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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: Juddah Bar Zoma

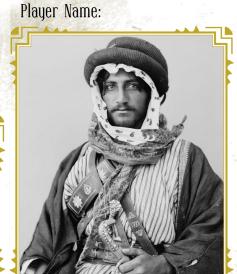
Drive: Adventure

Occupation:² Military

Occupational benefits: If Stability is above 0, spend 2 Reassurance to steady panicking or erratic characters

Hakim (stern former commander)

Description:



SOURCES OF STABILITY:	PILLARS OF SANITY
Umm Juddah (proud mother)	Family honor

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	*Athletics 10
Archaeology	Bargain	*Conceal
Architecture	Bureaucracy	Disguise ⁽¹⁾
Art History	Cop Talk	Driving
Biology	Credit Rating 2	Electrical Repair ⁽¹⁾
Cthulhu Mythos⁴	Flattery	Explosives ⁽¹⁾
Cryptography	Interrogation	Filch
Geology	*Intimidation 4	*Firearms ⁵ 12
History	Oral History	First Aid 7
Languages ⁶	Reassurance 4	Fleeing ⁷
Arabic	Streetwise	Health ⁹ 12
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law	radiliadi ribilias	Preparedness
Library Use	Art 2	Psychoanalysis
Medicine	Astronomy	*Riding 10
Occult	Chemistry	Sanity ⁹ 4
Physics	Craft	Stability ⁹ 8
Theology	Evidence Collection 4	*Scuffling 10
<u> </u>	Forensics	Sense Trouble 8
	Locksmith	Shadowing
	*Outdoorsman 4	*Stealth 8
	Pharmacy	*Weapons 14
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- ⁶ Assign one language per point, during play. Record them here.
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Investigator Name: Ibrahim al-Balansi

Drive: Antiquarianism

Occupation:2 Artist

Occupational benefits: Refresh 1 pool point in Art during downtime

Description:



SOURCES OF STABILITY:	PILLARS OF SANITY
Urtatlim (loving mother)	Art
Siraj (distinguised teacher and mentor)	Love of home city (Valencia)
Jariya (loyal friend)	_

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting 1		
Anthropology	*Assess Honesty	Athletics 6
Archaeology	Bargain	Conceal
^t Architecture	Bureaucracy 1	*Disguise ^(l) 2
^t Art History 2	Cop Talk	Driving
Biology	Credit Rating 3	Electrical Repair ⁽¹⁾
Cthulhu Mythos ⁴	*Flattery 1	Explosives ⁽¹⁾
^t Cryptography 4	Interrogation	Filch
Geology	Intimidation	Firearms⁵
History	Oral History	First Aid 6
Languages ⁶ 2	Reassurance	Fleeing ⁷ 6
Arabic	Streetwise	Health ⁹ 8
Gothic		Hypnosis ⁸
Tamzigh		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law 2		Preparedness
Library Use 3	*Art 4	Psychoanalysis
Medicine	Astronomy	Riding 8
Occult	Chemistry	Sanity ⁹ 6
Physics	*Craft 1	Stability ⁹ 10
Theology	Evidence Collection	Scuffling 4
	Forensics	Sense Trouble 8
	Locksmith	Shadowing
	Outdoorsman	Stealth 4
	Pharmacy	Weapons 4
	Photography	

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Sanity ¹							
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Stability						
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4	5	6	7			
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12	13	14	15			

Health							
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8	9	10	11				
12	13	14	15				

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Investigator Name: Zorababel Kabrionos

Drive: Duty

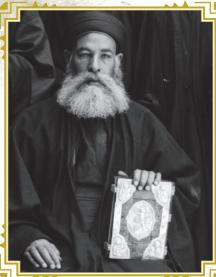
Occupation: Monk (reformed thief)

Occupational benefits:Once per session, refresh any Interpersonal ability pool by talking to a co-religionist

Description:

Build Points: 0





SOURCES OF STABILITY:

Abbot Cyril (forgiving head of monastery) Gawdat (foolish fellow monk) Ridwan (challenging but friendly Muslim imam)

PILLARS OF SANITY

Religious faith Moral principles Human dignity

Academic Abilities		Interpersonal Abilitie	es	General Abilities	
Accounting					
Anthropology		*Assess Honesty	4	Athletics	2
Archaeology		Bargain		Conceal	5
Architecture		Bureaucracy		Disguise ⁽¹⁾	4
Art History		Cop Talk		Driving	
Biology		Credit Rating	2	Electrical Repair ⁽¹⁾	
Cthulhu Mythos4		Flattery	2	Explosives ⁽¹⁾	
Cryptography		Interrogation		*Filch	10
Geology		Intimidation		Firearms ⁵	
*History 2	2	Oral History		First Aid	4
^t Languages ⁶ 2	2	*Reassurance	4	Fleeing ⁷	10
Arabic		*Streetwise	4	Health ⁹	6
Coptic				Hypnosis ⁸	
Greek				Mechanical Repair®	
		Technical Abilities		Piloting	
Law		radiniaar ribiniaa		Preparedness	
[*] Library Use	1	Art		Psychoanalysis	2
Medicine		Astronomy		Riding	
Occult		Chemistry		Sanity ⁹	10
Physics		Craft		Stability ⁹	10
[*] Theology 4	1	Evidence Collection		*Scuffling	10
		Forensics		*Sense Trouble	8
		*Locksmith	4	*Shadowing	8
		Outdoorsman		*Stealth	6
		Pharmacy		Weapons	
		Photography			

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Sanity ¹							
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Health						
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9	10	11				
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Player Name:



Investigator Name: Ionnia Bryennios

Drive: Scholarship

Occupation:² Alchemist/Astronomer

Occupational benefits: Access to a laboratory for research

Description:

SOURCES OF STABILITY:	PILLARS OF SANITY
Alexius (impetuous brother) Ariadne (eccentric mentor)	Scientific knowledge Scientific progress Religious faith

	1 Sept. 1		1 25 1 54	
Academic Abilities	Interpersonal Abilities		General Abilities	
Accounting				
Anthropology	Assess Honesty		Athletics	
Archaeology	Bargain		Conceal	
Architecture	Bureaucracy		Disguise (1)	
Art History	Cop Talk		Driving	
Biology 2	Credit Rating	3	Electrical Repair ⁽¹⁾	
Cthulhu Mythos ⁴	Flattery		Explosives ^(l)	
Cryptography	Interrogation		Filch	
Geology	Intimidation		Firearms ⁵	
History	Oral History		First Aid	12
Languages ⁶ 3	Reassurance		Fleeing ⁷	12
Arabic	Streetwise		Health ⁹	8
Aramaic			Hypnosis ⁸	
Greek			Mechanical Repair ⁽¹⁾	
Syriac	Technical Abilities		Piloting	
Law	- Icellineal Abilities		Preparedness	
Library Use 3	Art		Psychoanalysis	
Medicine 1	*Astronomy	4	Riding	6
Occult 1		4	Sanity ⁹	10
Physics 2	Craft		Stability ⁹	7
Theology 1	*Evidence Collection	2	Scuffling	6
<u> </u>	Forensics		Sense Trouble	
	Locksmith		Shadowing	
	Outdoorsman		Stealth	4
	*Pharmacy	3	Weapons	
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Investigator Name: Raah al-Aroodiyya

Drive: Arrogance

Occupation:2 Merchant

Occupational benefits: Use Credit Rating pool to call on personal business connections

Description:

Build Points: 0





SOURCES OF STABILITY:	PILLARS OF SANITY

Basil (jovial competitor)

Adilah (stern mother)

Ayoub (retired former servant)

Family

Religious faith

Academic Abilities	Interpersonal Abili	ties	General Abilities	
Accounting 4				
Anthropology	*Assess Honesty	4	Athletics	4
Archaeology	*Bargain	4	Conceal	6
Architecture	*Bureaucracy	2	Disguise (1)	
Art History	Cop Talk		Driving	
Biology	*Credit Rating	5	Electrical Repair ⁽¹⁾	
Cthulhu Mythos4	*Flattery	4	Explosives ⁽¹⁾	
Cryptography	Interrogation		Filch	
Geology	Intimidation		Firearms ⁵	
History	Oral History	1	First Aid	8
Languages ⁶ 1	Reassurance	2	Fleeing ⁷	10
Amizagh (Berber)	Streetwise		Health ⁹	8
Arabic			Hypnosis ⁸	
			Mechanical Repair)
	Technical Abilities		Piloting	
Law 1	Toomingal Tibilities		Preparedness	4
Library Use	Art		Psychoanalysis	
Medicine	Astronomy		*Riding	10
Occult	Chemistry		Sanity ⁹	6
Physics	Craft		Stability ⁹	10
Theology	Evidence Collection		Scuffling	
<u> </u>	Forensics		Sense Trouble	10
	Locksmith		Shadowing	
	Outdoorsman		Stealth	
	Pharmacy		Weapons	
	Photography		•	

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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.

Player Name:



Investigator Name: Mahrasfand Jahanian

Drive: Curiosity

Occupation:² Blacksmith Occupational benefits:

Description:

SOURCES OF STABILITY:	PILLARS OF SANITY
Armeen (doting father)	Innate goodness of mankind
Khazim (loyal childhood friend)	Beauty of the world

Academic Abilities	Interpersonal Abilitie	es	General Abilities	
Accounting 2				
Anthropology	Assess Honesty	2	*Athletics	12
Archaeology	*Bargain	4	Conceal	
Architecture	Bureaucracy		Disguise (1)	
Art History	Cop Talk		Driving	
Biology	Credit Rating	2	Electrical Repair ⁽¹⁾	
Cthulhu Mythos ⁴	Flattery	2	Explosives ⁽¹⁾	
Cryptography	Interrogation		Filch	
Geology 2	Intimidation	2	Firearms⁵	
History	Oral History		First Aid	5
Languages ⁶ 1	Reassurance		Fleeing ⁷	10
Arabic	Streetwise		Health ⁹	12
Parsik (Middle Persian)			Hypnosis ⁸	
			*Mechanical Repair®	10
	Technical Abilities		Piloting	
Law	rounnour ribinitios		Preparedness	
Library Use	*Art	2	Psychoanalysis	
Medicine	Astronomy		Riding	4
Occult	*Chemistry	3	Sanity ⁹	6
Physics	*Craft	5	Stability ⁹	8
Theology	Evidence Collection		Scuffling	8
	Forensics		Sense Trouble	5
	Locksmith		Shadowing	
	Outdoorsman		Stealth	
	Pharmacy		Weapons	2
	Photography		•	

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