THROUGH THE BREACH

FAQ & Errata

(8/17/15)

TTB FAQ

The purpose of this Frequently Asked Questions document is to address questions or individual situations which players may find confusing. These are not changes to the rules, simply clarifications for the convenience of Through the Breach players. Each question is about an individual situation, and Fatemasters are encouraged to apply their own solutions to these situations to fit the specific needs of their campaign. There is also a section with errata at the end of this document. This document will be updated as needed.

The most recent changes will be marked with the date in red: (8/17/15)

When reading game mechanics, please keep in mind that they were written in the English language with all of the restraints of foibles that come with it; when it doubt, please interpret them with a grain of common sense.

The Fated Almanac

Basic Rules and Fluff

Q: If the Breach only reopened nine years ago, how do the Bayou Born and Neverborn Stolen stations make sense? Both imply that the character has been in Malifaux for quite some time.

A: While the Breach outside Malifaux City is the most important and noteworthy of the passages between Earth and Malifaux, a number of smaller portals between the two realms are known to exist, and it's possible that the character traveled to Malifaux through one such portal. This is by no means a common occurrence, which is why those options are only available to characters that flipped one of the two Joker cards during the Station flip of the Crossroads Tarot.

Q: When calculating Derived Aspects such as Defense, Willpower, and so on, do you use the values of the appropriate Skills (i.e., the numbers you assigned to them during the Body and Mind steps) or the Acting Values (i.e., the Skill value plus an Physical or Mental Aspect such as Speed, Charm, Tenacity, etc)?

A: You use only the assigned values of the Skills, not the Acting Values.

Q: The Defense Derived Aspect is equal to 2 + the character's Evade Skill or Speed Aspect, whichever is higher. If my Speed Aspect is -3 and I don't have the Evade Skill, does this mean that my Defense is -1 (2 + -3 = -1)?

A: No. When calculating Derived Aspects, if you do not possess the listed Skill, it is treated as if it had a value of 0. Thus, in the example above, your character's Defense would be 2 (since 0 is higher than -3, you use the Evade Skill of 0, + 2 for a final total of 2). (8/17/15)

Q: If a character increases their Resilience, does this increase their Wounds? If their Resilience lowers, does this lower their Wounds?

A: Yes and yes. Note that if a character's Wounds are lowered due to their Resilience lowering, this may bring them to negative Wounds. Since the character has not suffered damage, however, this will not force them to suffer a Critical Effect. (8/17/15)

Q: When generating a Critical Effect, the amount of damage the character has suffered beyond her Wounds Aspect is added to the value of the flipped card. If the generated Critical Effect instructs you to generate a new Critical Effect on a different table, is the amount of damage the character has suffered added to the value of the card flipped on the new table?

A: Yes.

Q: Ongoing Challenges are a bit confusing. Could you present this in a more clear format?

A: Sure! In future supplements, all Ongoing Challenges will be presented in the following format:

Flee From the Bone Stag!
- **Skills Allowed:** Athletics, Evade, Stealth.
- **Target Number:** 13
- **Duration:** 5 minutes
- **Success Requirement:** 8
- **Failure Requirement:** 3

The title of the Ongoing Challenge will be presented in red letters, to make it stand out. The Skills Allowed section notes which skills the characters can use on the Ongoing Challenge, and the Target Number is the necessary TN the characters must reach on the Challenge for a Success.

Each time a character succeeds on a Challenge made as part of an Ongoing Challenge, they earn one Success Requirement, plus one Success Requirement per Margin of Success.

If a character fails at a Challenge made as part of an Ongoing Challenge, there is usually no effect (other than wasted time). If a character earns a Margin of Failure, however, they earn a Failure Requirement.

If the characters meet the necessary number of Success Requirements, then they succeed at the Ongoing Challenge, the effects of which will be described in the Ongoing Challenge's text.

If the characters reach the noted number of Failure Requirements, however, they will suffer a Catastrophic Failure, which often carries a penalty, as described in the Ongoing Challenge's text.

If the characters do not meet either the Success or Failure Requirements after one Duration of Challenges, then a new Duration begins, until the characters either reach the noted number of Success or Failure Requirements, or abandon the Ongoing Challenge (which may not be possible in some circumstances).

Skills and Talents

Q: Can I use the Evade skill in combat to actively dodge attacks? If not, is there any purpose to the skill?

A: No, but the Evade skill is used to determine a character's Defense Aspect, so characters with ranks in Evade are still gaining a benefit in combat. Additionally, the Fatemaster might call for Evade checks in situations where the character has to dodge something that is not an attack, such as a rolling boulder, barrels falling from a cart, or similar obstacles.

Q: Can I make Pugilism or Martial Arts attacks with a pneumatic limb? If so, how much damage do they deal?

A: Yes. Such attacks use the damage tracks described in the Pugilism and Martial Arts skills on page 118 of the Fated Almanac. Such attacks may also use the Multiple Combat Skills rules explained on page 119 of the same book.

If you wish to have a pneumatic limb that is specially designed for punching people, it's recommended that you take a pneumatic limb with an integrated Knuckleduster. (8/17/15)

Q: Can I use Stitching to heal an undead creature? The Building a Better Body section on Pg 236 only mentions corpses.

A: Yes, you can use Stitching to repair both corpses and undead characters. (8/17/15)

Q: Can I take the Hobbling Attack Talent with a Close Combat skill, such as Pugilism or Melee?

A: Yes.

Q: If I take the Skill Mastery Talent with the Evade or Centering skills, do I gain a ⊞ on my Defense or Willpower flips?

A: No. See the callout box on Pg 62, which states "... other benefits that do not directly affect the value of the skill (such as a ⊞ from Specialized Skill) are not applied when using the Derived Aspect.

Q: Can a character choose not to be the target of an attack redirected by an Overseer's "Delegate" Talent? Failing that, can the character become unfriendly with the Overseer at some point during the attack to make themselves an invalid target for the Talent, since "Delegate" can only redirect attacks to friendly characters?

A: No, the choice is entirely up to the Overseer when he announces the use of his "Delegate" trigger. Other characters cannot become unfriendly to the Overseer before the attack is resolved, though they might certainly become unfriendly afterwards! However, it should be noted that the terms "friendly" and "enemy" are used more to signify which side of a combat the characters are on, rather than their personal feelings for each other; a character that fights alongside the Overseer but considers him to be a coward and a cheat is still a friendly character, as far as game mechanics go.

Q: How does the Criminal's Improvise Talent work?

A: The character gains all the benefits of having a tool kit for the chosen skill, even though there is no physical tool kit; the character is just very good at making use of the skill without tools. This means that the character is considered to have tools for all skill duels of the same type as their chosen skill, and when making a duel of the exact skill they selected, they gain a ⊞ to the duel.

ITEMS AND EQUIPMENT

Q: The Rifle says "The range of this weapon is multiplied by x10 for each + it gains from the Focused Condition. Does this mean that the maximum range is x30 (10 + 10 + 10) or x1000 (10 * 10 * 10)?

A: The maximum is x30. (8/17/15)

Q: How many customizations can be applied to a single weapon?

A: *Into the Steam* delves a bit deeper into creating and modifying weapons, both of which are dependant upon the Crafting Skill rank of the character making the weapon or adjustments and the complexity of the weapon in question. This means that there are some practical limits on how many modifications can be added to a single weapon.

If you are not using *Into the Steam* in your campaign, then the only limit is cost and common sense. For instance, it's probably not possible to give both the Short and Extended customizations to a single melee weapon. (8/17/15)

Q: Are Custom Pole-Arms two-handed weapons? Do they use the Heavy Melee skill?

A: Yes, and yes.

Q: If the Extended customization is applied to a Custom Pole-Arm, will its range increase to ⫻ 4?

A: Yes. Note that this will result in a very large weapon that is sure to draw attention!

CONDITIONS

Q: When a character gains the Focused Condition, the bonus applies to the next "non-Focus" action. But what if the next "non-Focus" action is an Action like Charge?

A: The bonus from the Focus Condition is only applied to the first action to be resolved with a flip (e.g., the first attack after making a Charge move).

Q: When does the Suffocating Condition end?

A: When the character is able to breathe.

MAGIC

Q: How do characters that do not start the game as a Dabbler, Tinker, or Graverobber gain a personal Magical Theory?

A: Gaining a personal Magical Theory is at the discretion of the Fatemaster, but should generally occur when the character chooses to follow the Dabbler, Tinker, or Graverobber Pursuit, attempts to learn spells from a Grimoire, or develops a Manifested Power.

Q: When using a pneumatic device with the Darlin Theories Magical Theory, do I calculate the value of the device based upon how much it cost me to craft it, or its final street value?

A: Use the device's final street value, not how much it costs you to create it.

Q: When using the Shapeshift Magia, do the caster's Physical Aspects change to match those of the Beast she is turning into?

A: Yes. Note that the character's Mental Aspects would stay the same.

Q: When using the Mind Control Magia, do Fatemaster characters that are being controlled by a Fated character flip cards? What about the reverse?

A: The character being controlled by the Mind Control Magia uses the basic card flip mechanics of the character controlling them.

For instance, if a Fated character casts the spell, their target will flip a card from the Fate Deck to resolve any duels that occur as part of the controlled action. If a Fatemaster character casts the spell, however, the target uses the Rank Value of the Fatemaster character casting the spell to resolve any duels that occur as part of the action (even if the controlled character is a Fated character). (8/17/15)

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Q: Stitching repairs the Wounds of a corpse, but the Raise Undead Magia only raises an undead with half its Wounds remaining. How do these two interact?

A: The Raise Magia assumes that a corpse has no Wounds remaining at the time of animation (or that it might be at negative Wounds from damage sustained prior to animation). If a corpse has been repaired with the Stitching Skill, then the Raise Undead Magia will transform the corpse into an undead with either its current Wound total or half its maximum Wound total, whichever is greater. (8/17/15)

Q: Do Undead characters count as corpses for the purpose of the Subsume Corpse spell?

A: No. As far as the game rules are concerned, corpses are the inanimate remains of a dead person, while undead are animate. (8/17/15)

Q: Is it possible to add additional Magia or Immuto to a Grimoire?

A: The Dabbler and Gravedrobber pursuits both have ways of getting around the limit on the number of Magia and Immuto in their Grimoires, but otherwise spells cannot be added to existing Grimoires. *Into the Steam* has additional options for allowing characters to add Magia and Immuto to existing Grimoires.

Q: Can you apply an Immuto to a spell even if it would have no effect?

A: Generally, no. For instance, you could not add the Ice or Fire Immuto to an Invisibility Magia, because those Immuto only have an effect if the spell in question deals damage, which the Invisibility Magia does not cause. However, Fatemasters are encouraged to allow their players the benefit of the doubt if the character can justify the inclusion of the Immuto, such as allowing a Hedge Magic Ice Mage to apply the Ice Immuto to an Animate Construct spell to animate Constructs created from solid ice.

Q: The Increase Resistance and Reduce Resistance Immuto both affect the TN of any duels made by characters affected by the spell. What duels do these Immuto affect, exactly?

A: Both Immuto affect the TN of duels that are required after the character fails to resist the spell they modify. For instance, they will not affect any Defense or Willpower duels the target makes to resist the spell, but they will affect the TN of the Toughness duel required by the Wrench Magia, the TN of the Unconsciousness duel required by the Sleep Magia, the TN of the Horror duel required by the Terrifying Aura Magia, and so on. (8/17/15)

Q: How is a Manifested Power created?

A: The creation of a Manifested Power is a unique process that should be custom tailored to the character receiving it, but there is a general process that characters can follow to help them design a power. The first step is deciding just what the character wishes the power to do; once this is done, the character should look at the list of available Magia and choose the one closest to the core concept of the Manifested Power they want to create. From there, the character can add any number of Immuto to the Magia, adjusting the TN of the Magia as appropriate. Unlike with Spells, the character need not have any access to the Immuto in question; they can pick and choose freely from the list of available Immuto in order to get them as close to their concept as possible.

Once the character is happy with their chosen Magia and Immuto, they have the option of adjusting any Aspect and skill associated with the Magia to better reflect their concept. For instance, a character creating the "Walk It Off" Manifested power might choose the Heal Magia, which normally involves the Enchanting skill and the Cunning aspect, instead making the Manifested Power use their Athletics skill and Tenacity Aspect. Or perhaps the character chooses to bypass Tenacity entirely and makes the power key off their Walk Aspect, which certainly fits the Power's name and theme.

At this point, the character's player can present their choice to their Fatemaster for approval, but in general it's best to keep the Fatemaster involved from the very start of the power's creation, as they have the final say over the Manifested Power's approval.

Into the Steam has additional information on creating Manifested Powers. (8/17/15)

Q: I am creating a Grimoire for my players, but I would like to make every spell within the Grimoire require the application of one of its included Immuto in order to function. Is that possible?

A: Yes! While Fatemasters should be careful not to create too many Grimoire along these lines, lest they take too many options out of the hands of their players, the inclusion of a Grimoire containing spells that only affect undead or constructs, or that require a specific Focus Object to function, can make for an interesting addition to a campaign. These Grimoires are referred to as "Locked" – as in, "Focus Object Locked" or "Ice Locked" – and are covered in more detail in *Into the Steam*.

Subordinate Characters

Q: When a character uses the (1) Order action to command a subordinate, does the subordinate gain a full activation during their Turn, or just a single AP to use? Does the Fatemaster control the subordinate, or does the ordering character control them?

A: The subordinate gains a full activation immediately after the ordering character finishes her turn, which gives the subordinate the standard 2 AP to spend. The ordering character makes all decisions for the subordinate and flips cards for them, but may not Cheat Fate for the subordinate. Subordinate characters do not activate without being given the (1) Order action. (8/17/15)

Q: I've calculated how many Construct Points it would take to create a Construct from the Malifaux Skirmish Game, and it's far more than any character can obtain! How are these Constructs made?

A: The Steamfitter Advanced Pursuit in the *Fatemaster's Almanac* is quite capable of making more advanced constructs via the Construct Skill Efficiency Talent. The Engineer Pursuit from *Into the Steam* is also quite efficient at building more advanced Constructs. (8/17/15)

Q: When building a Construct using the rules on Pg 233, how do you determine the Height of the Construct? Is this measured in feet, yards, meters, or something else?

A: The Construct's Height is an abstraction that is chosen by the character creating the Construct, based upon how large of a Construct she wishes to create. The Height ranges from Height 1 to Height 4. Height 2 is the size of a standard human, while Height 1 would be anything smaller, such as dogs, children, and other similarly-sized objects. Height 3 covers very large humans and other hulking creatures, such as Ice Golems, Teddies, and Pigapults. Height 4 creatures are true titans of the battlefield, towering above even other large creatures; the hulking Rail Golem is one example of such gigantic constructs. (8/17/15)

Q: Is there a way for characters to create or summon undead other than generic zombies?

A: The undead created via the Raise Undead Magia can be improved by the use of the Stitching Skill, as outlined in the "Building a Better Body" box on page 236. Additionally, the Grave Servant Advanced Pursuit in the *Fatemaster's Almanac* has a number of options for improving undead or attracting special types of undead to his side, and *Under Quarantine* contains a number of Pursuits which are focused on creating and summoning various types of Undead. (8/17/15)

Q: When Building a Better Body, as described on Pg 236, do the bodies being used all have to be from creatures of the same Height?

A: Yes. While it's possible for a character to sew oversized or undersized body parts onto a corpse, they will not contribute their Physical Aspects to the resulting creature. (8/17/15)

THE FATEMASTER'S ALMANAC

Q: How do Fatemaster characters use actions such as Flurry or Rapid Fire which require that the character discard a card to activate them?

A: Fatemaster Characters each have a set number of Card Points according to their Rank Value, as explained on Pgs 6-7. Each Card Point can be expended in lieu of discarding a card, which allows Fatemaster characters to make use of these powerful actions despite not having a hand.

Q: Some of the stats of the Fatemaster Characters don't follow the same rules as Fated Characters. Is this a problem, or are these characters still useable?

A: Generally speaking, the Fatemaster Characters in the *Fatemaster's Almanac* were designed to be used quickly from the book, and thus some of their stats may not always follow the same formula as the one used by Fated Characters. However, the stat blocks of these characters are still perfectly playable (but see the Errata section for a few necessary adjustments).

Q: The Special Dispensation Talent of the Death Marshal Advanced Pursuit says that the character may not have a Sorcery or Prestidigitation skill above 3. Can a character with a Sorcery or Prestidigitation skill of 3 or higher still become a Death Marshal?

A: Yes, but they will not be able to acquire the Special Dispensation Talent, and thus will never be able to advance beyond the second step of the Advanced Pursuit.

TTB Errata

An errata is a change to an already existing rule. Errata differs from an FAQ in that an FAQ is a clarification, where an errata is a change to the rules.

The Fated Almanac

Pg 136, Hobbling Attack: Change the trigger's text to "After succeeding, the target gains the following Condition for the remainder of the Dramatic Time: "Hobbled: This character may only declare one Movement General Action per turn, and may not declare the Run action.""

Pg 143, Multitasker: Change the text of this talent to "The character can command multiple constructs with a word or gesture. The character may control an additional Construct that he has animated with the Animate Construct Magia. Whenever this character takes the (1) Order Action he may give orders to one additional Construct subordinate, and the orders may be different. A character may have this ability multiple times, and the effects stack (increasing the number of additional Constructs the character may control and the number of ordered Constructs by one each time).

Pg 153, Blunderbuss: Change the text of this special rule to "This weapon gains ✚ to damage flips against targets within the first third of its range, relative to the wielder, and ⊟ to Damage Flips against targets within the last third of its range."

Pg 153, Saddlegun: Add the following line to the end of this special rule: "This weapon gains no benefit from a Custom Grip."

Pg 199, Assuming 10: Replace this entire section with: "Sometimes, characters will attempt actions during Narrative Time that are very likely to succeed and do not carry any consequences for failure. Assume the players succeed on tasks such as these, with no flip necessary (though the player may still choose to flip for the action, perhaps because they wish to hit a specific trigger)." (8/17/15)

Pg 202, Impose: Add the following text to the end of the text: "This penalty lasts until the start of the acting character's next turn."

Pg 204, Movement: Add the following section: "Severe Terrain: Areas of severe terrain can impede a character's movement. This broad category includes areas of thick underbrush, patches of slippery ice, stretches of shallow water, and more. Characters move through severe terrain at half their normal speed." (8/17/15)

Pg 213, Critical Effects: Add the following section: "If a Critical Effect is generated by set damage (such as Burning, Poison, or damage from Pulses), the resulting Critical Effect is always a Weak Critical Effect."

Pg 224, Hedge Magic: Change the last paragraph of the Hedge Magic Talent to "However, the Immuto is always treated as being in the character's active Grimoire, and the first application of the Immuto to a Spell never raises the TN of his spells (but it may still lower it)."

Pg 237, Teleport Magia: Add the following section: "This spell cannot teleport objects into another character's possession. Attempts to do so will instead leave the teleported object at the target's feet." (8/17/15)

Pg 243, Natural Immuto: Change the first line of this Immuto to: "Any character that suffers damage from the Magia also gains the following Condition until the end of the target's next turn:"

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Pg 147, Guardian: Add ✒ to the Acting Value of this character's Shield and Flatblade attacks.

Pg 149, Peacekeeper: Add ✒ to the Acting Value of this character's Mechanical Claws attack.

Pg 155, Executioner: Change the damage profile of this character's Executioner's Claws attack to 3/4/5 and add ✒ to the attack's Acting Value.

Pg 155, Exorcist: Add ✒ to the Acting Value of this character's Symbol of Office attack.

Pg 157, Interrogator: The Interrogators have been given ice cream and are now much happier. Remove the "Sorrow" Characteristic. (8/17/15)

Pg 159, Witchling Stalker: Add ✒ to the Acting Value of this character's Runed Pistol attack.

Pg 199, War Pig: Due to budget cut backs, the War Pig division of the Guild has been disbanded. Remove the "Guardsman" Characteristic. (8/17/15)