

KŌHAKU NARUKAMI
THE FOLKLORIST

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:

THE BOOK OF LIVING MYTHS – Once per adventure, you may substitute your INTELLECT for your COMBAT in any given fight.

OTHER ITEMS:

— ABILITIES —

MAJOR ABILITY:

BLESSED, CURSED – For WILLPOWER tests, you may roll 2 dice instead of 1, and select one of the die of your choosing. However, if the dice roll results in a double, you automatically fail and gain 1 DOOM.

OTHER ABILITIES:

— WEAKNESSES —

MAJOR WEAKNESS:

WEeping YŪREI – When you fail a WILLPOWER test, roll a die and add your COMBAT. If the total sum is equal to or less than the current DOOM, lose 1 HEALTH.

OTHER WEAKNESSES: