

MISS HOLLOW EYES

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Background

Nobody knows what the little girl's name is, but she hasn't aged a day since she's lived at the orphanage. Teased for the dark circles under her eyes, the other kids called her Miss Hollow Eyes, even though they teased her out of fear. Every single family who has attempted to adopt her has died in some mysterious way, they were all found separately in different rooms. Several times the orphanage has attempted to throw her out, but she just waited on the front door until she was let back in, days, in some cases weeks

later. She doesn't eat, she doesn't sleep, and nobody has ever heard her speak...not once.

When her orphanage finally was destroyed in a fire, she took to wandering the streets. Few people ever see her for more than a moment, a glimpse in the night. But for some, it is the last thing they see. Most of the bodies are found withered and ancient, as if their corpses were left to dry in the sun; the victim's faces twisted in horror.

OPPONENT

Miss Hollow Eyes - OBM

⊕ ⊕ ⊕ ⊕ or ⚠ 100

Size: 0

👊 Strength: 25
👁 Perception: 45
❤ Empathy: 0
🧠 Willpower: 100

Base Dice Pool: ⚔️ 🟩

Vitality

Health Points: 3
Damage Threshold: 🩸 12
Viral: 0

Special

She's...In My Dreams: Survivors who encounter Miss Hollow Eyes gain no restful sleep for the next two nights as their dreams are filled with the images of this little girl's deeds and haunting face. Characters will not be able to take advantage of any Long Rest for the next ⌚40 and will be limited on using Short Rest to a maximum ⌚ equal to their Wb every ⌚10.

H-How Did You Get In Here Little Girl: Miss Hollow Eyes is not restricted by being Deployed "Out of Bounds" and does not need to pass a {Breach%} to be included in an Encounter. She is additionally not restricted by normal placement rules regarding distance from Survivors in the Encounter. She can be placed anywhere according to the GM's discretion when an Encounter is rolled with her. This can even happen in a Stronghold.

Security Blanket: Miss Hollow Eyes is drawn to a certain special something...her spirit is tied to an object of significance that, if destroyed,

will prevent Miss Hollow Eyes from ever returning. What this object is and where it is to be found are other problems to contend with. (and will likely be scenario specific). The object can be placed on any Resource Catalog for a Location, but must be placed at Lv.5 to find. The required Resource Catalog Level is decreased by d3 if Miss Hollow Eyes is encountered (she appears nearby the object, usually to guard it).

If this object is ever moved, Miss Hollow Eyes will treat the new location as her "Territory".

Territorial: Unless pursuing survivors with that 'certain special something,' Encounters with Miss Hollow Eyes will be restricted to one specific Location and usually under specific circumstances (i.e. the old school at night/midnight).

Terror: Encountering Miss Hollow Eyes will always count as a Stressor and characters will lose 😊1d3 instead of the normal 😊1.

Never Be Alone: Miss Hollow Eyes has a Death attack, which is triggered if any survivor is alone in a room with her.

Hazards/Upgrades

Psychic Shriek ⚠ 10

If ever attacked, Miss Hollow Eyes can unleash a psychic attack that causes all survivors in an Encounter with Miss Hollow Eyes to add 🟩🟩 for Delay. It is important to note that this is a purely psychological assault, and no noise is actually being generated.

Triggered Effect(s)

Bash: ⊕ - [🟩 Bl] Accuracy

Death: ⊕ ⊕ ⊕ ⊕ 🟡 🟡 🟡 - [🟩🟩 Bl, Pi, Sl **Mortal**]
Should the Damage received surpass the survivor's Damage Threshold it will cause the survivor to die instantly, leaving little more than a shriveled husk. This requires the "Never Be Alone" rule to be in effect.