

BULLY

There are plenty of things in Malifaux that frighten people. It's no surprise to learn that the people of Malifaux City spend much of their time in fear of something or another. It might be the constant worry over the Guild finding out about some minor crime, the fear of having to travel through the slums at night, or just the constant knowledge, like a cut on the roof of one's mouth, that the Quarantine Zone and all its horrors are just a stone's throw away.

While some people do their best not to think about their fear, there are others who have turned this fear into a weapon as sharp as any sword. These Bullies use force and coercion to intimidate others, either in service of a larger goal or simply because they enjoy the feeling of power it gives them.

Bullies can be found anywhere, but they're often in positions of power or influence. From the Union foreman who gets results through shouting and threatening her workers with punishment for missed quotas to the Guild guard who takes enjoyment from pushing around the weak and pathetic inhabitants of slums, these people tend to gravitate to any organization willing to give them control over others.

Other Bullies are more freelance in their aspirations. Some of these individuals are legitimate mercenaries, but far more are better described as predators or even serial killers. For these twisted killers, it's less about the actual murder than it is about the fearful chase through the darkened streets and the final moment when the victim realizes, at last, that there is no escape from the Bully's knife.

If there is any group that can be said to have truly mastered the art of intimidation, however, it is the Ten Thunders crime syndicate. Though they are ostensibly an underground organization, there are few residents of the Little Kingdom who do not know the location of at least one gambling den, safe house, or meeting place of the Ten Thunders. They do not talk about these things, however, for it is well known that those who speak of the Ten Thunders are visited by its masked enforcers... and that there is never a need for these Bullies to visit twice.

STARTING

A Bully begins the game with any melee weapon and armor of a combined value of up to 25 scrip.

ON THE PURSUIT: DARK DEEDS

When this character fails a Close Combat duel during Dramatic Time, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Close Combat Skill in addition to those Skill Advancement options presented by the Fatemaster.

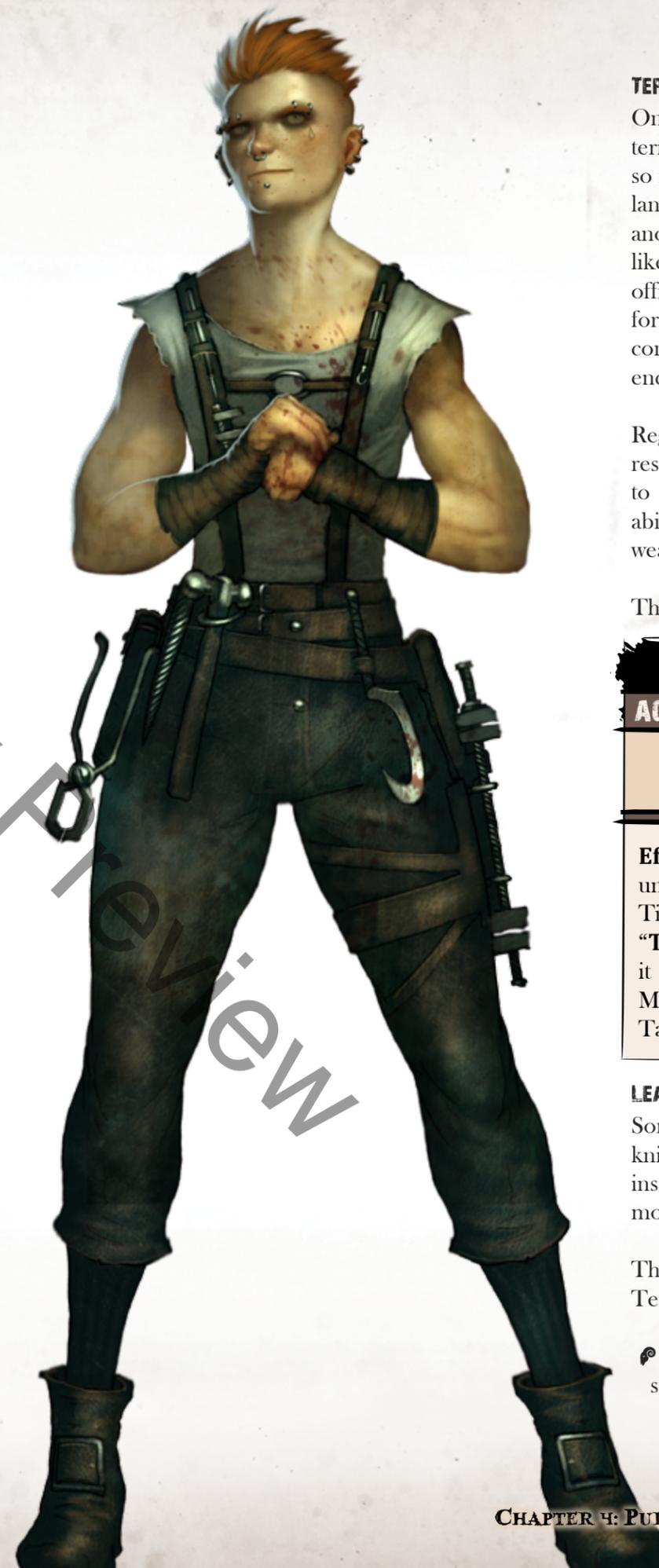
ADVANCEMENT

At each step, a Bully gains the Talent listed below:

| STEP | TALENT |
|------|--|
| 0 | Terrorize |
| 1 | Leave a Mark or Frozen in Terror |
| 2 | General Talent |
| 3 | Thug or Peer Pressure |
| 4 | General Talent |
| 5 | Feast of Terror or Rough Up |
| 6 | General Talent |
| 7 | Browbeat or Push Around |
| 8 | General Talent |
| 9 | Rule Through Fear or Intimidating Presence |
| 10 | Sinister Reputation |

WE CAN DO THIS THE EASY WAY OR THE HARD WAY. PERSONALLY, I AM HOPING YOU CHOOSE THE HARD WAY.

- SHANTA KULKARNI, GUNSMITH



TERRORIZE

One of the first things a Bully learns is how to terrorize others. Exactly how they go about doing so is as unique as a fingerprint; one might use vulgar language to make her victims uncomfortable, while another is perfectly silent as she grins from ear to ear like a crazy person with a very sharp knife. A Guild officer might threaten her enemies with retribution for daring to oppose the will of the Guild, a sharp contrast to the Arcanist who uses subtle mental enchantments to instill pure fear in her enemies.

Regardless of the method employed, the final result is the same: a terrified person who is unable to effectively fight back against the character. This ability to terrorize others becomes one of her primary weapons, as sharp as a knife and just as dangerous.

The character gains the following Manifested Power:

| TERRORIZE | | | | |
|-----------------------|----|----|--------|---------|
| ACTING VALUE | AP | TN | RESIST | RANGE |
| Tenacity + Intimidate | 0 | - | Wp | 6 yards |

Effect: The target gains the following Condition until the start of this character's next turn in Dramatic Time or for five minutes in Narrative Time: **"Terrified:** This character has on all attacks it makes against any character with the Terrorize Manifested Power." Characters with the Relentless Talent are immune to this Condition.

LEAVE A MARK

Some people have a knack for hurting others. A knife wound will heal, but a particularly cruel and insightful comment can stagger someone in the moment and leave them disturbed for years.

This character gains the following Trigger to her Terrorize Manifested Power:

Mentally Scarred: After succeeding, the target suffers 2 damage.