



GEORGE BARNABY

THE LAWYER

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

2



INTELLECT

4



COMBAT

3



HEALTH

7



SANITY

7



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: WALLET OF WEALTH – At any time, you may spend 2 RESOURCES to gain 1 CLUE.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: KNOWLEDGE OF POWER – Each time you gain 1 RESOURCE, gain 2 RESOURCES, instead.

OTHER ABILITIES:

SURVIVOR	SAILOR		
CIVIC			
DRIFTER			
LEGAL KNOWLEDGE			

WEAKNESSES

MAJOR WEAKNESS: CAST ADRIFT If you spend a RESOURCE during a Skill test, and the Skill test is not successful, lose 3 RESOURCE.

OTHER WEAKNESSES:

GRIEF			
CRIMINAL			