**SANITY**

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<th>12</th>
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**STABILITY**

| -12 | -11 | -10 | -9  | -8  | -7  | -6  | -5  | -4  | -3  | -2  | -1  | 0   | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|

**HEALTH**

| -12 | -11 | -10 | -9  | -8  | -7  | -6  | -5  | -4  | -3  | -2  | -1  | 0   | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|

**INVESTIGATOR ABILITIES**

- **Academic Abilities**
  - Accounting
  - Anthropology
  - Archaeology
  - Architecture
  - Art History
  - Biology
  - Cthulhu Mythos
  - Cryptography
  - Geology
  - History
  - Languages

- **Interpersonal Abilities**
  - Assess Honesty
  - Bargain
  - Bureaucracy
  - Cop Talk
  - Credit Rating
  - Flattery
  - Interrogation
  - Intimidation
  - Oral History
  - Reassurance
  - Streetwise

- **Technical Abilities**
  - Art
  - Astronomy
  - Chemistry
  - Craft
  - Evidence Collection
  - Forensics
  - Locksmith
  - Outdoorsman
  - Pharmacy
  - Photography

- **General Abilities**
  - Athletics
  - Conceal
  - Disguise
  - Driving
  - Electrical Repair
  - Explosives
  - Fisticuffs
  - Firearms
  - First Aid
  - Fleeing
  - Health
  - Hypnosis
  - Mechanical Repair
  - Sense Trouble
  - Piloting
  - Preparedness
  - Psychoanalysis
  - Riding
  -Sanity
  -Stability
  -Scuffling
  -Shadowing
  -Stealth
  -Weapons

**WEAPONS & EXPLOSIVES**

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<th>Description</th>
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<th>Near</th>
<th>Long</th>
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**Sources of Stability**

**Pillars of Sanity**

**Sanity**

**Investigator Name:**

- Drive:
- Occupation:
- Occupational Benefits:
- Description:
- Build Points:

**Investigator Name:**

**Player Name:**

**Source of Stability**

**Pillars of Sanity**
### Personal Data

<table>
<thead>
<tr>
<th>Field</th>
<th>Details</th>
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<tbody>
<tr>
<td>Investigator Name</td>
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<tr>
<td>Residence</td>
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<td>Personal Description</td>
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<td>Family &amp; Friends</td>
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<td>Episodes of Insanity</td>
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<td>Wounds &amp; Injuries</td>
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<td>Marks &amp; Scars</td>
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### Investigator History

- [Blank lines for history entry]

### Income & Savings

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<td>Savings</td>
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<td>Personal Property</td>
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<td>Real Estate</td>
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### Adventuring Gear & Possessions

- [Blank lines for gear entry]

### Mythos Tomes Read

- [Blank lines for tome list]

### Magical Artifacts/Spells

<table>
<thead>
<tr>
<th>Field</th>
<th>Details</th>
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<tbody>
<tr>
<td>Artifacts</td>
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<td>Spells</td>
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### Addictions & Dependences

- [Blank lines for addiction list]