

Leader: Florence Farr



Brawl	2 d	8
Shoot	3 d	10
Dodge	3 d	10
Might	2 d	8
Finesse	3 d	10
Cunning	3 d	10

Danger Sense: You automatically pass the first Peril you encounter each turn.

Dark Presence: As an Action place a 3" Burst centered on you. The Burst blocks line of sight, and will not harm you.

Quick-Witted: Once per turn shift your Might, Finesse, or Cunning dice-type down to gain a +2d bonus.

Health: d10 d8 d6 Down Out

CC #01

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Sidekick: W. B. Yeats



Brawl	2 d	6
Shoot	3 d	8
Dodge	3 d	8
Might	2 d	6
Finesse	3 d	8
Cunning	2 d	6

Daredevil: Once per turn you receive a +1d bonus when rolling for a Peril.

Eagle-Eyed: Your Close Range is up to 12" and Long Range is over 48", instead of 6" and 24".

Health: d8 d6 Down Out

CC #16

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Ally: Bram Stoker



Brawl	2 d	6
Shoot	1 d	6
Dodge	2 d	6
Might	1 d	6
Finesse	1 d	6
Cunning	1 d	6

Earth Pentacle: As an Action, place a 3" Burst within 12" and line of sight.

Health: d6 Down Out

CC #31

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Ally: Aleister Crowley



Brawl	1 d	6
Shoot	1 d	6
Dodge	1 d	6
Might	2 d	6
Finesse	1 d	6
Cunning	3 d	6

Clever: Included above.

Health: d6 Down Out

CC #31

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Ally: Mack O'Reilly



Brawl	1 d	6
Shoot	2 d	6
Dodge	1 d	6
Might	1 d	6
Finesse	2 d	6
Cunning	1 d	6

Sharp: Once per turn you may re-roll one Shoot or Finesse roll.

Health: d6 Down Out

CC #31

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Follower:

Brawl	d	6
Shoot	d	6
Dodge	d	6
Might	d	6
Finesse	d	6
Cunning	d	6

Health: d6 Out

CC #36

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