

# ARKHAM HORROR<sup>®</sup>

THE ROLEPLAYING GAME



Vivian Hall



# Vivian Hall

## THE SEEKER

### SKILLS

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



### KNACKS

**Brilliant Insight.** When your character performs a complex action using **Knowledge** or **Lore**, if they roll two or more results of 6, your character or one ally within earshot may immediately regain 1 insight, to a maximum of their insight limit.

**Linguist.** When your character performs a complex action to decipher a language that is unknown to them, they add 1 to the result of each die rolled.

### SPELLS

### EQUIPMENT

**Remington Model 95 Derringer Pistol.** Skill (Ranged Combat), Range 10 feet, Damage 2, Injury Rating 5, Ammunition: Must reload after making two attacks. **Very Hard to Find** (attempts made to spot or locate this weapon on a character, even while conducting a physical search, are very difficult, requiring three successes to succeed).

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

**Other Equipment:** Bag (small), Lockpicks, Folding Camera, Opera Glasses (2x magnification), Roll of Film x4, Durable Clothing, \$16.20.





## 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:** London, UK

**Family and Friends:** Graham Blackmore, Commissioner Taylor

**Employment:** Junior Reporter (Cover Story), Consultant with The Foundation

**Weekly Salary:** \$44

**First Supernatural Encounter:** Investigating missing persons in the Labyrinth

**Notable Enemies:** Charles Belmont, the Cults of the Spiral

**Total XP Earned:** 5

**Unused XP:** 0

### PERSONALITY TRAIT

#### CAUTIOUS

A cautious character takes no unnecessary risks and ensures their actions always have the greatest potential for success. They go about their activities carefully, taking great pains to consider the dangers they face.

**Positive:** Your character may spend 1 insight to give themselves advantage on all complex actions they perform with two or more dice until the end of their current turn.

**Negative:** After being triggered, during your character's next turn, they must spend half the dice in their pool to move directly away from any and all opponents by the most easily accessible and safest route. They may not spend dice to move closer to any opponent unless passing an opponent is the only way to flee.



## Your Story So Far...

Born in London to a wealthy, well-educated family, Vivian Hall had every advantage in her early years. Her parents—both professors at the University of London—were remarkably strict, never tolerating a poor grade or an act of rebellion. Vivian excelled at everything she did, from her schoolwork to her extracurriculars, though she never made much in the way of friends.

Even at a young age, Vivian's focus and ambition was intimidating to her classmates. She was bilingual by the age of 16, having learned both English and French, and was proficient in several other languages besides. Her favorite pastime was coming up with languages of her own, ciphers she used in private diaries or as shorthand for her school notes.

Vivian was inevitably admitted to the same university as her parents, where she continued to study history, language, and various social sciences. What she lacked in friends, she made up for in knowledge. Though she met several prospective bachelors during her time at the university, she seldom dated and certainly never married.

In 1916, during the height of the Great War, Vivian was recruited into Britain's Secret Intelligence Service as a simple secretary, working at 2 Whitehall Court. Though the pay was good, the work was beneath her. Her duties included typing, filing documents, answering phones, and occasionally driving agents or other foreign officials around London.

This would all change when her supervisor—a man named Graham Blackmore—read one of her documents and was surprised to discover a strange cipher he'd never seen before. When asked about it, Vivian said it was merely something she did for fun. But her talent would not be overlooked. There was a place in the SIS for translators and codebreakers. Mr. Blackmore quickly inducted Vivian, without any formal training, into a more confidential subdivision of the agency. There, she intercepted messages, broke cryptographic ciphers, and even analyzed enemy movements.

There were times when things didn't add up. It began with a series of messages that seemed to be encoded, but were instead written in a language that Vivian could not translate—a rarity for her. Then there was the incident in which an entire German unit appeared to vanish into thin air, miles from the front lines. There were aeroplanes that were attacked despite no opposing air force in the area, and explosions reported in regions without artillery. All very mysterious, but Vivian had to assume that these oddities were part of the larger madness of a world at war.

Vivian's work was outstanding, and she did not go unnoticed. After the war ended, she was approached by Commissioner Taylor, the head of a new, even more secretive agency. They called themselves The Foundation. Taylor explained that they were devoted to discovering the truth behind the events during the war that defied all understanding. She offered Vivian a choice: go back to her job with MI6—likely back to her old work, now that the war had ended—or accept a position as a consultant with The Foundation, and work for her. Vivian wanted answers. She accepted immediately.



To her surprise, she was sent to America, to a city called Arkham, Massachusetts, where she was to investigate strange goings-on there. She was given a stipend, a place to live in Southside, and a cover story: a job as a junior reporter with the Arkham Advertiser. Her resume was padded with false credentials and all her expenses were paid for in full by the agency. All she had to do was observe and record any strange or paranormal activity she uncovered and report it to her contact in Arkham.

The first couple months were quiet. Boring, really. Arkham was small compared to London, and Vivian's everyday work as a journalist—despite being just a cover—certainly seemed like a step down for her, career-wise. Vivian was just beginning to wonder if the entire job was a farce when she heard of a new story brewing in the Advertiser: a string of mysterious disappearances. All the victims were honors students from the local university. One day they were attending classes, and the next, they were simply gone. Vivian's newsroom colleagues suspected the students had gotten involved in some illegal activity or another, but to Vivian, that theory didn't seem to fit. These were good kids with bright futures ahead of them. Suspecting foul play, Vivian began her own investigation.

Having learned how to pick locks during her time with the SIS, Vivian broke into the dormitory room of one of the missing students. There, she found a journal filled with frantic, unhinged writing. It described a feeling of aimlessness, a lack of direction... up until the student met with a charismatic new patron, Charles Belmont. Belmont had instilled in the student a sense of purpose. He'd shown him the "True Path," a way through the maze of life to lead to the student's ultimate destiny. A few pages later, and the entries simply stopped.

Vivian decided to follow up on this Mr. Belmont. According to her research, Belmont called himself a "psychotherapist," though he had no formal degrees and she could dig up nothing about his past. By investigating Belmont's finances, she eventually found the man's offices in Northside, a nondescript two-story building with no signage of any kind. She snuck inside and was surprised to find a maze-like series of backrooms, devoid of decoration. There, she found one of the missing students in a daze, with scarcely any memory of how he got there. He seemed a shell of the bright, ambitious person he once was. He rambled on about a Great Labyrinth, about the True Path, about The Worm and a Dark Exegesis.

Vivian returned him to his dorm, but he would never be the same again. Now sure that there was something unnatural at work, she made her report to Commissioner Taylor and set forth to discover more. Perhaps this job would be more interesting than she first thought.