



AMANDA SHARPE

THE STUDENT

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

2



INTELLECT

2



COMBAT

2



HEALTH

7



SANITY

7



RESOURCES



CLUES

2



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: OBSCURE TOME – You begin the adventure with 2 CLUES.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: SCHOLAR – Whenever you spend a CLUE or RESOURCE as part of a test, if the test is successful, gain 1 CLUE or 1 RESOURCE (your choice).

OTHER ABILITIES:

SEEKER

ACADEMIC

ARCANE STUDIES

WEAKNESSES

MAJOR WEAKNESS: WHISPERS OF THE DEEP – Whenever you lose SANITY, also lose 1 RESOURCE or 1 CLUE (your choice).

OTHER WEAKNESSES:

TROUBLED

DREAMS