

# TRAPPER

The Bayou can be a dangerous place to live and an even more dangerous place to find food. Even if one manages to avoid the more mundane dangers of the environment, such as quicksand or poisonous mushrooms, there are still plenty of creatures in the swamp's dark depths just waiting for a bite-sized Gremlin to wander their way.

The Trapper is a Gremlin's answer to the constant question of how to get food in the Bayou. Instead of hunting angry pigs or vicious gators through the swamp, the Trapper just finds a good spot, sets a few traps, and returns the next day to find her prey already captured in her nets and snares. Killing a dangerous varmint after it's expended all of its energy trying to escape a trap is relatively easy and results in the Trapper gaining a few hundred pounds of fresh meat for her village with minimal risk to herself.

As they sneak through their marshy homeland, Trappers learn other tricks to help them provide for their family. The use of hunting blinds enables her to wait in ambush for particularly clever prey (or rival Gremlins), and her innate pragmatism ensures that she has a use for just about anything she might find on her prey (whether beast or otherwise).

Perhaps one of the greatest skills that successful Trappers learn is when to avoid a fight. Sometimes, creatures wander into traps meant to catch much smaller prey, forcing a Trapper to choose between attempting to take on a fearsome creature like a twenty-foot-long Bayou gator or just backing away slowly and letting the beast find its own way out of the trap. Sometimes, survival isn't about what a Gremlin can kill but about what she can avoid fighting.

Humans are also prolific Trappers, especially on the frontiers of civilization. Numerous Trappers brave the northern Ten Peaks in search of hoarcat pelts, which are fashionable in Malifaux City, and earn a good amount of scrip, while those who live further south tend to use their skills simply to survive in the desolation of the Badlands. A few human Trappers even manage to make their way into the Bayou, where they moonlight as guides for those who don't want to deal with the unpredictable Gremlins.

## STARTING

A Trapper begins the game with a non-magical skill toolkit.

## ON THE PURSUIT: BEGUILE

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

## ADVANCEMENT

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

STEP	TALENT
0	Set Traps
1	Lay of the Land or Quick Traps
2	General Talent
3	Hunting Screen or Deadly Traps
4	General Talent
5	Scavenge Supplies or Elaborate Traps
6	General Talent
7	Playing Possum or Snares
8	General Talent
9	Hide in the Mud or Spring Traps
10	The Strong Get Stronger

**"THE SOUND OF THEM TRAPS SNAPPIN' SHUT  
IS LIKE MUSIC TO MY EARS... 'SPECIALLY  
ONCE THE SCREAMIN' AND HOLLERIN'  
STARTS UP."**

**- CEZELIA BENOIS**

## SET TRAPS

As can be expected, Trappers are rather skilled at setting traps to catch their prey. These traps might be heavy steel bear traps, clever wooden constructions, or even a simple sharpened stick attached to a small, supple tree.

This character gains the following Tactical Action:



(2) Set Traps: This character may make a TN 10 Wilderness Challenge to set a crude trap in her current position. Once the trap is set, the next non-Incorporeal character to pass within 1 yard of the trap must succeed on an Acrobatics Challenge (TN 10 + 2 per Margin of Success on this character's Wilderness Challenge) or suffer 1/2/3 damage and gain the Useless Limb Condition until all damage is healed. The limb affected by the trap is determined by the suit of the damage flip: ♠ is right arm, ✕ is left arm, ♡ is right leg, ♣ is left leg, and on a Joker this character chooses the affected limb. Once a trap has been sprung, it ceases to function.

This character may choose not to trigger her own traps when she passes near them. Other characters who actively look for the trap can detect it with a Notice Challenge and disarm it with a Wilderness Challenge (both at TN 10 + 2 per Margin of Success on this character's Wilderness Challenge).

## LAY OF THE LAND

Everyone knows that hiding behind a thick tree or a tall rock is a good idea when bullets start flying, but few people can take advantage of cover in quite the same way as a Trapper. Even when faced with spells that twist around obstacles to seek their targets or those that would enslave her mind, a Trapper knows how to stay partially hidden no matter what, giving her an advantage against any sort of attack that might come her way.

This means that Trappers often stick to cover when possible, which suits most of them just fine. After all, wild game is usually frightened away by the sight of a Gremlin hovering nearby, and predators are often more inclined to come after a Trapper for a quick meal than to poke around one of her baited traps. When hiding in the shadows and watching her traps from a distance, waiting for something tasty to stumble into them, a Trapper feels most at home.

While in cover, this character receives cover from all non- Actions (instead of from just  Actions).



## QUICK TRAPS


Practice and repetition make everything go faster, and setting up traps is no exception. As she becomes more comfortable with the tools of her trade, a Trapper is able to set her traps much faster than before, clicking them into place or tying them off with quick flicks of her hand, rather than the more uncertain, more cautious way she went about it before.

This character's Set Traps Tactical Action becomes a (1) Action. If she discards a card when she takes the Set Traps Tactical Action, she may treat that Action as if it were a (0) Action.

## HUNTING SCREEN

While the Bayou often provides plenty of cover for an enterprising young Trapper to hide behind, there are some regions - like the fens to the east and the watery expanses of the north - that are more open than not. Similarly, Trappers that spend their time in environments with less vegetation - such as the Northern Hills, the Ten Peaks, and the Badlands - often find themselves without very many good places to hide from their potential next meals.

Trappers that frequent these regions learn how to construct hunting screens capable of shielding them from view. Whether that involves weaving swamp reeds into a crude "fence," building up an elevated position with snow, or just digging down deep into the cracked dirt, these Trappers are able to conceal not just their own presence, but also the presence of their allies. Even when not waiting for an animal to wander into a trap, these hunting screens are safe places for a character to catch a quick nap without having to worry about being set upon by some terrible creature hungry for the Trapper's blood and meat.

This character may spend 5 minutes setting up a Hunting Screen in a 2 yard radius around her. While within a Hunting Screen, characters are considered to have soft cover and gain  to their Stealth Challenges made to avoid being noticed.

## DEADLY TRAPS

By strengthening the springs of her traps, adding more sharpened wooden stakes, or using thicker, less flexible trees in her traps, this character is able to ensure that each one deals the maximum possible damage to anything foolish enough to wander into them.

Traps placed with this character's Set Traps Talent now inflict 2/3/4 damage and have the TN of the Acrobatics Challenge to avoid them increased by +2.

## SCAVENGE SUPPLIES

Everything has some measure of worth, and Trappers are skilled at figuring out what that worth might be and exploiting it. Whether that means going through a dead enemy's pockets for unspent bullets or just skinning a particularly large gator for its hide, one way or another, she knows how to turn a corpse into a potentially profitable resource.

This character may spend 1 AP during Dramatic Time to search the remains of a defeated enemy within 1 yard. On a successful Notice Challenge (TN 20 minus the target's Rank Value), she is able to find hides, spare weapons, ammunition, or other valuables worth an amount of scrip equal to the creature's Rank Value minus 3. The character can choose the exact form these valuables take, subject to common sense and the Fatemaster's approval; a cave bear is unlikely to be carrying around a shotgun, for example.

Each defeated enemy can only be searched in this manner once per character with this Talent.

## ELABORATE TRAPS

Most Trappers try to keep their traps relatively simple... but not this character! Secondary trigger wires, multiple moving parts, and implausible mechanisms that trigger secondary traps are all little touches she uses to make her traps more effective.

Traps placed with this character's Set Traps Talent now have a range of 3 yards and may be triggered twice before ceasing to function. A character that has triggered a trap will not trigger it again unless it leaves the trap's area and then returns.

## PLAYING POSSUM

The first reaction of many Gremlins when being attacked is to squeal like a pig and make a big fuss, either by shooting their guns into the air or by running away with flailing arms. This character takes a different approach, choosing instead to fall to the ground and feign death when attacked. This is usually enough for most intelligent enemies to turn away from her and focus on other enemies (such as this character's allies), but care must be taken when trying the same thing against hungry animals who are quite content to shuffle up to a presumably dead character for a quick snack.

This character gains the following Defensive Trigger:

**Df (☛) Playing Possum:** After resolving an enemy attack against this character, this character immediately takes the Drop Prone Action. So long as she does not declare any attacks, cast any spells or Manifested Powers, stand up, or move further than 3 yards per turn, all opponents consider this character to have been killed (or at the very least, mortally wounded) by this attack and cannot take any Actions against her until after Dramatic Time has ended.

## SNARES

Most traps can be improved with the addition of a few cable or wire nooses. While relatively simple to make, these additions make a trap dangerous not just in the sense of how much damage it deals to the unfortunate creature that wandered into it, but also in how much the trap slows it down, making the creature easier prey for the many predators that lurk in the Bayou.

When a character is damaged by a trap that was placed by this character's Set Traps Talent, the damaged character also becomes **Slow** for 10 minutes or until the end of Dramatic Time, whichever comes first.

## HIDE IN THE MUD

Sometimes, it's best to just lay low in the mud and wait for the right opportunity to act.

Whenever this character takes the Pass Action, she gains the **Defensive +1** Condition until the start of her next turn. If she takes two Pass Actions on her turn, she also gains the following Condition until the start of her next turn: **"Bulletproof +2:** Reduce all damage suffered by this character from Ranged Combat attacks by +2, to a minimum of 1."

## SPRING TRAPS

From time to time, it's better to trap prey than to kill it outright. Fortunately, this character knows how to make spring traps that launch her enemies into the air when triggered, holding them safely suspended above the ground.

When this character places a trap with her Set Traps Talent, she may choose to make it into a Spring Trap. Spring Traps function like the character's normal traps, but instead of applying the Useless Limb Condition, they catapult the target into the air and leave it hanging there, bound and unable to take any actions other than attempting to escape (which is a (1) Use Skill Action requiring a TN 12 Acrobatics Challenge). Alternatively, another character with a knife or other cutting instrument can cut the target down with a (2) Action.

## STRONG GET STRONGER

By the time a Trapper has reached the pinnacle of her art, she's spent enough time in the wilds to realize that strong creatures prey upon the weak in order to survive. As one of those strong creatures, this character feels a surge of invigoration whenever a weaker creature is defeated that leaves her refreshed and ready to claw out a higher place for herself on the food chain.

After another character is killed or knocked unconscious within 6 yards of this character, this character may draw a card. If, after drawing, she now has three or more cards in her hand, she must discard a card.