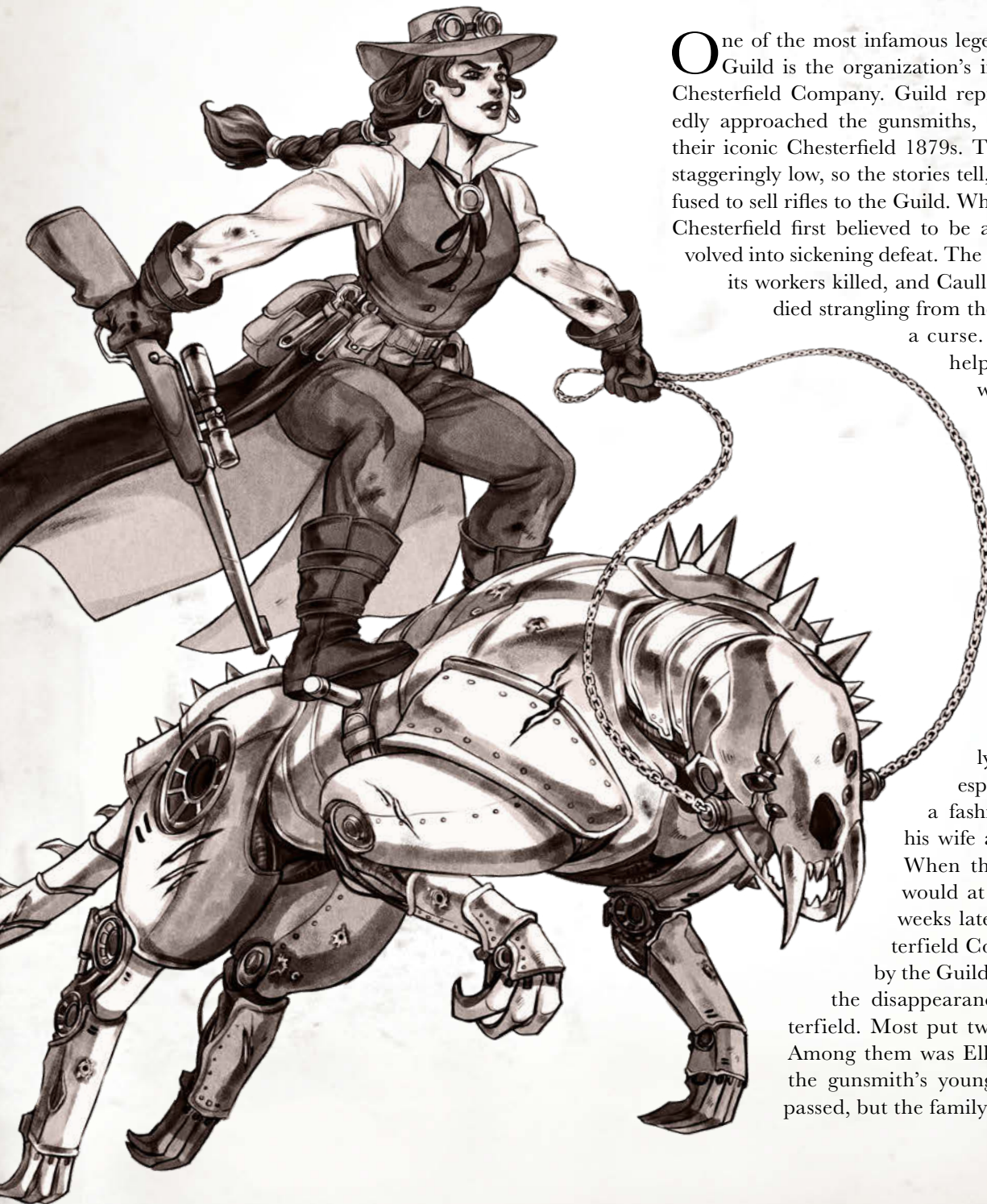


ELLA MAE CHESTERFIELD



One of the most infamous legends surrounding the Guild is the organization's involvement with the Chesterfield Company. Guild representatives purportedly approached the gunsmiths, offering to purchase their iconic Chesterfield 1879s. The price offered was staggeringly low, so the stories tell, and Chesterfield refused to sell rifles to the Guild. What the owner Cauller Chesterfield first believed to be a victory rapidly devolved into sickening defeat. The company was raided, its workers killed, and Cauller hanged. Before he died strangling from the noose, Cauller spat a curse. All his rifles would

help hunt down any who wore the ram's head, and their bullets would always pierce a Guild-sworn heart. Or so the stories go.

There is always a bit more to a story than is ever told. Cauller Chesterfield had a feeling the Guild would not take kindly to being snubbed, especially in so public a fashion. He quietly sent his wife and daughters away. When the Guild came, they would at least be safe. A few weeks later news of the Chesterfield Company's acquisition by the Guild came to light, as did the disappearance of Cauller Chesterfield. Most put two and two together. Among them was Ella Mae Chesterfield, the gunsmith's youngest daughter. Years passed, but the family did not forget.

Ella Mae has since moved to Malifaux, a small blade of grass standing against the rampaging ram's head of the Guild. She inherited her father's talent for gunsmithing and has built somewhat of a small business with the money her father sent the family away with. In addition to refurbishing and selling firearms, Ella Mae has managed to recreate her father's greatest achievement: the Chesterfield 1879. Though outlawed by the Guild, these rifles still find many eager buyers. They are reliable, deadly, and durable, like all Chesterfields are.

Any who oppose the Guild are friends to Ella Mae. She is well known in Freiholt and among those upset by the new Governor-General's ban on mercenary work. Even the Explorer's Society and the Gremlins have crossed paths with Ella Mae Chesterfield from time to time (the Gremlins refer to her as 'the boomstick lady' and love her dearly). In her the Chesterfield curse lives on. The woman has never forgotten what the Guild did to her father. Ella Mae does everything she can to cause chaos and trouble for the controllers of Malifaux. Death by a thousand cuts is still death, after all. Though she may never live to see the Guild's total downfall, taking out a few ram's heads while on a job is always a nice perk.

Fated can hire Ella Mae Chesterfield as a mercenary for between 3-5 Scrip per day; she is highly effective against Guild characters, and can even improve Fated's ranged weapons to make them deadlier (for a cost). She can also be found travelling, though usually keeps to areas that are outside of heavy Guild influence, like the Badlands, Freiholt, and the western edges of the Bayou. She is an extremely competent gunfighter, and can become deadlier with Add-Ons. Ranged Expert lets her take additional Ranged Combat actions and Survival by the Barrel grants thematic and potent Triggers to her Skill Challenges. If Fatemasters wish they can also have Ella Mae bring along Skuller, her modified Hunter companion cobbled together from Guild construct parts.


Ella Mae Chesterfield


Enforcer (8), Living

| | | | |
|----------------------------|-----------------------|---------------------|-----------------------------|
| <i>Might</i> 1 | <i>Grace</i> 2 | <i>Speed</i> 2 | <i>Resilience</i> 1 |
| <i>Charm</i> 1 | <i>Intellect</i> 2 | <i>Cunning</i> 2 | <i>Tenacity</i> 3 |
| <i>Defense</i> 4 (12) | <i>Walk</i> 5 | <i>Height</i> 2 | <i>Initiative</i> 5 (13) |
| <i>Willpower</i> 2 (10) | <i>Charge</i> 6 | <i>Wounds</i> 7 | |


Skills: Engineering 3, Mathematics 2, Melee 1, Pugilism 1, Alchemy 1, Artificing 4, Homesteading 2, Stitching 1, Notice 3, Track 2, Wilderness 2, Long Arms 4, Pistol 3, Barter 3, Intimidate 3, Evade 2, Toughness 2

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Despise (Guild): All Social Duels made by Guild characters suffer  against this character.


No Distractions: This character can make  attacks while engaged, provided that the target of her attack is not engaging her.

Precise Shot: When this character has the **Focused** Condition, or when her attack is benefitting from the **Focused** Condition or the Sniper's Patience Talent, her Long Arms attacks ignore **Armor** and **Hard to Wound**.


Sniper's Patience: When this character makes a Long Arms attack as a result of the Wait Action, she gains  to her attack flip. Additionally, when this character takes the Wait Action, she counts as being Focused (with a value equal to the number of AP she spent on the wait Action for the purposes of determining the Range of weapons with the Rifle special rule).


For My Dad: When this character makes an attack against a Guild character, she may select one of the Chesterfield Modifications; its bonuses are immediately applied to that attack.

(1) Personal Chesterfield 1879 (Long Arms)

AV: 6 (14) Rg:  18 Resist: **Df**
Target suffers 2/3/5 damage. Cap 10, Reload 3, Rifle, Company Vengeance, Bloody Coattails (see below)


(1) Sharp Knife (Melee)



AV: 2 (10) Rg:  1 Resist: **Df**
The target suffers 1/2/4 damage. If the target is engaged with at least one other character it considers an enemy, this attack deals +2 damage.

 **Rams Vital Strike:** When damaging, this attack deals +2 damage and the target gains **Slow**.




CHESTERFIELD MODIFICATIONS

Any Fated with a  weapon can have Ella Mae modify it for 10 Scrip, or free if they pass a TN 8 Bewitch or Convince Challenge. She will never modify any weapon from a character associated with the Guild. Fated in the presence of a character associated with the Guild must pass a TN 16 Convince Challenge to get the modification. Select one of the following and add it to the modified weapon:

- +Brutal (This weapon gains  to its Damage flip)
- +Deadly (This weapon automatically gains  to its Damage flip)
- +Penetrating (This weapon ignores **Armor**)
- +Precise (Characters using this weapon have access to the Critical Strike Trigger)

Additionally, the weapon gains the following special rules:

Company Vengeance: If the target of this weapon's attack is a Guild character, or any character that has active association with the Guild, the wielder can suffer 2 damage to increase the damage track to 4/6/10.

Bloody Coattails: Attacks against a character holding or wielding this weapon automatically add  to their final duel totals.

ADD-ONS

The following Add-Ons can be given to Ella Mae to help increase her formidability.

Ranged Expert: This character gains 1 additional AP on her turn, but this AP may only be used to make a Ranged Combat attack.


Survival by the Barrel: Add  to all Skill Challenges and duels this character makes.

Skuller: Ella Mae is accompanied by her Hunter companion, Skuller. The construct has been repaired and salvaged from numerous different sources over time. Ella Mae takes pleasure in turning one of the Guild's constructs against them and, ironically, has owed the machine her life on more than one occasion.

Skuller

Minion (6), Construct


| | | | |
|----------------------------|------------------------|----------------------|----------------------------|
| <i>Might</i> 3 | <i>Grace</i> 2 | <i>Speed</i> 3 | <i>Resilience</i> -1 |
| <i>Charm</i> -5 | <i>Intellect</i> -5 | <i>Cunning</i> -5 | <i>Tenacity</i> -5 |
| <i>Defense</i> 4 (10) | <i>Walk</i> 6 | <i>Height</i> 2 | <i>Initiative</i> 3 (9) |
| <i>Willpower</i> 4 (10) | <i>Charge</i> 7 | <i>Wounds</i> 7 | |

Skills: Centering 2, Pneumatic 3, Toughness 3, Track 1

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Pneumatic Tracker: This character may substitute its Pneumatic Skill in place of its Cunning Aspect when using the Track and Notice Skills.

Chesterfield-Made: This character is always considered subordinate to Ella Mae Chesterfield, and may never be controlled or animated by another character.



Prey on the Unaware: This character's attack flips gain  against characters that have not yet taken a turn during Dramatic Time.


Ammo Storage: While within 1 yard of this character, other friendly characters reduce the AP cost of their Reload Actions by -1, to a minimum of 1.

(1) Steel Claws (Pneumatic)

AV: 6 (12) Rg:  1 Resist: Df

The target suffers 2/4/5 damage.

 **Critical Strike:** When damaging the target, this attack deals +1 damage for each  in the final duel total.

 **Leap on Chest:** After damaging, the target takes the Drop Prone Action and may not stand up while in this character's engagement range.

