



CECIL BLACKBURN'S COMET

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|-----------------|-----------------|----------------|-----------------|-----------------|
| 5+ AGILITY | 4+ ATHLETICS | 5+ WITS | 5+ PRESENCE | 6+ INTUITION |
| 3+ KNOWLEDGE | 4+ RESOLVE | 4+ MELEE C. | 6+ RANGED C. | 4+ LORE |

KNACKS

Major NPC: This NPC may strain themselves once to restore their dice pool limit to their dice pool maximum. If this NPC is wounded after they have strained themselves once, they are immediately killed or knocked unconscious at the GM's discretion.

Child of Asterias: At the start of this NPC's turn, it heals 2 damage. At the start of a new scene, this NPC heals one injury it is suffering from (chosen by the GM).

Frightening: The first time another character sees this NPC, they may perform a complex action using Resolve at the start of their next turn. If they choose not to or fail, they suffer 2 horror.

Wild Slashing: When this NPC performs an attack with its straight razor, for each result of 6, one enemy this NPC is engaged with other than the original target suffers 1 damage).

WEAKNESSES

Unregulated Acidity: If this NPC is doused in or consumes vinegar, it permanently loses its Child of Asterias knack.

EQUIPMENT

Straight Razor: Skill (Melee Combat), Damage 2, Injury Rating 3, Range Engaged; If the attack rolls one or more results of 1, it breaks and is no longer usable as a weapon).

Powerful Strike: Skill (Athletics), Damage 3, Injury Rating 4, Range Engaged; If the attack generates at least three successes, the target is thrown back 5 feet and knocked prone.



GENERIC COMET

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|-----------------|-----------------|----------------|-----------------|-----------------|
| 4+ AGILITY | 4+ ATHLETICS | 5+ WITS | 6+ PRESENCE | 6+ INTUITION |
| 5+ KNOWLEDGE | 5+ RESOLVE | 5+ MELEE C. | 5+ RANGED C. | 5+ LORE |

KNACKS

Minor NPC: When this NPC is wounded, it is immediately killed or knocked unconscious at the GM's discretion.

Child of Asterias: At the start of this NPC's turn, it heals 1 damage. At the start of a new scene, this NPC heals one injury it is suffering from (chosen by the GM).

Clone: When this NPC performs a complex action relating to the profession of the character they were created from, they add 1 the dice results.

WEAKNESSES

Unregulated Acidity: If this NPC is doused in or consumes vinegar, it permanently loses its Child of Asterias knack and suffers 1d3 damage.

EQUIPMENT

.32 ACP Pistol: Skill (Ranged Combat), Damage 2, Injury Rating 4, Range 30 feet; Ammunition 2.

Powerful Strike: Skill (Athletics), Damage 3, Injury Rating 4, Range Engaged; If the attack generates at least three successes, the target is thrown back 5 feet and knocked prone.



LOTTIE DVORKIN

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|-----------------|-----------------|----------------|-----------------|-----------------|
| 5+ AGILITY | 5+ ATHLETICS | 4+ WITS | 4+ PRESENCE | 6+ INTUITION |
| 3+ KNOWLEDGE | 4+ RESOLVE | 5+ MELEE C. | 5+ RANGED C. | 4+ LORE |

KNACKS

Minor NPC: When this NPC is wounded, it is immediately killed or knocked unconscious at the GM's discretion.

Child of Asterias: At the start of this NPC's turn, it heals 2 damage. At the start of a new scene, this NPC heals one injury it is suffering from (chosen by the GM).

Dodgy: Once per turn, when this NPC performs a reaction to avoid a ranged attack, they may reroll the results.

WEAKNESSES

Unregulated Acidity: If this NPC is doused in or consumes vinegar, it permanently loses its Child of Asterias knack.

EQUIPMENT

.32 ACP Pistol: Skill (Ranged Combat), Damage 2, Injury Rating 4, Range 30 feet; Ammunition 2.

Powerful Strike: Skill (Athletics), Damage 2, Injury Rating 4, Range Engaged; If the attack generates at least three successes, the target is thrown back 5 feet and knocked prone.



NOT-EEL

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|-----------------|-----------------|----------------|-----------------|-----------------|
| 4+ AGILITY | 3+ ATHLETICS | 5+ WITS | 5+ PRESENCE | 3+ INTUITION |
| 4+ KNOWLEDGE | 4+ RESOLVE | 4+ MELEE C. | 4+ RANGED C. | 3+ LORE |

KNACKS

Minor NPC: When this NPC is wounded or would suffer an injury, it is immediately killed.

Gaseous Flight: At the start of the game master's turn, this NPC may move up to 20 feet in any direction, either by water or air or a mixture of both. Additionally, when this NPC performs a reaction to dodge an attack, it may add 1 bonus die to the roll once per turn.

Explosive Death: When this NPC dies, it immediately explodes in a cloud of gaseous smoke. Any investigator within a 10 foot radius of the death must perform a complex action using Agility. If they cannot or fail, they suffer 1 damage. The smoke dissipates at the start of the next game master turn.

EQUIPMENT

Mouths that Bite: Engaged. 1 damage. Deals 1 additional damage for each success beyond the first.