

# SISTER MARY

## THE NUN

ARKHAM  
HORROR™  
INVESTIGATORS  
GAMEBOOKS

WILLPOWER  
4

INTELLECT  
2

COMBAT  
3



WILLPOWER  
4



INTELLECT  
2



COMBAT  
3



HEALTH  
5



**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  
9

**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:**

GUARDIAN      BLESSED  
ARCANE STUDIES  
STUDIOS  
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