

Amanda Sharpe, the Student

Studious: Whenever you draw one or more cards from the Skill deck, you may draw one extra card, and then discard one of your choice.

"Ashcan" Pete, the Drifter

Scrounge: Whenever you draw one or more cards from the Common item, Unique item, or Spell decks, you may choose to draw from the bottom. You may look at the bottom card of any deck before choosing.

Bob Jenkins, the Salesman

Shrewd Dealer: Whenever you draw one or more cards from the Common item deck, you may draw one extra card, and then discard one of your choice.

Carolyn Fern, the Psychologist

Psychology: During your upkeep, you may choose either yourself or another investigator in your location to regain one Sanity.

Darrell Simmons, the Photographer

Hometown Advantage: Whenever you draw one or more cards from a location encounter deck in the city of Arkham, you may draw one extra card, and then discard one of your choice.

Dexter Drake, the Magician

Magical Gift: Whenever you draw one or more cards from the Spell deck, you may draw one extra card, and then discard one of your choice.

Gloria Goldberg, the Author

Psychic Sensitivity: Whenever you draw one or more cards from a location encounter deck in an Other World location, you may draw one extra card, and then discard one of your choice.

Harvey Walters, the Professor

Strong Mind: Whenever you lose one or more points of Sanity, reduce that loss by one (to a minimum of zero).

Jenny Barnes, the Dilettante

Trust Fund: During your upkeep, gain one dollar.

Joe Diamond, the Private Eye

Hunches: Whenever you spend one or more Clue tokens to add dice to your dice pool, add one extra die.

Kate Winthrop, the Scientist

Science!: You may choose to prevent gates and monsters from appearing at your location. This has no effect on gates and monsters already in play.

Mandy Thompson, the Researcher

Research: Once per round, you may choose either yourself or another investigator to re-roll any or all dice from a single Skill check.

Michael McGlen, the Gangster

Strong Body: Whenever you lose one or more points of Stamina, reduce that loss by one (to a minimum of zero).

Monterey Jack, the Archaeologist

Archeology: Whenever you draw one or more cards from the Unique item deck, you may draw one extra card, and then discard one of your choice.

Sister Mary, the Nun

Guardian Angel: Whenever you would be *Lost in Time and Space* while in an Other World location, you may instead move to the South Church. Then move to the Asylum or Hospital as normal.

Vincent Lee, the Doctor

Physician: During your upkeep, you may choose either yourself or another investigator in your location to regain one Stamina.

Diana Stanley, the Redeemed Cultist

Dark Insight: Whenever a doom token is added to the doom track, you may choose to regain either one Sanity or one Stamina. In addition, whenever the terror level increases, you may choose to gain one Clue token.

Trusted Sister: Whenever you would lose your Silver Twilight Membership, you may choose to prevent the loss.

Jacqueline Fine, the Psychic

Precognition: Once per round, when one or more cards are drawn from the Mythos deck, you may choose to spend two Clue tokens to draw a second card, then discard one of your choice.

Jim Culver, the Musician

Dead Man Stomp: Whenever you must roll a Combat check against an undead monster, you may spend one Clue token to automatically pass the check.

Strange Luck: While in an Other World location, treat the location as having a green symbol for the purpose of determining encounters.

Leo Anderson, the Expedition Leader

Leadership: Once per round, you may reduce the Sanity or Stamina loss of target investigator by one (to a minimum of zero).

Marie Lambeau, the Entertainer

Third Eye: For the purpose of using Spells during combat, you are treated as though you had one extra hand.

Witch Blood: Once per game, during your upkeep, remove one doom token from the doom track.

Mark Harrigan, the Soldier

One Man Army: Whenever you would be arrested or delayed while in Arkham, you may choose to prevent the effect.

Rita Young, the Athlete

Resilient: Whenever you draw one or more cards from the Injury or Madness decks, you may draw one extra card, and then discard one of your choice.

In addition, whenever you draw a duplicate of an Injury or Madness card, you may choose to ignore the effects of the second card.

Wilson Richards, the Handyman

Jack of All Trades: During your upkeep, you may refocus your Skills any number of times.

Odd Jobs: Whenever you would draw a location encounter while in Arkham, you may choose to gain one dollar instead of having an encounter.

Charlie Kain, the Politician

Connections: You may gain allies that have been removed from the game.

Settle Down!: You may spend two Clue tokens to prevent the terror level from increasing by one step. You may use this power any time the terror level would increase.

Daisy Walker, the Librarian

Careful Reader: Whenever you lose one or more points of Sanity from using a Tome item, reduce the loss to zero.

Iron Will: Reduce the Sanity cost of Spells you cast by one.

Lily Chen, the Martial Artist

Yin and Yang: During your upkeep, you may refocus your Sanity and Stamina as though they were Skills. If you do, you also regain one point of either Sanity or Stamina.

Lola Hayes, the Actress

Improvisation: Once per round, you may choose to discard one of your Skills to draw a new Skill from the top or bottom of the deck. You may look at the bottom card before choosing.

Luke Robinson, the Dreamer

Experienced Dreamer: Whenever you move to an Other World location, or become *Lost in Time and Space*, you may gain one Clue Token.

Heirloom: Whenever you must discard one or more items, and your Gate Box item is the only valid target, you may prevent the loss of your Gate Box.

Rex Murphy, the Reporter

Family Curse: During your upkeep, you may not roll to discard a Curse.

Investigation: Whenever you gain one or more Clue tokens, you may gain one extra Clue token.

Tony Morgan, the Bounty Hunter

Blood Money: Once per round, while you're in a street area, you may choose to spend one monster trophy to gain money equal to its toughness.

Clean Takedown: Whenever you spend monster trophies, you may add one to the toughness value of each trophy.

Wendy Adams, the Urchin

Blessed is the Child: While you have an *Elder Sign* item in your possession, you may prevent any effect that would force you to take a Curse card, or to be arrested.

Minor: You may not gain a Bank Loan.

Streetwise: Whenever you must roll an Evade check while in a street area, you may choose to automatically pass.

Agnes Baker, the Waitress

Blood is Power: You may spend Stamina as though it were Sanity, for the purpose of casting Spells.

Memories of Conquest: When you cast a Spell that provides a bonus to Combat checks, get an additional bonus to Combat checks equal to the number of hands used by the Spell.

Akachi Onyele, the Shaman

Guardian of the Veil: Whenever you spend Clue tokens to seal a gate, you may reduce the cost by one.

Secret Rites: You get a +1 bonus to Skill checks made to close gates. In addition, you may always choose to seal a gate, regardless of other game effects currently in play.

Finn Edwards, the Bootlegger

Holdout: You may ignore any effect that causes you to discard money or items. You must still pay costs.

Slippery: During the Mythos phase, you may choose to move as a moon monster. If you do, you may automatically pass any Evade checks.

George Barnaby, the Lawyer

Bail Out: Whenever an investigator would be *arrested*, you may spend two dollars to prevent the effect.

Knowledge is Power: Whenever you spend one or more Clue tokens to add dice to a Skill check, you may instead add +1 to the result of one die rolled.

Hank Samson, the Farmhand

Thick Skull: You may choose not to make a Horror check when you first engage a monster in Combat. You may instead roll the Horror check after you fail an Evade or Combat check.

Minh Thi Phan, the Secretary

Synergy: You get a +1 bonus to Skills while another investigator is in your location, or if you have an ally.

Team Player: Once per round, you may choose an investigator other than yourself to get a +1 bonus to Skills while you're in the same location.

Norman Withers, the Astronomer

In the Stars: Whenever you close a gate, you may choose any one symbol for the purpose of removing monsters from the board.

Patrice Hathaway, the Violinist

Inspiring: You may choose to allow other investigators may spend your Clue tokens as their own.

Ominous Dreams: Whenever a gate opens, you may choose to gain one Clue token. In addition, the first time the doom track reaches nine, you may choose to gain five Clue tokens.

Roland Banks, the Fed

Expense Account: During your upkeep, if you have fewer than two dollars, you may gain one dollar.

Intuitive: During your upkeep, if you have fewer than two Clue tokens, you may gain one Clue token.

Silas Marsh, the Sailor

Able Seaman: While you're in any aquatic location, you get a +2 bonus to Skills. In addition, during your movement phase, you may spend two points of movement to move any other aquatic location.

Tainted Blood: Whenever you draw one or more cards from the Innsmouth Look deck, you must draw one extra card.

"Skids" O'Toole, the Ex-Convict

Criminal Record: You may not gain a *Bank Loan*, and you may not gain the *Deputy of Arkham* cards.

School of Hard Knocks: Once per Skill check, you may add two dice to your dice pool for each result of "one" that you roll as part of your check.

Tommy Muldoon, the Rookie Cop

Hero: During the Mythos phase, you may cause any number of adjacent monsters to move to your location, regardless of their normal movement.

On the Force: You may prevent any effect that would cause you to be *arrested*. In addition, it costs you half as many trophies to gain the *Deputy of Arkham* cards.

Trish Scarborough, the Spy
Abnormal Focus: During your upkeep, instead of refocusing as normal, you must place each of your Skill sliders in their leftmost positions. You then get a +4 bonus to focus for the purpose of refocusing Skills.
Breaking the Limit: During your Upkeep, you may spend up to three points of Sanity and/or Stamina. If you do, you get a bonus to your focus equal to the amount spent until the start of the next round.

Ursula Downs, the Explorer
Adventurer: Whenever you draw one or more Arkham location encounter cards, you may spend one Clue token to prevent the encounter completely.
Quick-Witted: During your encounter phase, after you've used a location power, you may choose to draw an Arkham location encounter as normal.

William Yorick, the Gravedigger
Bury Them Deep: Whenever you spend a monster trophy, you may choose to remove it from the game instead of placing it back in the monster cup.
Secrets of the Dead: You may spend monster trophies as though they were Clue tokens.

Zoey Samaras, the Chef
Killer Instincts: Whenever you make a Combat check against a monster or an Ancient One with Resistance, you may ignore that Resistance.
In addition, whenever you make a Combat check against a monster or an Ancient One with Immunity, you may choose to add half the corresponding bonus to your dice pool.