**TRAIL OF CTHULHU**

### CONTACT DETAILS

<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
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### WEAPONS AND EXPLOSIVES

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<tr>
<th>Description</th>
<th>Damage</th>
<th>Point Blank</th>
<th>Close</th>
<th>Near</th>
<th>Long</th>
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### EQUIPMENT

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<th>Cost</th>
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### MYTHOS TOMES, SPELLS AND ARTEFACTS

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<th>Name</th>
<th>Effects</th>
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*Madness And Shock*  
*Special Benefits And Dedicated Pools*
### Investigator Name

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### Drive

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### Occupation

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### Occupational benefits

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### Build Points

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### Source of Stability

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### Pillars of Sanity

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### Madness and Shock

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#### Academic Abilities
- Accounting
- Anthropology
- Archeology
- Architecture
- Art History
- Biology
- Cthulhu Mythos
- Cryptography
- Geology
- History
- Language
- Law
- Library use
- Medicine
- Occult
- Physics
- Theology

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

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

#### Hit Threshold:

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