Player N	lame:
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PILLARS OF SANITY

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12	13	14	15	]
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-8	-7	-6	-5	
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<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>(1)</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 Parapsycholigists 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.

-	Comillo Plois
	Investigator Name: Camille Blais
	Drive: Fame
	Occupation. <sup>2</sup> Photojournalist
	Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

Academic Abilities	Interpersonal Abiliti	es	General Abilities	
Accounting				
Anthropology	*Assess Honesty	3	Athletics	2
Archaeology	Bargain		Conceal	
Architecture	Bureaucracy		Disguise	
* Art History 1	Cop Talk		Driving	2
Biology	Credit Rating	1	Electrical Repair <sup>(1)</sup>	
Cthulhu Mythos⁴	*Flattery	2	Explosives <sup>(1)</sup>	
Cryptography	Interrogation		Filch	
Geology	Intimidation		Firearms⁵	3
History	Oral History		First Aid	2
Languages <sup>6</sup> 1	*Reassurance	1	Fleeing <sup>7</sup>	4
German	Streetwise		Health <sup>9</sup>	5
			Hypnosis <sup>8</sup>	
			Mechanical Repair	(I)
	Technical Abilities		Piloting	
Law			Preparedness	4
Library Use	*Art	3	Psychoanalysis	
Medicine	Astronomy		Riding	
Occult	Chemistry		Sanity <sup>9</sup>	6
Physics	Craft		Stability <sup>9</sup>	6
Theology	*Evidence Collection	3	Scuffling	2
	Forensics		Sense Trouble	7
	Locksmith		*Shadowing	3
	Outdoorsman		Stealth	3
	Pharmacy		Weapons	2
	*Photography	4		

		CLUES				<b>.</b> .	
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		1999		-	1-16		
	ΜΥΤΠΟς	TOMES, SPELL	A bre 2	DIEEVO	TS		
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MADNESS AND SHOCK						ND DEDICATED POOLS	

## **Camille Blais**

Photojournalist Age 24

You come from a modest family, and your weak innate talents prevent you from hoping to shine by your skills. By embarking in a still young field, photojournalism, you hope to be able to gain a form of celebrity.

It is this thirst for recognition that essentially pushes you into the corners of Toulouse life: tragic accidents, grotesque montages, spying on the immoral... all are good subjects. One day, there will be something that will stand out enough to draw public attention to the name of Camille Blais.

	San	ity	
0	1	2	3
4	5	6	(7)
8	9	10	11
12	13	14	15
Hit '	Thresh	old <sup>3</sup>	3
	Stat	oility	
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
<b>l</b> 2	13	14	15
	Hea	alth	
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
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4	(5)	6	7
8	9	10	11
12	13	14	15
- 1			

<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>(1)</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.

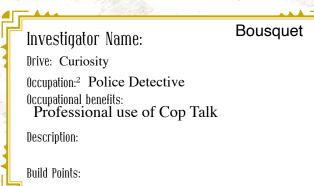
<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<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 Parapsycholigists can buy Hypnosis, and only in a Pulp game

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



SOURCES OF STABILITY:

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	*Assess Honesty	*Athletics 4
Archaeology	Bargain	Conceal
Architecture	Bureaucracy 1	Disguise <sup>(1)</sup>
Art History	*Cop Talk 2	*Driving 4
Biology	Credit Rating 3	Electrical Repair <sup>(1)</sup>
Cthulhu Mythos⁴	Flattery	Explosives <sup>(1)</sup>
Cryptography	*Interrogation 1	Filch
Geology	Intimidation 1	<sup>*</sup> Firearms <sup>₅</sup> 5
History	Oral History	First Aid 2
Languages <sup>6</sup>	Reassurance	Fleeing <sup>7</sup> 3
	Streetwise	Health <sup>9</sup> 7
		Hypnosis <sup>8</sup>
		Mechanical Repair <sup>(1)</sup>
	Technical Abilities	Piloting
<sup>*</sup> Law 1		Preparedness 4
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult	Chemistry	Sanity <sup>9</sup> 5
Physics	Craft	Stability <sup>9</sup> 5
Theology	*Evidence Collection 6	Scuffling 5
	Forensics	*Sense Trouble 5
	Locksmith	Shadowing
	Outdoorsman 1	Stealth 4
	Pharmacy	Weapons 4
	Photography	

Player Name:

PILLARS OF SANITY

		CLUES					
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		CONTACT DE	ETAILS				
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### **Detective Bousquet**

### (Note: Bousquet is only a family name, pick a first name for your character) Police Detective Age 32

Being a police inspector means knowing the laws, respecting them and enforcing them. Beyond this evidence, it is also and above all meddling in the affairs of others. Especially when others try to cover up these things.

You have found your calling in the police, because your profession as a police inspector allows you to satisfy your unhealthy curiosity. Curious about everything, you must compensate for your lack of training and intellect with a liveliness and interest in all subjects.

If you do not particularly shine by your record of service, your superior, the Chief Superintendent Llareus, knows that he can count on you to search and follow through with his investigations.

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	4	5	6	(7)		
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<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>(1)</sup> These General abilitities 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 Parapsycholigists 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.

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	F	Investigator Name:	Cabéjac 🗍	
		Drive: Scholarship		
2. 4. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.		Occupation: <sup>2</sup> Professor of Mathematics Occupational benefits:		
		Description:		
		Build Points:		
2				
10	ſ	SOURCES OF STABILITY:	PILLARS	OF SANITY
-				

Player Name:

Academic Abilities		Interpersonal Abiliti	es	General Abilities	
Accounting					
Anthropology		Assess Honesty		Athletics	2
Archaeology		Bargain		Conceal	
Architecture		*Bureaucracy	2	Disguise	
Art History		Cop Talk		Driving	2
Biology		Credit Rating	3	Electrical Repair <sup>(1)</sup>	
Cthulhu Mythos⁴		Flattery	1	Explosives <sup>(1)</sup>	
*Cryptography	1	Interrogation		Filch	
*Geology	2	Intimidation		Firearms⁵	2
History		Oral History		First Aid	2
Languages <sup>6</sup>	1	Reassurance		Fleeing <sup>7</sup>	3
Latin		Streetwise		Health <sup>9</sup>	7
				Hypnosis <sup>8</sup>	
				Mechanical Repair	I)
		Technical Abilities		Piloting	2
Law				Preparedness	4
*Library Use	4	Art		Psychoanalysis	
Medicine		Astronomy		Riding	
Occult		*Chemistry	2	Sanity <sup>9</sup>	7
* Physics	2	Craft		Stability <sup>9</sup>	7
Theology		<b>Evidence Collection</b>	1	Scuffling	6
		Forensics		Sense Trouble	6
		Locksmith		Shadowing	
		Outdoorsman		Stealth	2
		Pharmacy		Weapons	2
		Photography			

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#### **Professor Cabéjac** (Note: Cabéjac is only a family name, pick a first name for your character) Professor of Mathematics Age 38

You are an excellent professor at the University of Toulouse and there you are forging a growing reputation and an increasingly important influence.

You have just been contacted by the police to identify a body, potentially that of a colleague, Alexandre Demonges, a professor of Physics, a somewhat bewildered widower of 49 years old.

Your main motivation is to discover the transcendental Truth that lies beyond the perception of human senses. The sciences, in particular mathematics, seem to you to be the perfect vehicle for achieving this. An opportunity to discover a higher manifestation of this Truth will be taken by you as a possibility to go further than the human mind has had the opportunity.

Player M	lame:
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8	9	10	11	-
12	13	l4	15	
Hit 7	Thresh	nold <sup>3</sup>	3	1
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4	5	6	7	
8	9	ĬŨ	11	
12	13	14	15	
	Hea	alth		
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-8	-7	-6	-5	
-4	-3	-2	-l	
0	1	2	3	
4	5	6	7	
8	9	10	11	
12	13	14	15	

<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>(1)</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 Parapsycholigists 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.

	Electronic Alexandre Constraints
Investigator Name:	Dominique Narouch
Drive: Thirst for Know	
Accunation. <sup>2</sup> Journalist	

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

### PILLARS OF SANITY

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	*Assess Honesty 2	Athletics 4
Archaeology	Bargain	Conceal
Architecture	Bureaucracy 1	Disguise <sup>(1)</sup>
Art History	*Cop Talk 2	Driving 2
Biology	Credit Rating 1	Electrical Repair <sup>(1)</sup>
Cthulhu Mythos⁴	*Flattery 3	Explosives <sup>(1)</sup>
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms <sup>5</sup> 2
History	*Oral History 1	First Aid 2
*Languages <sup>6</sup> 1	Reassurance	Fleeing <sup>7</sup> 3
Spanish	Streetwise	Health <sup>9</sup> 6
		Hypnosis <sup>8</sup>
		Mechanical Repair <sup>(1)</sup>
	Technical Abilities	Piloting
Law		Preparedness 4
*Library Use 4	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult	Chemistry	Sanity <sup>9</sup> 6
Physics	Craft	Stability <sup>9</sup> 6
Theology	*Evidence Collection 4	Scuffling 2
	Forensics	Sense Trouble 7
	Locksmith	*Shadowing 3
	Outdoorsman	Stealth 4
	Pharmacy	Weapons 4
	Photography	

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### **Dominique Narouch**

Journalist Age 28

You are a journalist at *La Dépêche du Midi*, a daily newspaper in Toulouse. You are always well informed about unusual stories and scandalous information. Even if your editor doesn't always let these stories be published, you knows that this is the most effective way to one day break through.

However, it is not this aspiration to glory that motivates you: it is an insatiable need to know more, always more. There is nothing that motivates you more than accumulating information, anecdotes and facts. Published or not, you find satisfaction in the quantity and quality of the information you discovers.

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Itit Threshold    3      Stability      -12    -11    -10    -9      -8    -7    -6    -5      -4    -3    -2    -1      0    1    2    3      4    5    6    7      8    9    10    1      12    13    14    15      Hereith      -12    -11    -10    -9      -8    -7    -6    -5      -12    -11    -10    -9      -8    -7    -6    -5      -4    -3    -2    -1      0    1    2    3      4    -3    -2    -1      0    1    2    3      4    5    6    7	8		10	$\sim$
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      55        -41      -7      -6      -7        12      13      14      15        Herritity        -12      -11      -10      -9        -12      -11      -10      -9        -12      -11      -10      -9        -12      -11      -10      -9        -12      -11      -10      -9        -8      -7      -6      -5        -4      -3      -2      -1        0      1      2      3        4      5      6      7	12	13	14	15
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$\begin{array}{cccccccccccccccccccccccccccccccccccc$		-3	-2	-1
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Health        -12      -11      -10      -9        -8      -7      -6      -5        -4      -3      -2      -1        0      1      2      3        4      5      6      7	8	9	10	
$\begin{array}{c cccc} -12 & -11 & -10 & -9 \\ -8 & -7 & -6 & -5 \\ -4 & -3 & -2 & -1 \\ 0 & 1 & 2 & 3 \\ 4 & 5 & 6 & 7 \end{array}$	12	13	14	15
$\begin{array}{c cccc} -8 & -7 & -6 & -5 \\ -4 & -3 & -2 & -1 \\ 0 & 1 & 2 & 3 \\ 4 & 5 & 6 & 7 \end{array}$		Hea	alth	
-4      -3      -2      -1        0      1      2      3        4      5      6      7	- <b>l</b> 2	-11	-10	-9
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8 9 10 11	4	5	6	(7)
0 7 10 11	8	9	10	ll
12 13 14 15	12	13	14	15

<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>(1)</sup> These General abilitities 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 Parapsycholigists 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.

Investigator Name:	Senten	ac	
Drive: Ennui			
Occupation: <sup>2</sup> Doctor Occupational benefits: First aid point spend hea	als 3 Health		
Description:			
Build Points:			
SOURCES OF STABILITY:		PILLARS OF	F SANITY

Player Name:

Academic Abilities	Interpersonal Abilities	General Abilities
*Accounting		
Anthropology	*Assess Honesty 3	Athletics 2
Archaeology	*Bargain	Conceal
Architecture	Bureaucracy	Disguise <sup>(1)</sup>
Art History	Cop Talk	Driving 2
*Biology 3	Credit Rating 4	Electrical Repair <sup>(1)</sup>
Cthulhu Mythos⁴	Flattery	Explosives <sup>(1)</sup>
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms <sup>5</sup> 2
History	Oral History	*First Aid 6
*Languages <sup>6</sup> 1	*Reassurance 1	Fleeing <sup>7</sup> 4
German	Streetwise	Health <sup>9</sup> 7
		Hypnosis <sup>8</sup>
		Mechanical Repair <sup>(1)</sup>
	Technical Abilities	Piloting
Law		Preparedness 4
*Library Use 1	Art	Psychoanalysis 5
*Medicine 4	Astronomy	Riding
Occult	Chemistry 3	Sanity <sup>9</sup> 7
Physics	Craft	Stability <sup>9</sup> 7
Theology	Evidence Collection 1	Scuffling 2
	*Forensics 1	Sense Trouble 6
	Locksmith	Shadowing
	Outdoorsman	Stealth
	*Pharmacy 1	Weapons 4
	Photography	

		CLUES				
Description	Description Location					Leads to
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Name      Effects      Notes						
						AND
MADNECC AND CHOCK		25	CDECI			
MADNESS AND SHOCK			SPECI	AL BEN	EFITS A	ND DEDICATED POOLS

### **Doctor Sentenac**

(Note: Sentenac is only a family name, pick a first name for your character)

Doctor

Age 35

Few doctors practice forensic medicine in 1931. And that's because it's a very boring specialty. Cutting up corpses, few technologies available, recutting corpses, recovering hanged and drowned bodies...

You will use any pretext to escape, if only temporarily, from these constraints and your boring routine. If in addition you have the possibility of meeting people who are still breathing, that's a totally unexpected bonus.