



NATHANIEL CHO

THE BOXER



WILLPOWER

3



INTELLECT

2



COMBAT

5



HEALTH

9



SANITY

6



RESOURCES



CLUES



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: HIDDEN WEAPON – Once per adventure, you may add +3 to your COMBAT.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: BOXER – If you roll a 6 while using your COMBAT, add +1 to your total score. (If you are rolling more than one dice, add +1 for each 6. you roll.)

OTHER ABILITIES:

GUARDIAN

FIGHTER

TOUGH

WEAKNESSES

MAJOR WEAKNESS: HUNTED BY THE MOB – Each time you gain a RESOURCE, roll a die. If the score is below your current number of RESOURCE, do not gain a RESOURCE.

OTHER WEAKNESSES:

CRIMINAL

