



AGNES BAKER

THE WAITRESS

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

5



INTELLECT

2



COMBAT

2



HEALTH

6



SANITY

8



RESOURCES



CLUES



DOOM

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.

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.

ITEMS

STARTING ITEM: HEIRLOOM OF HYPERBOREA – If you succeed in a test using your WILLPOWER, gain +1 RESOURCE.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: SORCERER – Once per adventure, you may use your WILLPOWER instead of your COMBAT in a fight or test.

OTHER ABILITIES:

MYSTIC				
SORCERY				
ARCANE STUDIES				

WEAKNESSES

MAJOR WEAKNESS: DARK MEMORIES – Each time you spend a CLUE, roll a dice. On a roll of a 1, Agnes loses -1 SANITY.

OTHER WEAKNESSES:

HAUNTED				