



LOLA HAYES

THE ACTRESS

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

3



INTELLECT

3



COMBAT

3



HEALTH

6



SANITY

6



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: CALLING CARD Once per adventure, choose to gain an ABILITY mentioned in the entry of your choosing, if you do not already have it. You may keep this ABILITY for the remainder of your adventure.

OTHER ITEMS:

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ABILITIES

MAJOR ABILITY: IMPROVISATION Once per adventure, you may increase a SKILL of your choice by +1 but you must also decrease a SKILL by -1. You may use this ABILITY more than once per adventure, but after the first time, you must spend +1 RESOURCE for each additional use.

OTHER ABILITIES:

GUARDIAN

QUICK-WITTED

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WEAKNESSES

MAJOR WEAKNESS: CRISIS OF IDENTITY Each time you spend a RESOURCE, roll 1 dice. If you roll a 1, lose 1 SANITY.

OTHER WEAKNESSES:

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