

REX MURPHY THE REPORTER











COMBAT 2





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.





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.











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STARTING ITEM: REPORTER'S NOTEBOOK – You begin with +1 CLUE.								
OTHER ITEMS:			AND THE SOLID BE THE EXCLUSIVE TO SHE					
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ABILITIES TAXABLE ABILITIES

MAJOR ABILITY: REPORTER – If you roll a 6 while using your INTELLECT, gain +1 CLUE.

OTHER ABILITIES:

SEEKER

WEAKNESSES

MAJOR WEAKNESS: REX'S CURSE – If you roll a double when using your INTELLECT or WILLPOWER, treat the score on each dice as a 1.

OTHER WEAKNESSES:

CURSED

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