

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name:

Drive:

Occupation:²

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Auction ¹⁰
Archaeology	Bargain	Athletics
Architecture	Bureaucracy	Conceal
Art History	Cop Talk	Disguise ⁽⁴⁾
Bibliography ¹⁰	Credit Rating	Driving
Biology	Flattery	Electrical Repair ⁽⁴⁾
Cthulhu Mythos ⁴	Interrogation	Explosives ⁽⁴⁾
Cryptography	Intimidation	Filch
Geology	Oral History	Firearms ⁵
History	Reassurance	First Aid
Languages ⁶	Streetwise	Fleeing ⁷
-		Health ⁹
-		Hypnosis ⁸
-	Technical Abilities	Mechanical Repair ⁽⁴⁾
-	Art	Piloting
Law	Astronomy	Preparedness
Library Use	Chemistry	Psychoanalysis
Medicine	Craft	Riding
Occult	Document Analysis ¹⁰	Sanity ⁹
Physics	Evidence Collection	Stability ⁹
Textual Analysis ¹⁰	Forensics	Scuffling
The Knowledge ¹⁰	Forgery ¹⁰	Sense Trouble
Theology	Locksmith	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	

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

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Bookhounds special abilities. See pages 12-13 of *Bookhounds of London*

SOURCES OF STABILITY:

CONTACTS AND NOTES