









INVESTIGATOR

ROLE

	WILLPOWER		INTELLECT		COMBAT
	HEALTH	Loss of Health: If your health falls below 0, you will suffer a penalty equal to it when using your combat value. So, if your health is -1, you must deduct 1 from your combat. If your health is -2, you must deduct 2 from your combat, and so on.			
	SANITY	Loss of Sanity: If your sanity falls below 0, you will suffer a penalty equal to it when using your willpower value. So, if your sanity is -1, you must deduct 1 from your willpower. If your sanity is -2, you must deduct 2 from your intellect, and so on.			
	RESOURCES		CLUES		DOOM

ITEMS

STARTING ITEM:

OTHER ITEMS:

ABILITIES

MAJOR ABILITY:

OTHER ABILITIES:

WEAKNESSES

MAJOR WEAKNESS:

OTHER WEAKNESSES: