

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Marie Lambeau

Marie Lambeau

THE ENTERTAINER

SKILLS

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



KNACKS

Scintillating Serenade. Your character may perform a complex action using **Presence** to sing a mesmerizing song that captivates those around you. Choose any number of characters within 30 feet of you and perform a complex action using **Presence**. If you succeed, each target must perform a reaction using **Resolve**. If they cannot or fail, the next time their dice pool would refill, they refill 2 fewer dice.

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

SPELLS

EQUIPMENT

Lucky Heirloom Knife. Skill (Melee Combat), Damage 2, Injury Rating 3, Range Engaged. **Ancestral Guidance** (once per scene, if a member of the Lambeau bloodline succeeds at an attack using this weapon, they may spend 1 insight to inflict the **Nasty Cut** injury as part of that attack).

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Other Equipment. \$24, tube of lipstick, compact mirror, a pack of bobby pins, a simple handbag with a long strap, a strange letter.



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.

LEVELING OPTIONS

The opportunity to level up happens twice over the course of the adventure, and your game master will let you know when it is time to gain a level.

- ◆ The first time you level up, you may choose one of your skills to improve once.
- ◆ The second time, you may choose two of your skills to improve once each (with no skill being improved further than a 3+) or you may gain the **Deafening Fanfare** knack.

DEAFENING FANFARE

Your character performs a complex action using **Presence** to sing a deafeningly loud note. If they succeed, all characters within earshot (or 100 feet) cannot hear anything or communicate by talking until the end of your character's next turn. In addition, one affected target of your choice within 20 feet suffers 1d3 damage that may not be reduced by any means. If your character generates at least three successes, the target suffers the **Loss of a Sense** injury; the sense lost is always hearing.

PERSONALITY TRAIT

OUTGOING

Filled with a zest for life, your kind, extroverted, and friendly personality has won you plenty of friendships and helped you forge countless connections that have come in handy more times than you can count. Your gregarious nature has both positive and negative trade-offs when interacting with others.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** When your character performs a complex action to interact with someone, they may spend 1 insight to perform that action using **Presence** (no matter what skill would normally be called for).
- ◆ **Negative:** When triggered, until the end of the current scene, all of your character's allies perform complex actions to interact with others with **disadvantage**.

My Story So Far...

Your name is Marie Lambeau, the jazz singer with the "Smoky Velvet" voice. Images of glamorous nightclubs filled with thick cigarette smoke mix and swirl in your head along with memories of the humid Louisiana bayous of your youth.

You know that whenever life feels hard, you can soothe your weary soul by singing one of the countless little songs your grand-mère taught you when you were growing up in New Orleans. She would hum along while she carefully crafted charms or meticulously prepared herbal remedies meant to heal the body and the spirit. She was kind, wise, and would never turn away someone in need, even if that meant not being paid. Despite that, some folks would pass around nasty rumors about her being a witch or other terrible nonsense. Those words must have worn on her, because one day she up and packed her things and moved to Arkham, Massachusetts.

You held the closest bond out of any member of your family to her, so it made sense when you received the call about her passing and that she left everything to you. Among her belongings you found the beautiful, carved knife she would often use to prepare ingredients for her healing draughts. You kept it and carefully packed away the rest of the sentimental items. Then there was the more complicated matter of handling her house, so you decided to stick around Arkham for a while.

It was easy enough to book a venue, but after your first show the strange dreams began. You recall nights where you would wake in a cold sweat with the fading memory of unnatural music and alien chords playing at the edge of your mind. Then the tall man began to appear in the audience of your shows. He was obvious—dressed to the nines in a black coat and top hat—but no matter how hard you tried to keep your eyes on him, he would always manage to disappear before you could approach him after your performances. You believe that there may be much more beyond the mundane than you had ever imagined.

You've made quite a few friends and connections in Arkham during your time here: **Jim Culver**, a talented trumpet player and New Orleanian that you've played a few shows with; a sweet-hearted, guitar-playing drifter who goes by "**Ashcan**" Pete and his adorable dog **Duke**; the quiet, brilliant minded **Minh Thi Phan** who has an eye for detail but who you really think needs to get out more; and even **Preston Fairmont**, a man you'd normally clock as pompous and entitled, but who you've discovered has a pretty good sense of humor and always keeps his word.

October 27th

Dearest Marie,

How long has it been now that I have been forced to suffer the
asantress of your absence? Even our darling Mr. Culver has
d at least once in the last year, but you must seek to stab me
h the heart with the vigor in which you have cast our friendship
I just th...

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Jim Culver

Jim Culver

THE MUSICIAN

SKILLS

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



KNACKS

Charming Song. *Music* Your character may perform a complex action using **Presence** to play or sing pleasant and charming music that fills everyone who hears it with good cheer. If they succeed, all allies within earshot (or 100 feet) add 2 music dice to their pools. These music dice may only be spent as part of complex actions or reactions using **Presence**.

A Song to Wake the Dead. *Music* While playing your trumpet, you may perform a complex action using **Presence**. If you succeed, any undead character or spirit (or character possessed by a spirit) that can hear you play must perform a reaction using **Resolve**. If they cannot or fail, they suffer 2 damage and receive **disadvantage** on their next complex action.

MUSIC DICE

Some knacks add dice called **music dice** to a character's dice pool. Music dice follow the same rules as normal dice added to a character's dice pool, except when a character rolls a music die and generates a result of 6, the die **explodes**. This means you add a second music die to the pool and roll it, adding its results to the total results. This die can also explode. However, if a music die generates a result of 1, you must remove another die that generated a success from the results (reducing the total number of successes by 1).

EQUIPMENT

Trusty Switchblade. Skill (Melee Combat), Damage 2, Injury Rating 4, Range Engaged. **Very Hard to Find** (attempts made to spot or locate this weapon on a character are **very difficult**, requiring three successes to succeed).

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Thick Jacket. Reduce the damage taken from melee attacks by 1, to a minimum of 1.

Other Equipment. \$20, lighter, oil for your trumpet, a clean cloth, a pocket watch, trumpet case, Jim's trumpet, strange letter.

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.

LEVELING OPTIONS

The opportunity to level up happens twice over the course of the adventure, and your game master will let you know when it is time to gain a level.

- ◆ The first time you level up, you may choose one of your skills to improve once.
- ◆ The second time, you may choose two of your skills to improve once each (with no skill being improved further than a 3+) or you may gain the **Soothing Song** knack.

SOOTHING SONG

Music Your character may perform a **difficult** complex action using **Presence** to play or sing something that calms the frantic thoughts in your allies' minds. If they succeed, all allies within earshot (or 50 feet) add 1 music die to their dice pool. In addition, until the start of your character's next turn, when a character's music die explodes, they heal 1 horror.

PERSONALITY TRAIT

CAUTIOUS

If something needs doing, it's worth taking the time to do it right the first time. While others may see the risks you take, they don't see the time and thought you spent preparing. Your careful focus leaves you with both positives and negatives.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** You may spend 1 insight to give yourself **advantage** on all complex actions you perform with 2 or more dice until the end of your current turn.
- ◆ **Negative:** After being triggered, during your next turn you must spend half the dice in your pool, moving directly away from any and all opponents by the most easily accessible and safest route. You may not spend dice to move closer to an opponent unless passing an opponent is the only way to flee.

My Story So Far...

Your name is Jim Culver, a skilled musician who grew up in New Orleans. You quickly found you had a talent for jazz and started booking no shortage of gigs all across the city. The day you inherited your daddy's old trumpet, you were sure the smooth, rich sound was exactly what you needed to reach stardom. Sure, you noticed there were words scrawled inside the bell, but they were too deep to read. What you knew for certain is that something about that trumpet got people tapping, moving, and dancing whenever you picked it up and played.

Your daddy used to say that "Jazz is a lot like liquor, it makes everything go down a little smoother." You now know that he was more right than he could have known, because you're on the other side and you're living the hangover. Your last big gig was at Mrs. Jenkins' funeral where everyone, including her, ended up on their feet for your closing number. Turns out that living folks don't much care for dancing corpses and rumors spread like wildfire in the music industry, so the jobs stopped coming.

Since then, you've spent a lot of time playing for ghouls in the graveyard between what few third-rate gigs you could find. The dearly departed have told you The End is coming, and you can feel the rhythm of this strange song building inside you. You know that if you want to stop this rising chord from reaching a dramatic finish, you'll have to do what jazz musicians do best: improvise.

Your search for work brought you to Arkham, Massachusetts, where you've been trying to make a living. Over time you've started making some great connections to other musicians like **Marie Lambeau**, the "Smoky Velvet" voiced powerhouse singer, and "**Ashcan**" **Pete**, a drifter who seems to know his way around a guitar. It's definitely a bonus that Ashcan's hound, **Duke**, can belt out some excellent howls of his own from time to time, too. Marie recently introduced you to her friend **Minh Thi Phan**, who does some sort of work with antiquities. You thought she was a bit of a wallflower, but over time you've come to really admire how knowledgeable she is on just about any topic that comes up. Marie also introduced you to **Preston Fairmont**, who you've clocked as wealthy and connected, and definitely someone worth getting to know better.

November 4th

Jim

There are no words that would do justice to the dread that drowns me. As I write this, I desperately grasp at the fringes of my own mind, kicking and flailing as the whispers and specters try to pull me away. I thought perhaps madness had finally come for me, as it came for my mother when she was my age... but a madman would not believe himself mad, would he? That I question what I hear and, more and more, what I see, that I wonder if something more is wrong?

ARKHAM HORROR[®]

THE ROLEPLAYING GAME



"Ashcan"
Pete Washburne

"Ashcan" Pete Washburne

THE DRIFTER

SKILLS

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



KNACKS

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

We Protect Each Other. Once per turn, when your character performs a reaction to avoid a melee attack, notice something dangerous, or are otherwise reacting to something where having a warning would benefit you (subject to the GM's discretion), you may add 1 to the result of the die.

DUKE THE DOG

Your best buddy in the whole world is Duke, a dog just as scrappy and good-natured as you are. Your bond is unbreakable, and the loyalty and trust you have for each other is unparalleled. You gain Duke's unique **profile card** and the following knack:

Get'em, Duke!. Once per turn you may perform a simple action to give Duke a command as long as he can see or hear you (such as indicating an enemy to attack or intimidate, instructing him where you want him to move, or pointing to a spot you want him to investigate). Duke will attempt to perform your command to the best of his ability. If Duke has no command from you, he will act independently (controlled by the game master) to protect you and other friendly characters from harm.

EQUIPMENT

Baseball Bat. Skill (Melee Combat), Damage 2, Injury Rating 3, Range Engaged. **Breakable** (if an attack with this weapon generates two or more results of 1, the bat breaks and is no longer usable as a weapon).

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Thick Coat and Denim Trousers. Reduce the damage taken from melee attacks by 1, to a minimum of 1.

Other Equipment. \$13.50, pack of matches, bag of jerky treats for Duke, guitar pick, guitar case, Ashcan's guitar, pair of thick gloves, a simple leash for Duke, a beat-up rucksack, a marked map.

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.

LEVELING OPTIONS

The opportunity to level up happens twice over the course of the adventure, and your game master will let you know when it is time to gain a level.

- ◆ The first time you level up, you may choose one of your skills to improve once.
- ◆ The second time, you may choose two of your skills to improve once each (with no skill being improved further than a 3+) or you may gain the **Skilled Fighter** knack.

SKILLED FIGHTER

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

PERSONALITY TRAIT

THRIFTY

You know the best way to plan for the future is to carefully conserve your resources for a future need. You save what you can and take great care with your possessions, and you are hard-pressed to ever let anything even remotely useful go to waste. These tendencies have helped you survive, but there are downsides to your frugal nature, too.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** During your turn, you may spend 1 insight to immediately have possession of one item worth \$5.00 or less; you had the item stored away in case of an emergency.
- ◆ **Negative:** After being triggered, you cannot share items or supplies with your allies for the remainder of the current scene. In addition, until the end of the current scene, you must attempt to take any resources you find for yourself.

My Story So Far...

Your parents gave you the name Peter Washburne, but these days you prefer Pete, or you just nod along when someone calls you "Ashcan." It'd be one thing if the nickname referred to the cigarette often hanging from your mouth, but on the cold streets an ashcan is an old friend. As a drifter with little more than a beat-up guitar in your hand and your trusty hound Duke at your side, you're not above warming your hands over a few cinders or scarfing down a leftover scrap.

This ain't the life you imagined, but it's the one chosen for you. For a while now, your dreams have been nothing but nightmares. Visions of monstrous creatures committing heinous deeds against innocent people in places where the light don't touch. At first, you figured you were just going nuts—losing your mind would be just one more rotten card in the hand life dealt you. But then those folks you saw in those dreams, and the creatures whose anatomy made your head spin, you started seeing them when you were awake. You figured what you were seeing might be a sign of what you were meant to be doing, so you started hitchhiking and freighthopping wherever in whatever direction the dreams seemed to point you, helping folks where you can and fighting monsters. The strangest thing about it all, though, might be that it seems like Duke is having nightmares, too, and can sense the pull of the dreams just as clear as you can.

You've been in Arkham, Massachusetts, for a while now. You usually don't stay any particular place for too long, but people seem to keep needing your help here. It's not so bad, though, because you've started to meet folks here that you suspect might know about the supernatural, too, and that monsters are real.

You became friends with **Marie Lambeau**, the "Smoky Velvet" jazz singer and another musician, **Jim Culver**, after they introduced themselves to you one night when you were playing your guitar on a street corner. Though you suspect Duke's big puppy eyes might have had something to do with them stopping, too. Through Marie you've briefly met the soft-spoken **Minh Thi Phan**, though you aren't sure what to make of her yet. You've known **Preston Fairmont** for some time now, having run some errands for him in the rougher parts of Arkham. You've been all too happy to do the work, though, because the man pays well, half up front, and despite his rich-boy exterior, he's always treated you with respect.



ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Preston Fairmont

Preston Fairmont

THE MILLIONAIRE

SKILLS

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



KNACKS

Awe-Inspiring Display. Whether you leap out of the way seconds before utter disaster, anyone who witnesses you is momentarily in awe. Once per session after performing a successful reaction against an attack or trap, your character eludes harm with such air and panache that all characters within 20 feet may perform a reaction using **Resolve**. (however, some characters or creatures may be immune to the effects of those reactions, at your GM's discretion). Those who choose not to or fail, suffer a -1 penalty to each die rolled to perform actions against your character and when they perform reactions prompted by your character.

Forgive the Faux Pas. Once per scene, when a friendly character within 20 feet of you fails a complex action to interact socially (like negotiating a better price for an item, trying to convince someone to provide assistance, or even when trying to intimidate someone), your character may perform a reaction using **Wits**. If you succeed, your quick-thinking and charm saves the situation and there are no additional negative repercussions beyond the lack of success.

SPELLS

EQUIPMENT



Colt 1903 Pocket Hammerless Pistol. Skill (Ranged Combat), Damage 2, Injury Rating 4, Range 30 feet. **Hard to Find** (attempts made to spot or locate this weapon on a character, even when conducting a physical search, are **difficult**, requiring two successes to succeed.)

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Shooting Jacket. When performing a reaction to avoid a ranged attack, you may reroll the result once.

Other Equipment. \$150, Hermès wallet, waterproof Rolex wristwatch, small pocket notebook, fountain pen, hair comb, pot of hair pomade, flip lighter, speeding warning, gas station receipts, two boxes of pistol ammo (each box can be used to reload your weapon three times).

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.

LEVELING OPTIONS

The opportunity to level up happens twice over the course of the adventure, and your game master will let you know when it is time to gain a level.

- ◆ The first time you level up, you may choose one of your skills to improve once.
- ◆ The second time, you may choose two of your skills to improve once each (with no skill being improved further than a 3+) or you may gain the **Skilled Shot** knack.

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.

PERSONALITY TRAIT

AMBITIOUS

Your ambition is constantly driving you to improve and to accomplish increasingly significant achievements. You believe that striving for greatness is both the best way to expand your skills and the only way to get ahead in the world. With great accomplishments come even greater rewards—hopefully.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** You may spend 1 insight to add two successes to a successful action you have performed.
- ◆ **Negative:** When triggered, you cannot perform the **Aid an Ally** simple action until the end of the current scene.

My Story So Far...

Your name is Preston Fairmont, a son of a prestigious and wealthy family. You had your future planned out with at least another decade of generous spending and globetrotting adventures ahead of you. At least, that was the plan. The sudden and unexpected passing of your father changed everything. You remember your father trying to tell you about the family business, about your grandfather and dealings with the Order of the Silver Twilight, but you hadn't really listened to him, certain you had plenty of time before you would have to settle down and deal with all of that surely boring business.

With literal millions in the bank, you abandoned your responsibilities in favor of more drunken revelry. You soon found yourself smitten with a young lady and eager for her attention, so much so that you agreed to accompany her to a séance. What you thought would just be a silly parlor trick became quickly sobering when an apparition of your father appeared to you, desperately trying to tell you something before disappearing. Shaken and certain you had just had some sort of delusional fit, you looked around the room only to realize that everyone else had seen it, too.

Back in Arkham, your father's trunks and ledgers held few answers, and so you found yourself seeking out information anywhere you could. You met **Ashcan Pete** and his dog **Duke**. Ashcan's ability to blend in with a crowd and his street smarts quickly proved invaluable in your search for answers. The further you dug, the more dangerous things started getting, and you were lucky enough to have your hide saved twice by **Marie Lambeau**. Through her you were introduced to **Jim Culver** and **Minh Thi Phan**, both of whom seem like they might know a thing or two about the supernatural.

OPERATOR KEEPS
CARD FREE FROM
PUNCHES

Patrolmen Will
d for Law V

1. Reckless
2. Glaring
- 3.

4. P
5. Ill
6. No
- One
7. Ope
- No
- Regis

Montgomery, Alabama
Sales & Service
**MONTGOMERY
SERVICE STATION**
Gas & Oils

Sold to

Preston Fairmont

Date

1/10

ARTICLES

NUMBER

5

PRICE

180

Harrisburg Pennsylvania

AUTO

MOTOR AND GARAGE
LESTON, VIRGINIA
Oils and Gas



ARKHAM HORROR[®]

THE ROLEPLAYING GAME



Minh Thi Phan

Minh Thi Phan

THE SECRETARY

SKILLS

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



KNACKS

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.

Inured to the Yellow. Once per turn, when you suffer horror from supernatural causes, you may perform a reaction using **Lore**. If you succeed, reduce the horror suffered by 1 (to a minimum of 0). If the source of the horror is related to Hastur, reduce the horror suffered by 2 (to a minimum of 0) instead.

SPELLS

EQUIPMENT

A History of Louisiana Textbook. When performing a complex action related to Louisianan history, customs, flora, or fauna, a user of this book may perform that action with **advantage**.



First Aid Kit. Counts as medical supplies when the user performs the **Heal Wounds** action. Whenever this item is used, mark or place a token on one of the use circles. When all use circles are marked, the kit must be replenished before it can be used again.

Punch/Kick. Skill (Melee Combat), Damage 1, Injury Rating -, Range Engaged.

Other Equipment. \$15.75, notebook, pencil, canvas book bag, ledger, bulky flashlight, travel sewing kit, a simple note.

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.

LEVELING OPTIONS

The opportunity to level up happens twice over the course of the adventure, and your game master will let you know when it is time to gain a level.

- ◆ The first time you level up, you may choose one of your skills to improve once.
- ◆ The second time, you may choose two of your skills to improve once each (with no skill being improved further than a 3+) or you may gain the **I Have a Hunch** knack.

I HAVE A HUNCH

Once per scene, before performing a complex action, your character may choose a number between 2 and 6. For each die result of that chosen number in the roll, they gain 1 insight, to the maximum of their insight maximum.

PERSONALITY TRAIT

ANALYTICAL

You have a calculating mind that is quick to assess any situation. Logic (and applying that logic to every facet of your life) is one of your greatest strengths. Unfortunately, your analytical personality can come off as cold and impersonal if you aren't careful.

The positive side of your personality trait can be triggered by spending insight. The negative side can be triggered when you suffer a trauma.

- ◆ **Positive:** After performing an action, you may spend 1 insight to discard one horror die that generated a result of 1 from your dice pool. This occurs before you suffer any traumas, so it can protect you from suffering a trauma or reduce the potential severity of a trauma if you rolled a 1 on multiple horror dice.
- ◆ **Negative:** When triggered, you must roll twice on the **Traumas table** whenever you suffer a trauma and take the higher of the two results. This effect lasts until the end of the current session.

My Story So Far...

Your name is Minh Thi Phan and you are the executor and former secretary of a mysteriously deceased antique dealer. Born to Vietnamese parents in Korea, you and your family fled to the United States to escape the Imperial Japanese occupation. Their hard work and sacrifices gave you the chance to study and allowed you to earn a degree and find a well-paying job in Arkham, Massachusetts. Your fluency in English, French, Vietnamese, Korean, and Japanese served your former employer, Mr. Thomas, well at his import and export company, as did the other languages you can only read and write.

Mr. Thomas treated you with respect, and you grew to be friends. This changed when he received a particular rare book, the blasphemous play *The King in Yellow*. He grew erratic and pushed you to read it yourself. You scarcely got through a few pages before, just a few days later, hearing the horrifying news that Mr. Thomas had died by his own hand. It fell to you to put his affairs in order, but you took it upon yourself to solve this mystery.

Your investigation into Mr. Thomas and *The King in Yellow* has proved difficult. You need several rare books well outside your price range, though fortunately your skills as a linguist and budding antiquarian have proven lucrative. One of your clients, the jazz singer **Marie Lambeau**, has even become your friend. Through her you've been introduced to **Preston Fairmont**, a rather wealthy and peculiar man, and the pleasant company of **Jim Culver**, another jazz musician, and a quirky drifter who goes by "**Ashcan**" **Pete**. Pete has a pretty adorable dog, **Duke**, who you are particularly fond of.

Ms. Phan,

We are contacting you to request your expertise in the urgent matter of verifying the authenticity of a recently acquired relic. The payment terms are as last time. Please promptly make travel arrangements to New Orleans or, if you must, send us a notification of your unavailability.

We await your arrival with great anticipation.