

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Farah Hashim

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THE ADVENTURER

SKILLS

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



KNACKS

Treasure Hunter. When your character performs a complex action to spot or disarm a trap, or a reaction to avoid a trap, they add 1 to the result of each die rolled.

SPELLS

EQUIPMENT

Bullwhip. Skill (Melee Combat), Range 10 feet, Damage 1, Injury Rating – **Tangle** (if an attack with this weapon generates at least three successes, the wielder may choose to either knock the target of the attack prone or force them to drop one item they are currently holding).

M1903 Springfield

M1903 Springfield Bolt-Action Service Rifle. Skill (Ranged Combat), Range 240 feet, Damage 3, Injury Rating 3.

Other Equipment: Affordable Clothing, Medium Bag (Backpack), Survival Kit, Compass, \$7.00.



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: Cairo, Egypt

Family and Friends: Gené Beauregard, other friends within the Explorers Club

Employment: Explorer / Consultant for the Explorers Club

Weekly Salary: \$19

First Supernatural Encounter: In the jungles of Brazil, searching for the Lost City of Z

Notable Enemies: Yig

Total XP Earned: 5

Unused XP: 1

PERSONALITY TRAIT

OPTIMISTIC

An optimistic character believes there is a solution to every problem and a way forward out of every seemingly hopeless situation. There are no problems in their life, only challenges to overcome.

Positive: Your character may spend 1 insight to heal 3 damage they are suffering as a free action during their turn.

Negative: When triggered, your character may not perform any reactions for the remainder of the scene.

Your Story So Far...

It all started when Col. Percy Harrison Fawcett first saw the document known only as Manuscript 512 in the National Library of Brazil. It described in great detail the ruins of an ancient city allegedly discovered by a group of bandeirantes—Brazilian settlers—in 1753. But its exact location was never stated, and it was never seen again.

In 1920, Fawcett set out to find the city he dubbed “Z.” Luck was not on his side. After suffering from a terrible fever, Fawcett was forced to withdraw and abandon his search. Five years later, he set forth again, this time with his son Jack and Jack’s friend Raleigh Rimell. Together they ventured into the Mato Grosso jungle, determined to find this Lost City of Z. None of them were ever seen or heard from again.

After Fawcett’s disappearance, there were few who dared to follow in his footsteps. Farah Hashim was one of those ill-fated few. Born in Cairo, Farah’s family immigrated to New York City when she was a child. An inquisitive youth, Farah’s favorite activity was venturing into places she shouldn’t. When she snuck into the newly founded headquarters of the prestigious Explorers Club, she knew she had found her calling.

Although she had no formal training, no degrees, and no scientific knowledge, what Farah lacked in education she made up for in spades in grit and fearlessness. Since her first expedition into the Sahara in 1918, she continued to apply to the Explorers Club for membership. Over the years, she joined several expeditions hosted by the club and made many allies within its ranks. She went on adventure after adventure, from the North Pole—following the route of Robert E. Peary—to the very heart of Africa. Each time she returned with remarkable stories, drawings, and fossils, though she never took anything that was not hers to take. She never gained membership, but she earned herself a notorious reputation within the Explorers Club: when danger was afoot, Farah was rarely far behind.

Farah was the one who proposed the expedition to find Col. Fawcett, Jack, and Raleigh. Although all three were presumed dead, the Club was intrigued by the possibility of finding the Lost City of Z described in Manuscript 512. While publicly they denounced Fawcett’s wild theories, they quietly gave Farah a field-research grant—just enough funding to send her and a small crew of fellow explorers into the jungles of Brazil to search for any sign of Fawcett or the City of Z.

The expedition was joined by Farah’s mentor, an explorer named Gené Beauregard; two NYU students, Wesley and Imani; Paulo Ferraz, a photographer sent by the Club; and two pack animals. In the end, only Farah and Gené would return, and both would be changed forever by what they witnessed.

The strange events started on the third night, as Farah and the others made camp by a small stream. They’d been traveling for hours, with absolutely no sign of Fawcett’s expedition or the ruins described in Manuscript 512. Then Wesley suffered a snake bite from a coral snake that had snuck its way into the camp. It was unusual for a coral snake to attack unprovoked—usually they fled from humans—but thankfully Gené was able to draw some of the venom out and

prevent the bite from turning fatal. Even so, Wesley would be out of commission for a while. They decided to stay camped for an extra day while the young man recovered.

The very next day, Imani spotted a viper near the camp and slew it out of an abundance of caution. From that moment on, the group started spotting serpents everywhere—constrictors watching them from the trees, vipers slithering near the outskirts of their camp, all manner of snakes in all manner of places. If Farah didn't know better, she'd think they were watching them. None of them slept that night.

The next morning, Wesley's condition improved enough that they could continue their trek. But along the way, they started spotting something else that chilled them to their core—figures flitting through the trees, seemingly humanoid but also covered in scales. Gené wrote it off as the group being panicked and sleep deprived, but Farah was not so sure. Still, she pushed onward, confident their search was not in vain. When they discovered the ruins of an ancient structure, the group was sure that their optimism was justified.

Then, on the sixth night, all hell broke loose. The group was attacked in their sleep—not by serpents, but javelins hurled out of the tree line. Farah scrambled to reach her Springfield and fired several shots into the darkness. Though her shots went astray, whatever surrounded their camp soon scattered. However Imani, who had been on watch, was already dead; a pair of javelins propping up his sitting corpse.

The group packed their belongings and fled as soon as they could. But along the way, they continued to be harried by spears and arrows. Wesley, still feverish from his wound, collapsed and was hauled, screaming, into the bushes. Paulo, who sprinted ahead, was cut down by a dozen arrows in a vicious ambush. In the end, only Farah and Gené made it out alive. At the edge of the jungle, they found the boat that had taken them up-river still intact. They cast off and fled, even as a few final arrows sunk into the craft's wooden sides.

Farah could scarcely comprehend what she saw during the attacks. To this day, she questions her own memories. The spears were held by humanoid serpents. She recalled scaled hands, yellow eyes that glinted by the light of their campfire, hisses emerging from the brush.

The Explorers Club ignored their report. Behind closed doors, they were laughingstocks at best and pitied at worst. After all, how could the story be anything but panicked imaginings or even lies to explain what happened to their three fellows? Ashamed and guilt-ridden, Farah would have given up on her dream were it not for Gené. She told Farah of a university in Massachusetts that often partook in wild expeditions, complete with its own museum of artifacts and relics. Perhaps there, she'd find a place where she could fit in. A place where people would believe her tales. So, Farah traveled to Arkham, where she now resides, seeking answers to the questions that plague her mind...