



DEXTER DRAKE

THE MAGICIAN

ARKHAM
HORROR™

INVESTIGATORS
GAMEBOOKS



WILLPOWER

5



INTELLECT

2



COMBAT

2



HEALTH

6



SANITY

8



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: THE NECRONOMICON: At any time, you may choose to use the MAGIC, SORCERY or SECRET RITES keywords as if you had that Ability. Each time you must gain +1 DOOM or lose -1 SANITY for each keyword used.

OTHER ITEMS:

ABILITIES

MAJOR ABILITY: CONJUROR Once per adventure you may spend 1 RESOURCE to gain any one ITEM named in the current entry. Record the Item on your character sheet in the normal way.

OTHER ABILITIES:

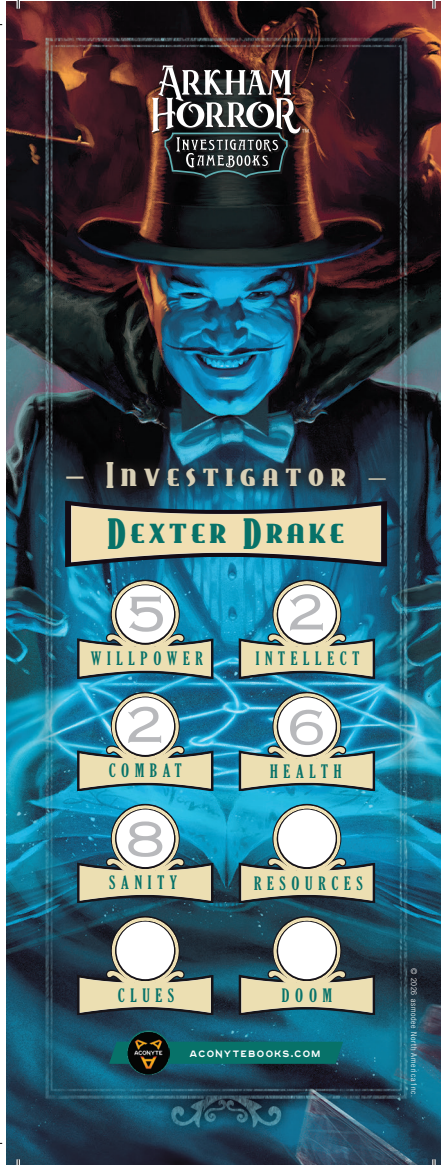
MYSTIC	ANCIENT			
PERFORMER	LANGUAGES			
VETERAN				
ARCANE STUDIES				

WEAKNESSES

MAJOR WEAKNESS: THE COST OF TRUE MAGIC If you choose to spend RESOURCE in any test using WILLPOWER, you must also gain +1 DOOM or lose -1 SANITY.

OTHER WEAKNESSES:

CURIOSITY				
HAUNTED				



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— INVESTIGATOR —

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— ITEMS —

— *THE NECRONOMICON* — At any time, you may choose to use the **MAGIC**, **SORCERY** or **SECRET RITES** keywords as if you had that Ability. Each time, you must gain +1 **DOOM** or lose -1 **SANITY** for each keyword used.

— ABILITIES —

— *CONJUROR* — Once per adventure you may spend 1 **RESOURCE** to gain any one **ITEM** named in the current entry. Record the Item on your character sheet in the normal way.

— *MYSTIC*
— *PERFORMER*
— *VETERAN*
— *ARCANE STUDIES*
— *ANCIENT LANGUAGES*

— WEAKNESSES —

— *THE COST OF TRUE MAGIC* — Whenever you spend a **RESOURCE** as part of any test using **WILLPOWER**, gain +1 **DOOM** or lose -1 **SANITY**.

— *CURIOSITY*
— *HAUNTED*

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