

NATHANIEL CHO  
THE BOXER

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:

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:

— 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: