

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Jun Yuanren



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THE GUARDIAN

SKILLS

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



KNACKS

Determination. When your character suffers an injury due to straining themselves, they roll 1d3 on **Table 2-1: Injuries** (page 32) instead of 1d6.

Scrappy. Once per turn, when your character performs a reaction to avoid a melee attack, they may reroll the result.

SPELLS

EQUIPMENT

Colt Police Revolver. Skill (Ranged Combat), Range 75 feet, Damage 2, Injury Rating 4. **Slow Reload** (using a simple action to reload restores only a single circle of ammunition; reloading fully requires multiple simple actions or a complex action using **Agility**).

Blackjack. Skill (Melee Combat), Range Engaged, Damage 2, Injury Rating 4. **Knockdown** (if this attack generates two or more successes, the target is knocked prone).

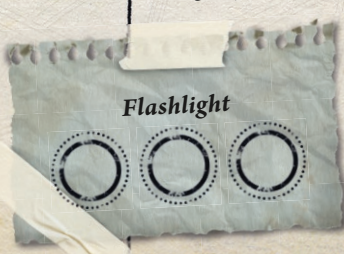
Heavy Clothing (thick jacket). The wearer reduces the damage taken from melee attacks by 1, to a minimum of 1.

Habitual Item (cigarillos). Once per session, the character may perform a simple action to use a habitual item to remove 1 horror (a character cannot use more than one habitual item in a single session).

Handcuffs. Breaking out or otherwise escaping handcuffs requires a very difficult (three successes) complex action using **Agility** or **Athletics**.

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: 6 .38 special rounds (1 full reload), Belt and Holster, Fingerprint Kit, Magnifying Glass, Police Badge, Durable Clothing, \$20.55.



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: Hong Kong)

Family and Friends: Father, Yuz; Sister, Fèn

Employment: Police Detective

Weekly Salary: \$70

First Supernatural Encounter: Trylogogs in the sewers of Easttown

Notable Enemies: O'Bannion Gang, Sheldon Gang, the Cult of Ezel-zen-rezl

Total XP Earned: 5

Unused XP: 0

PERSONALITY TRAIT

SKEPTICAL

A skeptical character doesn't have to be distrustful, but they take whatever they hear or learn about with a healthy pinch of salt. They need to receive information from several sources before they can be sure that it is true.

Positive: When your character performs a reaction to detect a lie, they may spend 1 insight to succeed automatically without rolling or spending a die. They may do this even if they don't have any dice to spend on reactions.

Negative: After being triggered, your character may not perform actions to interact with, respond to, or attack anything supernatural during their next turn.

Your Story So Far...

Jun Yuanren was born into a poor immigrant family from Hong Kong. His father Yuz was a cobbler by trade, and quickly found work in the city of Arkham. His mother Li would soon join the workforce as well, working at a textile factory in Northside. They worked late hours, leaving Jun to watch over his little sister Fēn. That's when the two of them would get into trouble.

A precocious child, Jun often wandered the streets of his neighborhood in Easttown, his sister rarely far behind. He made friends with the local strays, got into scraps with school bullies, and was never afraid to talk to panhandlers or street musicians. By the time he reached his teens, he knew his stomping grounds better than either of his parents. He had made more than a few friends in low places, and his knowledge of the streets was impeccable.

Things would change forever the night of his mother's murder. It hadn't been intentional—just a shootout between two local gangs, the O'Bannions and the Sheldons. After a wild exchange of gunfire both gangs fled, leaving Li's crumpled body on the sidewalk. Jun would never forgive them, but what angered him even more was how quickly the police closed the case without any arrests. Yuz Yuanren was told "these things happen," and that was the end of it. Lives callously taken, and no justice in sight.

Whether the cops who investigated the firefigt were on one of the gangs' payroll or simply incompetent, it didn't matter. Jun was determined to never let anything like this happen to anyone ever again. As soon as he came of age, he joined the Arkham Police Department as a rookie cop, patrolling the same streets he used to explore as a child. Despite now sporting the badge of the Arkham Police, he found that his experience helped him talk to locals, and his knowledge of the neighborhood aided him in solving crimes. When he cracked a break-in at a local bakery using only his wits and his knowledge of the area, he was promoted to detective.

Meanwhile, Fēn worked as a secretary at the Administration Office of Miskatonic University, while their father Yuz drank himself into early retirement. Now with a detective's salary, Jun supports his father financially, though he doesn't approve of his drinking habit. For several months, things felt stable for once. He had a rewarding job, a steady income to support him and his father, and a bright future ahead of him.

That was when the Easttown killings began. It started with a gruesome murder—rare, but not unheard of in a town the size of Arkham. The victim was a man Jun knew all too well, a 40-something vagrant who played guitar on the street for cash. A stabbing would have been horrifying enough, but a man's heart removed completely from his body? Who would do such a morbid thing? And why?

Jun immediately went to Chief Nichols's office with his theories. It had been too precise, too spine-chillingly exact to be a crime of passion. No, this man's heart had been removed for a *purpose*. And yet, Jun was met with only disdain by Nichols, who told him to investigate the case like any other murder, nothing more. Jun himself was no stranger to skepticism, and although something about the case bothered him, he took the chief's advice.

That was, until the second murder. This time a woman in her early 30s, a singer at one of the city's vaudeville acts, was on her way home from one of her performances when the killer struck. There were no similarities whatsoever between the killings... except for the heart, once again removed with terrifying precision. This time, Jun followed his gut. He tracked the killer down into the sewers, deep below the streets of Arkham, where he found something he never expected: two human hearts, preserved on a stone altar in bowl of viscous liquid, somehow still *beating*.

Jun heard footsteps behind him, turned, and fired two shots from his revolver. The figure, cloaked and hooded in crimson, fled. There was no doubt in Jun's mind: this was his killer. He gave chase, firing several more shots at the killer. Eventually, he cornered the figure, holding him at gunpoint against the dripping walls of the sewer, and read him his rights.

In response, the hood dropped, and the man screamed. Insects burst forth from his mouth, his ears, his nostrils, crawling out of him like flies from a corpse. But these were enormous, terrifying things, with thick, sharp carapaces that tore the man's flesh apart as they escaped into the sewer system. Terrified, Jun ran back to the victims' hearts, but they too were ruptured, torn apart like as though chewed from the inside.

Horried and completely confused, Jun did his best to assemble the events into a report; only to be met with complete disbelief. Now, Jun is assigned all the cases the rest of the Arkham Police don't want to take—which usually means the weird ones. Occult murders, curses, notes written in unearthly script, none of it makes sense. But Jun is determined to try.