

THE STARS ARE RIGHT

Or so the Esoteric Order of Night believes. The word on the street was that the Order is planning some ancient ritual to awaken an unspeakable evil from where it sleeps among the stars. Even if they are wrong, the blood sacrifices that they have planned will certainly go poorly for someone.

Professor Arkwright called together the Arkham Society to once more put an end to the nefarious machinations of the Order and, perhaps, finally reveal the identity of their mysterious masked leader.

Unfortunately, the Society stepped right into one of the Esoteric Order's infamous traps. Now, bound and imprisoned in a small room in the decrepit ruins of the Landmark Hotel, the Arkham Society must struggle to free themselves and put an end to the hideous plans of the Esoteric Order.

writing and layout
J.A. Dettman

inspired by
the works of H.P. Lovecraft,
Lady Blackbird, and Spirit
of the Century

PROFESSOR ARKWRIGHT

REFRESH

5

An academic willing to sacrifice anyone or anything to safeguard the future of humanity

SKILLS

- +3 Education
- +2 Connections
- +2 Occult
- +1 Awareness
- +1 Charm
- +1 Fighting
- +0 Sneakiness
- +0 Athleticism

HARM

Reputation	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-1	<input type="checkbox"/> <input type="checkbox"/>	Embarrassed
-2	<input type="checkbox"/>	Humiliated
Sanity	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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Toughness	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-1	<input type="checkbox"/> <input type="checkbox"/>	Injured
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SPECIALIZATIONS

- Brawling
- Drive
- ✓ Firearms [expertise]
- Medicine
- Might
- ✓ Mythos
- Notice
- Rapport
- ✓ Research
- Stealth
- Anthropology

ASPECTS

- Sacrifices must be made
- No room for error

ADVANTAGES

Mastermind: Once per scene, you may give an ally a Fate Point from your pool.

ROLLING THE DICE

When you try to do something but the outcome is uncertain, you roll dice. You always roll two six-sided dice and add the result to one Skill. If you have an Aspect, Advantage, or Specialization that is useful in that situation, you can use those too.

On a result of +11 or higher, you succeed at what you are attempting. Also, for each additional +2 you get on your result (above 11) you get an extra success. This can be used to do more harm to an opponent, to create an Aspect temporarily, or to gain a Fate Point for yourself.

On a result of +10 or less, you do not succeed yet. The GM has the opportunity to complicate the situation and you might be able to try again.

SPECIALIZATIONS

A Specialization gives you a +2 bonus when you can use it. If you have Expertise in a specialization, you can change any one die to a 4 after you roll using that specialization. If you have Mastery, you can do the same thing but you can instead change the die to a 6.

ADVANTAGES

An Advantage provides a benefit in specific situations. Check your Advantages area to see if you have any and what they do.

ASPECTS

There are two ways that you can use an Aspect when you are rolling dice:

- If you use as Aspect before you roll, you gain a +2 to your result.
- If you use it after you roll, you re-roll all of your dice. In either case, you must spend a Fate Point to use an Aspect.

USING FATE POINTS

Fate Points can be used in three ways:

- You can always spend a Fate Point to gain +1 to a roll.
- You can spend a Fate Point to use one of your character's Aspects.
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REFRESH

The number of Fate Points that you start the game with.

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DETECTIVE MACCARTHY

A police officer who drinks to escape the nightmares

REFRESH

3

SKILLS

+3 Fighting

+2 Athleticism

+2 Awareness

+1 Charm

+1 Connections

+1 Education

+0 Occult

+0 Sneakiness

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SPECIALIZATIONS

Brawling

Drive

✓ Firearms [mastery]

Medicine

Might

Mythos

✓ Notice

Rapport

✓ Research

Stealth

ASPECTS

➤ I've seen what lurks in shadows

➤ The bottle is my only refuge

ADVANTAGES

Bodyguard: When an ally near you is attacked by an opponent, you may interpose yourself and take the damage instead of your ally.

Roll with the Punches: Each time you take damage from an attack, you can spend 1 Fate Point to reduce the damage by 1.

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A taxi driver with a lot of other people's secrets

SKILLS

- +3 Connections
- +2 Athleticism
- +2 Occult
- +1 Awareness
- +1 Charm
- +1 Fighting
- +0 Education
- +0 Sneakiness

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- ✓ Drive
- ✓ Firearms
- Medicine
- Might
- Mythos
- Notice
- ✓ Rapport [expertise]
- Research
- Stealth
-
- ✓ Repair
-
-
-
-
-

ASPECTS

- Too curious for my own good
- I know someone who can help
-
-

ADVANTAGES

-
-
-
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-
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-

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NAISMITH

A career criminal with a debt to pay

SKILLS

- +3 Fighting
- +2 Connections
- +2 Sneakiness
- +1 Athleticism
- +1 Charm
- +1 Occult
- +0 Awareness
- +0 Education

HARM

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SPECIALIZATIONS

- ✓ Brawling [mastery]
- Drive
- ✓ Firearms
- Medicine
- ✓ Might
- Mythos
- Notice
- Rapport
- Research
- ✓ Stealth

ASPECTS

- I owe my life to the Professor
- Don't know my own strength

ADVANTAGES

Hit 'im where it hurts: When you hit an opponent with a Toughness attack, you may spend 1 Fate Point to inflict an additional Harm.

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DOCTOR LAWRENCE

REFRESH

4

A retired military physician who has seen too many strange things

SKILLS

- +3 Education
- +2 Athleticism
- +2 Charm
- +1 Awareness
- +1 Connections
- +1 Fighting
- +0 Sneakiness
- +0 Occult

HARM

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SPECIALIZATIONS

- ✓ Brawling
- Drive
- ✓ Firearms [expertise]
- ✓ Medicine [expertise]
- Might
- Mythos
- Notice
- Rapport
- ✓ Research
- Stealth

ASPECTS

- Heart of stone
- The Order must pay for its crimes

ADVANTAGES

Healer's Hands: You may spend a Fate Point to reduce the recovery time of a Sanity or Toughness Consequence by one scene.

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MARSH

REFRESH

3

A reformed cultist with something to prove

SKILLS

- +3 Occult
- +2 Awareness
- +2 Sneakiness
- +1 Athleticism
- +1 Charm
- +1 Fighting
- +0 Connections
- +0 Education

HARM

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- Drive
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- Medicine
- Might
- ✓ Mythos [expertise]
- Notice
- Rapport
- ✓ Research
- ✓ Stealth [expertise]

ASPECTS

- Raised by the Esoteric Order of Night
- Unfamiliar with normal society

ADVANTAGES

The Fish God's Curse: *Spell*. You can make an attack on an opponent's Sanity using Occult + Mythos. If you fail, you take one Sanity Harm.

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