



# REX MURPHY

## THE REPORTER



WILLPOWER

3



INTELLECT

4



COMBAT

2



HEALTH

6



SANITY

9



RESOURCES



CLUES

1



DOOM

**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.

### ITEMS

**STARTING ITEM:** REPORTER'S NOTEBOOK – You begin with +1 CLUE.

**OTHER ITEMS:**

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### ABILITIES

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

**OTHER ABILITIES:**

SEEKER

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### 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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