

## Kenneth Fell

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**Occupation:** Artist

**Drive:** Ennui

Broke, bohemian, and haunted by a sense of powerlessness, you are a true artist. Not in the sense of the Masters, but in the real-world sense of the working, toiling creator, living in squalor but proud that at least you don't have to demean yourself with embarrassing, soulless work. You can count on your fingers the number of pieces you've sold—some sculpture, some paintings—but every one has gone to people with decent taste and good money; people you can respect yourself for selling art to. By eating tins of beans and living in your studio with a communal bathroom down the hall, you even manage to live for several months off a single sale. Somebody, you might make it big. But, you realize, probably not. You get by.

Nature is one avenue of inspiration for you, particularly the way the world sculpts itself. Volcanoes, desert bluffs, ocean-side cliffs and other natural rock formations captivate you. These are what you paint and sculpt, sometimes realistically and sometimes not.

You are the younger of Thomas Fell's two sons. Your older brother is Roger, a doctor. He's the respectable one, the success story. He took after your father's academic side, the rational side, and got through medical school with discipline and more than a little arrogance. You can't really relate to that. Ambition, arrogance, duty—these are admiral traits, but they belong to other people. You're more sensitive, observant, and sympathetic; you tell yourself that these are what make you a good person, even though you're not healing the sick. You two don't talk much.

Your dad is a kindly old coot, prone to getting in over his head, especially in regards to business. He's owed money in the past, but not to especially bad people, and he's been taken by forgers and deadbeats before. Fingers crossed, that's as bad as it is this time, and he's just laying low, trying to figure out how to make some money to pay back some debts and keep his antiques consultancy and dealership in business. You don't know what you'd do if he's really in trouble. Surely you'd do anything to find him, but you're not sure what you'd do if something were to happen to him. You've come to dad's house because you're genuinely worried about him.

**Pillars of Sanity:**

- The goodness and honesty of the natural world.
- The reliability of humankind's predictable selfishness being undermined by generosity.
- The power of art to impact the heart and mind of any person, if done right.

**Sources of Stability:** Thomas Fell (your father, who is difficult but reliable), Jeannie Corman (your on-again-off-again girlfriend), Hans Siegler (a friend and artist whose work you admire and emulate).

**Investigative Abilities:** Architecture 2, Art 6, Art History 4, Craft 4, Credit Rating 1, Flattery 4, Geology 2, Occult 1, Photography 2, Reassurance 4

**General Abilities:** Driving 4, Filch 5, Firearms 2, Fleeing 12, Health 9, Psychoanalysis 8, Sanity 9, Stability 10, Sense Trouble 5, Stealth 5, Weapons 2

# TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

## Sanity<sup>1</sup>

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

Hit Threshold<sup>3</sup>

## 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: *Kenneth Fell*

Drive: Ennui

Occupation:<sup>2</sup> Artist

Occupational benefits:

Description:

Build Points:

### SOURCES OF STABILITY:

- \* Thomas Fell, your father, who is difficult but reliable.
- \* Jeannie Corman, your on-again-off-again girlfriend.
- \* Hans Siegler, a friend and artist whose work you admire and emulate.

### PILLARS OF SANITY

- \* The goodness and honesty of the natural world.
- \* The reliability of humankind's predictable selfishness being undermined by generosity
- \* The power of art to impact the heart and mind of any person, if done right.

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Athletics
Archaeology	Bargain	Conceal
Architecture 2	Bureaucracy	Disguise <sup>(0)</sup>
Art History 4	Cop Talk	Driving 4
Biology	Credit Rating 1	Electrical Repair <sup>(0)</sup>
Cthulhu Mythos <sup>4</sup>	Flattery 4	Explosives <sup>(0)</sup>
Cryptography	Interrogation	Filch 5
Geology 2	Intimidation	Firearms <sup>5</sup> 2
History	Oral History	First Aid
Languages <sup>6</sup>	Reassurance 4	Fleeing <sup>7</sup> 12
	Streetwise	Health <sup>9</sup> 9
		Hypnosis <sup>8</sup>
		Mechanical Repair <sup>(0)</sup>
		Piloting
		Preparedness
Law	Technical Abilities	Psychoanalysis 8
Library Use	Art 6	Riding
Medicine	Astronomy	Sanity <sup>9</sup> 9
Occult 1	Chemistry	Stability <sup>9</sup> 10
Physics	Craft 4	Scuffling
Theology	Evidence Collection	Sense Trouble 5
	Forensics	Shadowing
	Locksmith	Stealth 5
	Outdoorsman	Weapons 2
	Pharmacy	
	Photography 2	

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<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>(0)</sup> These General abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

## Roger Fell

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**Occupation:** Doctor

**Drive:** Duty

A husband and a doctor, you consider yourself an upstanding citizen and, one day, a family man. You work hard, you make good money, you support your wife and don't mess around. What else is there?

For you, medicine is a profession, not a calling. You help people because the money is good and it's important work but... you don't really like doing it anymore. You have to check the chart to remember your patients' names sometimes. You're a little tired of seeing the same cases again and again—tennis elbows and stomach aches all the time.

You are the elder son of Thomas Fell. Your little brother is Kenneth, the “artist.” How does he manage to live the way he does? Eating beans from the tin and sleeping in his hole of a studio—he has no self-respect and no ambition. It's pathetic, but you can't spend your life trying to change him. Some day he'll outgrow his artistic fantasy and get a real job. Life is work, after all, whether you want to do it or not. You need money to live and keep your family well. Unless you're Kenneth, and then you don't have to worry about anyone but yourself.

Your father understands this to a point. He works hard, but he doesn't show the best judgment. He gets distracted by art and antiques that appeal to him but don't have sufficient resale value, letting his fun get in the way of his work. In this way, he's almost exactly halfway between you and your brother.

It's most likely that your father isn't missing at all, but rather has no paid his telephone bill or been checking the mail or something. Still, if the old man fell down in his house and hurt himself, that'd be your fault, in a way. You haven't checked up on him in a while, like a good son should. If he's not okay, you know you'll end up blaming yourself. And Kenneth.

**Pillars of Sanity:**

- The beauty of God's creatures, especially the human form.
- Physical laws and the validity of scientific knowledge.
- The Hippocratic Oath—a few duty-bound people can save lives.

**Sources of Stability:** Muriel Fell (your wife of 8 years), Thomas Fell (your father, who is a stubborn headache sometimes but your father all the same).

**Investigative Abilities:** Accounting 2, Assess Honesty 2, Biology 4, Credit Rating 4, Forensics 4, Languages (Latin) 2, Medicine 4, Pharmacy 4, Reassurance 2

**General Abilities:** Driving 2, First Aid 20, Fleeing 10, Health 10, Psychoanalysis 10, Sanity 12, Stability 7, Scuffling 6

# TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
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12	13	14	15

Hit Threshold<sup>3</sup>

### Stability

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

### Health

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-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: *Roger Fell*

Drive: Duty

Occupation:<sup>2</sup> Doctor

Occupational benefits:

Description:

Build Points:

### SOURCES OF STABILITY:

- \* Muriel Fell, your wife of eight years.
- \* Thomas Fell, your father, who is a stubborn headache sometimes but your father all the same.

### PILLARS OF SANITY

- \* The beauty of God's creatures, especially the human form.
- \* Physical laws and the validity of scientific knowledge.
- \* The Hippocratic Oath—a few duty-bound people can save lives.

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<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>0</sup> These General abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting 2		
Anthropology	Assess Honesty 2	Athletics
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise <sup>0</sup>
Art History	Cop Talk	Driving 2
Biology 4	Credit Rating 4	Electrical Repair <sup>0</sup>
Cthulhu Mythos <sup>4</sup>	Flattery	Explosives <sup>0</sup>
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms <sup>5</sup>
History	Oral History	First Aid 20
Languages <sup>6</sup>	Reassurance 2	Fleeing <sup>7</sup> 10
Latin 2	Streetwise	Health <sup>9</sup> 10
		Hypnosis <sup>8</sup>
		Mechanical Repair <sup>0</sup>
		Piloting
		Preparedness
Law	Technical Abilities	Psychoanalysis 10
Library Use	Art	Riding
Medicine 4	Astronomy	Sanity <sup>9</sup> 12
Occult	Chemistry	Stability <sup>9</sup> 7
Physics	Craft	Scuffling 6
Theology	Evidence Collection	Sense Trouble
	Forensics 4	Shadowing
	Locksmith	Stealth
	Outdoorsman	Weapons
	Pharmacy 4	
	Photography	

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

## Detective Norman Wright

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**Occupation:** Police Detective

**Drive:** Curiosity

You're a local police detective, in it for the mysteries. A fan of detective fiction and puzzle games of all sorts, you love a good question and the search for a good answer. Your devotion to your job, then, isn't out of revenge or a need to judge people, but a selfindulgent interest in solving crimes rather than fighting criminals. You're a capable cop, and you've fired your gun, but your wits are stronger than your fists and you know it.

You met Thomas Fell a couple of years ago, when he helped you out on a case of missing antiques from a robbery/homicide case in town. Thomas posed as a buyer for the thieves in a sting operation you designed. You felt like a real policeman, that day.

Since then, you've been friends with Thomas because of your shared enthusiasm for the stories behind things—the tales of how objects come to be in the hands of their current owners, for example. He's a curious man selling curios, and that leads to good conversations. Still, you don't spend that much time with him, just a visit to his house now and again, but if he's in a rough patch, you'll return his favor by using your job to help him out. You wouldn't break the law for Thomas Fell, but you'd devote on-duty time to making sure he's all right.

When Makepeace called and went so far as to say he was *missing*, well, you were intrigued. Thomas is no misfit, so he can't be in too much trouble. But what has he gotten himself into that he'd go missing for a few days? You called around to dig up some information and ended up getting the attention of his sons—more trouble than you meant to stir up, but what's done is done. If they can help you solve the case of the missing antiquarian, that's just fine.

### **Pillars of Sanity:**

- The innate goodness of people. Crime makes people bad, which leads to more crime, but people are inherently good.
- Patriotism. America is an exemplary nation, admirable and true.
- Love for Chicago, your home town. A hard-working, American town.
- Law. When people abide by society's codes, we can be a great people.

**Sources of Stability:** Captain George Gough (your precinct captain, a weathered old dog of a man who has kept his sense of humor through dark times), Thomas Fell (a good local soul who helped you handle the estate sale when your parents died—you've since become friends).

**Investigative Abilities:** Assess Honesty 6, Cop Talk 4, Credit Rating 3, Evidence Collection 4, Forensics 2, Interrogation 6, Law 2, Outdoorsman 2

**General Abilities:** Athletics 12, Driving 4, Firearms 14, Health 11, Mechanical Repair 4, Sanity 12, Stability 8, Scuffling 10, Sense Trouble 14, Stealth 6

# TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

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0	1	2	3
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12	13	14	15

Hit Threshold<sup>3</sup>

## 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: *Norman Wright*

Drive: Curiosity

Occupation:<sup>2</sup> Police Detective

Occupational benefits:

Description:

Build Points:

### SOURCES OF STABILITY:

\* Captain George Gough, your precinct captain, a weathered old dog of a man who has kept his sense of humor through dark times.

\* Thomas Fell, a good local soul who helped you handle the estate sale when your parents died—you've since become friends.

### PILLARS OF SANITY

\* The innate goodness of people. Crime makes people bad, which leads to more crime, but people are inherently good.

\* Patriotism. America is an exemplary nation, admirable and true.

\* Love for Chicago, your home town. A hard-working, American town.

\* Law. When people abide by society's codes, we can be a great people.

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<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty 6	Athletics 12
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise <sup>0</sup>
Art History	Cop Talk 4	Driving 4
Biology	Credit Rating 3	Electrical Repair <sup>0</sup>
Cthulhu Mythos <sup>4</sup>	Flattery	Explosives <sup>0</sup>
Cryptography	Interrogation 6	Filch
Geology	Intimidation	Firearms <sup>5</sup> 14
History	Oral History	First Aid
Languages <sup>6</sup>	Reassurance	Fleeing <sup>7</sup>
	Streetwise	Health <sup>9</sup> 11
		Hypnosis <sup>8</sup>
		Mechanical Repair <sup>0</sup> 4
		Piloting
	Technical Abilities	Preparedness
Law 2	Art	Psychoanalysis
Library Use	Astronomy	Riding
Medicine	Chemistry	Sanity <sup>9</sup> 12
Occult	Craft	Stability <sup>9</sup> 8
Physics	Evidence Collection 4	Scuffling 10
Theology	Forensics 2	Sense Trouble 14
	Locksmith	Shadowing
	Outdoorsman 2	Stealth 6
	Pharmacy	Weapons
	Photography	



### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

## Jan Joyce-Cleveland

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**Occupation:** Dilettante

**Drive:** In the Blood

The Joyces and the Clevelands have long been wealthy. Some families are just more capable than others, and it's the responsibility of such families to do things like solve the world's mysteries (but not necessarily publicize them), protect the world's treasures (but not necessarily share them), and give the little people a chance to support themselves. Long have the Joyce-Clevelands been globe-trotters and collectors of fine antiquities, and long has each generation sought to outdo the previous' collections in terms of rarity and mystery.

You heard word of Thomas Fell through Knox Makepeace, who has helped your father acquire some of his antique and archaeological collections over the years. Fell is a believer in the occult, like you, unlike your father. You sent Thomas Fell a stone stele, etched with alien markings, from your father's estate while he was out of town. Your hope was that Thomas Fell would be able to tell you what the object was and where it came from—and he did that quickly. He said Peru. So you cut him a check big enough for him to hire some men and go off in search of similar objects that you could bring back to impress your father... and possibly convince him that some of his collection has properties more fantastic than he believes.

Thomas Fell hired four men—diggers, drivers, explorers—and was having meetings to plant their trip, but then they all stopped writing or calling. No sign of them. They didn't board a plane or a train (and Thomas had said "Oh, I don't think we'll be flying there," the last time you spoke to him), so where did they go? Have the stolen the stele and secreted away to some hiding place? You funded them, so whatever is happening, it's happening on your dime.

Damn it all, though, Makepeace went and called a police detective. Now you may have to pay him off if the provenance or proper ownership of the stele comes into question—or the fact that you hired men to loot antiquities. Even with the law being as sketchy as it is, you'd rather have kept the police out of it. And now that Fell's sons are involved, the whole business and that's no help. Unless you can use them to get Thomas Fell out of the woodwork.

**Pillars of Sanity:**

- Aesthetics and high art—beauty benefits mankind.
- Family. Some families are greater than others. A great family can lead and inspire.

**Sources of Stability:** Grover Joyce-Cleveland (your investment-banker father, and the reason why you're rich), Thomas Fell (your secret investment project, the quaint antique expert who's going to certify your find and help you make your own fortune).

**Investigative Abilities:** Accounting 1, Art 4, Credit Rating 7, Flattery 4, Intimidation 4, Occult 2, Outdoorsman 6, Photography 2, Reassurance 4

**General Abilities:** Athletics 12, Firearms 10, Health 10, Preparedness 12, Riding 4, Sanity 8, Stability 12, Weapons 5

# TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

Sanity <sup>1</sup>			
0	1	2	3
4	5	6	7
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Hit Threshold <sup>3</sup>			

Stability			
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
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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: *Jan Joyce-Cleveland*

Drive: In the Blood

Occupation:<sup>2</sup> Dilettante

Occupational benefits:

Description:

Build Points:

### SOURCES OF STABILITY:

\* Grover Joyce-Cleveland, your investment-banker father, and the reason why you're rich  
 \* Thomas Fell, your secret investment project, the quaint antique expert who's going to certify your find and help you make your own fortune.

### PILLARS OF SANITY

\* Aesthetics and high art—beauty benefits mankind.  
 \* Family. Some families are greater than others. A great family can lead and inspire.

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	1	
Anthropology	Assess Honesty	Athletics 12
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise <sup>(0)</sup>
Art History	Cop Talk	Driving
Biology	Credit Rating 7	Electrical Repair <sup>(0)</sup>
Cthulhu Mythos <sup>4</sup>	Flattery 4	Explosives <sup>(0)</sup>
Cryptography	Interrogation	Filch
Geology	Intimidation 4	Firearms <sup>5</sup> 10
History	Oral History	First Aid
Languages <sup>6</sup>	Reassurance 4	Fleeing <sup>7</sup>
	Streetwise	Health <sup>9</sup> 10
		Hypnosis <sup>8</sup>
		Mechanical Repair <sup>(0)</sup>
		Piloting
		Preparedness 12
		Psychoanalysis
Law		Riding 4
Library Use	Art 4	Sanity <sup>9</sup> 8
Medicine	Astronomy	Stability <sup>9</sup> 12
Occult 2	Chemistry	Scuffling
Physics	Craft	Sense Trouble
Theology	Evidence Collection	Shadowing
	Forensics	Stealth
	Locksmith	Weapons 5
	Outdoorsman 6	
	Pharmacy	
	Photography 2	

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### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

# Professor Knox Makepeace

---

**Occupation:** Professor

**Drive:** Antiquarianism

You know better than most folk just what history is worth—intellectually and financially. It's not right to leave artifacts in the hands of those who won't care for them or appreciate them, regardless of inheritance, cultural associations, or weak international laws. If a Wall Street collector is going to provide a good home for that Greek amphora, and let you study it and record its history, then the object is better off in his hands.

And your time is valuable. You should be paid for finding good homes for these works. The lawmakers in Washington don't quite appreciate the antiquarian perspective, so you'll bend the law if you must.

You went to graduate school with Thomas Fell and have been a business acquaintance, and sometimes partner, with him for years. You're two sides of the same antique coin: you, the purveyor of rare antiquities with questionable provenance, him the expert in determining that provenance. Thomas could be a wealthy man, in his line of work, if he was willing to tell better stories about the antiques he sells... and if he was willing to sell more illicit pieces. Still, his conscience is admirable, and useful to you as a fill-in for the space where your conscience should be.

Beyond that, you're friends with the man. You'd be heartbroken if he decided to finally take your advice, get involved in something a little shadowy, and end up getting hurt. If this is somehow your fault, you'll feel awful. But keep it yourself. If his sons or Detective Wright can blame you, somehow, they probably won't let you claim any of Thomas' fine collection.

**Pillars of Sanity:**

- History as a guiding force; study of it saves humanity from strife and repeated mistakes.
- Artifacts of history and the arts have a value beyond simple money; they belong in wiser hands where they can be appreciated.

**Sources of Stability:** Thomas Fell (your friend and colleague in the commercial antiquities business, he's the one you turn to when issues of the occult come up, because he believes in that sort of thing), Dorothy Chapman (your secretary, who handles your paperwork and appointment schedule—a real savior), John Allen Ward (a black-market antiquities dealer from whom you've bought the artifacts that have earned you respect and authority in the field).

**Investigative Abilities:** Anthropology 2, Architecture 2, Art History 4, Astronomy 2, Bargain 2, Credit Rating 4, History 4, Languages 2, Library Use 4

**General Abilities:** Conceal 10, Filch 10, Firearms 5, Fleeing 20, Health 7, Preparedness 6, Sanity 7, Stability 10, Stealth 5

# TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

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

Hit Threshold<sup>3</sup>

### 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: *Prof. Knox Wakepace*

Drive: Antiquarianism

Occupation:<sup>2</sup> Professor

Occupational benefits:

Description:

Build Points:

### SOURCES OF STABILITY:

\* Dorothy Chapman, your secretary, who handles your paperwork and appointment schedule—a real savior.  
 \* John Allen Ward, a black-market antiquities dealer from whom you've bought the artifacts that have earned you respect and authority in the field.  
 \* Thomas Fell (your friend and colleague in the commercial antiquities business, he's the one you turn to when issues of the occult come up, because he believes in that sort of thing.

### PILLARS OF SANITY

\* History as a guiding force; study of it saves humanity from strife and repeated mistakes.  
 \* Artifacts of history and the arts have a value beyond simple money; they belong in wiser hands where they can be appreciated.

### Academic Abilities

### Interpersonal Abilities

### General Abilities

Accounting

Anthropology 2

Archaeology

Architecture 2

Art History 4

Biology

Cthulhu Mythos<sup>4</sup>

Cryptography

Geology

History 4

Languages<sup>6</sup> (2)

Assess Honesty

Bargain 2

Bureaucracy

Cop Talk

Credit Rating 4

Flattery

Interrogation

Intimidation

Oral History

Reassurance

Streetwise

Athletics

Conceal 10

Disguise<sup>(0)</sup>

Driving

Electrical Repair<sup>(0)</sup>

Explosives<sup>(0)</sup>

Filch 10

Firearms<sup>5</sup> 5

First Aid

Fleeing<sup>7</sup> 20

Health<sup>9</sup> 7

Hypnosis<sup>8</sup>

Mechanical Repair<sup>(0)</sup>

Piloting

Preparedness 6

Psychoanalysis

Riding

Sanity<sup>9</sup> 7

Stability<sup>9</sup> 10

Scuffling

Sense Trouble

Shadowing

Stealth 5

Weapons

### Technical Abilities

Law

Library Use 4

Medicine

Occult

Physics

Theology

Art

Astronomy 2

Chemistry

Craft

Evidence Collection

Forensics

Locksmith

Outdoorsman

Pharmacy

Photography

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>(0)</sup> These General abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS