

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

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	15

Health

-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	15

Investigator Name:

Drive:

Occupation:²

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting
Anthropology
Archaeology
Architecture
Art History
Biology
Cthulhu Mythos⁴
Cryptography
Geology
History
Languages⁶

Interpersonal Abilities

Assess Honesty
Bargain
Bureaucracy
Cop Talk
Credit Rating
Flattery
Interrogation
Intimidation
Oral History
Reassurance
Streetwise

General Abilities

Athletics
Conceal
Disguise⁽¹⁾
Driving
Electrical Repair⁽⁴⁾
Explosives⁽¹⁾
Filch
Firearms⁵
First Aid
Fleeing⁷
Health⁹
Hypnosis⁸
Magic¹⁰
Mechanical Repair⁽¹⁾

Law

Library Use
Medicine
Occult
Physics
Theology

Technical Abilities

Art
Astronomy
Chemistry
Craft
Evidence Collection
Forensics
Locksmith
Outdoorsman
Pharmacy
Photography

Piloting
Preparedness
Psychoanalysis
Riding
Sanity⁹
Stability⁹
Scuffling
Sense Trouble
Shadowing
Stealth
Weapons

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

⁽¹⁾ These General abilities double up as Investigative abilities

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 Optional ability for use with Rough Magicks - can only be acquired in play.

SOURCES OF STABILITY:

CONTACTS AND NOTES