

Player Name:

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

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

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

⁽¹⁾ 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.

Investigator Name: Langdon Vilar

Drive: Duty - to the people he serves

Occupation:² Arrogance - needs achievement to advance politically

Occupational benefits:

Use Credit Rating to call on contacts

Description:

Build Points: 18

SOURCES OF STABILITY:

- * Father - he always has good advice, even if he doesn't approve that I'm not married yet.
- * Detective Sims - an officer right in the middle of the ladder, and not as near the top and Langdon would like others to believe

PILLARS OF SANITY

- * Vox populi, vox dei - the voice of the people is the voice of god
- * You bring about what you think about
- * Those in power have a duty to those they serve

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting4*		
Anthropology	Assess Honesty2*	Athletics4
Archaeology	Bargain	Conceal
Architecture	Bureaucracy4*	Disguise ⁽¹⁾
Art History1	Cop Talk	Driving7
Biology	Credit Rating7 (3 +4*)	Electrical Repair ⁽¹⁾
Cthulhu Mythos ⁴	Flattery2	Explosives ⁽¹⁾
Cryptography1	Interrogation	Filch
Geology	Intimidation	Firearms ⁵ 8
History1	Oral History1	First Aid
Languages ⁶ 2*	Reassurance	Fleeing ⁷ 4
	Streetwise	Health ⁹ 1 +6
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law4*		Preparedness4
Library Use2	Art	Psychoanalysis
Medicine	Astronomy	Riding8*
Occult	Chemistry	Sanity ⁹ 4 +6
Physics	Craft	Stability ⁹ 1 +7
Theology1	Evidence Collection	Scuffling6
	Forensics	Sense Trouble
	Locksmith	Shadowing
	Outdoorsman1	Stealth4
	Pharmacy	Weapons10*
	Photography	