

CHARACTER BY COMMON TRAITS

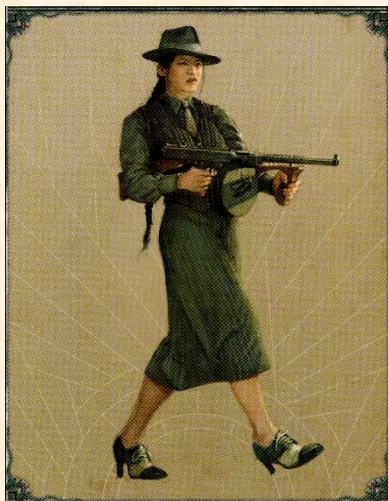
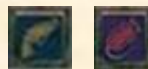
Fear of the Unknown

						
Agatha	✓	✓				
Huikong			✓			✓
Julien		✓		✓		
Leon	✓		✓			
Mike					✓	✓
Peters			✓		✓	
Ruth		✓	✓			
Sally				✓		✓
Sandra				✓	✓	
Stella	✓			✓		

FEAR OF THE UNKNOWN



Fear of the Unknown

AGATHA MAY




Agatha is part of a large crime family, though she's given up her title as heir apparent. She doesn't want to run the business while she's got eldritch horrors to put down. The eggheads and bookworms in the business are good at their jobs, but not always good in a fight. Agatha is very good in a fight. As such, she is happy to be 'simple muscle' and maybe sometimes help the scholars do the occasional bit of less-than-legal acquisition of their research. Oh, and if you value your skin intact, don't ever, ever call her 'Aggie.'

*"I learned to shoot when people
wouldn't stop calling me 'Aggie'."*

Common Traits:  Marksman,  Stealth

Special Skill: Killer Instinct

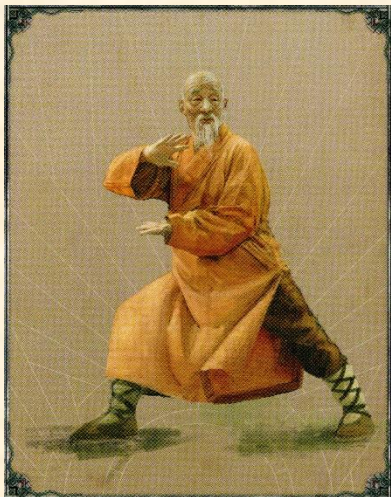
 **KILLER INSTINCT**

Once per turn, when attacking, you may take 1 stress to deal 1 additional wound.

When using this skill, deal 1 additional wound (2 total).



You don't need to take stress when using this skill.

Instead, ALL your attacks deal 2 additional wounds.




Huikong has traveled far and wide since an early age, seeking out eldritch horrors and the humans that worship them. But his is not a mission of redemption. There is only one way to redeem those lost to the madness. As such, even at his advanced age, Huikong is one of the most lethal investigators a cultist could have the misfortune to cross. He's a master of martial arts, an artist of death. To investigators, he's a voice of wisdom in an insane world.

*"To fight, be where they are not.
It is that easy, and that hard."*

Common Traits:  Swift,  Tough

Special Skill: Self-Defense



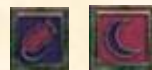
SELF-DEFENSE

When attacked, if no wounds are dealt, you heal 1 stress and may push the attacker 1 space away.

You have 1 free reroll when attacked.

You have 1 additional free reroll when attacked (2 total).

When attacked by a Cultist or monster, if no wounds are dealt, kill the attacker.





The boy doesn't speak, small wonder. Being investigators, you can imagine the horrors he's seen. It's bad enough for fully grown adults. With such images inflicted on a young mind, it's a mercy he only has this one impediment. In fact, you're not even sure if Julien is his name. It was written on the inside of his shirt collar, as parents sometimes do. Though, if he had parents, no one has spoken up. It's a bit odd to have a child helping out against such dangerous enemies, but just try and stop him.


“ ... ”

“Boy is saying he does not think this is good idea.”


– Mike speaking for Julien

Common Traits:  Stealth,  Arcane Mastery


Special Skill: Silent Witness




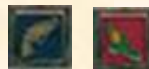
SILENT WITNESS

When making any roll, except against yourself, after all rerolls, you may heal 1 stress or wound for each .

Instead, you may heal 2 wounds/stress in any combination.



For each , instead of healing 2, you may prevent the loss of sanity.

Instead, for each , you may heal 2 AND prevent the loss of sanity.




Leon was a soldier in the Great War, an officer and gentleman, fighting alongside the British who awarded him the Medal of Honor three times. He's got two Congressional Medals of Honor, several medals from the French, and the Kaiser personally put a bounty on Leon's head... Or rather, this is what Leon says about himself. Most don't believe him and that's probably wise. That said, he really does seem to know his stuff when it comes to a fight. But, his boasts always come down with a wink and a smile, so there's really no harm in it.


*"I'll slow down a bit
and let you guys catch up"*


Common Traits:  Marksman,  Swift

Special Skill: Show-Off








SHOW-OFF

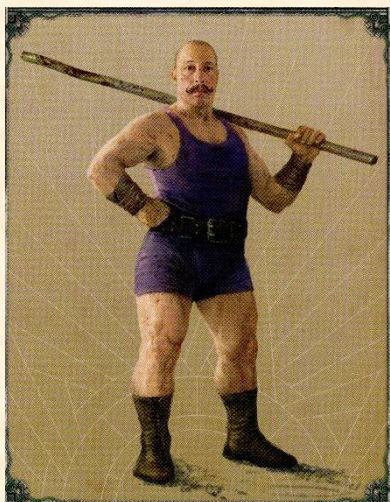
If there's another investigator in your space, you gain .

Instead, if there's another investigator within 2 spaces, you gain .

You also have 1 free reroll per roll if there's another investigator within 2 spaces.



Instead, for EACH other investigator within 2 spaces, gain  and 1 free reroll per roll.




Mikhail was a Russian Strongman for a traveling circus. He would bend bars, juggle fifty-pound weights, and wrestle bears into submission... Well, that last one was probably stage magic, but Mike is capable of some truly astonishing feats of raw might, particularly in a fight. And there is plenty of fighting in this line of work. Mike enjoys the challenge of facing these beasts head-on, which means he's probably a bit crazy. That said, he's in good company, since only madmen seek out these nameless terrors and battle them head-on

*"Anger is good, da?
Makes one feel alive"*

Common Traits:  Brawling,  Toughness

Special Skill: Proficient



PROFICIENT

When attacking, for each stress you spend to reroll a die, you may reroll 1 additional die (resolve 1 at a time).

You may also do this on rolls that are not attacks.



When attacking, you may heal 1 stress before the roll.

You may also heal 1 stress before rolls that are not attacks.




Peters was a doctor at a mental institution, though not a psychologist. And place that houses wards of the state needs a physician and surgeon on hand. Luckily, Peters does both. But, more and more, the ravings coming out of some patients' mouths began to make some sense. He started to worry about his own mental health until he discovered that a cult had taken control of the facility. When they came for him, he was ready. He's sworn an oath to do no harm, but he doesn't feel that applies to cultists or monsters.

"Learning how to heal also teaches us how to harm. The bad guys, that is."

Common Traits:  Brawling,  Swiftiness

Special Skill: Surgeon



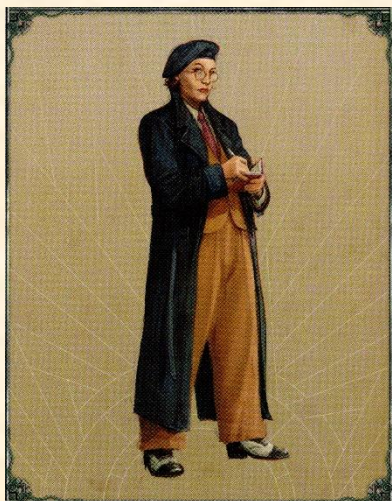
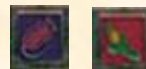
SURGEON

When you kill an enemy, heal 1 stress OR wound on an investigator in your space (it may be yourself).

Instead of 1, heal the total health of the killed enemy in any combination of stress/wounds.



You may divide the healing amongst you and investigators within 1 space.

Instead, you and EACH investigator within 1 space heal the total amount.




As a freelance investigative reporter, Ruth finds herself looking into the most unusual situations. From Organized crime to shady politicians, and even was profiteering, Ruth has seen it all. Or rather, thought she had until she looked into a so-called cult in a small town on the East Coast. What she found was... well, you probably get the idea. Over the years, Ruth has found it advantageous to see without being seen. To her pleasant surprise, these creatures of night and darkness are usually just as oblivious to a knife in the dark as normal people are.

*"Turns out even eldritch horrors
don't check every shadow."*

Common Traits:  Stealth,  Swift

Special Skill: Sly



Sly

Once per Run,
when you Sneak,
heal 1 stress.

Deal 1 wound
to each enemy
you Sneak past
(cumulative with
Stealth).



Instead, EACH TIME
you Sneak, heal
1 stress OR wound
and deal 1 wound
to the enemy.

Once per turn, after
a Run in which you
Sneaked, if you are
in a Safe space, you
may investigate.




As one of the only war correspondents in the trenches during the Great War, Sally had the harrowing duty of photographing that brutal conflict up-close. As such, she became well-acquainted with death, to such a degree that it threatened to extinguish her own smile permanently. But that was before she found a new calling. One might think finding a terrifying, horrific world lurking beneath our own would be even more traumatic, but for Sally, it restored her faith in humanity. Turns out we're not the worst things out there.

*"Smile big, Mister Monster.
WOW! Too many teeth!"*


Common Traits:  Arcane Mastery,  Toughness

Special Skill: Avid Photographer



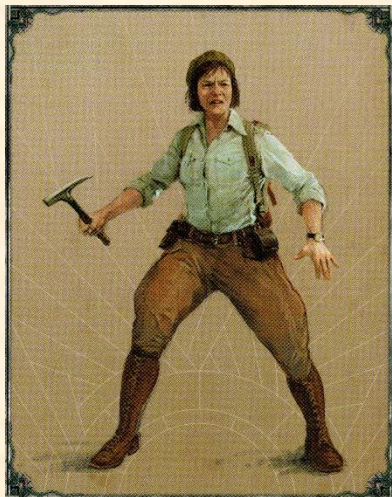
AVID PHOTOGRAPHER

When an investigator leaves your space, you may follow.

Other investigators in your space gain .



When another investigator in your space Rests, you may heal 3 wounds/stress in any combination.

Once per turn, you or an investigator in your space, may perform 1 free action.




Sandra's love of ancient secrets led her to places she never dreamed. Finding relics of truly alien races is beyond thrilling. Unfortunately, most of the world's most promising sites tend to be focal points for the eldritch beings and their human cultists. As such, her job requires weapons as often as picks and shovels. Also, many of the things she finds would not be welcome among traditional academic circles, who remain blind to the hidden work beneath our own. Fortunately, those who battle these alien beings are always in need of more information.

*"I'd say this belongs in a museum,
but we don't need the patrons going insane"*

Common Traits:  Brawling,  Arcane Mastery

Special Skill: Relic Seeker



RELIC SEEKER

At the start of your first turn of the game, take 2 random Relics and choose 1 to keep (you may have more than 1 Relic).

When investigating, you may Claim Items without taking stress or wounds.



At the end of your turn, heal 1 stress for each Relic and Item you have.

Instead of investigating, you may gain a random transformed Relic.



The joy of watching things explode is far more common among scientists (chemists in particular) than people might believe. Stella posits that while the eldritch beings she goes up against exhibit some supernatural properties, they still must abide by the physical laws of this universe. Case in point, hydrochloric acid will eat through a monster as quickly as it does a person. Thus, while not all of their properties or abilities are understood, time and further experimentation will bring to light even their most closely held secrets. Also, blowing them up is great fun.

"Science has many practical applications. For instance, combining otherwise stable substances into something dangerously volatile"

Common Traits:  Arcane Mastery,  Marksman

Special Skill: Chemical Explosives



CHEMICAL EXPLOSIVES

When you attack, you may target 1 additional figure in the target's space (split the wounds as you like).

When you attack, you have 1 free reroll for each target.

When you attack, you may target ANY NUMBER of additional figures in the target's space.

When you attack, deal the full wounds to EACH target.