TRAIL OF CTHULHU BY KENNETH HITE

Sanity ¹							
0	1 2 3						
4	5	6	7				
8	9	10	ll				
12	13	14	15				
Hit Threshold ³							

Stability				
-l2	-11	-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				
-l2	-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	
_			-	

- In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.
- 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 abilitities 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 Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

Investigator Name:

Drive:

Occupation:2

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:	PILLARS OF SANITY

Player Name:

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

r			CLUES	ı)				
	Description		Locatio				Leads to	
				3				
			CONTACT DE	ZIAII S				<u> </u>
	Name		Locatio				Notes	
		Name Location						
1								
		- 1						<u> </u>
		W	EAPONS AND E	EXPLOSI	VES			
	Description	Damage	Point Blank	Close	Near	Long	Notes	
Ŀ		8.00						
5	- //		FAMBLE					
	D		EQUIPME Cost	.NI			Notes	
	Description		LOSI				Notes	
								_
7								
								HE
الك		MYTHOS	TOMES, SPELLS	A hne 2	ARTFFAC.	Z		▔▔┖
	Name		fects	J dild 1	II(ILIIIO	10	Notes	
-								
1			45.44					9
	MADNESS AND SHOCK	~~		SPEC	IAL BEN	EFITS A	ND DEDICATED POOLS	NE-
12.55	MADNESS AND SHOCK			SPEC	IAL BEN	EFITS A	ND DEDICATED POOLS	OKE
	MADNESS AND SHOCK	~~}		SPEC	IAL BEN	EFITS A	ND DEDICATED POOLS	W.