

SILAS MARSH THE SAILOR

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:

SAILOR'S NET – Once per adventure, while using COMBAT, you may immediately cancel the first dice roll and roll the dice again.

OTHER ITEMS:

— ABILITIES —

MAJOR ABILITY:

DRIFTER – Whenever you spend a RESOURCE as part of a test, if the test is successful, gain 1 RESOURCE.

OTHER ABILITIES:

— WEAKNESSES —

MAJOR WEAKNESS:

SIREN'S CALL – Each time you gain DOOM, spend a RESOURCE. Otherwise, gain 1 additional DOOM.

OTHER WEAKNESSES: