

# REX MURPHY THE REPORTER

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:

REPORTER'S NOTEBOOK – You begin with +1 CLUE.

### OTHER ITEMS:

## — ABILITIES —

### MAJOR ABILITY:

REPORTER – If you roll a 6 while using your INTELLECT, gain +1 CLUE.

### OTHER ABILITIES:

## — WEAKNESSES —

### MAJOR WEAKNESS:

REX'S CURSE – If you roll a double when using your INTELLECT or WILLPOWER, treat the score on each dice as a 1.

### OTHER WEAKNESSES: