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COMMON TRAITS

All characters have three traits. One of these traits is unique to the character. The other two follow the six common traits.



ARCANE MASTERY

Level 1: When making any roll, you make could 1 [arcane star] as a success.

Level 2: Instead, you may count any number of [arcane stars] as successes. *This overwrites the level 1 ability.*

Level 3: Heal 1 stress for each [arcane star] you count as a success. *This is in addition to the level 2 ability.*

Level 4: You may count any number of [arcane stars] as 2 successes each. *This overwrites the level 2 ability and combines with the level 3 ability.*



BRAWLING

Level 1: Gain [1 green die] when attacking a target in your space.

Level 2: When you attack, you may target ANY NUMBER of figures in your space (split the wounds as you like). *This is in addition to the level 1 ability.*

Level 3: You have 2 free rerolls when attacking a target in your space. *This is in addition to the level 1 and level 2 ability.*

Level 4: When you attack figure in your space, deal the full wounds to EACH target. *This overwrites the level 2 ability and is in addition to the level 1 and level 3 ability.*



MARKSMAN

Level 1: You may attack a target 1 space away.

Level 2: Gain [2 green dice] when attacking a target not in your space. *This is in addition to the level 1 skill.*

Level 3: You may attack a target 1 additional space away (2 total). *This is a modification to the level 1 skill and in addition to the level 2 skill.*

Level 4: You may perform 1 free attack per turn against a target not in your space. *This is in addition to the level 1, level 2, and level 3 skills.*



STEALTH

Level 1: When you Run, you may sneak once (1 enemy doesn't follow you).

Level 2: Instead, when you run, you may sneak 3 times. *This overwrites the level 1 ability.*

Level 3: Deal 1 wound to each enemy you sneak past. *This is in addition to the level 2 skill.*

Level 4: Instead, you may sneak any number of times. *This overwrites the level 2 ability and is in addition to the level 3 ability.*



SWIFTNESS

Level 1: When you Run, you may move 1 additional space.

Level 2: You have 1 free Run action each turn. *This is in addition to the level 1 ability.*

Level 3: During a Run, you may take 1 investigator with you when leaving a space. *This is in addition to the level 1 and level 2 ability.*

Level 4: You have 1 extra action each turn. *This is in addition to the level 1, level 2, and level 3 ability.*



TOUGHNESS

Level 1: You have 1 free reroll when attacked or rolling for fire.

Level 2: Instead, you may reduce wounds taken and loss of sanity by 1 when attacked or rolling for Fire. *This overwrites the level 1 ability.*

Level 3: Instead, you may reduce wounds taken and loss of sanity by 1 from ANY SOURCE. *This overwrites the level 2 ability.*

Level 4: Instead, you may reduce wounds taken by 2 and loss of sanity by 1 from ANY SOURCE. *This overwrites the level 3 ability.*

CHARACTER BY SET AND COMMON TRAITS

This section breaks down the characters by their set and then identifies which quick trait that they have.

Core Box

						
Adam	✓					✓
Ahmed		✓		✓		
Borden		✓	✓			
Elizabeth	✓	✓				
Fatima			✓	✓		
Ian			✓		✓	
Morgan			✓			✓
Rasputin				✓	✓	
Sister Beth					✓	✓
The Kid	✓			✓		

Season 2

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

Extra Promos

						
Scarlett ¹			✓		✓	
Eddie ²			✓		✓	

¹ Scarlett was an extra promo from the first Death May Die Kickstarter

² Eddie was a promo that came in the Iron Maiden #2 Pack

Unspeakable Box

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

Comic Book Extras (Volume 1)

						
Allan	✓					✓
Annabelle				✓		✓
Jack			✓		✓	
Lysa		✓		✓		
Rocco	✓				✓	
Tamara		✓	✓			

Comic Book Extras (Volume 2)

						
Ethan			✓	✓		
Ezra		✓			✓	
Jack (2.0)					✓	✓
Olmstead	✓		✓			
Veronique			✓	✓		
Virginia	✓			✓		

Fear of the Unknown

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

Season 4

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

Unknowable Box

						
Agnes		✓				✓
Amelie	✓			✓		
Amir			✓	✓		
Anita		✓		✓		
Antonio				✓	✓	
Archie					✓	✓
Buck	✓					✓
Charles				✓	✓	
Craig	✓	✓				
Dali	✓			✓		
Don				✓		✓
Dorthy		✓	✓			
Eve		✓			✓	
George				✓		✓
Houdini		✓		✓		
Isadora			✓		✓	
James	✓					✓
Jim	✓		✓			
Karen					✓	✓
Martin			✓			✓
Michelle		✓			✓	
Robert	✓			✓		
Ryan	✓	✓				
Saito			✓		✓	
Steve			✓			✓
Taylor		✓	✓			

Tom	✓		✓			
Vanessa			✓	✓		

Dark Providence Expansion Characters

						
Agent Monday					✓	✓
Agent Tuesday		✓	✓			
Agent Wednesday			✓	✓		
Agent Thursday		✓		✓		
Agent Friday	✓					✓

CHARACTERS BY SET

CORE BOX



Core Box

LORD ADAM BENCHLEY



Lord Benchley's signature eye-twitch is both word and warning of the roiling thoughts beneath his calm, British demeanor. The man holds himself together admirably, but most investigators know to keep some reserve around the poor fellow, lest the twitch settle into a steely glare. Lord Benchley is quite mad of course, having battled the cults for decades and always maintaining the upper hand, if only barely. Lord Benchley himself relies on a stiff upper lip, stoic resolve, and indulging his psychotic tendencies against cults and their foul minions at every opportunity.

"Shoot first. Never ask."

Common Traits: Marksman, Toughness

Special Skill: Fueled by Madness

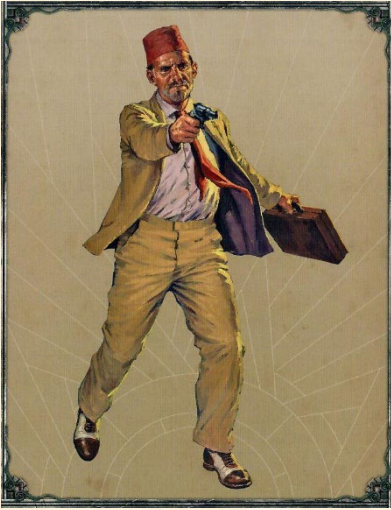
FUELED BY MADNESS

Gain while your sanity is on a .

Instead, gain while your sanity is on a OR 1 space back.

Instead, gain while your sanity is on a OR 1 space back.

Instead, gain while your sanity is on a OR 1 space back.



While Ahmed's medical qualifications might not earn him any formal degrees, investigators can rely on his unshakable calm, steady hands, and vast arcane knowledge to stitch cuts, soothe burns, and reattach severed limbs. Ahmed's fascination with ancient occult healing led where most arcane studies do, bringing him in contact with the various cults. He even joined a few in his time, the better to learn their ways and destroy them from within. All magic comes with a cost to the soul, yet he pays it gladly, viewing his sacrifice with both faith and fatalism.

*"What is written
is written."*

Common Traits:  Stealth,  Arcane Mastery

Special Skill: Healing Prayer



HEALING PRAYER

At the end of your turn, you may heal 1 stress OR wound on an investigator in your space (it may be yourself).

Instead, heal 2 in any combination of stress and wounds.

Instead, heal 2 stress AND 2 wounds.

Instead, heal 2 stress AND 2 wounds on EACH investigator in your space.



Mrs. Borden loves killing. Murder, to be precise. The guilty must be punished for the horrors they inflict on the innocent, and these cultists and their horrific allies would consume the world for their own selfish ends. Ms. Borden sees herself as the perfect weapon in this fight. Even ordinary investigators suffer ill psychological effects from the death they must visit on their foes. Not Ms. Borden. In fact, she considers 'sorting out' the guilty a soothing exercise. Hers is a disturbing form of psychopathy, but one that suits her self-appointed role of executioner perfectly.

*"Two things are certain in life:
Death and Axes."*

Common Traits:  Swift,  Stealth

Special Skill: Savage



SAVAGE

When attacking, you may deal 1 additional wound to your target if there are no other enemies in its space.

You may deal 1 additional wound (2 total).

If you kill the target and there are no other enemies in its space, heal all your stress.

You may deal 3 additional wounds (5 total).

ELIZABETH IVES



The saying that luck is better than skill rarely proves true, until one meets Elizabeth Ives. There's no magic surrounding her, no blessing from the stars, and certainly no taint of the Old Ones. She is simply, frankly, supremely lucky. She has no idea how she does it, but three investigators can search a room for hours and find nothing whereas she'll walk in and step right on the button for the secret door. For it all, she's glad oof the talent, but secretly dreads the day her luck runs out.

*"Heads! I win again.
Best six out of eleven, luv?"*

Common Traits:  Marksman,  Stealth

Special Skill: Lucky



LUCKY

You have 1 free reroll per turn.

You have
1 additional reroll
per turn (2 total).

You have
1 additional reroll
per turn (3 total).

**Instead, you have
3 free rerolls
PER ROLL.**

FATIMA SAFAR



While anyone with a working knowledge of the occult may read simple signs in the bones, stars, or Tarot, these are but children's books for Fatime Safar. Her ability to connect dozens of minor phenomena into accurate prophecy is unparalleled in modern times. The future is not set until it becomes the past, and for an investigator of Fatime's skill, even a few minutes of warning can divert events away from potential catastrophe, weather that be through preparing a proper trap or simply running the other way as fast as she can.

*"Admittedly, Old One names
are easier to read than say."*

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill: Read the Omens



READ THE OMENS

You may put the first Mythos card you draw each turn at the bottom of the deck and draw again. If you do, heal 2 stress.

Instead, draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. Heal 2 stress.

Instead, if you draw 2 cards to choose from, heal all of your stress.

You may take 2 wounds to cancel any Mythos card's special effects and enemy summoning.

SERGEANT IAN WELLES



Sergeant Welles has many stories about his missing arm. For his brothers-in-arms in the Great War, it was a German artillery shell. For civilians, it was a sniper. But for fellow investigators, he need spin no tall tales: it was “some God-damned cult-borne hell beastie what swallowed my hand, grenade and all.” Sergeant Welles is a master of giving back twice as much as he gets. Pain sharpens his arm, he says, and if the scars and burns that cross his body are any indicator, his aim is perfectly lethal.

*“They have us surrounded,
those poor bastards.”*

Common Traits:  Brawling,  Swift

Special Skill: Vengeance Obsession

VENGEANCE OBSESSION

When attacked, if you are dealt any wounds, deal 1 wound to that enemy and heal 1 stress.

Instead,
deal 1 wound to each enemy in the attacker's space and heal 1 stress.

Instead,
deal 1 wound to each enemy in the attacker's space and heal 2 stress.

Instead,
deal 2 wounds to each enemy in the attacker's space and heal 2 stress.



John Morgan was a professional animal handler and safari master who had the misfortune of being hired to lead a cult expedition into the heart of the Congo. He had no idea who these weirdos were with their strange tattoos and ways, but he brought them to the ruin they sought, then pulled that ruin down on their heads when he found out what they were up to. Since then, he's done his best to battle their kind across the globe, helping fellow investigators in the secret war to end all wars.

*"I've got a bad feeling
about this..."*

Common Traits:  Swift,  Tough

Special Skill: Protector



PROTECTOR

If an investigator in your space is attacked, you may redirect the attack to you (before the roll).

You may redirect to you an attack made against an investigator up to 1 space away.

You have 2 free rerolls when being attacked by a redirected attack.

After resolving a redirected attack, heal all your stress.



Living forever wasn't exactly Rasputin's idea. He was captured by a cult after destroying one of their most extensive operations. Their particular brand of torture involved 'gifting' him with a cycle of instant revivification, such that he could be tortured to death again and again. Naturally, this didn't go the way the cult planned. He escaped, killing their leaders in the process, and discovered the 'gift' had struck with him. The magic itself is slowly decaying, and he knows that eventually he will die one final time, but for now, he intends to use this power for the greater good.

*"Sigh...
Dead again."*

Common Traits:  Arcane Mastery,  Brawling

Special Skill: Unkillable



UNKILLABLE

1 free death:
If you would die from wounds, instead return to life with full health.

1 additional free death (2 total).

When you return to life, also heal all your stress.

1 additional free death (3 total).






SISTER BETH



Sister Beth knows not what God's plan for her may be, except that she'll likely meet Him very soon. Afflicted at an early age with a nervous nature, young Beth made the rounds through various hospitals and sanitariums before finding peace (and fatalism) in the church. Were it not for the insulation her faith provides her psyche, she would not have survived her first encounter with the Old Ones and their cults. Since then, she's become an expert on the occult and their horrific practices, justified in the belief that the day she finally falls will be the day of her ultimate salvation.

*"Their lack of faith
should disturb them."*

Common Traits:  Brawling,  Toughness

Special Skill: High Strung



HIGH STRUNG

When making any roll, you may count 1  as 1 success (it still also counts as a .

Instead, you may count any number of  as successes (they still also count as .

Heal 1 of your wounds for each  you count as a success.

Also, if you rolled at least , you may add 3 successes to the roll.

THE KID



Except for her gleeful cackle, the Kid, as she had become known, makes no other sound. She's something of a mystery to investigators, and her knowing gaze and thousand-yard stare speak to a potential age far beyond her diminutive stature. She has no apparent need of guardians or guidance in her one-child campaign against the cults and their otherworldly allies. She shows a special affinity for interdimensional gateways. Gaining obvious strength and acumen from the proximity. This could hint at a supernatural origin for the Kid, but her glee in destroying said gates and the beings they summon speaks to no allegiance.

"HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA!!!"

Common Traits:  Marksman,  Arcane Mastery

Special Skill: Gate Manipulation



GATE MANIPULATION

If you are in the same space as a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up).

This skill works if you are within 1 space of a Gate.

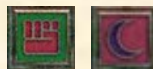
If you are within 1 space of a Gate, you are always considered safe to Rest.

If you are within 1 space of a Gate, you gain  and have 1 free Rest action.

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 of enigma that wouldn't draw Alex into its rabbit hold, 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 real 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

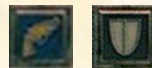
You may add  to any of your rolls.

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 to 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 had 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,  Swift

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:  **Swift**,  **Tough**

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.

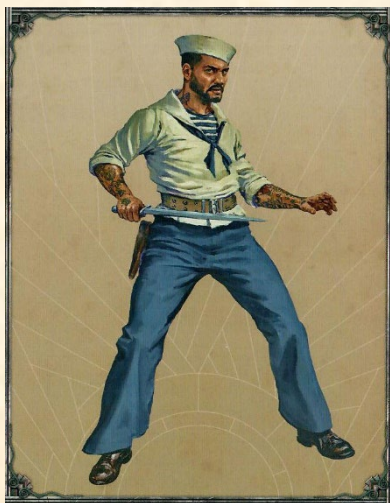
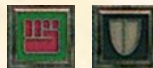
You have 1 free
Rest action
each turn.






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 chart. Upon investigation, the landing party unleashed something horrible. Details of the event 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.

EXTRA PROMOS

Extra Promo

SCARLETT HAYES



'Scarlett' Hayes is a regular (and occasionally dreaded) figure in speakeasies and illicit gambling houses up and down the American Easter Seaboard. There is no game too complicated, no odds too high for Scarlett to beat. Despite her talent for acquiring large amounts of coin, Scarlett's expensive tastes often see her fortunes spent in record time. Few, however, know that most of this cash goes towards her prime vocation as a paranormal investigator. Cults use the venues she frequents as recruiting grounds, and Scarlett is very protective of 'her people'.

*"Ten bits says you'll never guess
My real name, sugar."*

Common Traits:  Swiftiness,  Brawling

Special Skill: Play the Odds

 **PLAY THE ODDS**

Before you make a roll, guess the total number of successes. If you guess right, heal 1 stress.

Also, heal 1 wound.

Also, all other investigators in your space may heal 1 wound AND 1 stress.

Also, you may double the number of successes.

EDDIE THE HEAD



Take a look in the pool and what do you see? In the dark depths their faces beckoning me. Can't you see them it's plain for all to see. They were there, oh I know you don't believe me! Oh, I've never felt so strange, but I'm not going insane. I've no doubt that you think I'm off of my head. You don't say but it's in your eyes instead. Hours I spent out just gazing into that pool. Something draws me there I don't know what to do! Oh, they drain my strength away. Oh, they're asking me to stay. Nightmares, spirits calling me. Nightmares, they won't leave me be.

*"Nightmares, coming all the time.
Nightmares, will give me peace of mind."*

Common Traits:  Brawling,  Swift

Special Skill: Can I Play with Madness?



CAN I PLAY WITH MADNESS



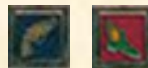
At the end of your turn, you may lose 1 sanity to heal 1 stress.

Instead, heal 2 stress.

Instead, heal all of your stress.

You do not die from sanity. At the end of the sanity track, you take wounds instead of losing sanity.

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,  Swift

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 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.

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

Common Traits:  Arcane Mastery,  Toughness

Special Skill: Smarts



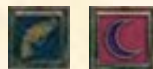
SMARTS

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 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 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.

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

Common Traits:  Marksman,  Stealth

Special Skill: Combat Medic



COMBAT MEDIC

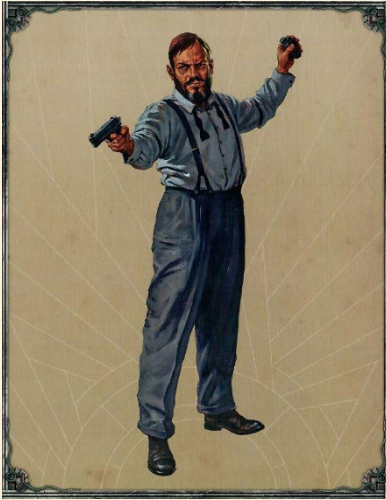
When you Rest, you may divide the healing amongst investigators in your space.

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.

MARCELO 'GONK' GONCLAVES

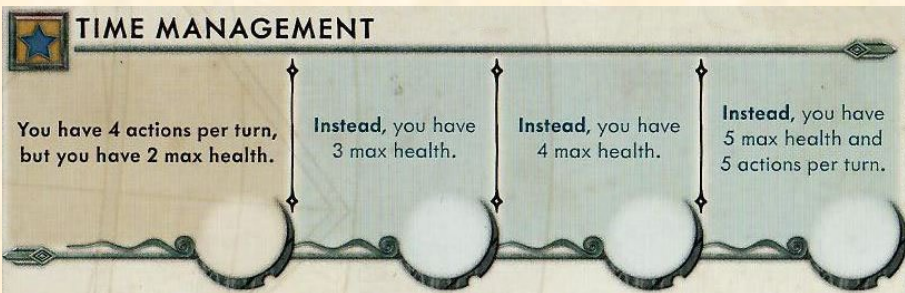


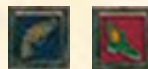
'Gonk', as he prefers to be known, may seem a mild-mannered middle-manager at home in any accountancy firm, but instead he coordinates paranormal investigations across the Americas, no small feat given how far from home and out of pocket the typical investigation may lead. He does not get into the field 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.

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

Common Traits:  Brawling,  Toughness

Special Skill: Time Management





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,  Swiftess

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.








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 as 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.

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

Common Traits:  Swiftiness,  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.



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 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.

*"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.

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.

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

Common Traits:  Arcane Mastery,  Swiftess

Special Skill: Stiff Upper Lip



STIFF UPPER LIP

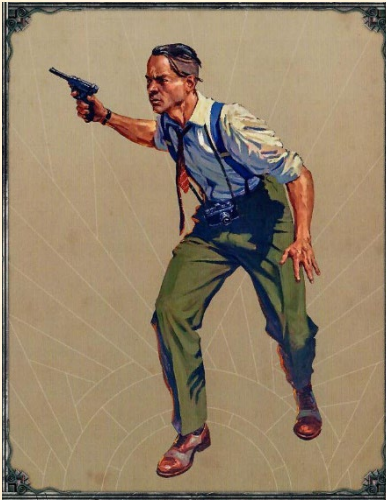
When you would take wounds, you may prevent up to 3 and lose the same number of sanity.

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.

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.



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.

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

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.

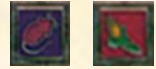


Copy that skill at level 3.



Copy that skill at level 4.





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 places 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.

'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.

*"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.



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.

"I'm a licensed troubleshooter."

Common Traits:  Toughness,  Swiftess

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.

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.



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 finds 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.

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).



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

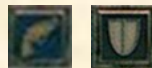
When you attack but don't destroy an enemy, you may push it 1 space away.

Also, heal 2 stress.

Also, heal 1 wound.

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

COMIC BOOK EXTRAS VOL. 1



Comic Book Extras V.1

ALLAN JENKINS



If you spend your life investigating crime, you'll encounter plenty of hard play, as they say. But Allan Jenkins figured he'd be foiling plots, protecting wealthy businessmen, and investigating murders. Not poring over arcane tomes, searching for mystical objects, and staring down fanatical, demon-worshiping cultists. Yet, Allan's a practical man who quickly adapts to each situation. He doesn't spook easy, and he ain't afraid to draw-down on the cultists and demons alike. It'll take more than a lot of wiggly-fingered mystic jumbo to get the better of Al Jenkins!

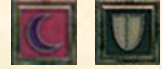
*"An investigation is conducted with purpose,
and a couple of revolvers don't hurt neither."*

Common Traits:  Marksman,  Toughness

Special Skill: Detective

	DETECTIVE			
After you investigate, gain 2 Detective tokens. You may discard a token to move 1 additional space during a Run.	<table border="0"><tr><td data-bbox="380 1177 582 1394"> You may also discard a Detective token to reroll 1 die. </td><td data-bbox="582 1177 784 1394"> You may also discard a Detective token to be able to Rest in an unsafe space until the end of the turn. </td><td data-bbox="784 1177 996 1394"> You may also discard 2 Detective tokens to perform an extra action. </td></tr></table>	You may also discard a Detective token to reroll 1 die.	You may also discard a Detective token to be able to Rest in an unsafe space until the end of the turn.	You may also discard 2 Detective tokens to perform an extra action.
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ANNABELLE LAVEAU



Raised in Last Hope orphanage, survivor of a terrible hurricane which took her family away, Annabelle is Marie Laveau's granddaughter, the famous "Voodoo Queen" of New Orleans. Like every Voodoo practitioner, Annabelle knows well that dealing with 'things from other worlds' is no cakewalk. But the entities she calls to her aid often reveal secrets invaluable to the eternal struggle against the darkness from beyond. Every investigator knows well that to battle the minions of the Great Old Ones, guns are sometimes not enough. Knowledge, ingenuity, and supernatural ai are sometimes required.

*"When you can communicate with the spirits,
you know how to deal with a ghoul."*

Common Traits:  Arcane Mastery,  Toughness

Special Skill: Channeling



CHANNELING

At the start of your turn, roll 1  (+ any bonus dice). Choose 1 to keep as your Gift until your next turn. You may add  AND your Gift to 1 roll each turn.

Instead, you may add  AND your Gift to all your rolls.

You may also add  AND your Gift to rolls of investigators in your space.

Instead, you may add to rolls of ALL investigators.

JACK MUNOZ



Jack needs three things in life: a good cigar, a sawed-off shotgun, and his macahuitl, a club of ancient design with obsidian blades. Sure, it may seem like a primitive weapon, but with it, his Aztec ancestors built an empire. It's important to respect the traditions, especially when they help you to slaughter repulsive monsters summoned from other worlds! With his thick drawl and surly attitude, it can be tough to get close to Jack. But the investigators can always rely on him and his truck for a ride, or to dive headlong into the fray.

"Just more meat for my macahuitl!"

Common Traits:  Brawling,  Swiftiness

Special Skill: Truck Driver

TRUCK DRIVER

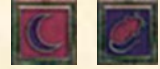
During a Run, you may take 1 extra investigator with you when leaving a space. (cumulative with Swiftiness)

When attacked, you have 1 free reroll for each investigator in your space (including you).

After a Run, you and each other investigator in your space heal 2 stress.

When attacking, gain for each investigator in your space (including you).

LYSA



Everyone at Last Hope orphanage considers Lysa a “peculiar” girl. Maybe it’s because she’s always carrying an older lantern in which she keeps the skull of a goat. Or maybe it’s because she calls it by name: “Malacoda”. Lysa doesn’t smile anymore. How could she after seeing her parents die in the destruction of their own house, attacked by horrible monsters? However, that terrible experience has made Lysa stronger, giving her courage and determination to take on the mission of saving Last Hope from destruction. And besides, Malacoda is always there to help Lysa, even in the most desperate situations.

“Malacoda is not a goat!”

Common Traits:  Arcane Mastery,  Stealth

Special Skill: “Malacoda”



“MALACODA”

If you end your turn in a safe space, make a roll. Heal 1 stress or health for each success. (Lose sanity for )

If there’s only 1 enemy in your space, you are considered in a safe space.

You may choose to not lose sanity for  when using this skill.

When rolling for this skill, also deal 1 wound for each success to each enemy within 1 space.



Don't be fooled by his gallant and easy-going manner. Rocco is a Great War veteran. A soldier who survived the machine guns, the gas, and the nightly trench raids. Rocco can handle a heavy machine gun just as well as a flamethrower. In critical situations, the old war traumas resurface and he is taken by a "wild fury", not unlike the berserkers of old. When the threat passes, Rocco's good humor returns and he won't remember anything. But a carpet of slaughter and mutilated demons will be there as testimony of the incident.

*"The trench war was a walk
in the park compared to this!"*

Common Traits:



Brawling,



Marksman

Special Skill: War Veteran

WAR VETERAN

While you are at full stress, you have 1 free reroll when attacking.

While you are at full stress, Brawling also works in other spaces.

While you are at full stress, Marksman also works in your space.

While you are at full stress, gain 1 level in Marksman and Brawling.



Not everyone fights the Old Ones with weapons. Those with other skills are called the “Guardians of the Threshold”. There are many ways the Old Ones infiltrate the living world and many ways to close the gaps and watch over such hidden doors. Some repel them with music, playing the violin by the window. Others keep a lighthouse shining over dark waters. Tamara imprisons them on canvas with brush strokes. The investigators don’t worry about her unpredictable ways, her insane look, or her hysterical laughter. When Tamara paints, it means she’s fighting to defend our world!

*“Canvases, brushes,
and colors are my weapons!”*

Common Traits:  Stealth,  Swift

Special Skill: Arcane Painter



ARCANE PAINTER

When you Rest, place (or move) a Painting token within 1 space of you. Investigators may discard a Painting in their space to prevent 1 attack against them.

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

You may Rest in unsafe spaces.

Investigators gain  for each Painting token in their space.

COMIC BOOK EXTRAS VOL. 2

Comic Book Extras V.2

ERZA



Since he was a boy, Ezra has hated bullies. A childhood spent being punched and insulted without fighting back for fear of being punished by teachers led shy Ezra to become a policeman. Over time, the hours spent hunched over books turned into violent shootouts with criminals and investigations of brutal murders. Though on the path of justice, Ezra quickly learned which people he had to side with to gain power and respect. While necessary for his survival, it has turned his hatred of bullies into self-loathing.

*"When you know every day could be
Your last, does anything matter?"*

Common Traits:  Stealth,  Brawling

Special Skill: Impervious

 **IMPERVIOUS**

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

Once per turn, when you Rest, you may investigate instead of healing.

Instead, once per turn, when you Rest, you may investigate AFTER healing.

You gain 1 free Rest action each turn. This can be performed in an Unsafe space.



Ethan Willett is a promising university scholar at Brown University, passionate about hypnosis since his youth. He is the nephew of Dr. Marinus Bicknell Willett, the physician of Charles Dexter Ward, the young scion of a prominent Rhode Island family. Charles Ward has an ancestor named Joseph Curwen considered by all to be a sorcerer. He studied Curwen's work obsessively, isolating himself from the world and worrying Dr. Willett about his mental health. The horrors evoked by the research of young Ward were documented in Dr. Willett's diary, which eventually fell into Ethan's hands. Its content spurred young Willett to further his research on hypnosis as a treatment for anyone grappling with the ill effects of summoning's and sanity-defying rituals.

"The dark arts lead to madness. My hypnotic Practices are our only chance to fight against it."

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill: Hypnosis



HYPNOSIS

Once per turn, you may take 1 stress to prevent all wounds from an attack against you.

When preventing wounds with this skill, deal that many wounds to another enemy within 1 space.

You may use this skill more than once per turn.

Instead, wounds prevented with this skill are dealt to EACH other enemy within 1 space.



Forced to drink glass after glass of cheap rum with his father, Jack was just a lost young man, unable to forget the constant throbbing pain in his temples – the only alternative to the belt buckle of a drunkard. Incredibly, years later, that same alcohol allows Jack Munoz to keep the alien insect that lurks in his head at bay. In between his day’s work on the decks and occasional collaborations with some bizarre detectives, Jack fights a personal battle as he tries to stop otherworldly monsters exterminating the entire human race.

*“Life has many colors, you can see them
in the kaleidoscope at the bottom of a bottle!”*

Common Traits:  Toughness,  Brawling

Special Skill: Mystical Insect



MYSTICAL INSECT

At the start of your turn, toss the Bug token like a coin and keep the result side up until the next toss. Gain 1 level in Brawling or Toughness while that skill side is up.

Also, after tossing, based on the result:
Brawling: Heal 2 stress. **Toughness:** Heal 2 wounds.

Once per turn, as a free action, you may toss the Bug token and gain the respective effects.

Gain 1 additional level in Brawling or Toughness, if possible, while that skill side is up.

OLMSTEAD



Unlike his colleague Ezra, Olmstead was born with a silver spoon in his mouth. His family's wealth allowed him to attend the best schools in the state of Rhode Island and he wanted for nothing during his youth. The influence of his father, a powerful political figure, allowed Olmstead to join the police, the perfect way to hide his shady activities. After his parents died, a quirk of bureaucracy left his entire inheritance to the Last Hope orphanage, throwing the detective out on the street. Unable to give up his vices, Olmstead spends his days working to pay off his ever-growing debts.

*"Step Aside!
I'm in charge here!"*

Common Traits:  Marksman,  Swiftess

Special Skill: Officer



OFFICER

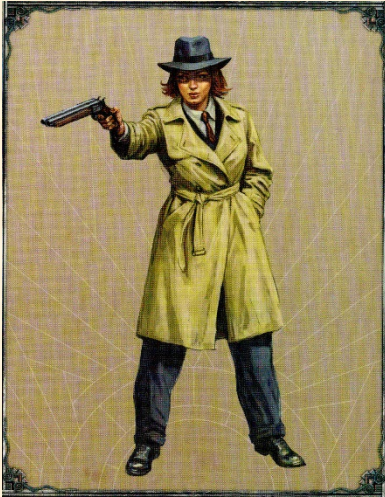
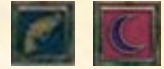
When investigating, you may claim Items or Companions without taking stress.

After you claim an Item or Companion, you may perform an attack, if possible.

When you attack with this skill, you gain 2 free rerolls.

When you attack with this skill, you may deal the full wounds to EACH other enemy in the target's space.

VERONIQUE



When your parents are in jail for human trafficking, you must expect the city to think badly of you. Throughout her youth, Veronique learnt to bow her head to avoid the eyes of Brockton's inhabitants. One evening, during yet another bar fight, the girl met Virginia Lyman, a seductive lawyer who had just move to Providence. Virginia not only helped her avoid being charged with slitting the throat of a drunken sailor with a broken bottle, but even took her on as a handyman for her new business. Since then, Veronique has helped her employer in many situations, some legal, and some not... and some really shady!

"Anything for my lady!"

Common Traits:  Marksman,  Arcane Mastery

Special Skill: Magical Seal



MAGICAL SEAL

At the start of your turn and when you Rest, you may place the Magical Seal within 1 space of you. Investigators on the Magical Seal gain .

Investigators on the Magical Seal gain 1 free reroll per roll.

Investigators in adjacent spaces of the Magical Seal are also affected by this skill.

At the end of your turn, deal 4 wounds to ALL enemies on the Magical Seal.



Graduating summa cum laude from the University of Rhode Island, Virginia Lyman became Providence's first female attorney. To achieve those goals, she sacrificed everything – family, friendship, love – and soon came to terms with the corrupt legal system and the chauvinism that surrounded her. After years of sacrifice, Virginia Lyman was forced to give in to pressure from the head of a mysterious cult to save her girlfriend from being murdered by the sect... and this was only the first step into the nightmare; but a nightmare is which Virginia realized she was completely at ease.

"Do you really think I bought my position with filthy cash?! You don't know me at all!"

Common Traits:  Toughness,  Stealth

Special Skill: Ruthless



RUTHLESS

After you are attacked by a Cultist or monster, you may deal 2 wounds to the attacker if there are no other enemies in the same space.

Instead,

you may kill the attacker if there are no other enemies in the same space.

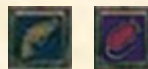
After you kill an enemy with this skill, you may investigate.

After you kill an enemy with this skill, you may heal ALL your stress and wounds before investigating.

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

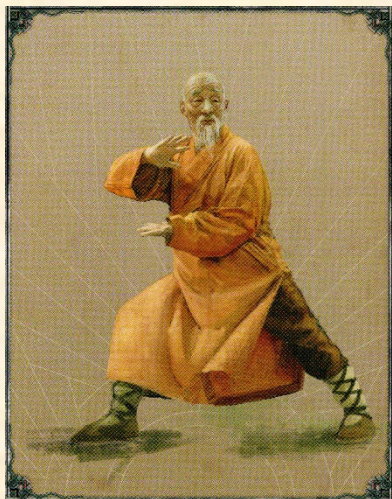
 **KILLER INSTINCT**

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



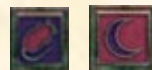
SELF-DEFENSE

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 .

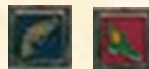
Instead, you may heal 2 wounds/stress in any combination.

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,  Swiftnes

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. Any 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



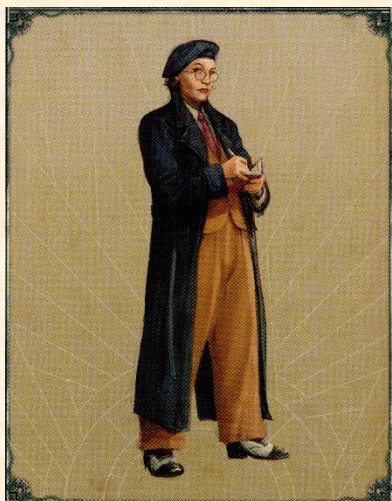
SURGEON

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



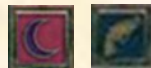
RELIC SEEKER

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.






SEASON 4

Season 4

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,  Swiftess

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.



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 imagine 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 there 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 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.

'''

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.

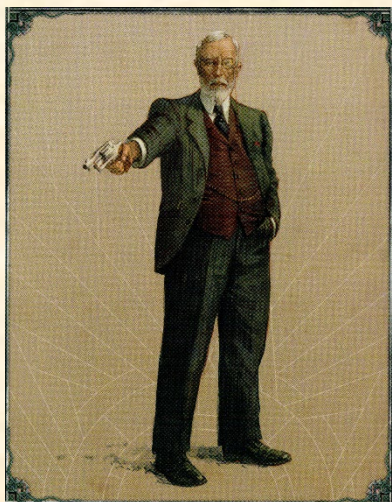
Instead, place 2 Dynamite tokens (may be in different spaces).

Other investigators may also activate Dynamites as a free action.

Dynamites deal 2 wounds to EACH enemy in the space.





John 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 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:

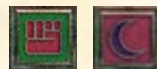
BOISTEROUS

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 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.

UNKNOWNABLE BOX



Unknownable Box

AGNES FORTH



Agnes has been an investigator for longer than the current generation has been alive. Yet she was a young woman when the paranormal world came to call, taking her young husband from her and putting her in mourning black. She swore she'd never wear another color so long as the cults exist. Since then, she has learned the art of silent death better than even the creatures she stalks. On an investigation, she's a shadow, moving from place to place until her blade pierces their flesh. She's a tragic figure, in truth, but her work gives her peace.

"It's only as the light leaves their eyes that I show my face"

Common Traits:  Stealth,  Toughness

Special Skill:

 **SILENT KILLER**

You move 1 fewer space when you Run.
Gain   when attacking.

When you kill an enemy, heal 2 stress.

When you kill an enemy, heal all of your stress.

You have 1 free attack action each turn.



Some people are natural conduits for supernatural forces. As such, they're often sought by cultists and unwittingly forced to use their powers to assist the cults in their efforts to bring back the Old Ones. One such individual is Amelie, who shows an affinity for gateways across time and space. Simple being near one allows her to bend it to her will. This came as quite a surprise to the cult that had kidnapped her from her employers' mansion as the gate turned mid-ritual to disgorge gibbering fiends against them. Amelie made good her escape in the confusion.

*"I do not know how it happens.
It just does."*

Common Traits:  Arcane Mastery,  Marksman

Special Skill:



GATE INFLUENCE

While you are within 1 space of a Gate, you have 1 free reroll per roll.

Instead, while you are within 1 space of a Gate, once per roll you may set 1 die to any face.

This skill works within 2 spaces of a Gate.

While you are within 2 spaces of a Gate, if you would reroll a die, you may instead set it to any face.



Amir is a holy man, though he worships no single god nor honors a single practice. He has borrowed parts from many faiths across the world, learning their best lessons and discarding their most egregious trespasses. His ‘power’, such as it is, is to exude a sense of peace and tranquility to any who hear his words. Having such an investigator as part of a team is a refreshing boon from the horror brought forth by the hidden world.

*“There is no one true faith.
Instead, consider it to be a form of magic.”*

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill:



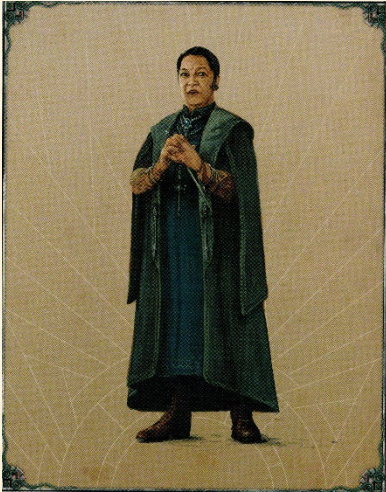
SPIRIT LIFTING

Once per turn, as a special action, you or 1 investigator in your space heals 1 stress and gains 1 Lifted token (limit of 1 per investigator).

The investigator heals all stress instead of 1.

You may choose an investigator up to 2 spaces away. There’s no limit of tokens per investigator.

The investigator gains 2 Lifted tokens instead of 1.



In her life before the cults intruded, Anite worked with animals. She always had a way with beasts, even wild animals. It turns out she has a natural magical talent which can make even the most horrific creature into an unwitting ally. Many cults have various eldritch creatures they use as guardians, enforcers, and attack dogs. With Anita around, it's only a matter of time before the creature turned against its former masters. Or, as she puts it, "You two fight and we'll deal with whatever's left."

"Turning an enemy into an ally is the peak of strategy. Magic helps."

Common Traits:  Arcane Mastery,  Stealth

Special Skill:



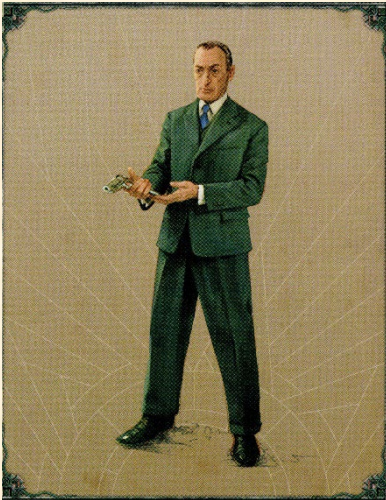
BEAST TUTOR

You start the game with your Command Spell card. When you Rest, if the Command Spell is discarded, you may take it.

The Command Spell effect may be used as a free action once per turn.

The Monster Ally has health equal to the health in their monster card instead of 2.

The Monster Ally cannot be summoned and gives a  for each die on their card instead of .



He doesn't know the how's or why's of it, but Antonio can manipulate certain energies to his substantial benefit. Some magicians do this through years of active study and practice, where Antonio merely wills these 'effects' to happen. He suspects he may not be completely human, yet he is absolutely on mankind's side in their struggle against the elder gods. Antonio's view is that even a doomed civilization is entitled to live its life without being hurried along to that end by long-gone deities and the fools who worship them.

"I would not be surprised to find some Old One blood in my veins."

Common Traits:  Brawling,  Arcane Mastery

Special Skill:



AEON KNOWLEDGE

When the Elder One Advances, gain .

Discard  as a free action to heal all of your stress.

Discard  as a free action to kill 1 Cultist AND 1 monster in your space.

Discard  before you are attacked to prevent all attacks against you this turn.

When anyone draws a Mythos card, discard  to place it at the bottom of the deck without effect.



Archie is a rabble rouser, ruffian, sailor, and a carouser. Fortunately, all these traits make for a strong investigator who isn't afraid to mix it up with the creatures and entities brought forth by the cults. His first encounter with the hidden world was at sea with creatures swarming his ship from below. He doesn't recall very much, so classification of these things is difficult, not that Archie cares much. They died just fine to his gun and an old cutlass he found. He keeps the sword around as both a keepsake and 'just in case'.

*"Hell, I've fought worse in dockside taverns.
You ever been to Singapore? Ha!"*

Common Traits:  Brawling,  Toughness

Special Skill:



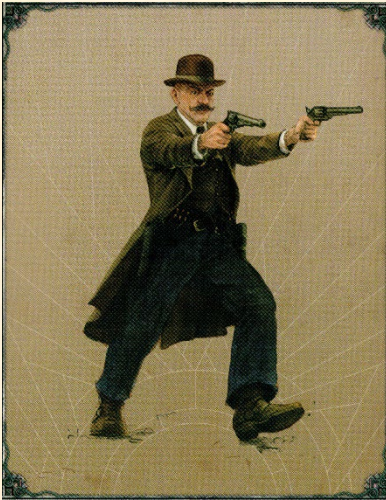
ROWDY

If there are 3 or more enemies in your space, you are Surrounded and may take 1 stress to perform a free attack.

You have 1 free reroll per roll while there's any enemy in your space.

While you are Surrounded, you have 1 additional free reroll per roll (2 total).

While you are Surrounded, gain 1 level in Brawling and Toughness.



Buck has known his share of loss, most notably his entire family. What should have been a weekend getaway to a picturesque seaside bed and breakfast turning into a week-long carnival of death as his family reunion saw him the only survivor. They even got the children. Thus, every death Buck can inflict in their name bring him a little fleeting peace. He's a grim companion, to say the least. Death is a part of battling the cults, but it's good to know that it walks at Buck's side and usually marches to his drum.

"Revenge. That's what drives all of us in the end. Even you."

Common Traits:  Marksman,  Toughness

Special Skill:

KILLING SPREE

You gain when attacking a monster. If it has 3 or less remaining health before the attack, gain an extra .

Once per turn, after you attack and kill a monster, you may take 2 stress to perform 1 free attack action.

You don't need to take stress to use this skill.

After you attack and kill a monster, also deal the same amount of wounds to EACH enemy in that space.

CHARLES HOLLER



Charles has spent his entire life learning music. Whether it's composition, performance, or playing just about any instrument known to man, Charles is most at home among notes, lyrics, and melodies. He can always find the right little tune to put a spring in someone's step or shoo dark clouds away. And his talents are sorely needed, as surely as shooting a gun, or deciphering arcane text, for there are no clouds darker than the Old Ones and their cults.

*"These things don't have music.
Music is what makes us human."*

Common Traits:  Brawling,  Arcane Mastery

Special Skill:



INSPIRING PERFORMANCE

On your rolls, except against yourself, you may ignore 1 icon to give the matching Inspiration token to another investigator.

When another investigator receives a Inspiration token, they heal 2 stress.

You may also give Inspiration tokens to yourself.

This skill can also be used on rolls against yourself.



While Craig was quite happy as the maître d' for an upscale New York hotel restaurant, he served with honor and distinction in the trenches of the Great War. It was a terrible time in his life where he learned skills more apt for a mass murderer than a civilized man. And yet, he now finds himself embracing those old talents once more. Craig would rather be back at his restaurant, but his sense of duty towards innocent life is too strong. It seems he may never be free from the horrors of his past.

"I'm afraid we're only serving lead for dinner this evening."

Common Traits:



Marksman,



Stealth

Special Skill:

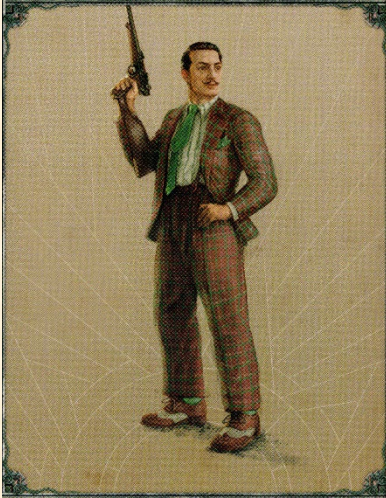
TIRELESS

Once per turn, you may take 2 stress to perform a free Run action.

After you Run, you may heal 1 stress for each space you moved.

When you Run, you may move 2 additional spaces.

Once per turn, after you Run, you may perform a free action.



There is a fine line between art and madness, and Salvador Dali crosses it regularly, both in search of new inspiration and in battle the forces of the Old Ones anywhere he runs across them. And he seems to run across them with alarming frequency. His own flamboyant nature leads him to many extremes, and as such, he can often be found in the highest circles of society where the cults find easy prey. He himself has been recruited more than once only to turn the tables on his erstwhile allies.

*"The only difference between me
and a madman is that I'm not mad."*

Common Traits:  Arcane Mastery,  Marksman

Special Skill:



FLAMBOYANT

Once per roll, except against yourself, you may reroll ALL dice.

↕

You may select 1 die to not reroll when using this skill.

↕

↕

This skill can also be used on rolls against yourself.

↕

You may use this skill twice per roll. On the second time, you may select up to 4 dice to not reroll.



Don is a survivor of the Great War, and the word 'survivor' is the term he uses. Trench fighting against German forces was brutal, bloody, and often a complete slaughter for one side or the other. Don was the 'last man standing' too many times. And yet, his commanders kept sending him back again and again. As a result, he doesn't make friends easily, even among fellow investigators whom he's come to see as a resourceful group needing protecting. It's good to know that when the going gets tough, Don will always keep going.

*"You just keep going. It's that simple.
But simple don't mean easy."*

Common Traits:  Arcane Mastery,  Toughness

Special Skill:



RELENTLESS

If you have any wounds, you have 1 free reroll on all rolls except against yourself.

Instead, you have 1 free reroll for each wound you have on all rolls except against yourself.

This skill also works on rolls against yourself.

Twice per turn, if you would die from wounds, you survive with 1 health.

DORTHY PARKER



A good writer and satirist can find material anywhere, which has led Dorothy Parker on many a bizarre quest in her lifetime. Yet none were so esoteric and mind-bending as the one that brought her through part of the Dreamlands and into the secret world hidden beneath the veneer of polite society. With a razor-sharp wit and iron will, Dorothy is well-suited to delve into arcane mysteries and come out the other side with her sanity intact. And for those times when the horrors come too close for comfort, there's always the cold steel of her pistol.

*"Wherever I go, including here,
it's against my better judgement."*

Common Traits:  Stealth,  Swift

Special Skill:



RESOLUTE

Once per turn, as a special action in a safe space, you may take 2 stress to investigate.

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

After you investigate, you may discard any Conditions and Fire tokens you have.

Your Companions have +2 health. You have 1 free reroll per roll for each Item you have.



Eve's doctoral these was on family dynamics, a far cry from the work she finds herself doing now. While she spends most of her time investigating cult activities and helping banish old ones back to where they came from, the trauma of dealing with these creatures cannot be undersold. Simply being proximate to entities so beyond human understanding has a profound negative effect on the human psyche. Eve has found that many techniques in psych therapy are of great use in easing troubled minds, although there is certainly a point of no return.

*"The horror these things inspire
is a fascinating phenomenon"*

Common Traits:  Brawling,  Stealth

Special Skill:



THERAPIST

When you Trade, you may heal 3 stress from you and each other investigator in your space.

When you Trade, investigators within 2 spaces of you also participate and are affected by this skill.

Instead, affected investigators heal 4 in any combination of stress/wounds.

You have 1 free Trade action each turn.



George would really rather be cooking. He's worked at restaurants large and small for most of his life. His knowledge of dishes ranges from simple to exotic and even beyond. Nothing gives him greater joy than seeing people widen their eyes as they taste a new dish of his for the first time. Anything that takes him away from his kitchen sparks irritation, and triply so for cultists and their creatures. He never asked for the investigative life, but it seems to have found him, and may the gods have mercy on the creature in his way, for George has none.

"Honestly, the quickest way back to my kitchen is through them."

Common Traits:  Arcane Mastery,  Toughness

Special Skill:



CHARGE

As a special action, if there's an enemy within 1 space, move to the nearest enemy and attack it (if the enemy is in your space, don't move).

Gain  for each space you move when using this skill's special action.

You may use this skill's special action if there's an enemy within 2 spaces.

Once per turn, you may use this skill's special action as a free action.



As a world-renown illusionist and escape artist, Harry Houdini has made a name for himself by escaping from impossible death traps and debunking fraudulent 'spiritualists' who claim extraordinary powers. That is until he ran up against a cultist with actual supernatural abilities. The hidden occult work became known to him as more than whimsical fantasies. He survived his encounter with the supernatural through one of his amazing escapes and has since become an investigator of true occult phenomena and a powerful weapon against the Old Ones.

"My brain is the key that sets me free."

Common Traits:  Arcane Mastery,  Stealth

Special Skill:



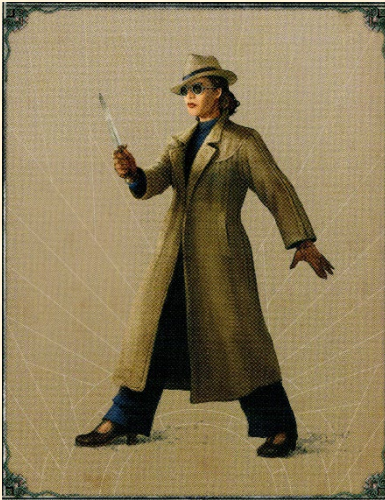
ESCAPE ARTIST

As a special action in a space with 0 or 1 enemy, swap with a figure 1 to 3 spaces away (each one is placed directly on the other's space).

When you use this skill, after swapping, you may deal 2 wounds to the swapped figure.

You may use this skill's special action in a space with any number of enemies.

When using this skill, you may swap with any figure on the board.



Isadora ranks among the deadliest spies the world has ever known. There are few secrets she cannot find, and fewer people she cannot kill. When one of her missions brought her into contact with a cult mid-ritual, she found a new use for her talents, rather than spying for nations that could meet her price. One by one, the cultists and their creatures began to vanish until the head cultist found himself along on the dais. He never saw the blow that struck him down.

"These creatures aren't the only terrifying thing to haunt the dark."

Common Traits:  Brawling,  Swiftiness

Special Skill:

SPY TRAINING

When you attack, if you wound an enemy, neutralize it (it doesn't attack this turn). You are Safe if each enemy in your space is neutralized.

You may Sneak past wounded enemies (they don't follow you).

When you attack, heal 1 stress for each enemy you wound.

When you Sneak past a wounded Cultist or monster, kill it.



James has hunted prey for sport, food, and trophies on every continent, even Antarctica. It was on that Antarctic expedition that he discovered far more than local wildlife to stalk. Antarctica is home to many alien beasts and species in the caverns far beneath the ice, some of whom inhabited Earth long before mankind ever evolved. James has never hunted people, exactly, though he counted his time in the war as a sort of sport with the most dangerous prey. But hunting dumb animals cannot compare to stalking a foe possessed of intelligence equal to his own.

"To tell you the truth, the fact that they're intelligent gives me no qualms whatsoever."

Common Traits:  Marksman,  Toughness

Special Skill:

TROPHY HUNTER

At the start of the game, when you Rest or the Hunted enemy dies, place the Hunted token on 1 enemy. You gain when attacking that enemy.

When you kill the Hunted enemy, heal 2 stress/wounds.

When you kill the Hunted enemy, heal 2 stress AND 2 wounds.

Other investigators also gain when attacking the Hunted enemy.

JIM CANNON



Jim is getting on in years but spent the majority of his life in the American West as a hunter, prospector, guide, and even a lawman. He thought to move back east and retire, but like so many other investigators, an encounter with the elder gods and their minions was enough to show him that his rifle was put to better use rather than sitting over a fireplace. Jim can stalk and kill just about any creatures that walks, slithers, crawls, or whatever else these creatures so. Even the ones on two legs.

"Patience an' persistence. Yessir, that how ya hunt, and it don't matter what game."

Common Traits:  Marksman,  Swiftiness

Special Skill:



BIG GAME HUNTER

You gain  when attacking a monster.

Gain additional   for each other time you attacked that monster this turn.

Once per turn, you may take 2 stress to perform a free attack action against a wounded monster.

You don't need to take stress to use this skill.

All levels of this skill also work on the Elder One.



As an officer walking the mean streets of London, Karen has seen her share of horrible human behavior. Tet nothing matches the depths of depravity and terror evoked by the elder gods and their cults. For years, she didn't notice signs of the secret world beneath our own until one day, it all came crashing down. Since then, she's felt more like an exterminator than a police officer since arresting cultists is out of the question, the say nothing of the bizarre creatures they associate with. Thought the idea of Cthulhu in a jail cell is amusing...

*"Gun's not really part of the uniform,
but sure comes in handy, don't it?"*

Common Traits:  Brawling,  Toughness

Special Skill:



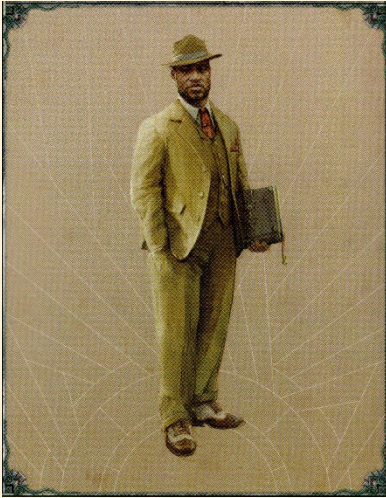
COMMAND

Once per turn, as a free action, you may move 1 enemy up to 2 spaces away to your space.

Whenever an enemy moves into your space for any reason, it takes 1 wound.

Instead, you may move any number of enemies up to 2 spaces away to your space.

Whenever an enemy moves into your space for any reason, it takes 1 additional wound (2 total).



Martin's brand of investigative journalism hits hard and takes no prisoners. He's exposed scandals from Washing D.C. to San Francisco and back again. Those that abuse their power and authority are on notice any time Martin is on the case. He can't be intimidated, can't be bought. So, when his latest story brought him face-to-face with an Old One in a Manhattan high rise, he knew he'd found what would become his life's work. He can't really write about the hidden world without causing a panic, but he can lend his formidable skills to his feel investigators.

*"Stand strong. Stay in the fight.
It's as simple as that."*

Common Traits:  Swiftsness,  Toughness

Special Skill:



ADAMANT

Enemies roll 1 less  or  when attacking you while your sanity is on a  OR 1 space back.

You may Investigate in an unsafe space if you took no wounds after all enemies attacked you.

Instead, enemies roll 3 less  /  while your sanity is on a  OR 1 space back.

Instead, enemies roll 4 less  /  while your sanity is on a  OR 1 space back.



If there's one thing Michelle has found in battle the cults, it's that even the most outlandish creatures are still flesh and blood. As such, physical barriers are just as much an obstacle to them as investigators. She's become adept at erecting barricades out of seeming junk. A few old boxes, a battered old sofa, a bookcase pulled down into an odd angle... anything works. Of course, the biggest barrier to their passing is Michelle herself. Having played cricket in the professional leagues, she's not easy to get past, particularly if she's got any kind of weapon.

*"There's really no substitute
for a good defense."*

Common Traits:  Brawling,  Stealth

Special Skill:



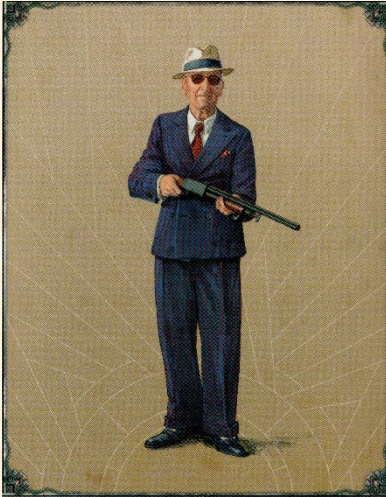
BARRICADE

Once per turn, as a free action, place a Barricade in a free passage in your space (discard anytime). Next time figures would pass, discard the token instead.

Other investigators gain this skill at Level 1.

Investigators have 1 free reroll for each Barricade in their space.

Investigators ignore Barricades. If a Barricade blocks enemies, each one takes 3 wounds.



Robert doesn't discuss his past. At all. Yet, there is blood there. Anyone that looks into his cold, dead eyes can see it. He's too old to have served on the front lines of the Great War, so speculation on how and where he became so proficient at killing runs rampant. Rover lets them talk and says nothing about it. He investigates the cults, finds out where they are, and kills them. Simple as that. He's an exterminator of sorts, one with a very particular prey. It's a good thing he's on our side.

"Let's just say my old skills are very much alive and leave it at that."

Common Traits:  Marksman,  Arcane Mastery

Special Skill:



COLD BLOOD

When you kill the second enemy in a turn, heal 2 stress and advance your Slaughter track.

When you kill the second enemy in a turn, gain 1 extra action this turn.

You gain  on all rolls, for each  you've reached in the Slaughter track.

When you kill the second enemy in a turn, gain 1 additional extra action this turn.








To say Ryan is a bit intense is to call the sun ‘a bit bright’. Ryan lives his life with two modes: on and off. When he’s ‘off’, he’s affable, charming, and laid back. When he’s ‘on’, he’s like a hunting hawk, keen to every twitch, missing nothing, and seeing everything. In the field, Ryan is a predator stalking prey. He’s relentless in his tasks whether than be fighting, fleeing, or chasing down the next clue. Woe betides the cultists and creatures that stand between him and his goals.

*“Focus everything on one task at a time.
Ignore the insanity around you.”*

Common Traits:  Marksman,  Stealth

Special Skill:



INTENSE

If you haven't ran this turn, gain  when attacking. If you haven't attacked this turn, move 1 additional space when you Run.

If you haven't ran this turn, gain an extra   total).

If you haven't attacked this turn, move 1 additional space (2 total).

You gain the bonus from this skill even if you have already ran or attacked this turn.



Saito was always good with money, and even better with people. He traveled Western lands for much of his youth and discovered a natural talent for business. He was a millionaire by twenty, and his fortunes have only grown since then. He was a natural target for the cults who often seek to indoctrinate wealthy interests to fund their march to oblivion for all mankind. But Saito was no fool and saw the mewling sycophants for what they were. He now uses his money and considerable fighting skill against them.

*"What good is money if there's
no society to spend it in?"*

Common Traits:  Brawling,  Swiftiness

Special Skill:



RIGOR

Once per turn, on any roll, except against yourself, take 1 wound to set 2 dice to any face.

You may use this skill more than once per turn. At the end of your turn, heal 1 wound.

At the end of your turn, heal 1 additional wound (2 total).

At the end of your turn, heal all of your wounds.



Steve's talent don't lend much towards investigation or esoteric magic, but he's a natural athlete and one of the best people to have at your side when it comes to a fight. As an all-star player in school and college, Steve was well on the road to a lucrative career when a fateful encounter on a back country road showed him the hidden world beneath our own. Steve would have been an unwitting sacrifice, but a bum rush against an unsuspecting creature gave him the opening to run, run, and run.

*"Worst part is some of these things
are real dang slimy."*

Common Traits:



Swiftness



Toughness

Special Skill:

TACKLE

Once per turn, after you Run, you may push 1 enemy in your space 1 or 2 spaces away.

When you push an enemy, deal 3 wounds to it.

You may push 1 additional enemy when using this skill (2 total).

You may push 1 additional enemy (3 total). You also deal 2 additional wounds (5 total).



Taylor has performed at all the largest venues on six continents and has been hailed as the preeminent violin concerto composer of her time. So, how does one of the world's most talented artists become an occult investigator? In her search for original music to inform her own work, she happened across a music score that was literally beyond his world. She survived the creatures it summoned with the aid of another investigator. Since then, she's discovered that music is indeed magic, to be used for good or ill.

*"No, there's actually a violin in that one.
The gun case is over there."*

Common Traits:  Stealth,  Swift

Special Skill:



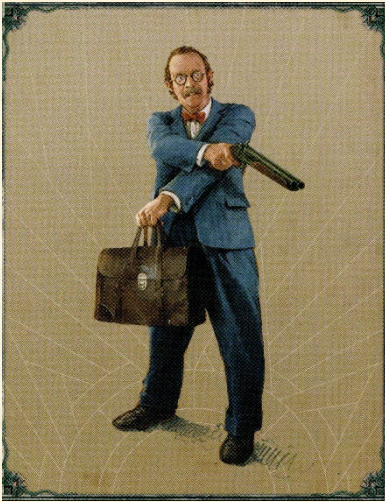
SONG OF DEATH

When you Rest, choose any enemies within 1 space to get 1 Song token (add or move). Enemies roll 1 less  or  for each Song token on them.

Once per turn, as a free action, you may deal 2 wounds to each enemy for each Song token on them.

You may Rest in unsafe spaces.

Enemies take 2 additional wounds for each Song token on them (4 total).



Tom is an avid student of history, especially military history. He did a stint in the Army during the Great War, during which time he was a logistics clerk, ensuring that materiel reached the front lines in good working order and, most importantly, on time. He's found that the same rules apply to his work against the cults. There's no substitute for the right tool at the right time, whether that's medical supplies, weapons, or even just a good screwdriver. He seems a little obsessed, but investigators have grown to value tom's preparedness, and even sometimes learn a thing or two.

*"Weapons win battles,
but logistics win wars."*

Common Traits:  Marksman,  Swiftiness

Special Skill:



WELL EQUIPPED

Start the game with your 4 Equipment. They may be traded and used as if they were Item cards.

Once per turn, as a free action, recover up to 2 discarded Equipment.

When attacking, before rolling, discard any Items or Equipment, to gain that many .

Other investigators gain this skill at Level 3.



The elder gods and cultists have nothing but disdain for humanity as a young, foolish race that is ultimately doomed. Vanessa couldn't care less, however. All of them are ultimately doomed, too. In the vast scale of cosmic time, even the Old Ones are but blips among the dying stars. She's made a life for herself in studying the cosmos and the magic therein. As such, she's an accomplished magician and can easily turn the elder gods' powers against them.

*"There's a serenity to be found
in the cosmos, despite all the horrors."*

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill:



COSMIC RESEARCHER

At the end of your turn, you may heal 1 stress AND 1 wound for each  in the discard pile.

Investigators within 2 spaces of you gain this skill at level 1.

You and investigators within 2 spaces gain for each  in the discard pile.

The Elder One needs an extra  in the discard pile to advance.

DARK PROVIDENCE

Dark Providence

AGENT MONDAY



A killer. A murderer. A walking nightmare. That's Monday. His reign of terror across the eastern seaboard in the United States is the stuff of horror stories. Until one day the killings simply stopped. He's sick, and he knows it, but cannot help himself. However, cultist can be killed without consequence. The team needed someone like him. One who causes the very horrors of the Beyond to quake in terror. Let them experience dread at the sight of his straight black tie and dead, cold eyes.

*"I know what I'm doing as it happens.
I think that's the worst part."*

Common Traits:  Brawling,  Toughness

Special Skill:

**FRIGHTFUL COERCION**

After you Run, you may push 1 Cultist in your space 1 space away.

After you push a Cultist, deal 2 wounds to another enemy in that Cultist's space.

After you push a Cultist, heal 2 stress.

After the "Draw Mythos Card" phase of your turn, push EACH Cultist in your space 1 space away.



Vapid, shallow, and snobbish are the ways one might describe the heiress to a family fortune. But then, this is the image Agent Tuesday wants to convey. In the team she serves the role of targeter and face-man. There are few who can resist her coy smile, lavish compliments, and smooth flow of talk. She calls alcohol her secret weapon, having developed a phenomenal tolerance. 'A talent for drink,' as she puts it, being able to consume far more than should be possible for a person of her size.

"What an exquisite broach! From ancient Mesopotamia, you say? Tell me more, darling!"

Common Traits:  Stealth,  Swiftiness

Special Skill:



SMOOTH TALKER

If there is only 1 Cultist in your space and no other enemies, you are considered in a Safe space.

Once per turn, you may perform a free action if there is at least 1 Cultist in your space.

Once per turn, as a free action, heal 1 stress for each Cultist within 1 space.

If there is only 1 Cultist in your space, you are considered in a Safe Space.



While Friday put together the team, it was Wednesday who conceived the idea. Their experience built a lifelong bond between the two, though they are as far apart in appearance, politics and habits as one can imagine. Bookish and insightful, one wouldn't think Wednesday to be dangerous. Yet his mild manners belie a killer instinct and an arcane arsenal. Though he specializes in words and bonds, Wednesday can kill with a word, banish terrors back to the dark, and bring weak minds to heel.

"The truths we're exposed to should never be known. Except by me, of course."

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill:



DELAY CHAOS

Start the game with your Spell token. When you draw a Mythos card you may choose to activate your Spell, if possible.

You may activate your Spell when ANY investigator draws a Mythos card.

When you activate your Spell, heal 2 stress.

When you activate your Spell, also put the Mythos card at the bottom of the deck.



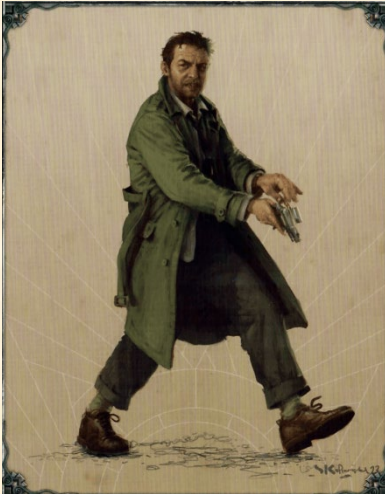
The professor's encounter with a supernatural infestation deep in the Carpathian Mountains forever changes how she viewed the universe and mankind's place in it. Mankind cannot coexist with the horrors of the cosmos. For the team she leads in the hinterlands where cults often perform their profane rites. Animals love her. Once she even petted a hungry tiger in India, feeding it from the palm of her hand. Animals that do not respond to her always have some supernatural and dangerous aspect.

"Nature has existed alongside these creatures far longer than man. Heed its warnings."

Common Traits:  Arcane Mastery,  Stealth

Special Skill:

UNNATURAL KNOWLEDGE			
You have 1 free reroll when attacking or being attacked by a monster.	When attacking a monster, you may count the results of a single die twice.	You have 1 additional free reroll when attacking or being attacked by a monster (2 total).	The previous levels of this skill apply for any enemy.



As a Former Inspector, Friday has seen evil. But it always had a human face, human motivations, and human means. His cynicism for his fellow man had grown to epic depths, so much so that he lived half inside a bottle for a good part of his career. Until he came face-to-face with cultists of the King in Yellow. He threw away the bottle, put his razor-sharp mind to work, and made plans. His job has become directing the Daytalers, the ragtag band of investigators he's built in their operations against mankind's deadliest foes.

"Ain'ta cop no more, guv. Think that makes your chances better or worse?"

Common Traits:  Arcane Mastery,  Swiftiness

Special Skill:



SECRET INFORMATION

Once per turn, as a free action, give 1 Tip from the pool to another investigator in your space.

Instead, give 1 Tip to ANY investigator in your space. If you give it to someone else, also gain 1 Tip.

When you use this skill, each investigator who received a Tip heals 2 stress.

When any investigator uses a Tip, they perform ALL the listed effects TWICE in any order.

APPENDIX A: SKILLS



ARCANE MASTERY

Ahmed Yasin (13), Fatima Safar (16), Rasputin (19), The Kid (21), Adilah Vidal (22), Hailia Hovath (25), Father Luke (26), Albert Einstein (35), Ernest Hemingway (36), Marjorie 'Margie' Westmoreland (42), Maxim Grey (43), Meryl Starling (44), 'Pops' Duperon (46), Professor Vincent Haas (50), Walter Bagget (51), Annabelle Laveau (53), Lysa (55), Seamus (61), Veronique (62), Julien Dulik (66), Sally Withers (71), Sandra Atkinson (72), Stella Fontaine (73), Anika Biko (74), Sylvia Doyle (79), Amelie Crowe (81), Amir Sesay (82), Anita Khalil (83), Antonio Senatore (84), Charles Holler (87), Salvador Dali (89), Don Hayworth (90), George Rodriguez (93), Harry Houdini (94), Robert Gray (101), Venessa Ortiz (107), Agent Wednesday (110), Agent Thursday (111)



BRAWLING

Sergeant Ian Welles (17), Rasputin (19), Sister Beth (20), Adilah Vidal (22), Margarethe Richter (27), Machinist's Mate Tony Boyle (31), Scarlett Hayes (32), Eddie the Head (33), Marcelo 'Gonk' Goncalves (38), Julia Hollister (40), Maxim Grey (43), Roxie Mitchell Williams (48), Tina Macshane (49), Jack Munoz (54), Rocco (56), Ezra (58), Jack Munoz 2.0 (59), Mike Kozlov (68), Jakub Peters (69), Sandra Atkinson (72), Bruno Vitale (75), Sylvia Doyle (79), Antonio Senatore (84), Archie Fort (85), Charles Holler (87), Eve Blanchet (92), Isadora Rocha (95), Karen Mendel (98), Michelle Halt (100), Ikeda Saito (103), Agent Monday (108)



MARKSMAN

Lord Adam Benchley (12), Elizabeth Ives (15), The Kid (21), Ariele Venturi (24), Sergeant Mario Braghieri (28), Mary Diaz (29), Al Capone (34), Ernest Hemingway (36), Fleur Debois (37), Josephine Leclerc (39), Maki Smith (41), Walter Bagget (51), Allan Jenkins (52), Rocco (56), Olmstead (61), Veronique (62), Agatha May (64), Leon Withers (67), Stella Fontaine (73), John Fernsby (77), Rosario Guerra (78), Amelie Crowe (81), Buck Hall (86), Craig Adamson (88), Salvador Dali (89), James Dalton (96), Jim Cannon (97), Robert Gray (101), Ryan Martell (102), Tom Gilman (106), Agent Friday (112)



STEALTH

Ahmed Yasin (13), Borden (14), Elizabeth Ives (15), Alex Parker (23), Ariele Venturi (24), Hailia Hovath (25), Margarethe Richter (27), Fleur Debois (37), Maki Smith (41), Meryl Starling (44), Olivia Duchamp (45), Tina Macshane (49), Lysa (55), Tamara (57), Ezra (58), Virginia Lyman (63), Agatha May (64), Julien Dulik (66), Ruth Weber (70), Bruno Vitale (75), Agnes Forth (80), Anita Khalil (83), Craig Adamson (88), Dorthy Parker (91), Eve Blanchet (92), Harry Houdini (94), Michelle Halt (100), Ryan Martell (102), Taylor Renner (105), Agent Tuesday (109), Agent Thursday (111)



SWIFTNESS

Borden (14), Fatima Safar (16), Sergeant Ian Welles (17), John Morgan (18), Alex Parker (23), Mary Diaz (29), Sam Wood (30), Scarlett Hayes (32), Eddie the Head (33), Al Capone (34), Josephine Leclerc (39), Julia Hollister (40), Marjorie 'Margie' Westmoreland (42), Olivia Duchamp (45), Richard Irons (47), Professor Vincent Haas (50), Jack Munoz (54), Tamara (57), Olmstead (60), Seamus (61), Huikong (65), Leon Withers (67), Jakub Peters (69), Ruth Weber (70), Anika Biko (74), Gary West (76), John Fernsby (77), Amir Sesay (82), Dorthy Parker (91), Isadora Rocha (95), Jim Cannon (97), Martin Horner (99), Ikeda Saito (103), Steve Wainwright (104), Taylor Renner (105), Tom Gilman (106), Venessa Ortiz (107), Agent Tuesday (109), Wednesday (110)



TOUGHNESS

Lord Adam Benchley (12), John Morgan (18), Sister Beth (20), Father Luke (26), Sergeant Mario Braghieri (28), Sam Wood (30), Machinist's Mate Tony Boyle (31), Albert Einstein (35), Marcelo 'Gonk' Goncalves (38), 'Pops' Duperon (46), Richard Irons (47), Roxie Mitchell Williams (48), Allan Jenkins (52), Annabelle Laveau (53), Jack Munoz 2.0 (59), Virginia Lyman (63), Huikong (65), Mike Kozlov (68), Sally Withers (71), Gary West (76), Rosario Guerra (78), Agnes Forth (80), Archie Fort (85), Buck Hall (86), Don Hayworth (90), George Rodriguez (93), James Dalton (96), Karen Mendel (98), Martin Horner (99), Steve Wainwright (104), Agent Monday (108), Agent Friday (112)

APPENDIX B: COMMON TRAIT COMBINATIONS



MARKSMAN

	-		The Kid (21) Ernest Hemingway (36) Walter Bagget (51) Veronique (62) Stella Fontaine (73) Amelie Crowe (81) Salvador Dali (89) Robert Gray (101)
	Elizabeth Ives (15) Ariele Venturi (24) Fleur Debois (37) Maki Smith (41) Agatha May (64) Craig Adamson (88) Ryan Martell (102)		Rocco (56)
	Mary Diaz (29) Al Capone (34) Josephine Leclerc (39) Olmstead (61) Leon Withers (67) John Fernsby (77) Jim Cannon (97) Tom Gilman (106)		Lord Adam Benchley (12) Sergeant Mario Braghieri (28) Allan Jenkins (52) Rosario Guerra (78) Buck Hall (86) James Dalton (96) Agent Friday (112)



STEALTH

	Elizabeth Ives (15) Ariele Venturi (24) Fleur Debois (37) Maki Smith (41) Agatha May (64) Craig Adamson (88) Ryan Martell (102)		Ahmed Yasin (13) Hailia Hovath (25) Meryl Starling (44) Lysa (55) Julien Dulik (66) Anita Khalil (83) Harry Houdini (94) Agent Thursday (111)
	-		Margarethe Richter (27) Tina Macshane (49) Ezra (58) Bruno Vitale (75) Eve Blanchet (92) Michelle Halt (100)
	Borden (14) Alex Parker (23) Olivia Duchamp (45) Tamara (57) Ruth Weber (70) Dorthy Parker (91) Taylor Renner (105) Agent Tuesday (109)		Virginia Lyman (63) Agnes Forth (80)



SWIFTNESS

	Mary Diaz (29) Al Capone (34) Josephine Leclerc (39) Olmstead (61) Leon Withers (67) John Fernsby (77) Jim Cannon (97) Tom Gilman (106)		Fatima Safar (16) Marjorie 'Margie' Westmoreland (42) Professor Vincent Haas (50) Ethan (59) Anika Biko (74) Amir Sesay (82) Venessa Ortiz (107) Agent Wednesday (110)
	Borden (14) Alex Parker (23) Olivia Duchamp (45) Tamara (57) Ruth Weber (70) Dorthy Parker (91) Taylor Renner (105) Agent Tuesday (109)		Sergeant Ian Welles (17) Scarlett Hayes (32) Eddie the Head (33) Julia Hollister (40) Jack Munoz (54) Jakub Peters (69) Isadora Rocha (95) Ikeda Saito (103)
	-		John Morgan (18) Sam Wood (30) Richard Irons (47) Huikong (65) Gary West (76) Martin Horner (99) Steve Wainwright (104)



ARCANE MASTERY

	The Kid (21) Ernest Hemingway (36) Walter Bagget (51) Veronique (62) Stella Fontaine (73) Amelie Crowe (81) Salvador Dali (89) Robert Gray (101)		-
	Ahmed Yasin (13) Hailia Hovath (25) Meryl Starling (44) Lysa (55) Julien Dulik (66) Anita Khalil (83) Harry Houdini (94) Agent Thursday (111)		Rasputin (19) Adilah Vidal (22) Maxim Grey (43) Sandra Atkinson (72) Sylvia Doyle (79) Antonio Senatore (84) Charles Holler (87)
	Fatima Safar (16) Marjorie 'Margie' Westmoreland (42) Professor Vincent Haas (50) Ethan (59) Anika Biko (74) Amir Sesay (82) Venessa Ortiz (107) Agent Wednesday (110)		Father Luke (26) Albert Einstein (35) 'Pops' Duperon (46) Annabelle Laveau (53) Sally Withers (71) Don Hayworth (90) George Rodriguez (93)



BRAWLING

	Rocco (56)		Rasputin (19) Adilah Vidal (22) Maxim Grey (43) Sandra Atkinson (72) Sylvia Doyle (79) Antonio Senatore (84) Charles Holler (87)
	Margarethe Richter (27) Tina Macshane (49) Ezra (58) Bruno Vitale (75) Eve Blanchet (92) Michelle Halt (100)		-
	Sergeant Ian Welles (17) Scarlett Hayes (32) Eddie the Head (33) Julia Hollister (40) Jack Munoz (54) Jakub Peters (69) Isadora Rocha (95) Ikeda Saito (103)		Sister Beth (20) Machinist's Mate Tony Boyle (31) Marcelo 'Gonk' Goncalves (38) Roxie Mitchell Williams (48) Jack Munoz 2.0 (60) Mike Kozlov (68) Archie Fort (85) Karen Mendel (98) Agent Monday (108)



TOUGHNESS

	Lord Adam Benchley (12) Sergeant Mario Braghieri (28) Allan Jenkins (52) Rosario Guerra (78) Buck Hall (86) James Dalton (96) Agent Friday (112)		Father Luke (26) Albert Einstein (35) 'Pops' Duperon (46) Annabelle Laveau (53) Sally Withers (71) Don Hayworth (90) George Rodriguez (93)
	Virginia Lyman (63) Agnes Forth (80)		Sister Beth (20) Machinist's Mate Tony Boyle (31) Marcelo 'Gonk' Goncalves (38) Roxie Mitchell Williams (48) Jack Munoz 2.0 (60) Mike Kozlov (68) Archie Fort (85) Karen Mendel (98) Agent Monday (108)
	John Morgan (18) Sam Wood (30) Richard Irons (47) Huikong (65) Gary West (76) Martin Horner (99) Steve Wainwright (104)		-

FULL CHART

						
		Elizabeth Ives (15) Ariele Venturi (24) Fleur Debois (37) Maki Smith (41) Agatha May (64) Craig Adamson (88) Ryan Martell (102)	Mary Diaz (29) Al Capone (34) Josephine Leclerc (39) Olmstead (61) Leon Withers (67) John Fernsby (77) Jim Cannon (97) Tom Gilman (106)	The Kid (21) Ernest Hemingway (36) Walter Bagget (51) Veronique (62) Stella Fontaine (73) Amelie Crowe (81) Salvador Dali (89) Robert Gray (101)	Rocco (56)	Lord Adam Benchley (12) Sergeant Mario Braghieri (28) Allan Jenkins (52) Rosario Guerra (78) Buck Hall (86) James Dalton (96) Agent Friday (112)
	Elizabeth Ives (15) Ariele Venturi (24) Fleur Debois (37) Maki Smith (41) Agatha May (64) Craig Adamson (88) Ryan Martell (102)		Borden (14) Alex Parker (23) Olivia Duchamp (45) Tamara (57) Ruth Weber (70) Dorothy Parker (91) Taylor Renner (105) Agent Tuesday (109)	Ahmed Yasin (13) Hailia Hovath (25) Meryl Starling (44) Lysa (55) Julien Dulik (66) Anita Khalil (83) Harry Houdini (94) Agent Thursday (111)	Margarethe Richter (27) Tina Macshane (49) Ezra (58) Bruno Vitale (75) Eve Blanchet (92) Michelle Halt (100)	Virginia Lyman (63) Agnes Forth (80)
	Mary Diaz (29) Al Capone (34) Josephine Leclerc (39) Olmstead (61) Leon Withers (67) John Fernsby (77) Jim Cannon (97) Tom Gilman (106)	Borden (14) Alex Parker (23) Olivia Duchamp (45) Tamara (57) Ruth Weber (70) Dorothy Parker (91) Taylor Renner (105) Agent Tuesday (109)		Fatima Safar (16) Marjorie 'Margie' Westmoreland (42) Professor Vincent Haas (50) Ethan (59) Anika Biko (74) Amir Sesay (82) Venessa Ortiz (107) Agent Wednesday (110)	Sergeant Ian Welles (17) Scarlett Hayes (32) Eddie the Head (33) Julia Hollister (40) Jack Munoz (54) Jakub Peters (69) Isadora Rocha (95) Ikeda Saito (103)	John Morgan (18) Sam Wood (30) Richard Irons (47) Huikong (65) Gary West (76) Martin Horner (99) Steve Wainwright (104)
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