

LUCIUS GALLOWAY THE DREAMER

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 ITEM:

BOOK OF VERSE – You may spend RESOURCES as if they were CLUES when using your INTELLECT.

OTHER ITEMS:

— ABILITIES —

MAJOR ABILITY:

POET – Whenever you spend a CLUE as part of a test, if the test is successful, gain 1 CLUE.

OTHER ABILITIES:

— WEAKNESSES —

MAJOR WEAKNESS:

DREAMS OF THE FLOOD – Each time you gain a CLUE, roll 1 dice. If the number is lower than your current number of CLUES, do not take a CLUE.

OTHER WEAKNESSES: