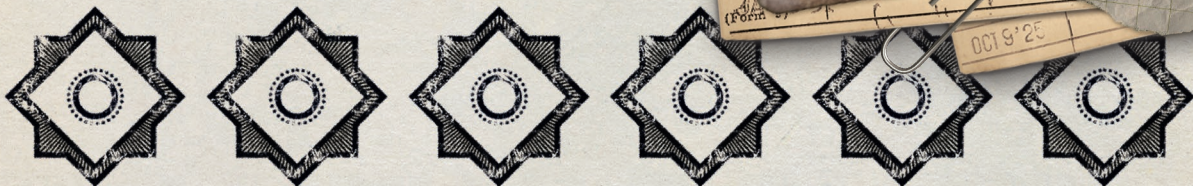


Stella Clark

THE LETTER CARRIER

SKILLS

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



KNACKS

Helpful. Once per scene, your character may select one ally in the current scene and perform a simple action while describing how their action will help their ally. If your character does this, all complex actions or reactions that ally performs until the beginning of the next investigators' turn (or for the next five minutes in a narrative scene) are performed with advantage.

Clever. Once per scene, when your character performs a complex action using **Presence** or **Wits**, they may reroll one die.

Not Done Yet. Once per session, your character may perform a complex action using **Resolve**. If they succeed, their dice pool limit is restored to its maximum. If they generate at least two successes, they may also heal one injury they are suffering from.

SPELLS

EQUIPMENT

Punch/Kick. Engaged. 1 damage.

Pocketknife. Engaged. 1 damage. If you generate 4 or more successes while attacking with this weapon, you inflict an injury.

Remington Model 95 Derringer Pistol. 10 feet. 2 damage. After making two attacks, this weapon must be reloaded.



Thick Wool Clothing (Armor). Reduce the damage taken from attacks using **Melee Combat** by 1, to a minimum of 1.

Other Equipment: Letter bag; 6 dollars; sentimental wristwatch, 10 extra bullets for your Remington pistol; a small notepad and pencil.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ **Aid:** You may spend 1 die to give 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.
- ◆ 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.

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, you 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 the turn..

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 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/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Melee Combat** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

NOTES

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.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with advantage.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Your Story So Far...

Stella is a mail carrier and is familiar with most of the residents of Kingsport. She is friends with Amanda Sharpe, and agreed to meet with her and her group to help them with their anthropological study of the area. Stella's family friend, Roxie Blackburn, reached out to her to ask for help—her husband is acting strangely, and she needs some advice and support.

Silas Marsh

THE SAILOR

SKILLS

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



KNACKS

Come and Get Me. Your character may perform a complex action using **Presence** to target all **Minor NPC** enemies within 30 feet or one **Monstrous NPC** enemy within 30 feet. On a success, affected targets must spend at least one die moving closer to your character and at least one die attacking them during their next turn.

Skilled Shot. When your character performs a complex action to attack a target with a ranged weapon and they generate at least three successes, the target cannot use a reaction to avoid the attack.

Dead Lift. Once per scene, your character may perform an attack using **Athletics** to pick up an engaged character and throw them up to 10 feet in any direction. When they land, they are knocked prone, suffer 1 damage, and suffer one injury (and they may suffer worse effects depending on where they've landed). Any characters they land atop suffer the same effects. If you generate at least three successes, the target cannot use a reaction to avoid this attack.

SPELLS

EQUIPMENT

Punch/Kick. Engaged. 1 damage.

Harpoon. Within 5 feet [Melee] or up to 20 feet [Ranged]. 2 damage. If you generate 3 or more successes while attacking with this weapon, you inflict an injury. This weapon does 1 additional damage for each injury the target is suffering from.

Sailor's Coat (Armor). Reduce the damage taken from attacks using **Melee Combat** by 1, to a minimum of 1.

Other Equipment: Fisherman's satchel; 5 dollars; binoculars; compass; a small spool of fishing line;

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ **Aid:** You may spend 1 die to give 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.
- ◆ 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.

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, you 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 the turn..

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 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/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Melee Combat** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

NOTES

Your Story So Far...

Silas is a sailor who has seen his fair share of strangeness in his life. Though not a resident of Kingsport, he does have a few friends who live there, including Stella Clark and Iyannough, a young man who works down on the docks. Silas is in town because he received a strange letter from Iyannough and he's worried about the lad. He's met up with Stella and Mandy at the Hall School and is tagging along to their meeting with the Headmaster. Once the meeting is done, he can catch up with his friends, and then go look into Iyannough.

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.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with advantage.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Amanda Sharpe

THE STUDENT

SKILLS

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



KNACKS

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

Healer. When your character performs a successful action to heal someone using mundane (nonsupernatural) means, if they generate at least three successes, the target heals one additional damage and one injury they are suffering from.

The Pen is Mightier... When performing a complex action to make an attack with a tool related to this character's background as an improvised weapon (such as a beaker, book, or shovel), add 1 to the result of each die rolled.

EQUIPMENT

Punch/Kick. Engaged. 1 damage.

Swiss Army Knife. Engaged. 2 damage. If you generate 3 or more successes while attacking with this weapon, you inflict an injury.

Copy of An Incomplete History of Kingsport, Massachusetts by Leland Copperman. Engaged. 2 damage. If an attack with this weapon generates two or more results of 1, it breaks and can no longer be used as a weapon.

When you perform a complex action using **Wits**, **Presence**, or **Knowledge** that would benefit from historical knowledge of Kingsport, add one additional success to your roll.

Other Equipment. 7 dollars and 50 cents; a sturdy bookbag; a bulky flashlight; a notebook and pen.

SPELLS

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ **Aid:** You may spend 1 die to give 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.
- ◆ 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.

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, you 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 the turn..

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 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/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Melee Combat** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

NOTES

Your Story So Far...

A student at Arkham's Miskatonic University, Amanda is assisting Harvey Walters and Mandy Thompson in their anthropological survey of Kingsport. She is friends with Stella Clark. Amanda has already met with Stella and asked her to come along to their visit to the Hall School, since Stella knows just about everyone in town.

INSIGHT

You gain insight up to your maximum at the start of every game session. You can spend insight in the following ways.

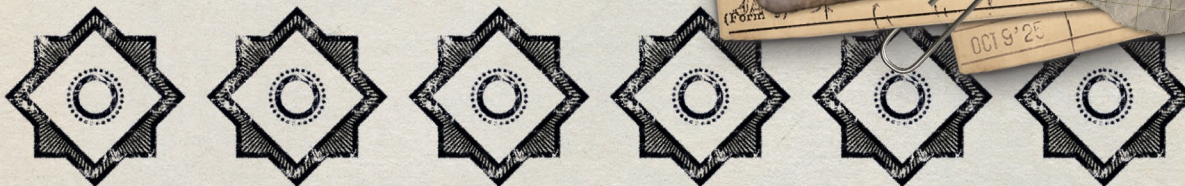
- ◆ After performing a successful complex action, you can spend 1 insight to add 1 additional success to the results.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with advantage.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Daisy Walker

THE LIBRARIAN

SKILLS

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



KNACKS

Driven by Horrors Seen. Once per turn, before your character performs a complex action, if their horror dice limit is less than six, they may choose to suffer 1 horror. If your character does so, they may add three dice to the roll.

SPELLS

Shrivelling. Your character may perform a complex action using **Lore** to cast this spell. If they succeed, one character within 50 feet suffers 2 damage. At the start of the target's next turn, the target may choose to perform a complex action using **Lore** or **Athletics**. If they fail (or cannot perform the action), they suffer 3 damage and an injury, adding 2 to the injury result.

If your character rolls one or more results of 1, they suffer 1 horror for each result of 1 they rolled.

Mists of R'yleh. Your character may perform a complex action using **Lore**. If they succeed, your character or one ally within 30 feet turns ghostly and insubstantial, unable to attack, interact with physical objects, be attacked, or be seen (except as a drifting wisp of faintly glowing mist). The target may move through any object or wall that has space for air to flow through. The spell lasts until the end of the investigators' next turn.

EQUIPMENT

Punch/Kick. Engaged. 1 damage.

First Aid Kit. When the user performs a successful complex action to heal damage, they increase the number of successes by one. If the wielder rolls one or more results of 1 while using this kit, mark one of the use circles. When all circles are marked, enough supplies have been used that the kit is useless; however, it can be replenished by purchasing \$1.00's worth of supplies.



The Dark Beyond Oblivion book written by Unknown. You must have this book to cast your spells. Additionally, once per turn when you perform a complex action using **Lore**, you may reroll up to one die.

Other Equipment. 6 dollars.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ **Aid:** You may spend 1 die to give 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.
- ◆ 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.

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, you 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 the turn..

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 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/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Melee Combat** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

NOTES

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.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with advantage.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Your Story So Far...

Daisy is a librarian at Arkham's Miskatonic University and a friend of Harvey Walters. She has agreed to tag along with Professor Walters and Amanda Sharpe on their trip to Kingsport for an anthropological study. Daisy hasn't had the chance to go to Kingsport before, and is looking forward to taking a look at Headmaster Nelson Miles' book collection.

Mandy Thompson

THE RESEARCHER

SKILLS

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



KNACKS

Thinking Ahead. During a structured scene, after your character performs a complex action using **Knowledge**, if they rolled any results of 6, they may immediately perform a simple action without spending a die.

Empathetic. Once per scene when your character performs a complex action using **Intuition** or **Presence**, they may reroll one die.

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

SPELLS

EQUIPMENT

Punch/Kick. Engaged. 1 damage.

Colt 1903 Pocket Hammerless .32 ACP Pistol. 30 feet. 2 damage. If an attack with this weapon generates four or more successes, you inflict an injury. If an attack with this weapon generates one or more results of one, fill in one of the two ammo circles. If both circles are filled, this weapon must be reloaded.

Colt 1903 Pocket
Hammerless .32 ACP Pistol



Smart Blazer and Skirt (Armor). When performing a reaction to avoid a ranged attack, you may reroll your result once.

Other Equipment. Over-the-shoulder bag; notebook; pencil; magnifying glass; 8 dollars; folding camera with one roll of film; 6 additional bullets for your Colt pistol.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ **Aid:** You may spend 1 die to give 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.
- ◆ 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.

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, you 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 the turn..

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 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/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Melee Combat** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

NOTES

Your Story So Far...

Mandy is a researcher at Arkham's Miskatonic University and is assisting Harvey Walters in his anthropological study in Kingsport. Mandy is also professional acquaintances with Cecil Blackburn (who is an ornithologist, an expert in birds). She has been trying to organize a meeting with Cecil for the study but hasn't heard anything back. She hopes to catch up with him at the Hall School after she and Harvey meet Headmaster Miles.

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.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with advantage.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.

Harvey Walters

THE PROFESSOR

SKILLS

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



KNACKS

Close Call. Faith. Once per session, after your character is dealt an injury, you may choose whether your character suffers or avoids it. If your character avoids it, they instead suffer 2 horror.

Wise. Once per scene when your character performs a complex action using **Knowledge** or **Resolve**, they may reroll one die.

Skilled Shot. When your character performs a complex action to attack a target with a ranged weapon and they generate at least three successes, the target cannot use a reaction to avoid the attack.

SPELLS

EQUIPMENT

Punch/Kick. Engaged. 1 damage.

.32 ACP Pistol. 30 feet. 2 damage. If an attack with this weapon generates four or more successes, you inflict an injury. If an attack with this weapon generates one or more results of one, fill in one of the two ammo circles. If both circles are filled, this weapon must be reloaded.



Harvey's Lucky Coin. Once per session, the wielder may perform a simple action to recover one insight.

Traditions and Folklore of Eastern United States Coastal Ports 2nd edition textbook written by E.L. Finsch. When you perform a complex action using **Lore** or **Knowledge** regarding East coast folklore or another appropriate topic, add one additional success to your roll.

Exceptional Principles of Pedagogy 2nd edition written by M. Kelper and G. Krenshaw. Once per scene when you perform a complex action using **Presence**, **Wits**, or **Intuition** to interact with one or more people, you may reroll any number of dice once.

Other Equipment. 1925 Studebaker automobile; Road Atlas (contains separate maps of the road networks of all forty-eight US states); 12 dollars; 10 extra bullets for your pistol.

Investigator Quick Reference

SIMPLE ACTIONS

Simple actions are hard to fail. They usually cost only one die to perform.

Examples of simple actions:

- ◆ **Aid:** You may spend 1 die to give 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.
- ◆ 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.

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, you 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 the turn..

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 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/Resist:** To dodge a ranged attack, block a melee attack, or resist a magic attack, roll a single die using **Agility** (dodge), **Melee Combat** (block), or **Resolve** (Magic). If you succeed, you negate all damage and effects of the attack.

NOTES

Your Story So Far...

A professor of anthropology at Arkham's Miskatonic University, Harvey had planned on visiting Kingsport for some time now to conduct an anthropological study on the small mist-shrouded town. He is friends with Headmaster Nelson Miles who oversees the Hall School in the South Shore district of Kingsport. Headmaster Miles has reached out to Harvey and asked him to stop by the school to discuss a delicate matter.

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.
- ◆ Before performing a reaction or complex action, you can spend 1 insight to perform it with advantage.
- ◆ Spend 1 or more insight to introduce a narrative element into an ongoing scene. Examples include finding a scalpel in an intense situation to defend yourself with or introducing a preexisting relationship with an NPC (all narrative elements are subject to the game master's approval).
- ◆ Insight can also be spent to avoid effects of certain traumas, where listed.