

APHRODINA TROTT

THE SWEETHEART HUCKSTER



Even in Malifaux there are tales of star-crossed lovers and Fate bringing the perfect pair together. Some younger couples will take the chilly time just before spring to court one another in preparation for the warmer (and slightly less threatening) days ahead. This period has become something of a marketable phenomenon; florists stock roses and pink carnations and chocolatiers simply can't keep their wares in stock. Jewelers, dressmakers, haberdashers, and even enchanters all receive handfuls of scrip in exchange for their wares. But like any endeavor, there are some who take less-than-reputable routes to earn their coin.

Aphrodina Trott is infamous for her theatrical personality and garish appearance. She goes by several names, but 'the Lovely Lady', 'Sweetheart Huckster', and 'the Crazy Ballerina' are among the most popular. She cavorts good-naturedly around markets and squares across Malifaux dressed in a shabby-yet-endearing mixture of pinks and creams. Aphrodina can always find a handsome man to swoon over or a lady in need of gushing compliments. Her bawdy sense of humor and theatrics always draw a crowd. Lucky: a merchant loves nothing more than customers! Aphrodina is best known for selling 'love potions', little tinctures that (if the labels can be believed) promise to "make two hearts a single soul, bound together forever by desire". Most toss a scrip or two Aphrodina's way, if for no other reason than giving one's dearest a 'love potion' is delightfully kitschy. There are always a few special vials that seem different from the rest... Malifaux City is always filled with death and horror. Bad Things Happen, even to those in love.

Strangely, Aphrodina always seems to disappear after this period of hearts and love poems comes to an end. Even remembering her can be difficult; is she a showgirl? An Arcanist? A nutter and a loon? Or something a little bit darker? Aphrodina would twirl around, tap you on the nose, and tell you not to worry. Best drink up before someone steals your sweetheart!

Love Potion

Aphrodina's most iconic item is the 'love potion', which she claims can make anyone who takes a sip simply irresistible to their true love. First time customers are always a bit confused; they always expect their love-to-be must be the one to drink, but Aphrodina always insists otherwise. She crafts each elixir so the person imbibing it feels the effects, not the other way around; much easier to cut down on comedic mistakes and mistiming, she says. Citizens are always cautious of snake oil; Aphrodina's stock isn't cheap and shelling out a few weeks-worth of wages on a scam isn't a burn many would quickly heal from. But the huckster-ballerina always hocks with a wink and a promise: love, or your money back. These vials of tasty pink liquid always seem to sell well and, more surprisingly, actually seem to sometimes work. Of course, there's always a few ill-mannered fools who wind up dead in alleyways, their throats swollen shut and faces redder than a sunburnt lobster. But hey, that's the price for misbehaving!

Fatemasters should feel free to integrate Love Potions into their campaigns. Fated could receive them as gifts or rewards, buy them from Aphrodina Trott (usually 1 scrip each, or 5 scrip for a more magical one, *thank you!*), or incorporate them in any other way they like.

A Fated character can drink a Love Potion as a (1) Action. Once they do so, flip the top card of the Fate Deck and apply the appropriate effect listed below to the Fated character that drank. This flip cannot be cheated. Normal love potions don't do much else other than taste good; any Fated that drinks one can heal 1 damage.

Black Joker: Bad Romance- Gain **Poison +4**, then suffer \square/\square to all Social Duels for a number of days equal to the positive value of your Charm Aspect (5 and -5 both suffer the same!).

1: Just a Crush - Gain **Dazed** for 6 hours.

2-4: Needs Whipped Cream - Immediately make a 2/3/4 healing flip. If this would bring a Fated character above their normal allowance of Wounds, they gain the remainder as temporary Wounds. These are treated as normal Wounds and are lost after 24 hours.



5-8: Sweet Kiss - Gain the following Manifested Power for a number of days equal to your Charm Aspect (minimum 1):

Sweet Kiss

Charm + Bewitch; (AP 2); TN 10; Resist Wp; Range 5

Effect: Target suffers 1/1/2 damage. This attack ignores Hard to Wound and Armor. Target with at least Intellect 1 moves a number of yards equal to its Walk Aspect directly towards this character. This movement must end as close to this character as possible.

☞ *Mmmwah!*: After succeeding, if they were within 2 yards, the target gains **Dazed**.

✕ *Confusing Feelings*: After succeeding, this character gains the following Condition until the end of its next turn: "**Confusing Feelings**: This character suffers \square in all duels in which it is the defender."

📖 *Head Turner*: The target suffers 2/2/3 damage instead, increased by +1 if they are currently unaffected by Slow, Dazed, Confusing Feelings, or Enthralled.

🐦 *Lovey Dovey*: Target gains **Slow**.

9-11: Rose Colored Glasses - Gain the following Manifested Power for a number of days equal to your Charm Aspect (minimum 1):

10/10

Charm + Bewitch; (AP 2); TN 12🐦; Resist Wp; Range 15

Effect: After succeeding, the target gains the **Enthralled** Condition. After succeeding in using this Manifested Power once, it is lost and cannot be used again.

Enthralled: This character considers the person who applied this Condition to be the object of their desire and will go out of their way to impress her with small gifts and favors. This character also counts as a subordinate character to the character that gave it this Condition. At the end of each day this character has the **Enthralled** Condition, they can make an Opposed Wp Duel against the character that gave them this Condition. If they succeed (or are ever more than 20 yards from their "love"), they lose this Condition and immediately return to their former selves.

12-13: Irresistible - This character gains the 10/10 Manifested Power and may use it a number of times equal to their Charm Aspect (minimum 1).

Red Joker: Love!!! - Pick three of this item's effects and gain them for 24 hours (if the normal duration would be longer, apply it instead).