



# INVESTIGATOR

## THE DREAMER

ARKHAM  
HORROR™

INVESTIGATORS  
GAMEBOOKS



WILLPOWER

2



INTELLECT

4



COMBAT

1



HEALTH

8



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:** 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:**

SEEKER

ACADEMIC

ANCIENT

LANGUAGES


## 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:**

TROUBLED

DREAMS
