

KLAUS NORWOOD

Klaus Norwood can be anyone, and that's what makes him good at his job. The Mimic has spent years in Malifaux City stealing personalities and forging contacts with people on all levels of society. He carries his black book to record interesting happenings, stuffing it to the brim with scraps of paper and notes. Klaus can find out almost anything at all in 3-5 business days. It's a hobby, really.

Strangely for a Neverborn, Klaus almost openly flaunts his status as a Mimic. Selling information has become a crowded profession in Malifaux City. How does one differentiate themselves from the rabble? Simple. Sell information that nobody but a Mimic could have acquired. Klaus does just that. Just when the desperate think there's nowhere else to turn, they might hear a knock on their door. The man standing there has an offer: he can tell you the way out of your troubles. For a price, of course.

Once everyone has settled in for tea and Klaus has taken off his face, the fun can begin. He shares his dark secrets and mysteries. Knowing them seems impossible, but time and time again the Mimic's statements have been proven extraordinarily true. Clients are initially doubtful, but Klaus's reputation has yet to fail him. The Mimic knows far too much; that in itself is a threat that goes unspoken.

Meetings usually end the same. Klaus brushes crumbs off his waistcoat and wanders into the night, humming softly to himself. He never worries about anyone reporting him to the authorities. After all, there's no telling what secrets the Mimic has scribbled down... or which ones any of his identities might have overheard. It's enough to paralyze even the brashest client, and that makes Klaus very happy.

Fatemaster Note: Klaus is intended to be a delightfully gray, mischievous, conniving character. He really only cares about himself; his greatest pleasures in life are collecting information, seeing how people use it, and hearing himself talk. He sells this like a commodity, and knows huge amounts about Malifaux City, its organizations, and most places still claimed by the Neverborn. He is intended to be a resource for Fated characters to interact with and use when needed, not as a constant crutch. Klaus might toy with the Fated and offer misinformation if they threaten or disrespect him, or give out little tidbits for free if he likes who he deals with. Ultimately it is up to the Fatemaster to decide how they introduce Klaus, but the cost of using him should always feel fair to the players.



Klaus Norwood

Enforcer (7), Living, Woe, Mimic

<i>Might</i> 1	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> 4	<i>Intellect</i> 4	<i>Cunning</i> 4	<i>Tenacity</i> 1
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (12)
<i>Willpower</i> 5 (12)	<i>Charge</i> 6	<i>Wounds</i> 8	

Skills: *Special*

What Would You Like to Know?: For the right price, Klaus will divulge some of his secrets. The Fated can ask questions about anything, but Klaus usually directs his clients towards what he thinks will help them the most rather than random things they may want to know. He should still offer a fair amount of information on any topic the Fated ask about, but retrieving any knowledge that is not specifically tied to the current adventure should take a few days to receive (as Klaus needs to go and collect it).

Typical consultations are between 25-75 scrip, but can have their costs changed based on what the Fated need:

- **General Consultation:** Klaus offers the Fated useful facts and assistance, answering some questions and providing guidance where needed. No additional charge.
- **In-Depth Consultation:** Klaus tells the Fated as much as he is able, and does not omit any details: +25-50 scrip.
- **Highly Restricted Information:** blackmail, secrets, and other information that nobody but a Mimic could acquire: +50-100 scrip.
- **Neverborn Information:** there is a premium charge for knowledge about the Neverborn: +100-150 scrip if the Fated are not Neverborn.

Completing a successful Opposed Duel against Klaus will not lower the amount he charges.

While Klaus should be helpful to the Fated, he might omit some information unless paid handsomely. This could be the difference between telling the Fated about the location of a locket, but failing to mention it's also protected by a family of vicious Woes. Of course, if Klaus takes a liking to the Fated he may offer them little tidbits and hints free of charge.

It should be at the Fatemaster's discretion for what Klaus reveals. He is a man of secrets, but not every secret is for sale!

A Pocket Full of Personalities: Klaus counts all of his non-Magical Skills as 3 and his Magical Skills as 0. He may not declare Skill Triggers, but gains  in all duels against characters that he has interacted with.

Disguised: This character may not be the target of the Charge Action.

Which One Is Real?: When another character randomizes between targets in a melee containing this character, this character may discard a card to have the attack target a character of its choice.

(1) Incessant Questioning (Bewitch)

AV: 7 (14) Rg: 5 Resist: **Wp**

Target becomes **Slow** and **Dazed** until the start of this character's next turn.

(1) Teeth and Nails (Pugilism)

AV: 4 (11) Rg: $\#$ 1 Resist: **Df**

Target suffers 2/3/4 damage.

(0) Mimic (Enchanting)

This character changes its appearance (including clothing, but not weapons) to match that of another humanoid character within 8 yards. This duplication is perfect, including the target's voice, scars, and birthmarks, even if this character is unaware of them. If the target has any pneumatic limbs, this character's body changes in appearance and texture to mimic the pneumatic, but the limbs in question do not actually become mechanical (and thus cannot release bursts of steam or the like). This change lasts until this character takes this Action again (even if this character is killed).

