### Sanity

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**Hit Threshold**

### Health

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### Academic Abilities

- Accounting
- Anthropology
- Archeology
- Architecture
- Art History
- Biology
- Cthulhu Mythos
- Cryptography
- Geology
- History
- Language

### Interpersonal Abilities

- Assess Honesty
- Bargain
- Bureaucracy
- Cop Talk
- Credit Rating
- Flattery
- Interrogation
- Intimidation
- Oral History
- Reassurance
- Streetwise

### General Abilities

- Athletics
- Conceal
- Disguise
- Driving
- Electrical Repair
- Explosives
- Filch
- Firearms
- First Aid
- Health
- Hypnosis
- Magic
- Mechanical Repair
- Piloting
- Preparedness
- Riding
- Psychoanalysis
- Sanity
- Stability

### Technical Abilities

- Accounting
- Art
- Astronomy
- Chemistry
- Craft
- Evidence Collection
- Forensics
- Locksmith
- Outdoorsman
- Pharmacy
- Photography

### Source of Stability

- **Pillars of Sanity**

### Madness and Shock

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# Weapons and Explosives

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## Encountered Entities

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<th>Equipment</th>
<th>Tomes, Spells and Artefacts</th>
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## Investigator History

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## Investigator History

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