

TRAIL OF CTHULHU

BY KENNETH HITE

Investigator:

Occupation:

Appearance:

Drive:

Sanity Rating:


Of Which is False:

Pillars of Sanity:

Sanity Points: ✖ 1 2 3 4 5 6 7 8 9 10

Stability Rating:


Sources of Stability:

Stability Points: ✖ -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 16 17 18 19 20 21 22 23 24 25 

Mental Disorders:

Health Rating:

Hit Threshold:

Health Points: ☠ -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 16 17 18 19 20 21 22 23 24 25 

Interpersonal Abilities

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

Academic Abilities

Accounting
Anthropology
Archaeology
Architecture
Art History
Biology
Cryptography
Cthulhu Mythos
Geology
History
Languages 

General Abilities

Athletics
Conceal
Disguise
Driving
Electrical Repair
Explosives
Filch
Firearms
First Aid
Fleeing
Hypnosis
Magic
Mechanical Repair
Piloting
Preparedness
Psychoanalysis
Riding
Scuffling
Sense Trouble
Shadowing
Stealth
Weapons

Technical Abilities

Art
Astronomy
Chemistry
Craft
Evidence Collection
Forensics
Locksmith
Outdoorsman
Pharmacy
Photography

Occupational Benefits and Dedicated Pools:

WEAPONS and EXPLOSIVES

Weapon or Explosive

Ammo

Damage Modifier by Range

Point Blank

Close

Near

Long

Notes

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