

FAQ v1.0

ETHEL

DEATH MAY DIE



INVESTIGATOR SKILLS

The chart below lists each Investigator's Skills differently from how they are presented on the dashboards. Here, the entry for each level contains ALL the accumulated effects for that skill. You only need to read the effects for the level that the Skill is currently at.


Success


Bonus Dice


Insanity


Elder Sign


Tentacle



MARKSMAN

Level 1	Level 2	Level 3	Level 4
You may attack a target 1 space away.	You may attack a target 1 space away. Gain   when attacking a target not in your space.	You may attack a target up to 2 spaces away. Gain   when attacking a target not in your space.	You may attack a target up to 2 spaces away. You may perform 1 free attack per turn against a target not in your space. Gain   when attacking a target not in your space.



ARCANE MASTERY

Level 1	Level 2	Level 3	Level 4
When making any roll, you may count 1  as a success.	When making any roll, you may count any number of  as successes.	When making any roll, you may count any number of  as successes Heal 1 stress for each  you count as a success.	When making any roll, you may count any number of  as 2 successes each. Heal 1 stress for each  you count as 2 successes.



STEALTH

Level 1	Level 2	Level 3	Level 4
When you Run, you may Sneak once (one enemy doesn't follow you).	When you Run, Sneak up to 3 times.	When you Run, Sneak up to 3 times and deal 1 wound to each enemy you sneak past.	When you Run, you may Sneak any number of times.



BRAWLING

Level 1

Gain  when attacking a target in your space.

Level 2

Gain  when attacking a target in your space.

When you attack, you may target ANY NUMBER of figures in your space (split the wounds as you like).

Level 3

Gain  when attacking a target in your space.

When you attack, you may target ANY NUMBER of figures in your space (split the wounds as you like).

You have 2 free rerolls when attacking a target in your space.

Level 4

Gain  when attacking a target in your space.

When you attack, you may target ANY NUMBER of figures in your space (deal the full wounds to EACH target).

You have 2 free rerolls when attacking a target in your space.



SWIFTNESS

Level 1

When you Run, you may move 1 additional space.

Level 2

When you Run, you may move 1 additional space.

You have 1 free Run action each turn.

Level 3

When you Run, you may move 1 additional space.

You have 1 free Run action each turn.

During a Run, you may take 1 investigator with you when leaving a space.

Level 4

When you Run, you may move 1 additional space.

You have 1 free Run action each turn.

During a Run, you may take 1 investigator with you when leaving a space.

You have 1 extra action each turn.



TOUGHNESS

Level 1

You have 1 free reroll when attacked or rolling for Fire.

Level 2

You may reduce wounds taken and loss of sanity by 1 when attacked or rolling for Fire.

Level 3

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

Level 4

You may reduce wounds taken by 2 and loss of sanity by 1 from ANY SOURCE.



UNIQUE SKILLS

CORE BOX - 1/2

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Adam	Fueled by Madness	Gain  while your sanity is on a  .	Gain  while your sanity is on a  OR 1 space back.	Gain   while your sanity is on a  OR 1 space back.	Gain    while your sanity is on a  a OR 1 space back.
Ahmed	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).	At the end of your turn, you may heal 2 in any combination of stress and wounds on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 stress AND 2 wounds on an investigator in your space (it may be yourself).	At the end of your turn, you may heal 2 stress AND 2 wounds on EACH investigator in your space (including yourself).
Borden	Savage	When attacking, you may deal 1 additional wound to your target if there are no other enemies in its space.	When attacking, you may deal 2 additional wounds to your target if there are no other enemies in its space.	When attacking, you may deal 2 additional wounds to your target if there are no other enemies in its space. If you kill the target and there are no other enemies in its space, heal all your stress.	When attacking, you may deal 5 additional wounds to your target if there are no other enemies in its space. If you kill the target and there are no other enemies in its space, heal all your stress.
Elizabeth	Lucky	You have 1 free reroll per turn.	You have 2 free rerolls per turn.	You have 3 free rerolls per turn.	You have 3 free rerolls PER ROLL.
Fatima	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.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal 2 stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal all stress.	You may draw 2 Mythos cards, choose 1 to play, and put the other underneath the deck. If you do, heal all stress. You may take 2 wounds to cancel any Mythos card's special effects and enemy summoning.
Ian	Vengeance Obsession	When attacked, if you are dealt any wounds, deal 1 wound to that enemy and heal 1 stress.	When attacked, deal 1 wound to each enemy in the attacker's space and heal 1 stress.	When attacked, deal 1 wound to each enemy in the attacker's space and heal 2 stress.	When attacked, deal 2 wounds to each enemy in the attacker's space and heal 2 stress.

CORE BOX - 2/2

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Morgan	Protector	If an investigator in your space is attacked, you may redirect the attack to you (before the roll).	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.	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.	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.
Rasputin	Unkillable	1 free death: If you would die from wounds, instead return to life with full health.	2 free deaths in total: If you would die from wounds, instead return to life with full health.	2 free deaths in total: If you would die from wounds, instead return to life with full health. When you return to life, also heal all your stress.	3 free deaths in total: If you would die from wounds, instead return to life with full health. When you return to life, also heal all your stress.
Sister Beth	High Strung	When making any roll, you may count 1  as 1 success (it still also counts as a  .	When making any roll, you may count any number of  as successes (they still also count as  .	When making any roll, 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.	When making any roll, 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. If you rolled at least   , you may add 3 successes to the roll.
The Kid	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).	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up).	If you are within one space of a Gate, monsters and Cultists summoned there take wounds equal to half their health (rounded up) and you are always considered safe to Rest.	If you are within one space of a Gate monsters and Cultists summoned there take wounds equal to half their health (rounded up). You are always considered safe to Rest. You gain  and have 1 free Rest action.

SEASON 2 - 1/2

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Adilah	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.	Whenever you or your Focus Rests, the other heals 3 wounds/stress as if they were Resting.	Whenever you or your Focus Rests, 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.	Whenever you or your Focus Rests, 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.
Alex	Supersleuth	You may heal 1 stress when you draw a Discovery card, before resolving it.	You may heal 2 stress when you draw a Discovery card, before resolving it.	You may heal all stress when you draw a Discovery card, before resolving it.	You may heal all stress when you draw a Discovery card, before resolving it. Once per turn, after Investigating, you may investigate again, if able.
Ariele	Specialist Hunter	Name a favoured non-Elder One enemy at the start of the game. You gain  when attacking it.	You gain  when attacking the favoured non-Elder One enemy you named at the start of the game. Your favoured enemy rolls 2 dice less (of your choice) when attacking you.	You gain  and have 2 free rerolls when attacking the favoured non-Elder One enemy you named at the start of the game. Your favoured enemy rolls 2 dice less (of your choice) when attacking you.	Choose a second favoured non-Elder One enemy. You gain  when attacking either of your favoured non-Elder One enemies and have 2 free rerolls. Your favoured enemies roll 2 dice less (of your choice) when attacking you.
Hailia	Oracle	When making any roll, you may heal all stress if you roll at least   .	When making any roll, you may heal all stress OR all wounds if you roll at least   .	If you roll at least   on any roll, you may heal all stress OR all wounds. In addition, deal 1 wound to all enemies in your space if you roll at least   .	If you roll at least   on any roll, you may heal all stress AND all wounds. In addition, deal 1 wound to all enemies in your space if you roll at least   .
Luke	Smite Evil	You may ignore monster abilities.	You may ignore monster abilities. Gain   when attacking monsters.	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 your like).	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 your like). When you kill a monster, heal all your stress and wounds.

SEASON 2 - 2/2

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Magarethe	Butcher	You may add  to any of your rolls.	You may add  AND 1 success to any of your rolls.	You may add   AND 2 successes to any of your rolls.	You may add   AND 3 successes to any of your rolls.
Mario	Interrogation	Cultists get 1 less  when attacking anyone in your space.	Cultists get 1 less  when attacking anyone in your space and can't spawn in your space.	Cultists get 1 less  when attacking anyone within one space of you. They also can't spawn within 1 space of you.	Cultists get 1 less  when attacking anyone within 1 space of you. They also can't spawn within 1 space of you. At the end of your turn, kill all Cultists in your space.
Mary	Roll With It	Whenever you are wounded, you and investigators in your space heal 1 stress.	Whenever you are wounded, you heal all stress and Investigators in your space heal 1 stress.	Whenever you are wounded, you heal all stress and Investigators within 1 space heal 2 stress.	Whenever you are wounded, you and investigators within 1 space heal all stress and 2 wounds.
Sam	Calm	When you Rest, heal 1 additional stress.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress AND 1 additional wound.	You may Rest in an Unsafe space. When you Rest, heal 1 additional stress AND 1 additional wound. You have 1 free Rest action each turn.
Tony	Navigation	When you Run, you may move 2 additional spaces if you started in a Safe space.	When you Run, you may always move 2 additional spaces and ignore Fire.	When you Run, you may always move 2 additional spaces, ignore Fire and heal 2 stress.	When you Run, move any number of spaces and heal 2 stress. Ignore Fire and enemies don't follow you.

EXTRA PROMOS

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Scarlett	Play The Odds	Before you make a roll, guess the total number of successes. If you guess right, heal 1 stress.	Before you make a roll, guess the total number of successes. If you guess right, heal 1 stress AND 1 wound.	Before you make a roll, guess the total number of successes. If you guess right, you and all other investigators in your space may heal 1 stress AND 1 wound.	Before you make a roll, guess the total number of successes. If you guess right, you may double the number of successes. Also, you and all other investigators in your space may heal 1 stress AND 1 wound.

UNSPEAKABLE BOX - 1/3

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Al	Connected	Gain  if in the same space as a Cultist.	Gain  if in the same space as a Cultist. You may Sneak past Cultists (they never follow you).	Gain   if in the same space as a Cultist. You may Sneak past Cultists (they never follow you).	Gain   if in the same space as a Cultist. You may Sneak past Cultists (they never follow you). Cultists also can't attack you and other investigators in your space.
Bert	Smarts	You may Investigate in unsafe spaces (after Fighting the enemies).	You may Investigate in unsafe spaces (after Fighting the enemies). Other investigators in your space may also Investigate in unsafe spaces.	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.	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, all investigators in your space heal 2 wounds.
Ernest	Demon Hunter	You have 2 free rerolls when attacking monsters.	You have 2 free rerolls when attacking monsters. You may take 1 wound to make a free attack against a monster.	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.	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	Combat Medic	When you Rest, you may divide the healing amongst investigators in your space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space. Also, deal 2 wounds to an enemy within 1 space.	When you Rest, heal an additional 2 stress/health. You may divide the healing amongst investigators in your space. Also, deal 2 wounds to ALL enemies within 1 space.
Gonk	Time Management	You have 4 actions per turn, but you have 2 max health.	You have 4 actions per turn, but you have 3 max health.	You have 4 actions per turn, but you have 4 max health.	You have 5 actions per turn, but you have 5 max health.
Josephine	Infinite Contacts	When you Claim a non-Condition Discovery card, you may place it facedown (on either side) as a Companion with 1 health.	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.	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.	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.
Julia	Class Act	You may take wounds instead of stress.	You may take wounds instead of stress. At the end of your turn, you may heal 1 of your wounds.	You may take wounds instead of stress. At the end of your turn, you may heal 2 of your wounds.	You may take wounds instead of stress. At the end of your turn, you may heal ALL of your wounds.

UNSPEAKABLE BOX - 2/3

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Maki	Resourceful	You may heal 1 wound whenever you Investigate, before resolving the Discovery card.	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.	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.	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.
Margie	Stiff Upper Lip	When you would take wounds, you may prevent up to 3 and lose the same number of sanity.	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.	When you would take wounds, you may prevent up to 3 and lose the same number of sanity. You may ignore 2  on your rolls.	When you would take wounds, you may prevent any number and lose the same number of sanity. You may ignore up to 2  on your rolls.
Maxim	Mad Dog	Whenever you lose 1 or more sanity, you may deal 1 wound to an enemy in your space.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space and may also heal 1 of your wounds.	Whenever you lose 1 or more sanity, you may deal 1 wound to ALL enemies in your space and may also heal 1 of your wounds. You may reduce loss of sanity by 1 from ANY SOURCE.
Meryl	Method Acting	At the beginning of your turn, choose an investigator. Copy their signature skill at level 1 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 2 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 3 until your next turn.	At the beginning of your turn, choose an investigator. Copy their signature skill at level 4 until your next turn.
Olivia	Unlucky	When you make a roll that results in no successes, you may gain 1 success for each die you rolled.	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.	When you make a roll that results in no successes, you may gain 1 success for each die you rolled. You may change up to 2 of your dice to a blank face, except when rolling against yourself.	When you make a roll that results in no successes, you may gain 1 success for each die you rolled. You may change up to 3 of your dice to a blank face, except when rolling against yourself.
Pops	Calming Presence	Other investigators in your space may choose not to activate their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity. They may heal 2 stress instead of activating their insanity.	Other investigators within 2 spaces of you may choose not to activate their insanity. They may heal ALL stress instead of activating their insanity.

UNSPEAKABLE BOX - 3/3

Investigators	Unique Skills	Level 1	Level 2	Level 3	Level 4
Richard	Majesty's Secret Service	Gain  when attacking a target in your space.	Gain  when attacking a target in your space. You may attack a target 1 space away. If you do, gain   .	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.	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	Get in There!	Whenever an investigator is about to attack, you may immediately move to their space (enemies follow as normal).	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill.	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the use of this skill. Other investigators in your space gain  when attacking.	Whenever an investigator is about to attack, you may immediately move to their space. Enemies do not follow you during the 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.
Tina	Femme Fatale	Once per roll, before rolling dice, you may take 1 wound to gain  .	Once per roll, before rolling dice, you may take 1 wound to gain   .	Once per roll, before rolling dice, you may take 1 wound to gain   or remove 1 die (your choice).	Once per roll, before rolling dice, you may give 1 wound to any figure in your space to gain   or remove 1 die (your choice).
Vincent	Teacher	You may use stress to reroll dice in rolls made by other investigators in your space.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you. Investigators within 2 spaces of you gain level 1 in Arcane Mastery.	You may use stress to reroll dice in rolls made by other investigators within 2 spaces of you. Investigators within 2 spaces of you gain level 2 in Arcane Mastery.
Walter	Pacifist	When you attack but don't destroy an enemy you may push it 1 space away.	When you attack but don't destroy an enemy you may push it 1 space away and heal 2 stress.	When you attack but don't destroy an enemy you may push it 1 space away, heal 2 stress AND 1 wound.	When you attack but don't destroy an enemy you may push it 1 space away, heal 2 stress AND 1 wound. Wounded monsters and Cultists can't attack you or investigators in your space.