



STELLA CLARK

THE LETTER CARRIER

ARKHAM
HORROR™
INVESTIGATORS
GAMEBOOKS



WILLPOWER

3



INTELLECT

2



COMBAT

3



HEALTH

8



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: 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:

SURVIVOR

TOUGH

CIVIC

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:

HAUNTED
