

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

  

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

Investigator Name:

Drive:

Occupation:<sup>2</sup>

Occupational benefits:

  

Pillars of Sanity:

Build Points:

Academic Abilities	Interpersonal Abilities	General Abilities
Agriculture	Assess Honesty	Athletics <sup>10</sup>
Anthropology	Bargain	Conceal
Archaeology <sup>10</sup>	Bureaucracy	Disguise <sup>(4), 10</sup>
Architecture	Flattery	Driving <sup>10</sup>
Biology <sup>10</sup>	Interrogation	Electrical Repair <sup>(4), 10</sup>
Botany	Intimidation	Explosives <sup>(4), 10</sup>
Cthulhu Mythos <sup>4</sup>	Intuition	Filch <sup>10</sup>
Cryptography <sup>10</sup>	Leadership	Firearms <sup>5, 10</sup>
Geology <sup>10</sup>	Oral History	First Aid <sup>10</sup>
History	Reassurance	Fleeing <sup>7, 10</sup>
Languages <sup>6, 10</sup>	Streetwise	Health <sup>9, 10</sup>
-	Seduction	Hypnosis <sup>8</sup>
-		Mechanical Repair <sup>(4), 10</sup>
-		Piloting <sup>10</sup>
Library Use	Technical Abilities	Preparedness
Medicine		Psychoanalysis
Occult		Riding <sup>10</sup>
Physics <sup>10</sup>		Sanity <sup>9</sup>
Strategy		Stability <sup>9</sup>
Theology		Scavenging <sup>10</sup>
		Scuffling <sup>10</sup>
		Sense Trouble <sup>10</sup>
		Shadowing
		Stealth <sup>10</sup>
	Weapons <sup>10</sup>	

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>4</sup> These General abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

<sup>10</sup> Ability can be Afflicted. See p. 45 of *Cthulhu Apocalypse: The Apocalypse Machine*

SOURCES OF STABILITY:	PSYCHIC ABILITIES <sup>10</sup>
	<ul style="list-style-type: none"> <li>• Dreaming</li> <li>• Medium</li> <li>• Premonitions</li> <li>• Psychic Scream</li> <li>• Remote Viewing</li> <li>• Telepathy</li> <li>• Mind Reading</li> <li>• Aura Reading</li> <li>• Control</li> <li>• Emotion Projection</li> </ul>