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- 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 abilitities 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 Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, I Health and I Stability point.

Investigator Name:

Drive: Duty

Occupation:² Athlete Occupational benefits:

Description:

Build Points: 13 Investigative, 14 General

SOURCES OF STABILITY:	PILLARS OF SANITY	7
Father Mother	Love of home town	

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	*Athletics 16
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise ⁽¹⁾
Art History	Cop Talk	Driving
Biology	Credit Rating 1	Electrical Repair ⁽¹⁾
Cthulhu Mythos ⁴	Flattery	Explosives(1)
Cryptography	Interrogation	Filch
Geology	*Intimidation 1	Firearms ⁵
History	Oral History	First Aid 4
Languages ⁶	Reassurance	Fleeing ⁷ 10
	Streetwise	Health ⁹ 12
		Hypnosis ⁸
		Mechanical Repair [®]
	Technical Abilities	Piloting
Law	radimadi Abindas	Preparedness
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult	Chemistry	Sanity ⁹ 5
Physics	Craft	Stability ⁹ 8
Theology	Evidence Collection 1	Scuffling
<u> </u>	Forensics	Sense Trouble 8
	Locksmith	Shadowing
	Outdoorsman	Stealth 2
	Pharmacy	Weapons
	Photography	•

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- ³ Hit Threshold is 3, 4 if your Athletics is 8 or higher
- ⁽¹⁾ These General abilitities double up as Investigative abilities
- ⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.
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- 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 Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, I Health and I Stability point.

Investigator Name:

Drive: Follower

Occupation:² Cheerleader Occupational benefits:

Description:

Build Points: 13 Investigative, 17 General

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SOURCES OF STABILITY:	PILLARS OF SANITY	3
Father Mother	Moral principles	

Academic Abilities	Interpersonal Abilities	General Abilities
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Accounting	A TT /	***************************************
Anthropology	Assess Honesty	*Athletics 12
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise (1)
Art History	Cop Talk	Driving
Biology	Credit Rating 1	
Cthulhu Mythos ⁴	Flattery	Explosives ⁽¹⁾
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms⁵
History	Oral History	First Aid
Languages ⁶	*Reassurance 1	Fleeing ⁷ 10
	Streetwise	Health ⁹
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law	recinited Abilities	Preparedness
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult	Chemistry	Sanity ⁹
Physics	Craft	Stability ⁹
Theology	Evidence Collection 1	Scuffling
-	Forensics	Sense Trouble
	Locksmith	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	•

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- ⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.
- ⁸ Only Alienists and Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, I Health and I Stability point.

Investigator Name:

Drive: Scholarship

Occupation:² Computer Geek Occupational benefits:

Description:

Build Points: 13 Investigative, 24 General

SOURCES OF STABILITY:	PILLARS OF SANITY	
Older brother Mother	Value of the intellect	

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	-	
Anthropology	Assess Honesty	Athletics 4
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise (1)
Art History	Cop Talk	Driving
Biology	Credit Rating 1	*Electrical Repair ⁽¹⁾ 10
Cthulhu Mythos ⁴	Flattery	Explosives ⁽¹⁾
Cryptography 1	Interrogation	Filch
Geology	Intimidation	Firearms ⁵
History	Oral History	First Aid 4
Languages ⁶	Reassurance	Fleeing ⁷ 10
8 - 8 -	Streetwise	Health ⁹ 4
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law	Technical Abilities	Preparedness
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult	Chemistry	Sanity ⁹ 4
Physics	Craft	Stability ⁹ 6
Theology	Evidence Collection	Scuffling
	Forensics	Sense Trouble 8
	Locksmith	Shadowing
	Outdoorsman	Stealth 2
	Pharmacy	Weapons
	Photography	1
	*Hacking 1	

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- ⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.
- ⁸ Only Alienists and Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, I Health and I Stability point.

Investigator Name:

Drive: Arrogance

Occupation:² Rich Kid Occupational benefits:

Description:

Build Points: 9 Investigative, 18 General

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SOURCES OF STABILITY:	PILLARS OF SANITY	3
Father	Family honor	
Mother		

Academic Abilities	Interpersonal Abilities	General Abilities	
Accounting			
Anthropology	Assess Honesty	Athletics	4
Archaeology	Bargain	Conceal	
Architecture	Bureaucracy	Disguise ⁽¹⁾	
Art History	Cop Talk	*Driving	8
Biology	Credit Rating 5	Electrical Repair ⁽¹⁾	
Cthulhu Mythos⁴	*Flattery 1	Explosives ^(l)	
Cryptography	Interrogation	Filch	
Geology	Intimidation	Firearms ⁵	
History	Oral History	First Aid	4
Languages ⁶	Reassurance	Fleeing ⁷ 1	0
	Streetwise	Health ⁹	8
		Hypnosis ⁸	
		Mechanical Repair®	
	Technical Abilities	Piloting	
Law	radimadi ribindas	Preparedness	
Library Use	Art	Psychoanalysis	
Medicine	Astronomy	Riding	
Occult	Chemistry	Sanity ⁹	5
Physics	Craft	Stability ⁹	8
Theology	Evidence Collection 1	Scuffling	
<u> </u>	Forensics	Sense Trouble	8
	Locksmith	Shadowing	
	Outdoorsman		2
	Pharmacy	Weapons	
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- ⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.
- ⁸ Only Alienists and Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, I Health and I Stability point.

Investigator Name:

Drive: Thirst for Knowledge

Occupation:² Stoner Occupational benefits:

Description:

Build Points: 14 Investigative, 20 General

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	SOURCES OF STABILITY:	PILLARS OF SANITY	
	Father	Epicureanism	
	Mother	_	

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Athletics 4
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise (1)
Art History	Cop Talk	Driving
Biology	Credit Rating 1	Electrical Repair ⁽¹⁾
Cthulhu Mythos⁴	Flattery	Explosives ⁽¹⁾
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms ⁵
History	Oral History	First Aid 4
Languages ⁶	Reassurance	Fleeing ⁷ 10
	Streetwise	Health ⁹ 8
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law	radimedi ribindes	Preparedness
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
*Occult 1	Chemistry	Sanity ⁹ 5
Physics	Craft	Stability ⁹ 8
Theology	Evidence Collection	Scuffling
	Forensics	*Sense Trouble 12
	Locksmith	Shadowing
	Outdoorsman	Stealth 6
	Pharmacy	Weapons
	Photography	

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- 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 abilitities 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 Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, I Health and I Stability point.

Investigator Name:

Drive: Revenge

Occupation:² Tough Kid Occupational benefits:

Description:

Build Points: 14 Investigative, 18 General

SOURCES OF STABILITY:	PILLARS OF SANITY
Mother Best friend	Human dignity

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Athletics 1
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise ⁽¹⁾
Art History	Cop Talk	Driving
Biology	Credit Rating 1	Electrical Repair ⁽¹⁾
Cthulhu Mythos4	Flattery	Explosives ^(l)
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms ⁵
History	Oral History	First Aid
Languages ⁶	Reassurance	Fleeing ⁷
	Streetwise	Health ⁹
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law	radimadi ribintida	Preparedness
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult	Chemistry	Sanity ⁹
Physics	Craft	Stability ⁹
Theology	Evidence Collection	*Scuffling 1
-	Forensics	Sense Trouble
	*Locksmith 1	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	

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- 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 abilitities double up as Investigative abilities
- ⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.
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- 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 Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, I Health and I Stability point.

Investigator Name:

Drive: Curiosity

Occupation:² Transfer Student Occupational benefits:

Description:

Build Points: 13 Investigative, 20 General

SOURCES OF STABILITY: PILLARS OF SANITY Father Mother Innate goodness of mankind

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Athletics
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise (1)
Art History	Cop Talk	Driving
Biology	Credit Rating 1	Electrical Repair ⁽¹⁾
Cthulhu Mythos⁴	Flattery	Explosives ⁽¹⁾
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms ⁵
History	Oral History	*First Aid 12
Languages ⁶ 1	Reassurance	Fleeing ⁷
	Streetwise	Health ⁹
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law	radiiiiddi Abiiidds	Preparedness
Library Use	Art	Psychoanalysis
Medicine 1	Astronomy	Riding
Occult	Chemistry	Sanity ⁹
Physics	Craft	Stability ⁹
Theology	Evidence Collection	Scuffling
<u> </u>	Forensics	Sense Trouble
	Locksmith	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	-

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