TRAIL OF CTHULHU

BY KENNETH HITE

			L			
	Sanity ¹					
0	l	2	3			
4	5	6	7			
8	9	10	ll			
12	13	14	15			
Stability						
-12	-II	-10	-9			
-8	-7	-6	-5			
-4	-3	-2	-l			
0	l	2	3			
4	5	6	7			
8	9	10	ll			
12	13	14	15			
Health						
-12	-11	-10	-9			
-8	-7	-6	-5			
-4	-3	-2	-l			
0	l	2	3			
4	5	6	7			
8	9	10	11			
12	13	14	15			
Magic¹⁰						
0	l	2	3			
4	5	6	7			
8	9	10	ll			
12	13	14	15			
Hit T	hreshol	d³				
			Ī			

- ¹In 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.
- $^{\scriptscriptstyle 5}$ 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, I Health and I Stability point.
- $^{\mbox{\tiny 10}}$ Optional ability for use with Rough Magicks can only be acquired in play.

Investiga	tor Name:	
Drive:		
Occupation: ² Occupational	benefits:	
Build Points:		
Duna ronnes:		

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	Assess Honesty	Athletics
Anthropology	Bargain	Conceal
Archeology	Bureaucracy	Disguise [®]
Architecture	Cop Talk	Driving
rt History	Credit Rating	Electrical Repair ⁽¹⁾
iology	Flattery	Explosives ⁽¹⁾
thulhu Mythos⁴	Interrogation	Filch
ryptography	Intimidation	Firearms⁵
eology	Oral History	First Aid
listory	Reassurance	Fleeing ⁷
anguage ⁶	Streetwise	Health ⁹
		Hypnosis ⁸
		Magic ¹⁰
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
aw	Technical Admides	Preparedness
ibrary Use	Art	Psychoanalysis
edicine	Astronomy	Riding
ccult	Chemistry	Sanity ⁹
hysics	Craft	Stability ⁹
heology	Evidence Collection	Scuffling
	Forensics	Sense Trouble
	Locksmith	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	

Player Name:

Source of Stability	Pillars of Sanity	
Madness and Shock		

