

GEORGE BARNABY THE LAWYER

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:

WALLET OF WEALTH – At any time, you may spend 2 RESOURCES to gain 1 CLUE.

OTHER ITEMS:

— ABILITIES —

MAJOR ABILITY:

KNOWLEDGE OF POWER – Each time you gain 1 RESOURCE, gain 2 RESOURCES, instead.

OTHER ABILITIES:

— WEAKNESSES —

MAJOR WEAKNESS:

CAST ADrift – If you spend a RESOURCE during a Skill test, and the Skill test is not successful, lose 3 RESOURCE.

OTHER WEAKNESSES: