

# STELLA CLARK THE LETTER CARRIER

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:

MAILBAG – Whenever you gain an ITEM, if you do not already gain 1 RESOURCE, gain 1 RESOURCE

### OTHER ITEMS:

## — ABILITIES —

### MAJOR ABILITY:

NOR GLOOM OF NIGHT – When you roll less than the required score in any test using your WILLPOWER, choose to gain 1 RESOURCE, 1 HEALTH or 1 SANITY. You may not increase your HEALTH or SANITY above their starting level using this ability.

### OTHER ABILITIES:

## — WEAKNESSES —

### MAJOR WEAKNESS:

CALLED BY THE MISTS – Whenever you lose SANITY, roll one dice. (If you are in Kingsport, roll two dice and pick the highest.) If the score is higher than your current SANITY, lose 1 RESOURCE.

### OTHER WEAKNESSES: