



# KōHAKU NARUKAMI

## THE FOLKLORIST

ARKHAM  
HORROR™

INVESTIGATORS  
GAMEBOOKS



WILLPOWER

4



INTELLECT

4



COMBAT

3



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:** THE BOOK OF LIVING MYTHS – Once per adventure, you may substitute your INTELLECT for your COMBAT in any given fight.

**OTHER ITEMS:**


## ABILITIES

**MAJOR ABILITY:** BLESSED, CURSED – For WILLPOWER tests, you may roll 2 dice instead of 1, and select one of the die of your choosing. However, if the dice roll results in a double, you automatically fail and gain 1 DOOM.

**OTHER ABILITIES:**

MYSTIC				
ACADEMIC				
ARCANE STUDIES				

## WEAKNESSES

**MAJOR WEAKNESS:** WEEPING YŪREI – When you fail a WILLPOWER test, roll a die and add your COMBAT. If the total sum is equal to or less than the current DOOM, lose 1 HEALTH.

**OTHER WEAKNESSES:**

CURSED				
HAUNTED				