

# Bookhounds of London

Player Name:

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
Accounting		
Anthropology	Assess Honesty	Auction <sup>10</sup>
Archaeology	Bargain	Athletics
Architecture	Bureaucracy	Conceal
Art History	Cop Talk	Disguise <sup>9</sup>
Bibliography <sup>10</sup>	Credit Rating	Driving
Biology	Flattery	Electrical Repair <sup>10</sup>
Cthulhu Mythos <sup>4</sup>	Interrogation	Explosives <sup>10</sup>
Cryptography	Intimidation	Filch
Geology	Oral History	Firearms <sup>5</sup>
History	Reassurance	First Aid
Languages <sup>6</sup>	Streetwise	Fleeing <sup>7</sup>
-		Health <sup>9</sup>
-		Hypnosis <sup>8</sup>
-	<b>Technical Abilities</b>	Mechanical Repair <sup>10</sup>
-	Art	Piloting
Law	Astronomy	Preparedness
Library Use	Chemistry	Psychoanalysis
Medicine	Craft	Riding
Occult	Document Analysis <sup>10</sup>	Sanity <sup>9</sup>
Physics	Evidence Collection	Stability <sup>9</sup>
Textual Analysis <sup>10</sup>	Forensics	Scuffling
The Knowledge <sup>10</sup>	Forgery <sup>10</sup>	Sense Trouble
Theology	Locksmith	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	

SOURCES OF STABILITY:	CONTACTS AND NOTES

<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>6</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>Bookhounds special abilities. See pages 12-13 of *Bookhounds of London*