

ARKHAM HORROR

THE ROLEPLAYING GAME



JOE DIAMOND

- SEEKER -

5+	4+	4+	5+	3+
AGI	ATH	WITS	PRES	INT
6+	4+	5+	3+	6+
KNOW	RES	MELEE	RANGED	LORE



ABILITIES

P.I. Grit. During a turn when this NPC stresses themselves, they may add one die to any complex actions they perform.

Two Pistol Fighting. If this NPC is wielding two pistols, once per turn after making an attack, they gain one additional die that may only be used to make an additional attack with their other pistol. This attack may target the same character or a different character.

Got a Lead. Once per game session, when an ally fails a complex action to discover a clue or lead related to the current plot, this NPC allows them to reroll all dice used in the complex action. If the action then succeeds, this NPC identifies a different source or lead that provides the same information to the ally.



EQUIPMENT

Two Colt 1911 Pistols. 75 feet. 2 damage. Skill (Ranged Combat), Injury Rating 3.

Trench coat. When performing a reaction to avoid a ranged attack, this NPC may reroll the result once.

Other Equipment. Work shirt and pants, flashlight, lighter.

Add Joe Diamond and Jenny Barnes to your games of
ARKHAM HORROR: THE ROLEPLAYING GAME

Cut out and play or download these non-player character sheets from:
<https://www.edge-studio.net/shares/arkhamhorror>



JENNY BARNES

- ROGUE -

4+	5+	3+	4+	4+
AGI	ATH	WITS	PRES	INT
4+	4+	4+	4+	5+
KNOW	RES	MELEE	RANGED	LORE



ABILITIES

Breaking and Entering. When this NPC performs a complex action to circumvent a lock or other security device, they add 1 to the result of all dice rolled.

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

Stick and Move. When this NPC performs a melee attack that generates two successes, they may perform a free action to disengage with all enemies they are engaged with.

Socialite. Whenever an ally performs a complex action using **Presence** while in a social setting, this NPC allows them to perform that action with advantage and add one success to a successful result.



EQUIPMENT

Two Colt .45 Pistols. 75 feet. 2 damage. Skill (**Ranged Combat**), Injury Rating 3.

Switchblade. Engaged. 2 damage. Skill (**Melee Combat**), Injury Rating 4.

Other Equipment. Fancy dress and fancier hat, pearls, flashlight, penknife with lockpicks.

ARKHAM HORROR[®]

THE ROLEPLAYING GAME

JOE DIAMOND'S STORY

Joe Diamond is a private eye with a reputation for handling cases that everyone else regards as supernatural nonsense. No matter how outlandish the claim or unbelievable the story, Joe will at least give it the time of day and look into matters that the regular constabulary won't touch. Although the media and general public dismiss his findings as hokum, Joe knows what he's seen, and he tells it like it is.

Having walked the shadowed streets of Arkham most of his life, Joe knows the city well and can help point fellow investigators in the right direction. He's got contacts across town and a knack for knowing just the right questions to ask. Because of his cool and nonjudgmental demeanor, he can get even the most closed-mouthed witnesses to talk. To others, their testimony might sound crazy-but to Joe, nothing's impossible in Arkham.

That's why he's always sure to carry his trusty Colt 1911 pistols with him. Because you never know when your cover might get blown, whether a stakeout will turn into a shootout, or if that silhouette you've been trailing is even human.

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Barnes to your games of
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JENNY BARNES'S STORY

Courageous, cultured, and sporting the latest couture from Paris, Jenny (short for Guinevere) dabbles in everything from the arts to auto racing to archaeology to alpine skiing. Originally a wealthy socialite from Boston, she's spent the last decade cultivating countless society contacts across the U.S. and Europe-if you need an introduction or an investor, she's your gal.

Some see her designer handbags and pearl necklaces and figure her for an easy mark. But Jenny's no wilting flower, and she's a crack shot with her twin .45s. A life of luxury and adventure have instilled in her a certain audaciousness, meaning Jenny often shoots first and asks questions later. This sometimes gets her into more trouble than she can handle alone, but luckily for her, her natural affability helps her make friends wherever she's traveling.

Jenny recently came to Arkham to find her missing sister, Isabelle, whose letters mysteriously stopped after Jenny sent her a replica of an artifact she unearthed near Turin. As she continues her search, Jenny is happy to help others investigating the unknown, especially if it brings her one step closer to finding Isabelle.