

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



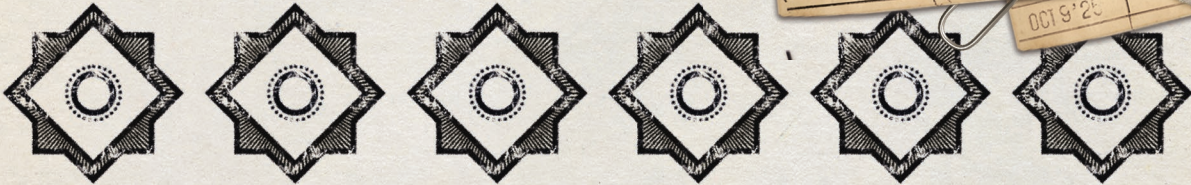
Joseph Solomon

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THE MYSTIC

SKILLS

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



KNACKS

Counterspell. *Spell.* When another character within 50 feet casts a spell, your character may perform a reaction using **Lore**, subtracting 1 from the die result. If they succeed, the spell fails. If they roll a result of 1, they suffer 1 horror.

Haunting Whispers. *Spell.* Your character may perform a complex action using **Lore**, targeting one NPC within 100 feet. If they succeed, for each success the NPC must discard one die currently in their dice pool.

SPELLS

EQUIPMENT

Flowing Clothing (tweed coat). When performing a reaction to avoid a ranged attack, the wearer may reroll the result once.

Elder Sign Amulet. As a simple action, your character may brandish the Elder Sign, causing nearby monsters, supernatural entities, or otherworldly creatures to retreat and keep their distance. Until the beginning of your character's next turn, affected entities will not move closer to your character. If they can see the Elder Sign, they must spend at least one die moving directly away during their turn. However, they can still attack or affect your character with a ranged weapon or abilities that work over a distance.

Textbook (Advanced Astronomy, Constellations, and Star Maps): The user may perform a simple action to consult the book in order to then perform a complex action related to the subject of astronomy with advantage.

Candles x10: Allows sight in one small room or within 10 feet. 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, the candle has burned down and is useless.

Other Equipment: Affordable Clothing, Wristwatch, \$14.25.



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: Providence, RI

Family and Friends: Wife, Ruth (deceased); Son, George

Employment: Assistant Curator, Museum of Natural History

Weekly Salary: \$53

First Supernatural Encounter: Various Hune-Mist sightings

Notable Enemies: Roger Davies, the Order of the Empty Sky

Total XP Earned: 5

Unused XP: 0

PERSONALITY TRAIT

IMAGINATIVE

An imaginative character has a mind that can roam free of reality's constraints. They can envision all manner of possibilities and potential options when confronted with a problem, and their minds is open enough to accept many of the strange things they encounter.

Positive: When your character spends insight to gain advantage on an action, they may add two additional dice to their hand of dice instead of one. After rolling the dice, your character discards the two lowest results instead of only the lowest result.

Negative: When triggered, your character cannot reduce their horror dice limit for the remainder of the current session.

Your Story So Far...

Joseph Solomon was born in Providence, Rhode Island, and has seen the city transform many times over the years. But there wasn't anything on Earth that held his attention or imagination captive the way the stars did. Ever since Joseph was young, his favorite pastime was stargazing. He and his father would often venture into the woods north of Providence, and together they would watch the stars for hours. On his 14th birthday, Joseph was gifted his very first telescope, and from that day onward, things would never be the same.

When he first witnessed the anomaly, he was too young to understand. It had looked like just a column of gray smoke, or perhaps a cloud of thick mist. Perhaps something in the upper atmosphere. But the second time he saw it, he realized it was much farther away than he'd originally assumed. Stranger still, he could swear he saw it take a more defined shape—the curved shape of an enormous wing. He immediately rushed to grab a notebook and draw what it was he saw, but the moment he returned to his telescope, it was gone.

His father laughed when he told him what he'd seen. "Probably just a smudge on your lens," he'd said. Joseph tried to convince himself that his father was right. But something felt off. In secret, he continued to scan the sky every night, hoping to see it again. It would be twenty years before his wish came true.

During the interim, he attended Brown University, graduated summa cum laude, and got a job as a historian at the newly opened Museum of Natural History in Roger Williams Park. During breaks, he'd spend his time in the planetarium and teach the fundamentals of astronomy to visiting students. It was at the museum that he met Ruth, and they married two years later.

But no matter how much changed in Joseph's life, one thing would always remain the same. In his off-hours, he still loved to stargaze. In 1902, he took his young son George to the woods north of Providence and set up his old telescope. And there, in the very same spot where he first saw the anomaly, he saw it again.

Obsession overtook him. Joseph now had years of study and experience under his belt. But in all those years, he'd never seen anything like the shape he saw now: gray mist unfurling into the shape of a maw. He heard strange whispers in his head as he watched it swirl and undulate. Then, again, as quickly as it appeared, it was gone. George watched on as Joseph continued to search for the anomaly for hours. Neither of them slept that night.

Now convinced that the strange mist he saw in his youth was real, Joseph began searching for it every night and recording his observations. Perhaps he was on the verge of some new discovery—some celestial matter with no scientific explanation. As it turned out, he was not far from the truth.

Time passed. Joseph worked his way up the ladder at the museum and began sharing his observations with some of his colleagues. When war broke out, Joseph was too old for the draft. His son George, however, was not and was drafted in 1918. Ruth fell ill soon after George left home, and Joseph was alone. Alone with nothing but his obsession.

Now an assistant curator at the museum, Joseph decided to publish his findings. Eight sightings in total, over the course of almost 50 years. He dubbed the anomaly a "celestial mist." His conclusions were wild, speculative, and met with derision by most scholars. But soon after his papers were published, he was invited by a man named Roger Davies to speak somewhere he'd never heard of before: a place called the Athenaeum of the Empty Sky.

From the moment Joseph stepped inside, he was impressed. The five-story building was devoted to the study of astronomy. As he climbed the steps to each floor, he found the upper levels were even stranger, filled with orreries styled after unknown solar systems and tomes that seemed, at best, only tangentially related to astronomy.

Joseph was brought into a large auditorium-style chamber where he was asked if he could speak on his findings. The audience was captive as Joseph relayed his observations. When he finished, Mr. Davies asked if Joseph wanted answers to the questions he posed in his papers. Joseph, of course, said yes.

Mr. Davies instructed Joseph to follow him to the top floors of the Athanaeum, and there he told Joseph the truth. The "anomaly" Joseph had observed was but a piece of a creature he called Silenus—a creature he said would one day end all life in the universe. There was no stopping it, no slowing their demise, and so Davies and his organization were dedicated instead to hastening its arrival. "Silenus is not an anomaly," Davies said. "Life is the anomaly. Stillness, silence, is the natural order."

Somehow, despite the absurdity of this explanation, Joseph knew in his heart it was true. The thing he had seen was not entirely shapeless. Wings, teeth, claws; he saw it for what it really was. A creature. An entity. But he had no desire to join Davies' order. He tried to leave, but was surrounded by robed figures who began to chant in a strange language. Something tore at Joseph's body. His limbs contorted. His breath caught in his lungs. "If you will not join us," Mr. Davies uttered, "then you are of no further use."

Joseph threw up his arms, and there was a sudden flash of light. The next thing he knew, he was running. He fled the building, returned to his home in South Side, and gathered his belongings. With Ruth gone and George still overseas, he had no reason to stay. Something had happened in that building, some power he tapped into that he could scarcely control. He never believed in magic before, but then again, he never believed in celestial entities that could consume entire galaxies before, either. He'd heard of a library in Miskatonic University that held a restricted collection of esoteric tomes and oddities—perhaps there he might be able to research the truth about this strange new power he possessed.