Pillars of Sanity:

Sanity Rating:

Sanity Points:

Appearance:

Occupation:

Drive:

Sanity Rating: Of Which is False:

Pillars of Sanity:

Sanity Points:

Stability Rating:

Sources of Stability:

Stability Points:

Mental Disorders:

Health Rating: Hit Threshold:

Health Points:

Academic Abilities

- Accounting
- Anthropology
- Archaeology
- Architecture
- Art History
- Biology
- Cryptography
- Cthulhu Mythos
- Geology
- History
- Languages

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
- Fleeing
- Hypnosis
- Magic
- Mechanical Repair
- Piloting
- Preparedness
- Psychoanalysis
- Riding
- Scuffling
- Sense Trouble
- Shadowing
- Stealth
- Weapons

Technical Abilities

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

Occupational Benefits and Dedicated Pools:

WEAPONS and EXPLOSIVES

<table>
<thead>
<tr>
<th>Weapon or Explosive</th>
<th>Ammo</th>
<th>Damage Modifier by Range</th>
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## INVESTIGATOR BACKGROUND and PERSONALITY

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## KNOWN CONTACTS

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## EQUIPMENT

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## MYTHOS TOMES, SPELLS and ARTEFACTS

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