

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Tsintah Serrano



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THE SURVIVOR

SKILLS

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



KNACKS

Navigator. When you perform a complex action to read or interact with a map or plot a route, add 1 to the results of all dice rolled.

SPELLS

EQUIPMENT

Axe. Skill (Melee Combat), Range Engaged, Damage 4, Injury Rating 3. **Brutal** (add 2 to the injury roll when inflicting an injury with this weapon).

Other Equipment: Durable Clothing, Camping Blanket, Camping Mess Kit, Survival Kit, Road Atlas, Field Rations x5, Fishing Rod, Fishing Tacklebox, \$16.



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: Reservation in New Mexico

Family and Friends: Brother, Paco (missing); Maria and Luisa Serrano

Employment: Wage Laborer

Weekly Salary: \$15

First Supernatural Encounter: Reservation massacre

Notable Enemies: The Cult of Tsocathra

Total XP Earned: 0

Unused XP: 0

PERSONALITY TRAIT

THRIFTY

A thrifty character is one who always makes a point to carefully conserve resources for some future need. They save their money, protect their assets, and generally make sure nothing they come across goes to waste.

Positive: During their turn, your character may spend 1 insight to immediately have possession of one item worth \$5.00 or less; they had the item stored away in case of an emergency.

Negative: After being triggered, your character cannot share items or supplies with their allies for the remainder of the current scene. In addition, until the end of the current scene, they must attempt to take any resources they find for themselves.

Your Story So Far...

Since leaving home, Tsintah Serrano never stayed in one place very long. There was something about the open road, about the outdoors, that had always called to her. She enjoyed traveling, living in the countryside, meeting new people, and discovering new places. Settling down had never occurred to her.

It didn't help that she didn't have a family or a home to return to.

It wasn't always that way. Tsintah grew up on a small reservation in New Mexico with her parents and her older brother Paco. They didn't have much—the land wasn't fertile, and opportunities for their people were slim to none. They received scant government rations, scarcely enough for their family. Paco made a meager living as a laborer on nearby farms, and was rarely around. When he was, he taught Tsintah how to forage, fish, hunt, and live off the land. They would go on long hikes together, and he would teach her everything he knew about the world, which to her young mind seemed all-encompassing. It was a hard life, but a happy one.

Then Paco found the stone. It was a simple little thing, just a piece of smooth rock with a strange inscription carved upon its face. He said he'd found it one day while he was out hunting, and from that day forth, he was obsessed. Calling it a lucky stone, he carried it with him everywhere he went. He studied its inscription and carved it in other places, believing it to be a protective rune. He started mumbling strange things to himself—that there were more, that he had to find them.

Not long after that, Tsintah was torn from her family and sent to a boarding school. She was forced to learn English and forbidden from speaking her native language. Miserable, she yearned to go back to her family. So, one day, she did just that, escaping the confines of her boarding school and making her way back home.

However, something had happened to Tsintah's home while she was gone. Something horrible. The entire community, more than a dozen families, had been utterly destroyed, as if by a tornado. Some were dead, including her parents. She found them in the remains of their house, their blood stale and old. Others were missing, including her brother. With nowhere else to go, and no clues as to what transpired, Tsintah took what she could and ran.

Thanks to her brother's lessons, Tsintah knew how to live off the land. For weeks, she scavenged, foraged, and hunted for survival. Eventually, she came to a ranch owned by a friendly couple, Maria and Luisa, who took her in. As luck would have it, they were in need of someone who could help around the ranch. In exchange, they offered Tsintah a place to stay and a steady income. Tsintah would eventually confess why she left and tell them about the massacre that led to her flight. The two women promised her that they would never send her away to a boarding school like the one where she was raised.

Years passed. Over time, Tsintah came to see Maria and Luisa as family, even going so far as to adopt their last name, Serrano. Work on the ranch was tough but rewarding—a better opportunity than she ever would have received on the reservation. Here, she could practice the customs of her people without fear of reprimand. She could have a future.

But every night, the things she saw when she'd returned home haunted her. She would toss and turn, tortured by her mind, unable to fall into the merciful embrace of sleep. The image of her parents' horrified faces, their contorted corpses, the inscription inscribed upon their doorway. An inscription she recognized from Paco's stone.

Eventually, Tsintah couldn't let her memories rest. She thanked Maria and Luisa for taking her in and promised she would always consider them family, gathered what little she'd saved up, and left. She had to learn the truth. Her brother was still out there, somewhere, still alive. And she had a feeling that inscription, that stone he possessed, had something to do with what happened.

Tsintah wandered the wilderness for months in search for something, anything, that could reveal the truth. Another stone like Paco's, or perhaps Paco himself. But she found nothing—nothing but her nightly torments and a growing sense of dread. So Tsintah did what she thought she'd never do—she went into the city. She'd been heading north for some time, wandering across the states with no clear goal. So it was that she found herself in Kansas City, then Chicago, and then Detroit. She scoured libraries, spoke to experts in the occult, searched high and low. She found nothing. But in New York, she heard of a town called Arkham in Massachusetts. Arkham was supposedly home to many who studied the supernatural, as well as a renowned library filled with writings on the occult. If ever there was a place she might find answers, it was there.

Arriving via train, Tsintah headed immediately to the university library, but she was spurned by the Head Librarian. The collection was restricted, and not just anyone could peruse it. Not one to be refused lightly, Tsintah showed the elderly man an imitation of the inscription on Paco's stone. The man paled and asked her to leave. But she could tell he knew something. One way or another, Tsintah would find answers.