# Trail of Cthulhu

## Sanity

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**Hit Threshold:** 3

## Stability

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**Academic Abilities**

- Agriculture
- Anthropology
- Archaeology
- Architecture
- Biology
- Botany
- Cthulhu Mythos
- Cryptography
- Geology
- History
- Languages

**Interpersonal Abilities**

- Assess Honesty
- Bargain
- Bureaucracy
- Flattery
- Interrogation
- Intimidation
- Intuition
- Leadership
- Oral History
- Reassurance
- Streetwise
- Seduction
- Hypnosis

**Technical Abilities**

- Library Use
- Computing
- Art
- Psychology
- Craft
- Astronomy
- Chemistry
- Riding
- Scavenging
- Forensics
- Locksmith
- Navigation
- Outdoorsman
- Pharmacy
- Photography

**General Abilities**

- Athletics
- Conceal
- Disguise
- Driving
- Electrical Repair
- Explosives
- Filch
- Firearms
- First Aid
- Fleeing
- Health
- Hypnosis
- Piloting
- Preparedness
- Psychoanalysis
- Riding
- Sanity
- Stability
- Telepathy
- Mind Reading
- Aura Reading
- Control
- Emotion Projection

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1. 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.
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 Parapsychologists can buy Hypnosis, and only in a Pulp game.
9. You start with 4 free Sanity points, 1 Health and 1 Stability point.
10. Ability can be Afflicted. See p. 45 of Cthulhu Apocalypse: The Apocalypse Machine.

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**Investigator Name:**

- **Drive:**
- **Occupation:**
- **Occupational benefits:**
- **Pillars of Sanity:**
- **Build Points:**