

THROUGH THE BREACH



FAQ & ERRATA
(10/4/17)

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.

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 the rules with a grain of common sense.

THE CORE RULES

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 Stationflip of the Crossroads Tarot.

Q: In the description of the Counter-Spelling Skill on page 182, it mentions using the Counter-Spelling Skill to end an ongoing spell before its normal duration expires. Does making a Counter-Spelling attempt in this manner cost any AP?

A: Yes. Each attempt requires the character to spend 1 AP.

Q: How does the damage of Fighting Claws (and other Grappling/Martial Arts/Pugilism with fixed damage tracks) work?

A: The printed damage value of the weapon takes precedence over the variable damage of the appropriate Close Combat Skill.

Q: The Braced, Deflecting, and Shield special rules in the Armor section (pg. 243) mention bonuses that a character gains when she takes the Defensive Stance Action. How long do these bonuses last?

A: For the duration of the character's **Defensive Condition** (typically, until the start of her next turn).

Q: On page 244, it says that someone with a pneumatic limb can expect to pay around three or four scrip per month in Soulstone Dust and general maintenance fees. The cost of a single charge of Soulstone Dust is 5 scrip, though. Which price is correct? What if I know the Animate Limb Magic?

A: Both prices are correct. A single charge of Soulstone Dust costs 5 scrip. If a character has Soulstone Dust, they can place it within their pneumatic limb to keep it animated for one month.

Most characters with pneumatic limbs, however, can get cheaper discounts by visiting Union steamfitters, Guild magewrights, or other spellcasters that specialize in enchanting pneumatic limbs. These characters typically cast the Animate Limb Magic upon the limb in question, infusing it with enough magic to keep it functioning for an entire month (no Soulstone Dust required). For this service (and a bit of mechanical repair, if the limb is lightly damaged), the spellcaster charges a competitive rate that is cheaper than the "do it yourself with Soulstone Dust" price.

If a character knows the Animate Limb Magic (or has a friend that knows the spell and is willing to cast it pro bono), then she can skip all of these costs and just animate the limb via that Magic.

Q: If a character with The Oxford Method Magical Theory has the Increase AP Immuto, can she apply the Increase AP Immuto to her spell multiple times, creating a spell that takes an hour to cast in exchange for dropping the TN down by -1800 or so?

A: No. When The Oxford Method says “the character may pay some of the AP cost for the Spell on one turn and the rest on a subsequent turn,” it means the character’s current turn and her next turn, and only those turns. She can’t keep pouring an unlimited number of AP into the Spell past her second turn.

Q: Can a character with the Darlin Theories Magical Theory create a focus at a lower Rank than her current Artefacting Skill Rank (so as to be able to afford the focus at character creation, for instance)?

A: Yes.



INTO THE BAYOU

Q: What is the maximum number of subordinate Piglets that a Swineherd can have?

A: The maximum number of Piglets the character can have is equal to her total completed ranks in the Pursuit.

Q: Let’s say that a Bokor has used Sewn in Malice to create a Voodoo Doll that is linked to a Living character. If I give the Voodoo Doll the **Poison** Condition, which it is immune to by virtue of being a Construct, would the character linked to the Voodoo Doll gain the **Poison** Condition?

A: Yes. The Voodoo Doll’s Linked ability says that “When this character suffers damage or gains a Condition, the Linked character suffers 1 damage or gains the same Condition with a value of 1.” As soon as you give the **Poison** Condition to the Voodoo Doll, the Linked character also gains the **Poison** Condition (albeit with a value of 1). The Voodoo Doll is immune to **Poison** (because it’s a Construct), so the **Poison** Condition affecting it just ends without any further effect.

Similarly, if you gave the Voodoo Doll a Condition that only affected Constructs, a Linked Living character would gain that same Condition... but since it only affects Constructs, the Condition on the Linked character would simply end without any effect.



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 CORE RULES

Music Skill (pg. 173): The Music Skill erroneously lists Intellect as its Associated Aspect. It should be Charm (per the chart on page 170).

Deceive Skill (pg. 187): The Deceive Skill erroneously lists Intellect as its Associated Aspect. It should be Cunning (per the chart on page 170).

Scrutiny Skill (pg. 187): The Scrutiny Skill erroneously lists Intellect as its Associated Aspect. It should be Cunning (per the chart on page 170).

Pick Pocket Skill (pg. 189): The Pick Pocket Skill erroneously lists Intellect as its Associated Aspect. It should be Speed (per the chart on page 170).

Ansatsu Sniper (pg. 402): Add the following text to the Sniper's Clockwork Rifle: "Capacity 1, Reload 2."

Fire Immuto (pg. 276): Additional applications of this Immuto increase the value of the **Burning** Condition, not its Duration.

Poison Immuto (pg. 276): Additional applications of this Immuto increase the value of the **Poison** Condition, not its Duration.

INTO THE STEAM

Amalgam Stats (pg. 79): Increase the Amalgam's Defense to 4 and its Initiative to 2.

Augmented, Specialized Upgrade Talent (pg. 82): Despite becoming a Construct, the character still gains the normal benefits of her replacement limbs and their augments.

Let Me Show You Talent (pg. 123): This Talent has been replaced with a new version in the *Core Rules* (pg. 219).



Sycophant Talent (pg. 126): The following stat block can be used for most Sycophant characters. Feel free to add Skills or adjust Aspects as appropriate to the character's profession or interests:

SYCOPHANT			
<i>Minion (5), Living</i>			
<i>Might</i> 1	<i>Grace</i> 1	<i>Speed</i> 0	<i>Resilience</i> 0
<i>Charm</i> 1	<i>Intellect</i> -1	<i>Cunning</i> -1	<i>Tenacity</i> 1
<i>Defense</i> 3 (8)	<i>Walk</i> 6	<i>Height</i> 2	<i>Initiative</i> 1 (6)
<i>Willpower</i> 3 (8)	<i>Charge</i> -	<i>Wounds</i> 4	
<p>Skills: Athletics 1, Barter 1, Bewitch 2, Carouse 1, Doctor 1, Evade 1, Notice 1, Pistol 2, Pugilism 2, Stealth 1.</p>			
<p>Better Part of Valor: This character's Walk has been increased by +2, but it has no Charge value.</p>			
<p>Distracting Presence: Enemy characters within 5 ignore any suits associated with their Skills and cannot take the Defensive Stance or Focus Actions.</p>			
<p>(1) Dedicated Punch (Pugilism) AV: 3 (8) ===== Rg: 1 ===== Resist: Df Target suffers 1/2/4 damage. This weapon may not declare Triggers.</p>			
<p>(1) B&D Pocket (Pistol) AV: 3 (8) ===== Rg: 6 ===== Resist: Df Target suffers 2/2/3 damage. Capacity 4, Reload 2.</p>			

Pistol Weapons (pg. 156): The Clockwork Pistol has been updated in the *Core Rules*.

Archery Weapons (pg. 163): The Blowgun has been updated in the *Core Rules*.

Melee Weapons (pg. 166): The Breaching Axe has been updated in the *Core Rules*, and the Javelin has increased in price. The Fighting Claw has been updated and changed into a Pugilism/Martial Arts weapon.

Heavy Melee Weapons (pg. 168): The Breaching Axe has been updated in the *Core Rules*, and the Staff has become cheaper. The US&E Chainsaw has been updated and changed into a Pneumatic weapon.

Flexible Weapons (pg. 170): The Lasso and Garrote have been updated in the *Core Rules*, and the Barbed Whip and Flail have become cheaper.

Weapon Special Rules (pg. 154): The Fistload, Rifle, Shot, and Thrown special rules have been replaced with new versions in the *Core Rules* (pg. 238).

Fated Almanac Weapons (pg. 180): Ignore this section. Many of these weapons have been replaced with new versions in the *Core Rules*.

Variant Magical Theories (pg. 190): Ignore this section. Many of these alternate Magical Theories were incorporated into their base version in the *Core Rules*.

Mental Enhancement Talent (pg. 195): This Magia has been replaced with a new version in the *Core Rules* (pg. 265).

UNDER QUARANTINE

Ghoul, Grim Feast (pg. 105): In the Grim Feast Tactical Action, change "This character may devour the corpse of a Living or Undead character of Minion rank or z higher within 1 yard..." to "This character may devour the corpse of a Living or Undead character of Minion rank or higher within 1 yard..."

Sawbones, Battlefield Surgery (pg. 118): Replace the first sentence of the second paragraph with this text: "When this character is using the Doctor Skill to perform Surgery, it now takes 5 minutes for each Critical Effect the character attempts to remove, rather than 1 hour per Critical Effect."

Sawbones, Medical Assistant Stat Block (pg. 118): Replace this character's Test Subject Talent with the following:

Test Subject: At the end of this character's turn, it heals 1 damage. When this character suffers a Critical Effect that did not result in a missing limb, it (or its controller) may discard a card to ignore the effects of that Critical Effect."

Specialized Toxins Talent (pg. 138): This Talent has been replaced with a new version in the *Core Rules* (pg. 221).

Raise Dead Magia (pg. 162): The Raise Dead Magia has been replaced with a new version in the *Core Rules* (pg. 267).

Guild Autopsy (pg. 176): Add the following line to **Embalmed**: "This character is not immune to Poison."

Flesh Construct (pg. 204): Add the following line to **Embalmed**: "This character is not immune to Poison."

INTO THE BAYOU

The Gautreaux Fluff (pg. 32): Replace all references to "Nythera" with "Kythera."

Weapon Special Rules (pg. 125): The Fistload, Rifle, Shot, and Thrown special rules have been replaced with new versions in the *Core Rules* (pg. 238).

Ranged Combat Weapons (pg. 128): The Blowgun has been updated in the *Core Rules*.

Big Honkin' Gun (pg. 128): Replace the Saddlegun special rule with the Intimidating special rule.

Hooch Igniter (pg. 128): Remove the Steam-Powered special rule.

Role Model Talent (pg. 145): Replace the Requirements of this Talent with the following: "Kin, Leadership 3 or higher."

