

INVESTIGATOR

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS

ROLE



WILLPOWER



INTELLECT



COMBAT



HEALTH

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.



SANITY

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.



RESOURCES



CLUES



DOOM

ITEMS

STARTING ITEM:

OTHER ITEMS:

ABILITIES

MAJOR ABILITY:

OTHER ABILITIES:

WEAKNESSES

MAJOR WEAKNESS:

OTHER WEAKNESSES:



AGNES BAKER

THE WAITRESS

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

5



INTELLECT

2



COMBAT

2



HEALTH

6



SANITY

8



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: HEIRLOOM OF HYPERBOREA – If you succeed in a test using your WILLPOWER, gain +1 RESOURCE.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: SORCERER – Once per adventure, you may use your WILLPOWER instead of your COMBAT in a fight or test.

OTHER ABILITIES:

MYSTIC				
SORCERY				
ARCANE STUDIES				

WEAKNESSES

MAJOR WEAKNESS: DARK MEMORIES – Each time you spend a CLUE, roll a dice. On a roll of a 1, Agnes loses -1 SANITY.

OTHER WEAKNESSES:

HAUNTED				



REX MURPHY

THE REPORTER

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

3



INTELLECT

4



COMBAT

2



HEALTH

6



SANITY

9



RESOURCES



CLUES

1



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: REPORTER'S NOTEBOOK – You begin with +1 CLUE.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: REPORTER – If you roll a 6 while using your INTELLECT, gain +1 CLUE.

OTHER ABILITIES:

SEEKER

WEAKNESSES

MAJOR WEAKNESS: REX'S CURSE – If you roll a double when using your INTELLECT or WILLPOWER, treat the score on each dice as a 1.

OTHER WEAKNESSES:

CURSED



NATHANIEL CHO

THE BOXER

ARKHAM
HORROR
INVESTIGATORS
GAMEBOOKS



WILLPOWER

3



INTELLECT

2



COMBAT

5



HEALTH

9



SANITY

6



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: HIDDEN WEAPON – Once per adventure, you may add +3 to your COMBAT.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: BOXER – If you roll a 6 while using your COMBAT, add +1 to your total score. (If you are rolling more than one dice, add +1 for each 6. you roll.)

OTHER ABILITIES:

GUARDIAN

FIGHTER

TOUGH

WEAKNESSES

MAJOR WEAKNESS: HUNTED BY THE MOB – Each time you gain a RESOURCE, roll a die. If the score is below your current number of RESOURCE, do not gain a RESOURCE.

OTHER WEAKNESSES:

CRIMINAL



STELLA CLARK

THE LETTER CARRIER

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

3



INTELLECT

2



COMBAT

3



HEALTH

8



SANITY

8



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: MAILBAG – Whenever you gain an ITEM, if you do not already gain 1 RESOURCE, gain 1 RESOURCE

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: NOR GLOOM OF NIGHT – When you roll less than the required score in any test using your WILLPOWER, choose to gain 1 RESOURCE, 1 HEALTH or 1 SANITY. You may not increase your HEALTH or SANITY above their starting level using this ability.

OTHER ABILITIES:

SURVIVOR

TOUGH

CIVIC

WEAKNESSES

MAJOR WEAKNESS: CALLED BY THE MISTS – Whenever you lose SANITY, roll one dice. (If you are in Kingsport, roll two dice and pick the highest.) If the score is higher than your current SANITY, lose 1 RESOURCE.

OTHER WEAKNESSES:

HAUNTED



AMANDA SHARPE

THE STUDENT

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

2



INTELLECT

2



COMBAT

2



HEALTH

7



SANITY

7

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.



RESOURCES



CLUES

2



DOOM

ITEMS

STARTING ITEM: OBSCURE TOME – You begin the adventure with 2 CLUES.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: SCHOLAR – Whenever you spend a CLUE or RESOURCE as part of a test, if the test is successful, gain 1 CLUE or 1 RESOURCE (your choice).

OTHER ABILITIES:

SEEKER				
ACADEMIC				
ARCANE STUDIES				

WEAKNESSES

MAJOR WEAKNESS: WHISPERS OF THE DEEP – Whenever you lose SANITY, also lose 1 RESOURCE or 1 CLUE (your choice).

OTHER WEAKNESSES:

TROUBLED				
DREAMS				



SKIDS O'TOOLE

THE EX-CON

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

2



INTELLECT

3



COMBAT

3



HEALTH

8



SANITY

6



RESOURCES

6



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: .45 AUTOMATIC – Start with 6 ammo. When a test allows you to spend a RESOURCE to add to your COMBAT, you may spend 1 ammo, instead.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: EX-CON – You may spend 1 RESOURCE to attempt any failed test again. Repeat the test using the same number of dice you used the first time and counting any other modifiers the same. You can only repeat each failed test once.

OTHER ABILITIES:

ROGUE

WEAKNESSES

MAJOR WEAKNESS: HOSPITAL DEBTS – When you spend a RESOURCE, lose one additional RESOURCE (if you have one).

OTHER WEAKNESSES:

CRIMINAL



Jenny Barnes

THE DILETTANTE

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

3



INTELLECT

3



COMBAT

3



HEALTH

8



SANITY

7



RESOURCES



CLUES



DOOM

ITEMS

STARTING ITEM: TWIN .45s – Start with 6 ammo. When a test allows you to spend a RESOURCE to add to your COMBAT, you may spend -1 ammo instead. If you do so, add an additional +1 to your score.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: TRUST FUND – If you succeed in a test without spending a RESOURCE (or ammo), gain +1 RESOURCE.

OTHER ABILITIES:

ROGUE

DRIFTER

DILETTANTE

WEAKNESSES

MAJOR WEAKNESS: SEARCHING FOR IZZIE – Whenever you spend a CLUE, roll a dice. If the score is lower than your current number of CLUES, lose -1 SANITY.

OTHER WEAKNESSES:



JOE DIAMOND

THE PRIVATE INVESTIGATOR

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

2



INTELLECT

4



COMBAT

4



HEALTH

8



SANITY

6



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: COLT 1911s – Start with 6 ammo. When a test allows you to spend a resource to add to your COMBAT, you may spend -1 ammo instead.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: DETECTIVE – Whenever you succeed in a test, gain +1 CLUE.

OTHER ABILITIES:

SEEKER				
DETECTIVE				
TOUGH				

WEAKNESSES

MAJOR WEAKNESS: UNSOLVED CASE – Start with 1 hunch. Whenever you gain a CLUE, roll a dice. If the score is more than your current number of hunches, do not gain the CLUE and add +1 hunch instead. You may spend hunches as CLUES but lose -1 SANITY for each hunch used.

OTHER WEAKNESSES:

HAUNTED				



SILAS MARSH

THE SAILOR

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

5



INTELLECT

2



COMBAT

2



HEALTH

2



SANITY

2



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: SAILOR'S NET – Once per adventure, while using COMBAT, you may immediately cancel the first dice roll and roll the dice again.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: DRIFTER – Whenever you spend a resource as part of a test, if the test is successful, gain 1 RESOURCE.

OTHER ABILITIES:

SAILOR				
TOUGH				
SURVIVOR				

WEAKNESSES

MAJOR WEAKNESS: SIREN'S CALL – Each time you gain DOOM, spend a RESOURCE. Otherwise, gain 1 additional DOOM.

OTHER WEAKNESSES:

TAINTED LINEAGE				



MARION TAVARES

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS

THE TRAWLER



WILLPOWER

2



INTELLECT

3



COMBAT

4



HEALTH

8



SANITY

6



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: STRONG ROPE – Once per adventure, you may add +3 to your WILLPOWER.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: DETERMINED – When using COMBAT, if you win a round, add an additional +1 COMBAT to the next round.

OTHER ABILITIES:

GUARDIAN

FIGHTER

TOUGH

WEAKNESSES

MAJOR WEAKNESS: I'LL DO IT MYSELF – Each time you lose SANITY or HEALTH roll a die. If the score is below your current SANITY or HEALTH (as appropriate), gain +1 DOOM. If you lose SANITY and HEALTH at the same time, choose one to apply the effect (your choice).

OTHER WEAKNESSES:

PARANOID

TROUBLED DREAMS



KŌHAKU NARUKAMI

THE FOLKLORIST

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

4



INTELLECT

4



COMBAT

3



HEALTH

6



SANITY

8



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: THE BOOK OF LIVING MYTHS – Once per adventure, you may substitute your INTELLECT for your COMBAT in any given fight.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: BLESSED, CURSED – For WILLPOWER tests, you may roll 2 dice instead of 1, and select one of the die of your choosing. However, if the dice roll results in a double, you automatically fail and gain 1 DOOM.

OTHER ABILITIES:

MYSTIC				
ACADEMIC				
ARCANE STUDIES				

WEAKNESSES

MAJOR WEAKNESS: WEEPING YŪREI – When you fail a WILLPOWER test, roll a die and add your COMBAT. If the total sum is equal to or less than the current DOOM, lose 1 HEALTH.

OTHER WEAKNESSES:

CURSED				
HAUNTED				



GEORGE BARNABY

THE LAWYER

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

2



INTELLECT

4



COMBAT

3



HEALTH

7



SANITY

7



RESOURCES



CLUES



DOOM

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.

ITEMS

STARTING ITEM: WALLET OF WEALTH – At any time, you may spend 2 RESOURCES to gain 1 CLUE.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: KNOWLEDGE OF POWER – Each time you gain 1 RESOURCE, gain 2 RESOURCES, instead.

OTHER ABILITIES:

SURVIVOR	SAILOR			
CIVIC				
DRIFTER				
LEGAL KNOWLEDGE				

WEAKNESSES

MAJOR WEAKNESS: CAST ADRIFT If you spend a RESOURCE during a Skill test, and the Skill test is not successful, lose 3 RESOURCE.

OTHER WEAKNESSES:

GRIEF				
CRIMINAL				

INVESTIGATOR

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS

ROLE



WILLPOWER



INTELLECT



COMBAT



HEALTH

Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.



SANITY

Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your willpower, and so on.



RESOURCES



CLUES



DOOM

ITEMS

STARTING ITEM:

OTHER ITEMS:

ABILITIES

MAJOR ABILITY:

OTHER ABILITIES:

WEAKNESSES

MAJOR WEAKNESS:

OTHER WEAKNESSES: