# Contact Details

<table>
<thead>
<tr>
<th>Name</th>
<th>Location</th>
<th>Notes</th>
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# Weapons and Explosives

<table>
<thead>
<tr>
<th>Description</th>
<th>Damage</th>
<th>Point Blank</th>
<th>Close</th>
<th>Near</th>
<th>Long</th>
<th>Notes</th>
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# Equipment

<table>
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<tr>
<th>Description</th>
<th>Cost</th>
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# Mythos Tomes, Spells and Artefacts

<table>
<thead>
<tr>
<th>Name</th>
<th>Effects</th>
<th>Notes</th>
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Madness And Shock

Special Benefits And Dedicated Pools
## TRAIL OF CTHULHU

<table>
<thead>
<tr>
<th>Investigator Name</th>
<th>Driven by:</th>
<th>Occupation</th>
<th>Occupational benefits</th>
<th>Build Points</th>
<th>Source of Stability</th>
<th>Pills of Sanity</th>
<th>Madness and Shock</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
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<table>
<thead>
<tr>
<th>Sanity</th>
<th>Stability</th>
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<tbody>
<tr>
<td>0 1 2 3</td>
<td>-12 -11 -10 -9</td>
</tr>
<tr>
<td>4 5 6 7</td>
<td>-8 -7 -6 -5</td>
</tr>
<tr>
<td>8 9 10 11</td>
<td>-4 -3 -2 -1</td>
</tr>
<tr>
<td>12 13 14 15</td>
<td>0 1 2 3</td>
</tr>
<tr>
<td>12 13 14 15</td>
<td>4 5 6 7</td>
</tr>
<tr>
<td>8 9 10 11</td>
<td>8 9 10 11</td>
</tr>
</tbody>
</table>

### Academic Abilities
- Accounting
- Anthropology
- Archeology
- Architecture
- Art History
- Biology
- Cthulhu Mythos
- Cryptography
- Geology
- History
- Language

### 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:

- **Sanity**: -12 -11 -10 -9
- **Stability**: -8 -7 -6 -5
- **Pills of Sanity**: -4 -3 -2 -1
- **Madness and Shock**: 0 1 2 3

<table>
<thead>
<tr>
<th>Health</th>
<th>Magic</th>
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</thead>
<tbody>
<tr>
<td>-12 -11 -10 -9</td>
<td>0 1 2 3</td>
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<td>-8 -7 -6 -5</td>
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<tr>
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</tr>
</tbody>
</table>

### Interpersonal abilities
- Assess Honesty
- Bargain
- Bureaucracy
- Cop Talk
- Credit Rating
- Flattery
- Interrogation
- Intimidation