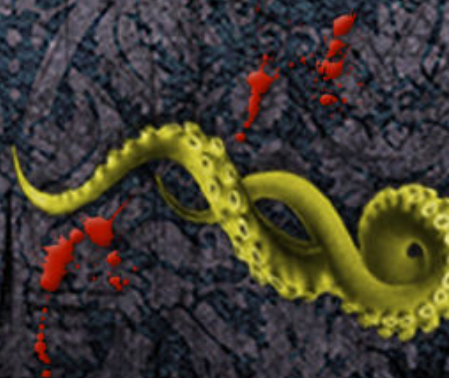


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NEW BLOOD





**Nathaniel Cho**  
*The Boxer*



## The Old One-Two

Once per turn, Nathaniel may spend 1 stamina to regain 1 sanity.

At any time, Nathaniel may spend 1 trophy to regain 1 stamina.

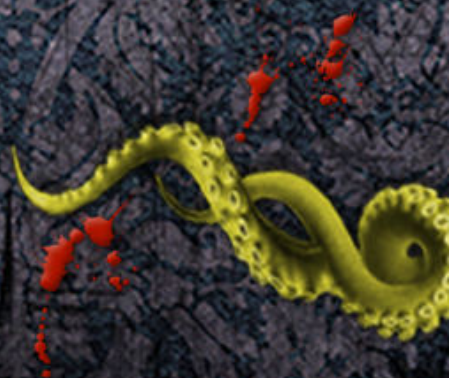
### Starting Items



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NEW BLOOD





**Stella Clark**  
*The Letter Carrier*

**Neither Rain Nor Snow**  
Once per roll during her turn, Stella may choose 1 die and change its result to any other result on that die.

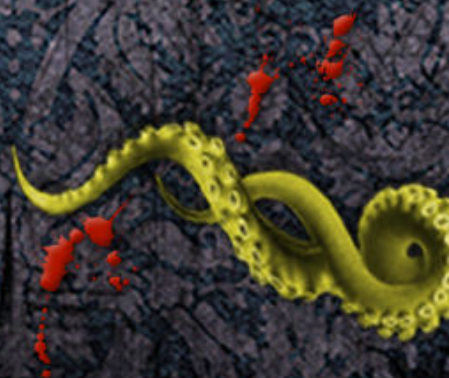
Starting Items



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## Winifred Habbamock

*The Aviatrix*



### Anything You Can Do

During her turn, Winifred may add either the red die or the yellow die to her dice pool for free.

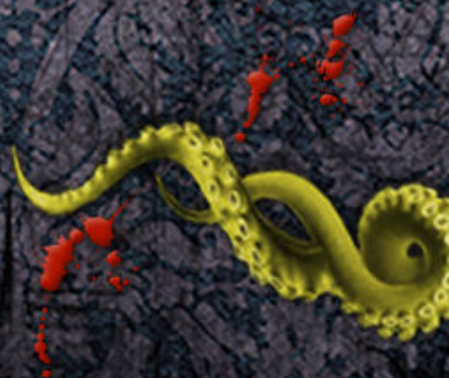
Starting Items



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**Gavriella Mizrah**  
*The Bodyguard*



## Whatever It Takes

Each time another investigator loses sanity or stamina, Gavriella may lose any amount of that sanity or stamina instead.

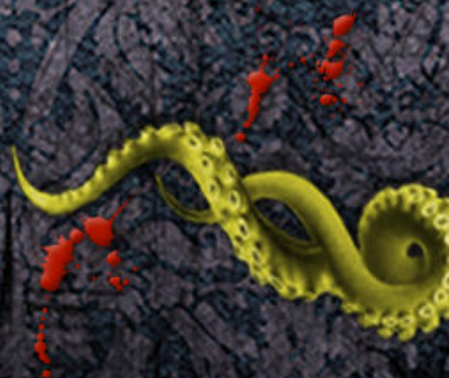
### Starting Items

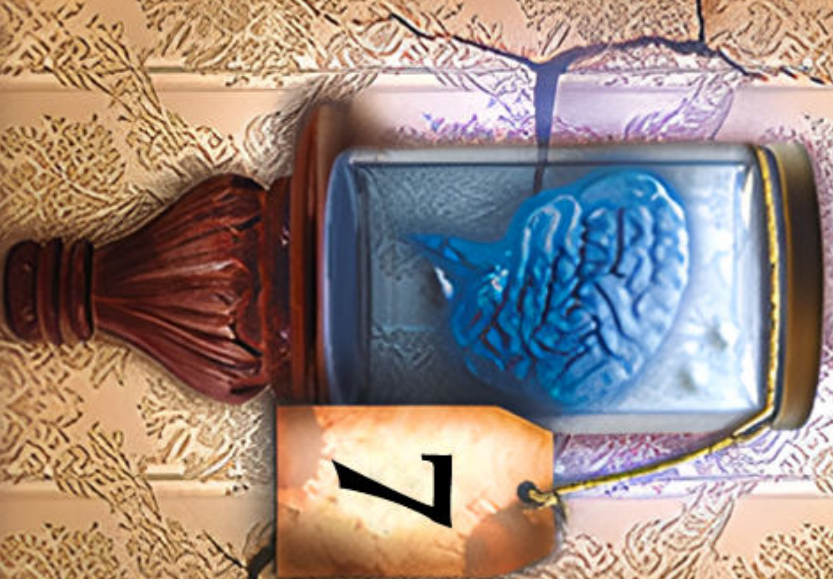


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**Jerome Davids**  
*The Personal Assistant*



## Above and Beyond

Jerome may allow other investigators to use his common items, unique items, clues, spells, or allies.

### Starting Items





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**Penny White**  
*The Housekeeper*



## Indefatigable

When completing a task, Penny ignores any stamina requirements.

Penny may complete any number of tasks per roll, instead of one.

### Starting Items





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NEW BLOOD





**Valentino Rivas**  
*The Philanthropist*



## **Benevolence**

Once per turn, when Valentino gains a common item or a unique item, he may choose an investigator of his choice who regains 1 sanity or 1 stamina.

### *Starting Items*





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**Amina Zidane**  
*The Operator*



## Whispers on the Line

Each time another investigator gains an ally, Amina gains 1 clue.

Once per turn, Amina may spend 1 clue to regain 1 sanity or 1 stamina.

### Starting Items





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NEW BLOOD





**Kymani Jones**  
*The Security Consultant*



## **Rough Diamond**

Each time Kymani gains a common item, he may gain a unique item instead.

Each time another investigator gains a unique item, Kymani gains 1 clue.

Starting Items





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NEW BLOOD





**Samira Dualeh**  
*The Stowaway*



## Well Equipped

At the start of her turn, if Samira does not have any items, she may spend 1 clue to gain a common item, or 2 clues to gain a unique item.

### Starting Items





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## Edmund Mallory

*The Jinx*



## Uncanny Fortune

Once per roll during his turn, Edmund may change 1 die showing a  result to a result of his choice.

Starting Items





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**Ishmael Marsh**  
*The Exile*



## **Mysterious Ancestry**

Each time a doom token is added to the doom track, Ishmael may either gain 1 clue, or regain 1 sanity or 1 stamina.

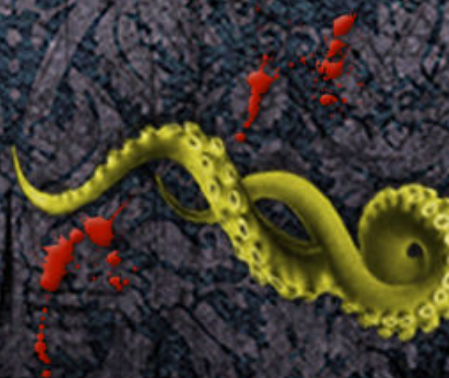
Starting Items

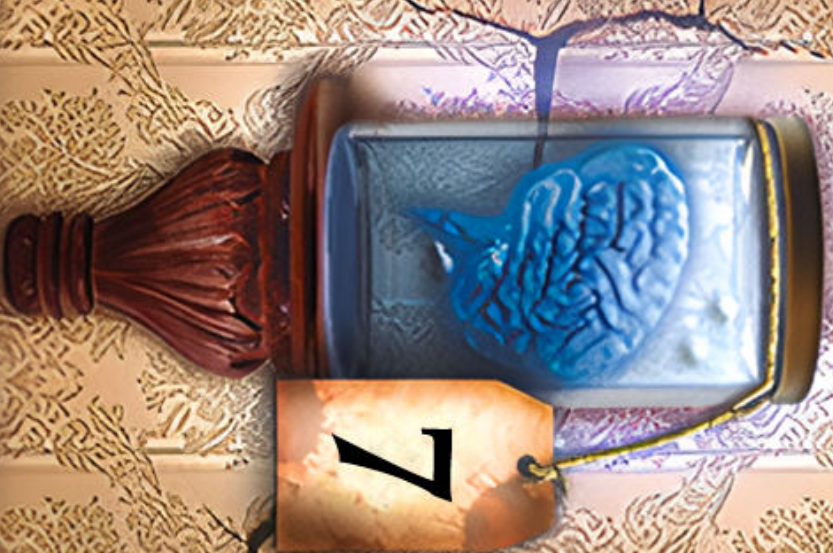


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NEW BLOOD





**Beatrice Sharpe**  
*The Mathematician*



## Perfect Number

Any time that Beatrice rolls two sets of 1, 2, and 3 investigation results on any six dice without rerolls, she resolves that adventure immediately.

### Starting Items





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NEW BLOOD





**William Bowleg**  
*The Apprentice*



## Occult Training

Each time William gains 1 or more spells after setup, he may regain 1 sanity or 1 stamina.

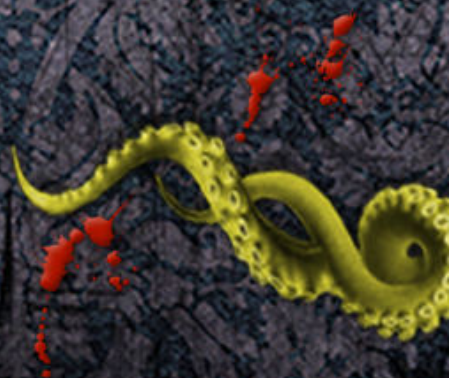
Starting Items



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NEW BLOOD





**Jamie Snell**  
*The Master-at-Arms*



## Sharpshooter

When attempting an adventure with a monster, Jamie gains either the red die or the yellow die for free, even if it is locked.

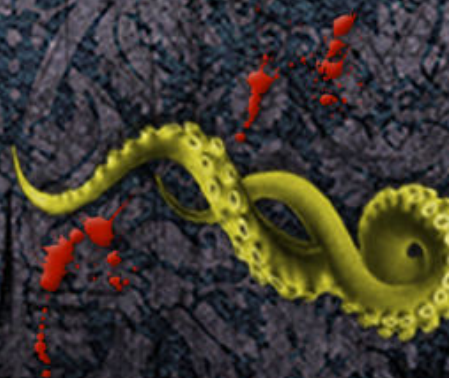
### Starting Items



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NEW BLOOD





**Jeanne Lafarge**  
*The Engineer*



## **Jury-rigger**

Once per roll during her turn, Jeanne may discard an item to choose 1 die and change its result to any other result on that die.

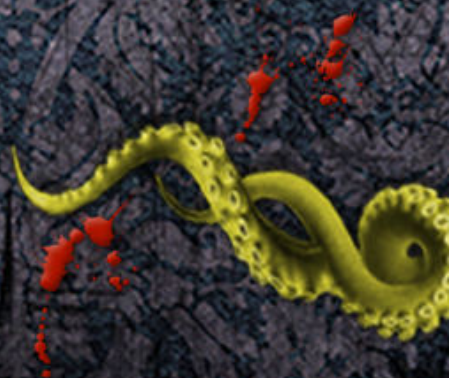
### **Starting Items**



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NEW BLOOD





**Svetlana Gedroits**  
*The Ship's Surgeon*



## Healing Words

Once per turn, when Svetlana gains a spell, she may choose an investigator of her choice who regains 1 sanity or 1 stamina.

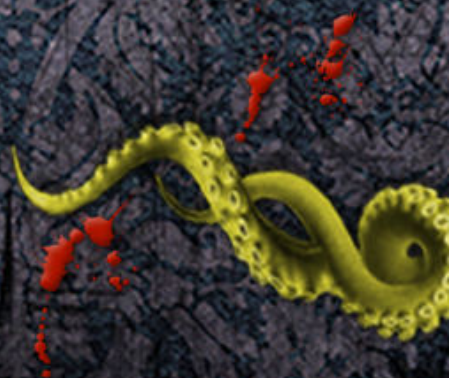
### Starting Items



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NEW BLOOD





**Arjun Singh**  
*The First Mate*



## Deck Chief

Each time Arjun gains 1 common item, unique item, spell, or ally after setup, he may choose to gain 1 common item, unique item, spell or ally instead.

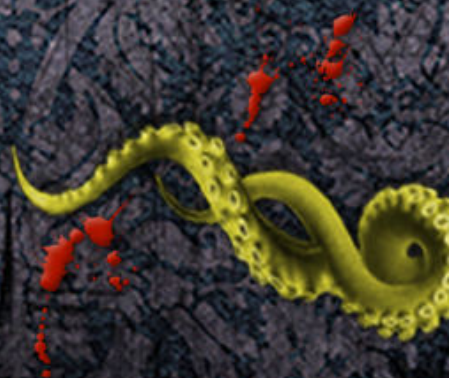
### Starting Items



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NEW BLOOD





**Keilani Tatupu**  
*The Captain*



## Experienced

Each time Keilani loses 1 or more sanity or stamina, he gains 1 clue. In addition, he is immune to all **Terror** effects.

### Starting Items

