

CHARACTER BY COMMON TRAITS

Season 2

						
Adilah				✓	✓	
Alex		✓	✓			
Ariele	✓	✓				
Hailia		✓		✓		
Luke				✓		✓
Margarethe		✓			✓	
Mario	✓					✓
Mary	✓		✓			
Sam			✓			✓
Tony					✓	✓

SEASON 2





Season 2

ADILAH VIDAL




Adilah Vidal is a gift Vodou priestess and fierce guardian against the horrors that exist out of mankind’s sight and mind. Her rituals may seem strange to the modern eye, but investigators have long-since learned to value diverse beliefs and practices. Anything that aids the fight against the cults and their horrific gods is welcome whether that be a chicken-claw clutching a pouch of herbs or a crucifix dipped in alchemical ink. Adilah’s protective words have saved more than one investigator’s life, often at a cost to herself that she pays without hesitation.

*“Magic and religion are the same.
You cannot do one without t’other.”*

Common Traits:  Brawling,  Arcane Mastery

Special Skill: Vodou

 **VODOU**

Name an investigator as your Focus at the beginning of the game. Whenever one of you Rests, the other heals 1 wound or stress.

Instead, the other heals 3 wounds/stress as if they were Resting.



When your Focus would take a wound, you may take that wound instead and heal 1 stress.

When your Focus would die, you may take 2 wounds to keep them alive with 1 health.




Growing up, Alex's family call him curious, though this may have been an understatement. There was no puzzle or enigma that wouldn't draw Alex into its rabbit hole, sometimes for months at a time. Early on, he took an interest in crime, and was more than once sanctioned (and rewarded) by the local police department for his interference (and assistance) in criminal matters. His life as a professional investigator took a bizarre but fascinating turn when he uncovered cultist activity for the first time.

*"Tell me about this slime you found.
Was it screaming or did it smell purple?"*

Common Traits:  Stealth,  Swift

Special Skill: Supersleuth



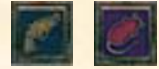
SUPERSLEUTH

You may heal 1 stress when you draw a Discovery card, before resolving it.

Instead, you may heal 2 stress.



Instead, you may heal all stress.

Once per turn, after Investigating, you may Investigate again, if able.




Arielle Venturi took her first trophy in Africa at the age of thirteen. Since then, no game has been too big, no challenge too great. Across the world, and even across the seas, she's hunter everything from lions, elephants, and tigers to giant squid and sharks. Yet one expedition to the deepest Congo brough her into contact with the hidden world. Modern wildlife pales in comparison to the horrors of the Eldritch world and the thrill of stalking those abominations which only see mankind as helpless prey.


*"Lions, sharks, elephants... BORING!
Gimme something that hunts back."*

Common Traits:  Marksman,  Stealth

Special Skill: Specialist Hunter



SPECIALIST HUNTER

Name a favored non-Elder
One enemy at the start of the game. You gain  when attacking it.

Your favored enemy rolls 2 dice less (of your choice) when attacking you.



You have 2 free rerolls when attacking your favored enemy.

Choose a second favored non-Elder One enemy.




Halia has possessed the Sight since birth. In the beginning, she believed herself going mad, with one set of eyes in the read world, and her third eye piercing the Beyond. But such prophets are not unknown to the Romani, and she learned to govern the Sight and harness its mysteries. The only thing hidden to her is her own death, which she knows to be imminent. But she notes one can say that about any octogenarian.

*"I only reached this age due to the Sight.
By the way, you should stop smoking, dear. Today."*

Common Traits:  Stealth,  Arcane Mastery

Special Skill: Oracle



ORACLE

When making any roll, you may heal all stress if you roll at least ★★.

Instead, you may heal all stress OR all wounds.



Also, deal 1 wound to all enemies in your space.

Instead, heal all stress AND all wounds.




Father Luke never intended to be God's terrible sword, but he find the life suits him. As a shepherd of his tiny flock in the village of Lismore, he became aware of a growing movement towards occultism among his congregation. Little occurs that remains hidden in such small communities, and a few sudden disappearances around his suspicion. He expected something nefarious when he investigated. He did not expect something so horrific. The cult he uncovered would have killed him along with the others, had not the Lord intervened so spectacularly.

*"Vengeance belongs to the Lord, lad.
Let me show you."*



Common Traits:  Arcane Mastery,  Toughness

Special Skill: Smite Evil



SMITE EVIL

You may ignore monster abilities.

Gain   when attacking monsters.

When you attack, you may target ANY NUMBER of monsters in your space (split the wounds as you like).

When you kill a monster, heal all your stress and wounds.



Margarethe Richter was a paleoanthropologist and celebrity chef with a specialty in ancient food preparation and dishes. Her exotic cuisine raised her to renown across Europe, where dishes from the ancient world graced modern dining tables, sometime for the first time in millennia. Finding these recipes took her to ruins and digs across the world and, inevitably, into contact with blasphemous secrets and otherworldly occultism practiced before mankind walked upright. She's retired from the spotlight, but still delights in exotic dishes, though perhaps one should avoid inquiring about the ingredients.

"If the meat is too tough, you just need a sharper knife."

Common Traits: Stealth, Brawling

Special Skill: Butcher

BUTCHER

You may add to any of your rolls.

Instead, you may add AND 1 success.

Instead, you may add AND 2 successes.



Instead, you may add AND 3 successes.

SERGEANT MARIO BRAGHIERI




Sergeant Marion Braghieri has a talent for interrogation due in part of his superior observational skills and in part to his utterly terrifying demeanor. One might expect cultist dealing with Eldritch horrors to be immune to the thousand-yard stare from a mere mortal, but something about Sergeant Braghieri's gaze cuts straight to a subject's primordial fears. A whispered word or two saps the cultist's resolve with brutal efficiency. Sergeant Braghieri never gets physical, noting that information gained in that matter often proves unreliable. Instead, five minutes alone has them babbling like a brook.


*"I do not threaten.
Instead, I make promises."*


Common Traits:  Marksman,  Toughness

Special Skill: Interrogation




INTERROGATION


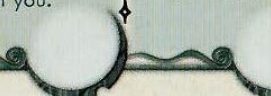



Cultists get 1 less  when attacking anyone in your space.

Cultists can't spawn in your space.

Instead, Cultists can't spawn, and get 1 less  when attacking, within 1 space of you.



At the end of your turn, kill all Cultists in your space.




If selflessness has an avatar, it would be Mary Diaz. Always upbeat, always helpful, and concerned far more about others than herself, Mary is the heart of any investigative team. Growing up as she did as a daughter of cultists, one would expect Mary to be morose and withdrawn, especially as her escape from that life involved their deaths. When asked, she says she knows better than most just what a weapon depression and despair is for these cults, and has resolved herself to be the exact opposite, no matter the cost.

*"Don't worry about me.
It's just a flesh wound."*

Common Traits:  Marksman,  Swiftiness

Special Skill: Roll with It



ROLL WITH IT

Whenever you are wounded, you and investigators in your space heal 1 stress.

↑






Instead, you heal all stress and investigators in your space heal 1.

↑

Instead, you heal all stress and investigators within 1 space heal 2.

↑

Instead, you and investigators within 1 space heal all stress and 2 wounds.



If there's a placid center to the universe, it's Sam Wood. As a Kansas farmer, the life of an occult investigator was the last thing he ever expected. But, when his family was slaughtered and the farm burned at the hands of cultists, he figured a change of calling was needed. One might expect Sam to be a cauldron of rage, but he channeled all that away long ago. What remains is a man of few words and steady resolve, certain that when he dies, he'll see his family again.

*"Don't let these varmints trouble you none.
Ain't nothin' we can't sort out."*

Common Traits:



Swiftiness,



Toughness

Special Skill: Calm

★

CALM

➤

➤

When you Rest, heal
1 additional stress.

You may Rest in
an Unsafe space.

When you Rest,
also heal 1
additional wound.

You have 1 free
Rest action
each turn.



MACHINIST'S MATE

TONY BOYLE




While Tony learned only the machinist's trade in the Navy, he always had a gift for direction and mathematics, and seemed a shoo-in for officer candidacy school. Life went sideways when his ship encountered an anomalous island while steaming home from Europe, appearing on no current hart. Upon investigation, the landing part unleashed something horrible. Details of the even are classified, but Tony's life was forever changed. There's a secret war out there, and Tony is sworn to battle all enemies, foreign and domestic.

"North is to your right... Your other right."

Common Traits:  Brawling,  Toughness

Special Skill: Vodou



NAVIGATION

When you Run, you may move 2 additional spaces if you started in a Safe space.

Instead, you may always move 2 additional spaces and ignore Fire.

When you Run, heal 2 stress.

When you Run, move any number of spaces. Ignore Fire and enemies don't follow you.