **Feed the Brood:** After killing the target, push the target's corpse up to 4 yards in any direction. If the corpse ends within the engagement range of a friendly Terror Tot, that Terror Tot may count as having killed the target for the purposes of its Grow ability.



MATURE NEPHILIM

Enforcer (8), Living, Nephilim

Might 4	Grace 3	Speed 3	Resilience 4
Charm -2	Intellect 3	Cunning 2	Tenacity 3
Defense 4 (12)	Walk 6	Height 3	Initiative 5 (13)
Willpower 5 (13)	Charge 7	Wounds 10	

Skills: Athletics 3, Evade 3, Melee 2, Notice 2, Pugilism 3🐾, Toughness 4, Track 2, Wilderness 3.

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

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

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

Terrifying (Living) (12): Enemy Living 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.

(1) Monstrous Talons (Pugilism)

AV: 7🐾 (15🐾) ===== Rg: 🐾 2 ===== Resist: Df

Target suffers 4/5/6 damage.

🐾📖 *Charge Through:* After succeeding against an enemy character, instead of dealing damage, push the target 4 yards away from this character. If this character is not engaged, it may take a Charge Action against a different target.

🐾✂ *Rip in Half:* After killing the target, all enemy characters within (X)6 must immediately perform a TN 12 Horror Duel.

BLACK BLOOD SHAMAN

Enforcer (8), Living, Nephilim

Might 2	Grace 2	Speed 3	Resilience 2
Charm -2	Intellect 3	Cunning 3	Tenacity 3
Defense 5 (13)	Walk 6	Height 2	Initiative 5 (13)
Willpower 5 (13)	Charge 7	Wounds 7	

Skills: Alchemy 1, Enchanting 3🐾, History 3, Melee 3, Navigation 2, Notice 2, Prestidigitation 3🐾, Pugilism 2, Toughness 2, Track 2, Wilderness 2.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

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

(1) Talons (Pugilism)

AV: 4 (12) ===== Rg: 🐾 1 ===== Resist: Df
Target suffers 2/4/5 damage.

(1) Sacrificial Blade (Melee)

AV: 5 (13) ===== Rg: 🐾 1 ===== Resist: Df
Target suffers 1/3/4 damage.

🐾 *Blood's Favor:* After succeeding, a character within 3 yards heals an amount of damage equal to the damage inflicted by this attack.

(1) Burn the Blood (Enchanting/Cunning)

AV: 6🐾 (14🐾) == TN: 10🐾 == Range: 2 yards == Resist: Df
Target Living character suffers 1/2/3 damage and gains the following Condition for 1 minute: "**Excruciating Pain:** At the start of this character's turn, it must pass a TN 10 Toughness Challenge or suffer 1 damage." If the target has Black Blood, it instead gains the following Condition for one minute: "**Regeneration +1:** This character heals 1 damage at the start of its turn during Dramatic Time."



ARCHAEOLOGIST

Peon (4), Living

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

Skills: Art 1, Barter 1, Bureaucracy 2, Centering 1, Convince 1, History 3, Melee 1, Notice 2.

The Better Part of Valor: This character's Walk has been increased by +2, but it has no Charge Aspect.

(1) Small Digging Pick (Melee)

AV: 1 (5) ----- Rg: ♣ 1 ----- Resist: Df
Target suffers 1/2/3 damage.



GUILD GUARDSMAN

Minion (5), Living, Guardsman

Might 1	Grace 2	Speed 0	Resilience 0
Charm -1	Intellect -1	Cunning -1	Tenacity 3
Defense 4 (9)	Walk 4	Height 2	Initiative 2 (7)
Willpower 5 (10)	Charge 4	Wounds 5	

Skills: Athletics 1, Bureaucracy 1, Evade 3, Melee 3, Notice 2, Pistol 2♣, Stealth 1, Toughness 1.

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

(1) Standard Issue Sword (Melee)

AV: 4 (9) ----- Rg: ♣ 2 ----- Resist: Df
Target suffers 2/3/4 damage.

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

(1) Collier Navy (Pistol)

AV: 4♣ (9♣) ----- Rg: ♣ 12 ----- Resist: Df
Target suffers 2/3/4 damage. Capacity 6, Reload 2.

♣ **Arrest:** After succeeding, the target gains the following Condition until the end of its next turn:
"Arrest: This character must discard a card to perform a movement action."