

SISTER MARY  
THE NUN

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:

ROSARY BEADS – Once per adventure, add 2 to your WILLPOWER and remove 1 DOOM.

OTHER ITEMS:

— ABILITIES —

MAJOR ABILITY:

GUARDIAN ANGEL – Once per adventure, when you would lose HEALTH, gain +1 HEALTH, instead.

OTHER ABILITIES:

— WEAKNESSES —

MAJOR WEAKNESS:

CRISIS OF FAITH – Each time you gain DOOM, roll 1 die. If you roll a 4 or higher, spend 2 RESOURCES or lose 1 SANITY.

OTHER WEAKNESSES: