

JACQUELINE FINE THE PSYCHIC

WILLPOWER

INTELLECT

COMBAT

HEALTH

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.

SANITY

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.

RESOURCES

CLUES

DOOM

— ITEMS —

STARTING ITEMS:

DREAM JOURNAL – You begin each adventure with +1 CLUE and +1 RESOURCE.

OTHER ITEMS:

— ABILITIES —

MAJOR ABILITY:

CLAIRVOYANT – For INTELLECT tests, you may roll 2 dice instead of 1 and select the dice of your choosing.

OTHER ABILITIES:

— WEAKNESSES —

MAJOR WEAKNESS:

DARK FUTURE – If you roll a double during a test, gain +1 DOOM and the test is automatically unsuccessful.

OTHER WEAKNESSES: