

## Creating an Investigator

### Step One

Pick an Occupation from the list on page 9. Descriptions are provided on pages 10-18. Some Occupations are better-suited for Purist mode while others are better for Pulp mode.

- Place an asterisk next to Occupational abilities
- Take note of the Credit Rating. Write the lower number of the range on your character sheet.
- Write any special Occupational abilities on your character sheet.

### Step Two

Pick an appropriate Drive from the list on page 19. Descriptions of each are provided on pages 19-23.

### Step Three

Now it's time to spend points on your Investigative and General Abilities.

- Your character begins with 1 free point in Stability, 1 free point in Health, and 4 free points of Sanity.
- Your character begins with the lower value of his Occupation's Credit Rating score for free.
- Occupational Abilities are at a 1 for 2 basis; so 1 build point provides 2 points to an Ability.

Your Investigative ability point total depends on the number of player characters in the group. See page 23 for the total beginning build points. You can spend 65 points on any General Abilities.

You'll rarely need to spend more than 3 or 4 points on an Investigative Ability. Work with other players in the group to ensure you have all of the Investigative Abilities covered, if at all possible.

You should have at least 8 points in Abilities like Health, Sanity, and Stability. Depending on your character concept, you may wish to have a rating of 8 or more points in Athletics, Firearms, Scuffling, or Weapons.

Your second-highest General Ability rating must be equal to at least  $\frac{1}{2}$  your highest General Ability rating.

Following are special cases for Ability point expenditures:

- **Art** - Each point in Art indicates a different type of art. These do not need to be determined initially.
- **Athletics** - If Athletics is 8+, your character's Hit Threshold is 4, rather than 3, making him harder to hit in combat.
- **Craft** - Each point in Craft indicates a different type of craft skill. These do not need to be determined initially.
- **Credit Rating** - Credit Rating is an Occupational skill only for Dilettantes. You can trade in Credit Rating points at a 1 for 1 basis for additional Investigative Ability points, with the Keeper's approval. You can improve Credit Rating up to the Occupational total at a 1 for 1 point basis, and beyond that at a 2 for 1 basis.
- **Cthulhu Mythos** - You cannot begin with any points of Cthulhu Mythos, unless the Keeper approves it.
- **Fleeing** - If your Fleeing rating is more than twice your final Athletics rating, each point of Fleeing can be purchased at a rate of 1 for 2 points.
- **Languages** - Each point in Languages indicates an additional language your character is fluent in. These do not need to be determined initially.
- **Law** - At a rating of 2+, your character may be a bar-certified attorney.
- **Mechanical Repair** - Each point in Mechanical Repair indicates the ability to drive or operate a different type of heavy machinery. These do not need to be determined initially.
- **Medicine** - At a rating of 2+, your character may have a medical license.
- **Piloting** - A single point of Piloting indicates the ability to pilot small boats or aircraft (choose one). Every 2 additional points indicates an additional type of vehicle of the same type. These do not need to be determined initially.
- **Sanity** - If you have any Cthulhu Mythos rating, your Sanity can never be higher than 10 minus the rating in Cthulhu Mythos (otherwise, it can be as high as desired).

### Step Four

Define your character's Pillars of Sanity and sources of Stability (if used by the campaign).

- **Pillars of Sanity** - For every 3 full points of Sanity, you must choose a Pillar of Sanity (described on page 46). Write it on your character sheet.
- **Sources of Stability** - In the Pulp mode, for every 3 full points of Stability, you must identify one person that keeps your character sane. Write his or her name and an identifying phrase on your character sheet. See page 48 for more detail.

### Step Five

For every point in Bureaucracy, Cop Talk, Credit Rating, Streetwise, and any other Ability that may require a professional contact, the Keeper may require you to define your character's contact with a name, identity, and location. See page 31 for more information. These do not necessarily have to be declared at character creation.

One of these contacts may be an *intimate correspondent*, also described on page 31.

### Step Six

*This step can take place before, during, or after the character generation process.* Choose your Investigator's name, birthplace, age, personality, weapons, equipment, and/or any other significant details to the degree you and the Keeper desire.