

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Louis Brown

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THE HUNTER

SKILLS

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



KNACKS

Killing Blow. When your character inflicts an injury, add 1 to the result of the injury roll.

SPELLS

EQUIPMENT

Thompson M1921A Submachine Gun. Skill (Ranged Combat), Range 75 feet, Damage 2, Injury Rating 3. **Full Auto** (each additional success generated on this attack roll deals +1 damage).

Brass Knuckles. Skill (Melee Combat), Range Engaged, Damage 1, Injury Rating 3. **Hard to Find** (attempts made to spot or locate this weapon on a character, even while conducting a physical search, are **difficult**, requiring two successes to succeed).

General Tool Kit. This tool kit provides the right tools for repairs and construction. In addition, once per session, the user may expend some of the kit's resources and mark one of the use circles to add one die to the next complex action they perform to repair or build something. When all use circles are marked, the kit can be replenished by purchasing \$1.00's worth of supplies.

Other Equipment: Affordable Clothing.



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: Father, William; Bosses, Henry Cooper and Sadie Sheldon

Employment: Gang Enforcer/Bodyguard, Chauffeur

Weekly Salary: \$37

First Supernatural Encounter: Beast in the woods outside Arkham

Notable Enemies: The O'Bannion Gang

Total XP Earned: 0

Unused XP: 0

PERSONALITY TRAIT

RESERVED

A reserved character tends to be quiet and introverted, keeping their own counsel and only sharing with people they absolutely trust (and even then, sometimes only rarely).

Positive: Your character may spend 1 insight to reduce their horror dice limit by 1 during their turn.

Negative: When triggered, your character must save at least half of the dice in their dice pool during each of their turns for the remainder of the current scene (these dice can be used to perform reactions during the adversaries' turn).

Your Story So Far...

Louis didn't enjoy hurting people. He preferred to fix things. For him, there was joy in taking something broken and making it work again. But sometimes, you don't get to do what you enjoy doing. You do what you're good at. And Louis was very good at hurting people.

When he was a kid, he'd watch his father William fix sinks, bathtubs, and pipes. Sometimes he'd even get the chance to help. He liked to take things apart and put them back together, just to see if he could. Whenever one of Dad's tools was "borrowed," Louis was almost always the culprit. And he was a quick learner. The problem was, there was something else he was even better at.

Louis would get into scuffles at school or on the streets all too often. Sometimes, the fights weren't his fault. Sometimes, they were. Sometimes, he'd return home bruised, scraped, or with a black eye. But no matter what, the other boys would be worse off.

When he came of age, Louis got his first job at a bicycle repair shop. As automobiles grew in popularity, the shop started repairing motorbikes and Model T Fords. By the time Louis was in his 20s, the shop had fully transformed into one of Arkham's only automobile body shops. Louis learned much about cars during his time in the shop, and eventually he got a job as a chauffeur for a friend of his boss, a man named Henry Cooper. Little did he know, Mr. Cooper had a dark side—one Louis would soon get sucked into.

During his time as Mr. Cooper's personal chauffeur, Louis became well acquainted with his new employer's precious 1921 Dodge Roadster. In addition to driving Cooper around town, Louis was responsible for running all manner of errands for him, helping him with luggage, and keeping his Roadster in perfect condition. He'd wash, wax, and polish it to a mirror sheen, and made sure to repair any problems long before Mr. Cooper ever noticed. Eventually, he became less of a driver and more like Cooper's personal assistant and confidant.

But over time, he started to notice strange things. Cooper was a wealthy man, and made many business dealings, but he wouldn't share any specifics. He reported to somebody higher than himself but would never say who. And whenever Cooper asked to be driven to Hibb's Roadhouse just a few miles outside of Arkham, Louis would be instructed to stay in the front while he went into the back rooms to meet with his "business associates," whoever they were.

Then one night Louis exited the roadhouse to start the car and wait for Mr. Cooper to wrap up his meeting, only to find somebody attempting to steal his precious Roadster. Louis sprung into action immediately and tackled the crook. Though Louis had only meant to restrain him, the man drew a switchblade and Louis was forced to knock the thief out.

Cooper emerged from the roadhouse and was impressed with Louis's loyalty and tenacity. For the first time, he brought Louis into the back room of the roadhouse and introduced him to his real boss—Sadie Sheldon.

Cooper was one of the lieutenants of the Sheldon Gang, one of several infamous crime syndicates that operated within Arkham. The man Louis had just knocked out was a foot soldier of the O'Bannions, a rival gang who operated the Clover Club downtown. He was offered the "opportunity" to join the Sheldon Gang. Face to face with one of Arkham's most notorious criminals, and with his job on the line, Louis had no choice but to accept.

Now Cooper's private bodyguard and enforcer, Louis takes on all manner of jobs. He still chauffeurs Cooper around town, but now he follows his boss everywhere he goes. The longer he stayed in the employ of the Sheldon Gang, the more he became desensitized to violence. Still, it wasn't his passion. He loved Cooper's Roadster more than he'd ever love working for the Sheldons. Louis longed for a way out.

What he got was far worse.

The Sheldons got a lot of their moonshine from a man who lived deep in the woods south of Arkham. They'd then load it up onto their fleet of trucks and transport it to the roadhouse. Louis had been involved in a few of these deals and had even met the man himself several times. Then, suddenly, all contact with the man stopped. They sent a couple men down to the moonshiner's cabin to make sure he delivered...and they never returned, either.

Now Cooper had to take the situation seriously. So he sent Louis along with several other enforcers to "gently coax" the man into sticking to his end of the deal...and punish him if he did not. Louis hoped it would not come to that.

What they found when they arrived was a bloodbath. Their men were dead, ripped and torn apart by some kind of beast. The claw marks were enormous. A bear, perhaps, or larger. Entering the cabin, they found the moonshiner holed up in his bedroom, staring into nothingness, and babbling nonsense to himself over and over. Then they heard it: a growl from outside, heavy footfalls, the wet splat of dripping blood.

Louis and his men didn't stick around to find out what it was. They piled into their truck and drove off as fast as they could, empty-handed. But just as they were rounding the corner of the trail, Louis thought he could make out a pair of gleaming yellow eyes and fangs dripping with blood. Nobody believed their story except for Cooper, who had a new task for Louis.

Something was out there, something not of this world. And whatever it was, Cooper wanted him to kill it.