



JACQUELINE FINE

THE PSYCHIC

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

5



INTELLECT

3



COMBAT

3



HEALTH

6



SANITY

9



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: 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:

MYSTIC

AGILE

WEAKNESSES

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

OTHER WEAKNESSES:

TROUBLED

DREAMS

PARANOIA
