**Sanity**

<table>
<thead>
<tr>
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<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
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</thead>
</table>

**Hit Threshold**

<table>
<thead>
<tr>
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<th>-11</th>
<th>-10</th>
<th>-9</th>
<th>-8</th>
<th>-7</th>
<th>-6</th>
<th>-5</th>
<th>-4</th>
<th>-3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
</table>

**Stability**

<table>
<thead>
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<th>-10</th>
<th>-9</th>
<th>-8</th>
<th>-7</th>
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<th>-2</th>
<th>-1</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
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</thead>
</table>

**Health**

<table>
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<th>-9</th>
<th>-8</th>
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<th>-3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
</table>

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1. In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.
2. Occupational abilities are half price. Mark them with a * before assigning points.
3. Hit Threshold is 3, 4 if your Athletics is 8 or higher.
4. These General abilities double up as Investigative abilities.
5. Usually, you can’t start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.
6. In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)
7. Assign one language per point, during play. Record them here.
8. Any Fleeing rating above twice your Athletics rating costs one point for two.
9. Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game.
10. You start with 4 free Sanity points, 1 Health and 1 Stability point.

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**Academic Abilities**

- Accounting
- Anthropology
- Archaeology
- Architecture
- Art History
- Bibliography
- Biology
- Cthulhu Mythos
- Cryptography
- Geology
- History
- Languages
- Law
- Library Use
- Medicine
- Occult
- Physics
- Textual Analysis
- The Knowledge
- Theology
- Astronomy
- Chemistry
- Craft
- Document Analysis
- Evidence Collection
- Forensics
- Locksmith
- Locksmith
- Locksmith
- Locksmith

**Interpersonal Abilities**

- Assess Honesty
- Bargain
- Bureaucracy
- Cop Talk
- Credit Rating
- Flattery
- Interrogation
- Intimidation
- Oral History
- Reassurance
- Streetwise
- Astronomy
- Chemistry
- Craft
- Document Analysis
- Evidence Collection
- Forensics
- Locksmith
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**General Abilities**

- Auction
- Athletics
- Conceal
- Driving
- Disguise
- Filch
- Explosives
- Firearms
- First Aid
- Fleeing
- Health
- Hypnosis
- Mechanical Repair
- Piloting
- Preparedness
- Psychoanalysis
- Riding
- Sanity
- Shadowing
- Stealth
- Weapons

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**Sources of Stability:**

**Contacts and Notes**

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**Player Name:**

**Investigator Name:**

**Drive:**

**Occupation:**

**Occupational benefits:**

**Pillars of Sanity:**

**Build Points:**

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