

Marion Tavares

The Trawler

Arkham Horror
Investigators Gamebooks

Willpower	Intellect	Combat
2	3	4

Health	Sanity
8	6

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.

Resources	Clues	Doom

Items

Starting Item: STRONG ROPE – Once per adventure, you may add +3 to your WILLPOWER.

Other Items:

Abilities

Major Ability: DETERMINED – When using COMBAT, if you win a round, add an additional +1 COMBAT to the next round.

Other Abilities:
GUARDIAN
FIGHTER
TOUGH

Weaknesses

Major Weakness: I'LL DO IT MYSELF – Each time you lose SANITY or HEALTH roll a die. If the score is below your current SANITY or HEALTH (as appropiate), gain +1 DOOM. If you lose SANITY and HEALTH at the same time, choose one to apply the effect (your choice).

Other Weaknesses:
PARANOID
TROUBLED DREAMS

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