

AGNES BAKER THE WAITRESS

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 willpower, and so on.

RESOURCES

CLUES

DOOM

— ITEMS —

STARTING ITEM:

HEIRLOOM OF HYPERBOREA – If you succeed in a test using your WILLPOWER, gain +1 RESOURCE.

OTHER ITEMS:

— ABILITIES —

MAJOR ABILITY:

SORCERER – Once per adventure, you may use your WILLPOWER instead of your COMBAT in a fight or test.

OTHER ABILITIES:

— WEAKNESSES —

MAJOR WEAKNESS:

DARK MEMORIES – Each time you spend a CLUE, roll a dice. On a roll of a 1, Agnes loses -1 SANITY.

OTHER WEAKNESSES: