



SISTER MARY

THE NUN

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

4



INTELLECT

2



COMBAT

3



HEALTH

5



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: 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:

GUARDIAN	BLESSED			
ARCANE STUDIES				
STUDIOUS				
SECRET RITES				

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:

WATCHED				
PARANOID				