# CONTACT DETAILS

<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
<th>Notes</th>
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</table>

# WEAPONS AND EXPLOSIVES

<table>
<thead>
<tr>
<th>Description</th>
<th>Damage</th>
<th>Point Blank</th>
<th>Close</th>
<th>Near</th>
<th>Long</th>
<th>Notes</th>
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</thead>
</table>

# EQUIPMENT

<table>
<thead>
<tr>
<th>Description</th>
<th>Cost</th>
<th>Notes</th>
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</thead>
</table>

# MYTHOS TOMES, SPELLS AND ARTEFACTS

<table>
<thead>
<tr>
<th>Name</th>
<th>Effects</th>
<th>Notes</th>
</tr>
</thead>
</table>

**Madness And Shock**

**Special Benefits And Dedicated Pools**
Investigator Name

---

Drive

Occupation

Occupational benefits

---

Build Points

Source of Stability

---

Pillars of Sanity

---

Madness and Shock

---

Academic Abilities

Technical Abilities

General Abilities

Accounting

Art

Athletics

Accounting

Art

Athletics

Anthropology

Astronomy

Conceal

Archeology

Chemistry

Disguise

Architecture

Craft

Driving

Art History

Evidence Collection

Electrical Repair

Biology

Forensics

Explosives

Chthulhu Mythos

Locksmith

Filch

Cryptography

Outdoorsman

Firearms

Geology

Pharmacy

First Aid

History

Evidence Collection

Fleeing

Language

Photography

Health

Academic Abilities

Technical Abilities

General Abilities

Accounting

Art

Athletics

Accounting

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Athletics

Anthropology

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Outdoorsman

Firearms

Geology

Pharmacy

First Aid

History

Evidence Collection

Fleeing

Language

Photography

Health

Interpersonal abilities

Assess Honesty

Oral History

Preparedness

Assess Honesty

Oral History

Preparedness

Bargain

Reassurance

Psychoanalysis

Bureaucracy

Streetwise

Riding

Cop Talk

Stability

Sanity

Credit Rating

Scuffling

Flattery

Sense Trouble

Interrogation

Shadowing

Intimidation

Stealth

Weapons