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 abilties 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.

11 Bookhounds special abilities. See pages 12-13 of Bookhounds of London