

# ARKHAM HORROR<sup>®</sup>

THE ROLEPLAYING GAME



Albert Haskins



# Albert Haskins

## THE BELIEVER

### SKILLS

6+	AGILITY max. 4+	KNOWLEDGE max. 3+	5+
6+	ATHLETICS max. 4+	RESOLVE max. 3+	5+
6+	WITS max. 4+	MELEE COMBAT max. 4+	6+
4+	PRESENCE max. 2+	RANGED COMBAT max. 4+	6+
5+	INTUITION max. 4+	LORE max. 3+	5+



### KNACKS

**Cleanse the Spirit Faith.** Once per session, your character may select one character they are engaged with and perform a complex action using **Lore**. They reduce the target's horror dice limit by one per success. If your character fails, they suffer 1 horror.

**Symbol of Belief Faith.** If your character is openly brandishing an item of religious or spiritual significance to them, they may perform a complex action using **Resolve**. Until the end of the investigators' next turn, monstrous enemies, inhuman enemies, and humans under otherworldly influence suffer disadvantage on complex actions to attack or otherwise affect your character.

### SPELLS

### EQUIPMENT

**Pocketknife.** Skill (Melee Combat), Range Engaged, Damage 1, Injury Rating 4. **Very Hard to Find** (attempts made to spot or locate this weapon by any character, even while conducting a physical search, are **very difficult**, requiring three successes to succeed).

**Heavy Clothing (US Army uniform).** The wearer reduces the damage taken from melee attacks by 1, to a minimum of 1.

**Religious Symbol (Brass Cross).** Once per session, the wielder may perform a simple action manipulating or brandishing their religious symbol. This lets them increase the number of successes by one on a successful action they perform using **Lore** or **Presence**.

**Flashlight.** Allows light up to 40 feet in one direction. If the wielder generates a result of 1 while performing an action and using this light source, mark one of the use circles. Once all circles have been marked, extra batteries must be purchased for \$1.00.

**Other Equipment:** Book of Common Prayers, Affordable Clothing, Gold Pocket Watch, \$6.50.

#### Flashlight



Current Insight

Maximum 1

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## Investigator Quick Reference

### SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only 1 die to perform.

Examples of simple actions:

- ◆ Move (spend 1 die to move up to 10 feet).
- ◆ Stand up or lie down.
- ◆ Open or close something, like a door.
- ◆ Pull out or grab an object, or put an object away.
- ◆ Operate a simple mechanism, like pulling a lever or pushing a button.
- ◆ You may spend 1 die to **aid an ally**, giving another adjacent character **advantage** on the next complex action they perform. The target may only benefit from advantage once per action and must be able to spend at least 1 die to perform the check in order to receive advantage.

### COMPLEX ACTIONS

Complex actions require skill to perform. They cost one or more dice to attempt.

Examples of complex actions:

- ◆ **Disengage:** If in melee with an enemy, perform a complex action with **Melee Combat**. If successful, may move up to 10 feet away from any engaged enemies.
- ◆ **Heal Horror:** Perform a complex action using **Resolve** (if healing self) or **Presence** (if healing someone else). If successful, reduce horror die limit by 1. This takes several hours. Narrative scenes only.
- ◆ **Heal Wounds:** Perform a complex action using **Knowledge** targeting yourself or an adjacent character. Each success increases the target's dice limit by 1, up to their dice pool maximum. Narrative scenes only.
- ◆ **Reload Under Pressure:** While under pressure, perform a complex action using **Agility**. Reload weapon if successful. When not under pressure, reload as a simple action by spending 1 die.

### DURING THE INVESTIGATORS' TURN

- ◆ All investigators act together.
- ◆ When you act, describe what your character wants to do.
- ◆ You spend dice from your pool to perform simple or complex actions.
- ◆ **Strain Yourself:** At the start of the investigators' turn, before dice pools are refilled, you may heal all damage (bringing your dice pool limit back up to maximum). If you do, you suffer an injury at the end of your turn (or after your next complex action in a narrative scene).

### DURING THE GAME MASTER'S TURN

- ◆ When it is the game master's turn, you can use reactions.
- ◆ Reactions cost 1 die.

### REACTIONS

Reactions are often used on the game master's turn. Most reactions come from knacks or capabilities your investigator has. The one other primary reaction is:

- ◆ **Dodge/Block:** To dodge a ranged attack or block a melee attack, roll a single die using **Agility** (dodge) or **Melee Combat** (block). If you succeed, you negate all damage and effects of the attack.

### INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways:

- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ When performing an action (complex action or reaction), you may spend one insight to perform it with **advantage**.
- ◆ You may spend 1 or more insight to introduce a narrative element into the ongoing scene, such as remembering that you had brought along a useful tool or recognizing that a minor character is someone you already know.
- ◆ Use the positive side of your personality trait.

### BACKGROUND

**Place of Origin:** Arkham, MA

**Family and Friends:** Corporal James Millard, Father Michael, Sister Mary

**Employment:** American Legion advocate, Former US Army Chaplain

**Weekly Salary:** \$28

**First Supernatural Encounter:** During the war

**Notable Enemies:** None

### PERSONALITY TRAIT

#### SELFLESS

A selfless character thinks of others first, always trying to help their friends and comrades. They are sometimes even willing to sacrifice their own well-being in order to aid their allies.

**Positive:** When your character performs the **Aid an Ally** simple action, they may spend 1 insight to also aid a second ally within 15 feet of themselves (this does not require spending any additional dice).

**Negative:** After being triggered, your character may not perform complex actions during their next turn.

**Total XP Earned:** 5

**Unused XP:** 0



## Your Story So Far...

Albert wasn't always a religious man. Far from it, in fact. But sometimes, you find faith in dire places.

Raised Roman Catholic, Albert didn't enjoy going to South Church for services every Sunday. As a child, he was inquisitive, bordering on prying. He found that faith didn't offer sufficient answers to his questions about the world—only more questions. He was told that he had to believe to get anything out of church, instead of the other way around. But he wanted the truth.

His parents, both very religious people, responded by pressuring him into becoming more active at the church. He attended Catholic classes, studied the Bible, joined the choir, and eventually went through Confirmation like many of his peers. But in his heart, his relationship with his faith was rocky at best. He had questions—questions he was too scared to ask, too nervous to admit he had, even to himself.

Then came the Great War.

Albert, terrified of the draft, enlisted instead as a military chaplain. As a noncombatant, he hoped to steer clear of the worst parts of the war, and as a nondenominational chaplain, he could avoid the parts of his faith he was not ready to confront. With almost no training under his belt, he was sent directly to Western Europe to serve on the front. For nearly a year, he provided comfort to many of his fellow soldiers. He conducted services, offered sacraments, and organized burials for the dead. If the need arose, he administered first aid to the wounded, though he was no medic.

Albert's closest friend was a fellow soldier, Corporal James Millard. When James repeatedly challenged Albert's beliefs, Albert welcomed those doubts, rather than spurning them outright. Remembering how frustrating it would be when his own questions were rejected, he instead tried to find his own answers. The two quickly became like brothers—a friendship forged in the fires of battle and tested by faith.

The horrors of war caused many soldiers to lose their faith. For Albert, it was the opposite. He found purpose in his role as chaplain, and his spirituality flourished on the battlefield. When challenged, he didn't crumble or succumb to despair. Instead, his values were reinforced, his hope redoubled. He was convinced that the war was but the folly of mankind, not something caused by a higher power.

He turned out to only be partly right.

Just months before the end of the war, Albert saw combat firsthand. His battalion came under a withering German artillery barrage, then a ground assault. They tried and failed to hold their position, but soon they were forced to retreat.



Then, the weather turned. What was a cloudy, rainless day quickly became a torrent of dark, viscous rain. It bit through their uniforms, even their helmets, like acid. The survivors took cover in a blasted forest, even as the artillery continued to pound them. For over an hour, Albert prayed and read from his book of common prayers while the rest of the unit—Corporal Millard included—huddled together in terror. With no end to the uncanny rain in sight, James made the call to continue their flight. That's when they saw the monster that would haunt Albert's dreams for years to come.

It was a shapeless creature of pale skin and sinewy muscle, easily twelve feet tall and twice as wide. Writhing fleshy tendrils and lidless eyes covered its body. It had not one mouth but many, all filled with gnashing teeth. It had no other human features to speak of—no arms, legs, or head. Wherever its tendrils dragged its hideous mass, black ichor followed in its wake.

They ran as fast as their legs could take them. No matter how fast they ran, no distance could be far enough away from the thing to make them feel safe. The creature did not give chase, instead spewing globules of black ichor into the air; a wicked mirror of the German artillery. Any of the soldiers unlucky enough to be hit were liquefied, leaving only bones. In desperation, Albert pulled out his cross and lifted it into the air. At this the creature's bombardment strangely, mercifully, ceased.

In the end, only a fraction of the battalion reached friendly lines. Some refused to believe what they saw, chalking it up to the trauma of war. Others spoke of the creature and were inevitably ushered off to sanatoriums and hospitals. James and Albert remained silent, but Albert did not doubt the creature's existence, or that his own faith had protected them in their hour of need.

When the war ended, Albert returned home, and his friend James moved to Arkham from Boston. James got a job as a night watchman at a local warehouse, and Albert returned to his congregation at South Church a changed man. He'd seen and experienced things that defied all earthly explanation, but his faith was as unshakeable as ever.

In the years following the war, Albert became an advocate with the American Legion, providing support for fellow veterans of the war. He tried to confess what he'd seen to Father Michael, but it was impossible to get the words out. Instead, he went to Sister Mary, the new nun who worked with Father Michael. Mary had experienced her own fair share of strange events and was more ready to believe his story. Now, even as Albert scours texts both Catholic and occult for answers to the questions that have troubled him all his life, his faith remains steadfast. Somehow, he knew that it was the only thing that kept him safe that fateful day.