

# CHARACTER BY COMMON TRAITS

## Unspeakable Box

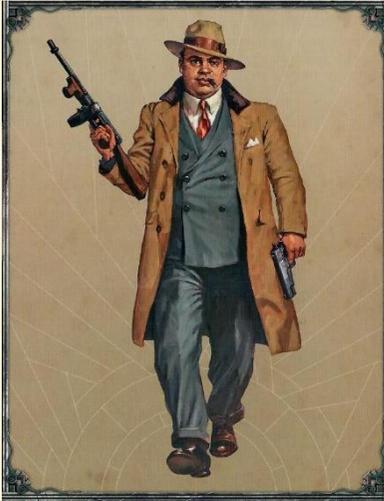
						
Al	✓		✓			
Bert				✓		✓
Ernest	✓			✓		
Fleur	✓	✓				
Gonk					✓	✓
Josephine	✓		✓			
Julia			✓		✓	
Maki	✓	✓				
Margie			✓	✓		
Maxim				✓	✓	
Meryl		✓		✓		
Olivia		✓	✓			
Pops				✓		✓
Richard			✓			✓
Roxie					✓	✓
Tina		✓			✓	
Vincent			✓	✓		
Walter	✓			✓		

# UNSPEAKABLE BOX



Unspeakable Box

## AL CAPONE



'Scarface' Al is indeed a gangster, killer, bootlegger, and racketeer. He's also a highly effective weapon against the cults and their Elder Gods. In an example of the ends justifying the means, the bootlegging that brought him such fame and fortune now funnels to multiple investigator operations. Scarface Al is himself a dangerous combatant, willing and able to employ his army of thus to put down cult uprisings anywhere they may occur. Indeed, his own bullyboys are prime recruits for cults needing muscle, and Al is protective of his own.

*"I let 'em think the scar's from some mook that slashed me in Brooklyn."*

Common Traits:  Marksman,  Swiftess

Special Skill: Connected

 **CONNECTED**

Gain  if in the same space as a Cultist.

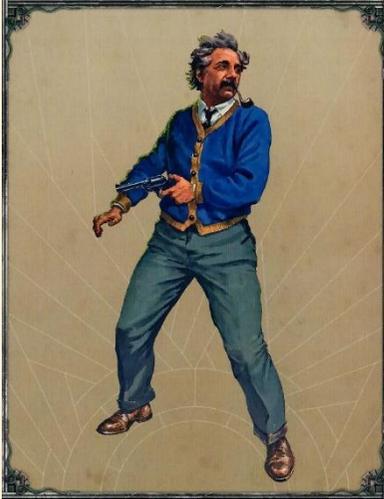
You may Sneak past Cultists (they never follow you).

Gain an additional  if in the same space as a Cultist.

Cultists can't attack you and other investigators in your space.



# ALBERT EINSTEIN



Albert Einstein is the world's foremost theoretical physicist, receipt of the Nobel Prize, and father of special relativity, an entirely new branch of science. But what is less widely known is that his work on relativity related more to puzzling out the substance of the universe, and what he found there horrified him to his soul. In his study of the Necronomicon, Einstein discovered that mathematics lay at the core of arcanism and that magic is a function of science. Fortunately, most cultists have little grasp of even basic scientific principles.

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*"The cults would experience more success if they Understood mathematics. No one tell them."*

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Common Traits:  Arcane Mastery,  Toughness

Special Skill: Smarts

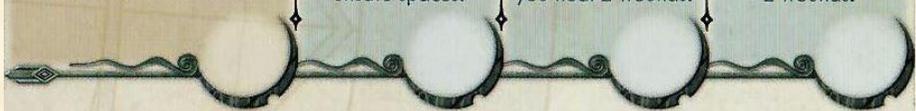
 **SMARTS**

You may Investigate in unsafe spaces (after Fighting the enemies).

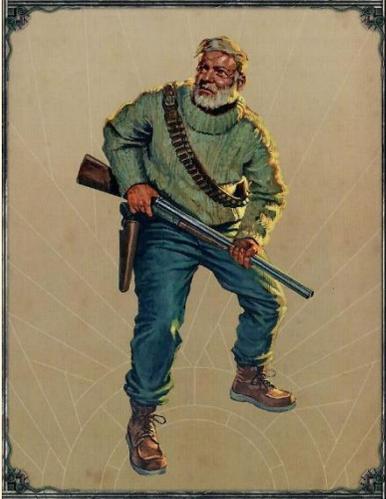
Other investigators in your space may also Investigate in unsafe spaces.

After you or another Investigator in your space Investigates, you heal 2 wounds.

Instead, all investigators in your space heal 2 wounds.



# ERNEST HEMINGWAY



Ernest Hemingway will be one of the pivotal figures in American literature by the late 1950's. He will also find himself crash landing in the African Congo and embroiled in the adventure of a lifetime. His later years will see him battling the cults alongside fellow investigators until his 'death' in 1961 where he is cast through time from Ketchum, Idaho back to the early 1920's. The battle must go on, but he dreads any chance meeting with himself that might alter reality. Fortunately, he remembers his schedule.

*"Don't tell me I'm here.  
I'll ask myself for copies of my future work."*

Common Traits:  Marksman,  Arcane Mastery

Special Skill: Demon Hunter

 **DEMON HUNTER**

You have 2 free rerolls when attacking monsters.

You may take 1 wound to make a free attack against a monster.

Gain  when attacking monsters.

Other investigators within 1 space gain this skill at level 3.

# FLEUR DEBOIS





Fleur Debois served as close to the front lines in the Great War as possible, and is personally responsible for saving dozens of lives through heroic actions, sometimes by taking up a weapon to defend the fallen. More than mere human forces were at work in the trenches, and her exposure to the eldritch elements and the Elder Gods' corrupting influence brought her acquaintance with the secret world. She thought she would die on the battlefield, but now has resigned her fate to battling these abominations until the day he finally falls.

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*"The Great War saw more action,  
though it was less horrific."*

---

Common Traits:  Marksman,  Stealth

Special Skill: Combat Medic

 **COMBAT MEDIC**

When you Rest, you may divide the healing amongst investigators in your space.

When you Rest, heal an additional 2 stress/health (total 5).

When you Rest, deal 2 wounds to an enemy within 1 space.

**Instead,** deal 2 wounds to ALL enemies within 1 space.

Unspeakable Box

**MARCELO 'GONK'  
GONCLAVES**





'Gonk', as he prefers to be known, may seem a mild-mannered middle-manager at home in any accountancy firm, but instead he coordinates paranormal investigations across the Americas, no small feat given how far from home and out of pocket the typical investigation may lead. He does not get into the field as often as he could wish, but once there, he exhibits a tactical awareness that can leave other investigators in the dust. Once up to speed, Gonk becomes a truly formidable force.

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*"Efficiency, economy, and a keen sense of timing separate us from the chaos."*

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Common Traits:  Brawling,  Toughness

Special Skill: Time Management

 **TIME MANAGEMENT**

You have 4 actions per turn, but you have 2 max health.

Instead, you have 3 max health.

Instead, you have 4 max health.

Instead, you have 5 max health and 5 actions per turn.



*Unspeakable Box*

**JOSEPHINE LECLERC**





One might think that the millionaire heiress to the LeClerc fortunes would spend most of her time in high society circles around the world. Indeed, Josephine can be found regularly at galas in Paris, London, Berlin, and Madrid, but her travels often coincide with active investigations which she keeps hidden from the aristocratic crowd. As such, hired help or those socialites seeking a little adventure may find themselves in over their heads if they insist on joining her in her clandestine escapades.

---

*“What good is money  
if there is no world to spend it in?”*

---

Common Traits:  Marksman,  Swiftress

Special Skill: Infinite Contacts

 **INFINITE CONTACTS**

When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health.

Your Companions have +1 health.

At the end of your turn, heal 1 stress for each Companion you have.

Gain  for each Companion you have.



Unspeakable Box

**JULIA HOLLISTER**





If there's a placid center to any investigator cadre, it's Julia Hollister. She came from humble beginnings as the daughter of servants of an aristocratic family. She was the same age and her patrons' youngest daughter, and the pair were nearly inseparable, learning from the same tutors and learning manners and speech as a matter of course. The house is gone now, alas, having been destroyed by unspeakable events over the course of a year. Julia was the sole survivor, and though she carries great pain, she lets none of it show.

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*"Keep calm  
and aim for the eyes."*

---

Common Traits:  Swiftnes,  Brawling

Special Skill: Class Act

 **CLASS ACT**

You may take wounds instead of stress.

At the end of your turn, you may heal 1 of your wounds.

**Instead,** at the end of your turn, you may heal 2 of your wounds.

**Instead,** at the end of your turn, you may heal ALL your wounds.



*Unspeakable Box*

**MAKI SMITH**

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Maki Smith's reputation as a marksman began in her twelfth year, entering the Mobil Marksmanship Tournament for Youngsters where she took first place. In fact, she so outstripped the competition every year, she was allowed to enter the adult tournament by age sixteen. Maki's marksmanship brought her high school to victory in state and nationwide tournaments time and again, and earned her a full scholarship to the University of Mobile where she came into contract with cultists working to recruit gullible students. Maki "sorted them out 'Bama style", as she says.

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*"Range targets are too easy.  
I like hitting things on the run!"*

---

Common Traits:  Marksman,  Stealth

Special Skill: Resourceful

 **RESOURCEFUL**

You may heal 1 wound whenever you Investigate, before resolving the Discovery card.

Once per turn, you may take 2 wounds to keep an Item you would discard.

If you would Claim a Condition, you may instead discard it and heal 2 stress.

Gain  per Item you have.

Unspeakable Box

**MARJORIE 'MARGIE'**  
**WESTMORELAND**





Marjorie Westmoreland, The Dowager Countess of Devon, is everything British aristocracy aspire to: proper, steadfast, brilliant, and decisive. In her youth, 'Margie', as she is affectionately known to other investigators, was sometime of a firebrand, learning the family business of battling the Elder Gods' pernicious influence since the twelfth century, and taking to it with enthusiasm. Many decades since, the fiends may finally have claimed her husband, but now her son sits as Earl of Devon, and she is freer than ever to prosecute the cults at will.

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*"My dear, if you go on cowering you'll miss our triumph."*

---

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill: Stiff Upper Lip

 **STIFF UPPER LIP**

When you would take wounds, you may prevent up to 3 and lose the same number of sanity.

You may ignore 1  on your rolls.

You may ignore 1 additional  on your rolls.

You may prevent any number of wounds and lose the same number of sanity.



*Unspeakable Box*

**MAXIM GREY**



Maxim Grey wished for a quiet life of a clockmaker and tinkerer. Puttering about his shop gave him no end of peace until that fateful day when he intervened in a street fight outside his establishment. Most investigators operate in the shadows, but all too often violence spills into the public eye, and on this occasion, a gateway was involved. Maxim Grey was one of the few left standing when the red haze lifted from his eyes. He has slept poorly ever since.

---

*“If a man asks for a fight, who is to blame  
if he is himself destroyed?”*

---

Common Traits:  Arcane Mastery,  Brawling

Special Skill: Mad Dog

 **MAD DOG**

Whenever you lose 1 or more sanity, you may deal 1 wound to an enemy in your space.

Instead, you may deal 1 wound to ALL enemies in your space.

Whenever you lose 1 or more sanity, you may heal 1 wound.

You may reduce loss of sanity by 1 from ANY SOURCE.

Unspeakable Box

**MERYL STARLING**





Meryl Starling was once the darling of Broadway, now moved to Hollywood and starring in multiple roles. As she's aged, she's improved her craft through various means, the most effective of which she calls 'The Method'. Popular films can influence public opinion, as the cults are beginning to discover. It's not unheard of for wealthy cults to commission films to make the public more sympathetic to their cause or inflict madness. Enter Meryl, whose stardom can make or break a production with just a few words in the right ears.

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*"I prefer the stage,  
but moving pictures offer a wider venue."*

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Common Traits:  Arcane Mastery,  Stealth

Special Skill: Method Acting

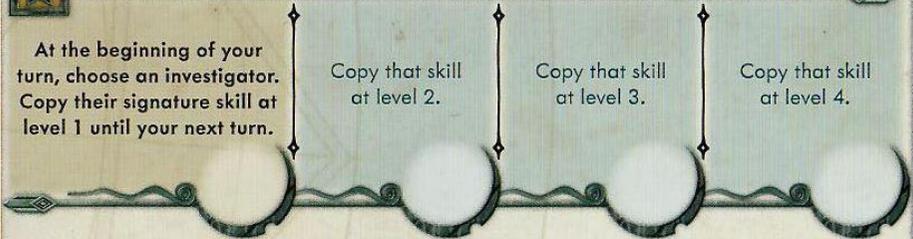
 **METHOD ACTING**

At the beginning of your turn, choose an investigator. Copy their signature skill at level 1 until your next turn.

Copy that skill at level 2.

Copy that skill at level 3.

Copy that skill at level 4.



Unspeakable Box

**OLIVIA DUCHAMP**





Olivia Duchamp flew against Germany in the Great War, racking up an impressive kill count, but an even more impressive record for survival. She was shot down more times than any other pilot and always walked away without a scratch. Her mishaps were not a lack of skill, as her aerial acrobatics are without equal, but rather with enemy planes landing perfect hits. A seemingly innocuous stray round might cut a fuel line or disable a flight surface. Fortunately, her incredible (un)luck holds in her investigative endeavors against the Elder Gods, often turning dismal failure into stunning victory.

---

*"I swear, I thought that would miss."*

---

Common Traits:  Stealth,  Swift

Special Skill: Unlucky

 **UNLUCKY**

When you make a roll that results in no successes, you may gain 1 success for each die you rolled.

You may change 1 of your dice to a blank face, except when rolling against yourself.

**Instead**, you may change up to 2 of your dice to a blank face.

**Instead**, you may change up to 3 of your dice to a blank face.



Unspeakable Box

**'POPS' DUPERON**





'Pops' Duperon has lived in the Louisiana backwoods and bayou all his life. As such, the strange, the eldritch, and the horrific are nothing new to him. As a voodoo practitioner and priest, Pops often lends his charms and talents to locals looking for relief from horrors the swamp may conjure, and laying many a curse on outsiders that tread there unwelcome. As a consultant and investigator himself, Pops lends a calming presence to his companions, a highly valuable skill in such a deadly line of work.

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*"Remember that  
Death himself may die."*

---

Common Traits:  Arcane Mastery,  Toughness

Special Skill: Calming Presence

 **CALMING PRESENCE**

Other investigators in your space may choose not to activate their insanity.

Instead, other investigators within 2 spaces of you may choose that.

Also, they may heal 2 stress instead of activating their insanity.

Instead, they may heal ALL stress instead of activating their insanity.

*Unspeakable Box*

**RICHARD IRONS**





Richard Irons works for M16 in the British Secret Service, an agency which technically doesn't exist. While M16 handles the majority of Great Britain's foreign intelligence, it's also tasked with battling Her Majesty's more exotic enemies, namely the cults and the Elder Gods they revere. Richard Irons may look like little more than a globe-trotting playboy, but this is merely cover for a deadly investigator, capable of rooting out and destroying cult activity anywhere in the world. He often lends legitimacy to less official investigators when working at their side, a valuable asset when local law enforcement has been compromised.

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*"I'm a licensed troubleshooter."*

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Common Traits:  Toughness,  Swiftnes

Special Skill: Majesty's Secret Service

 **MAJESTY'S SECRET SERVICE**

Gain  when attacking a target in your space.

You may attack a target 1 space away. If you do, gain  .

You may Sneak 3 times per Run, and deal 1 wound to each enemy you Sneak past.

You may convert each  you roll into **!!**, healing 1 stress for each  you convert.

Unspeakable Box

**ROXIE MITCHELL  
WILLIAMS**





Roxie Mitchell Williams is an American writer and novelist, famous for *BEYOND SUNSET*, a horror novel set in American New England. The novel remains near the top of the best-seller's list after four years, with dozens of re-printings. One wonders how the public would react to the knowledge that the novel is based on actual events, and even somewhat toned down. Roxie's value to the team is measured in her commanding presence and fearlessness (and also in that investigators might appear as characters in the next novel).

---

*"I'd rather be writing, but you don't just ignore this kind of source material."*

---

Common Traits:  Toughness,  Brawling

Special Skill: Get in There!

 **GET IN THERE!**

Whenever an investigator is about to attack, you may immediately move to their space (enemies follow as normal).

Instead, enemies do not follow you during your use of this skill.

Other investigators in your space gain  when attacking.

After the attack that triggered this skill, you may return to your original space.



*Unspeakable Box*

**TINA MACSHANE**

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Christina 'Tina' MacShane is an Irish expatriate living in New York City. Although penniless until emigrating just before the Great War, she made assets of her style, taste, and ability to blend into any social group, no matter how high. A string of high-profile lovers lent her the means to build a legitimate business in women's clothing. Yet, the latest in her conquests proved to be a ranking leader in a New York cult. She has since found a greater calling, battling those entities that would destroy everything she loves.

---

*"I don't go looking for trouble.  
It find me without any help."*

---

Common Traits:  Stealth,  Brawling

Special Skill: Femme Fatale

 **FEMME FATALE**

Once per roll, before rolling dice, you may take 1 wound to gain .

Instead, gain .

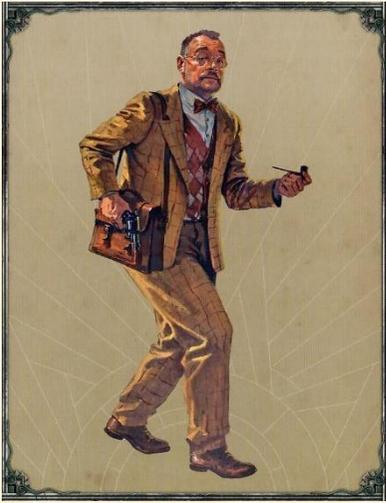
Instead, gain  OR remove 1 die (your choice).

Instead of taking 1 wound for your ability, give that wound to any figure in your space.

Unspeakable Box

**PROFESSOR  
VINCENT HAAS**





Professor Haas is the ranking Professor of Arcane Studies at the University of Antwerp, a small, eclectic department, kept tucked away in the archives beneath the library that nevertheless sees a large amount of traffic from an even more diverse assortment of visitors. Antwerp rivals Miskatonic University in America for its collection of rare (and dangerous) tomes and scrolls. Professor Haas himself travels the world in his investigations, prizing the knowledge he finds almost as much as the people he aids. His gift for mentoring makes him a valuable addition to any team.

---

*"Yes! Exactly like that.  
Now, you may destroy them at will."*

---

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill: Teacher

 **TEACHER**

You may use stress to reroll dice in rolls made by other investigators in your space.

This skill affects investigators within 2 spaces of you.

Affected investigators gain 1 level in Arcane Mastery for this roll.

Affected investigators gain 1 additional level in Arcane Mastery (2 total).

*Unspeakable Box*

**WALTER BAGGET**





Walter Bagget is an adventurer, explorer, and big game hunter that has traveled the world many times over. He rarely bothers with the scientific aspects of his expeditions, though he doesn't mind bringing researchers along if they keep out of his way. He's been present at discoveries from the Amazon to Siberia, and kept such expeditions safe from the surprising array of unearthly horrors they tend to uncover. Walter's greatest regret is that the majority of mystical creatures leave no trophy behind when killed, often fading away into the ether from whence they came.

---

*"Tag your prey and let it lead you back to its lair."*

---

Common Traits:  Arcane Mastery,  Marksman

Special Skill: Pacifist

 **PACIFIST**

When you attack but don't destroy an enemy, you may push it 1 space away.

Also, heal 2 stress.

Also, heal 1 wound.

Wounded monsters and Cultists can't attack you or investigators in your space.

