

CHARACTER BY COMMON TRAITS

Season 4

						
Anika			✓	✓		
Bruno		✓			✓	
Gary			✓			✓
John	✓		✓			
Rosario	✓					✓
Sylvia				✓	✓	

SEASON 4

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ANIKA BIKO



Arguably one of the most brilliant minds of her generation, Anika's studies into higher mathematics led her to more and more esoteric books linking mathematics to language and then on to darker, more arcane things. It wasn't long before the knowledge she was studying began to study her. If not for the intervention of some occult investigators, she might well have been lost to space and time. She now puts her vast intellect to work alongside her fellow investigators, translating forbidden languages and learning the deadliest spells.

*"Spells are just math. And languages.
And lifeblood. But mostly just math."*

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill:

 **ARCANE STUDENT**

After any roll, if you rolled at least 1 , gain 1 Knowledge token. You may discard a Knowledge token to reroll 1 die.

Once per turn, as a free action in a Safe space, you may discard 2 Knowledge tokens to investigate.

After any roll, if you rolled 2 or more , gain 1 extra Knowledge token.

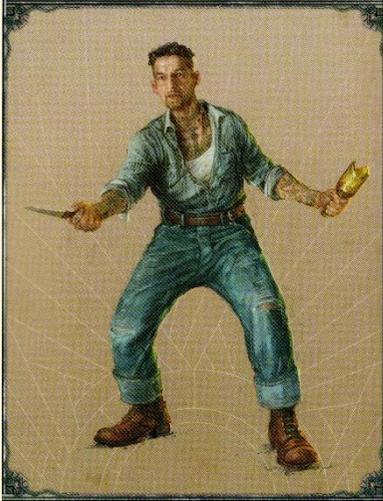
Once per turn, as a free action, you may discard 3 Knowledge tokens to level up 1 of your skills.



Season 4

BRUNO VITALE





Bruno was court-martialed in the Great war for ‘excessive brutality’ against the enemy. Given the savage nature of that conflict in the trenches, it’s hard to image the kind of acts he might be responsible for. That said, prison only darkened his reputation, as he was sent to solitary confinement multiple times for a series of ‘accidents’ that maimed or outright killed other prisoners. It was there that he learned of the cults and the horrors they worshipped. And it was ther that other investigators found him, atop a pile of cultist bodies.

*“Only ever trusted myself.
It’s worked out so far.”*

Common



Traits:



Brawling, Stealth

Special Skill:

VICIOUS

When attacking, if there are no other investigators in your space, you have 1 free reroll.

When attacking, if there are no other investigators in your space, you also gain .

Instead, when attacking, you always have 1 free reroll and .

Instead, when attacking, you always have 1 free reroll and   .

GARY WEST



Gary was a miner and foreman, digging up coal and other ores in the Appalachian Mountains. One fateful day, his crew dug a little too greedily and too deep, and discovered the ruins of an ancient city far below the Earth. That night, the ghostly resident of that alien place came to the surface to attack the mining camp, killing all but Gary. He collapsed the mine, cutting off whatever was keeping these spirits walking around on the surface. He now works with his fellow investigators to stop these things any way he can.

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Common Traits:  Swift,  Tough

Special Skill:

 **DYNAMITE**

At the end of your turn, place (or move) 1 Dynamite token within 2 spaces. You may discard a Dynamite as a free action to deal 2 wounds to 1 enemy in that space.

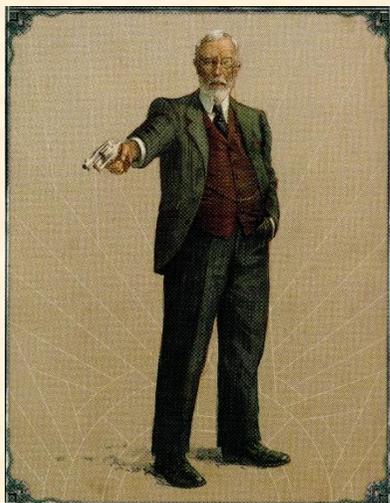
Instead, place 2 Dynamite tokens (may be in different spaces).

Other investigators may also activate Dynamites as a free action.

Dynamites deal 2 wounds to EACH enemy in the space.



JOHN FERNSBY



John has spent more time in war than peace. He retired a Brigadier General and thought he would spend his twilight years on his family estate in England. Sadly, he was wrong. A secretive cult set its sights on his family's land, owing to the river of dark power flowing beneath it. His entire family, from grandchildren up, were killed in the attack, which was thwarted by a team of investigators and his own skill in battle. John now works with investigators, advising on how best to prosecute their secret war.

*“Against both men and gods,
The principles of war apply.”*

Common Traits:  Marksman,  Stealth

Special Skill:



LEADERSHIP

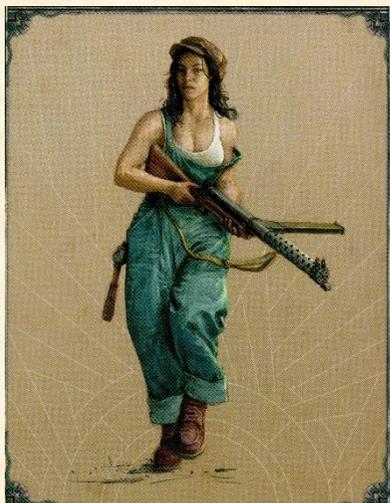
You may use 1 of your actions each turn to perform an action with another investigator within 1 space (they control the action).

Instead, any investigator on the board.

When you perform an action with another investigator, heal 2 stress.

You have 1 extra action each turn. You may use ANY of your actions with other investigators.

ROSARIO GUERRA



Rosario is a straightforward, plain-talking country girl from rural Mexico who knows as much about engines and mechanics as she does firearms. She doesn't have the kind of fancy education that other investigators do, and she isn't necessarily the best shot, but what Rosario does she does with her whole heart and with guns blazing. That also means fighting eldritch cults. They're no good for the world. They don't belong in it. And when there's something out on the farm wreaking havoc, well, some things just need a good killing.

*"My father taught me to fix cars
and use guns. A very wise man, my father"*

Common Traits:  Marksman,  Toughness

Special Skill:



BOISTEROUS

When attacking, before rolling, you may gain . If you do, after the attack, move the nearest enemy not in your space 2 spaces towards you.

Instead, gain  .

If an enemy enters your space when using this skill, deal 1 wound to EACH enemy in your space.

Deal 1 additional wound (2 total).

SYLVIA DOYLE



Sylvia would argue that while the most ancient horrors lie dreaming, it is their cultists who are truly asleep. The fools believe eternal life and salvation lies in waking these alien horrors, a fact she woke up to one terrible night as she helped drown an entire farmstead in blood. Honestly, it was the children’s eyes that brought her around. She saw herself reflected there, and her hands on her own throat, strangling her life away. She turned her powers on her former cult brethren and hasn’t stopped since.

*“I know all their tricks and all their weapons.
And I no longer fear death.”*

Common Traits:  Brawling,  Arcane Mastery

Special Skill:

 **REFORMED CULTIST**

When you kill a Cultist, heal 2 stress.

You may perform 1 free attack per turn against a Cultist.

When you kill a Cultist, heal ALL your stress.

This skill also applies to monsters and the Elder One.

