

TRAIL OF CTHULHU

BY KENNETH HITE

Investigator:

Occupation:

Appearance:

Drive:

Occupational Benefits:

Sanity Rating:

Of Which is False:

Pillars of Sanity:

Sanity Points: ☠ 1 2 3 4 5 6 7 8 9 10

Mental Disorders:

Health Rating:

Stability Rating:

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 

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 

Hit Threshold:

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 

Law
 Library Use
 Medicine
 Occult
 Physics
 Theology

General Abilities

Athletics
 Conceal
 Disguise
 Driving
 Electrical Repair
 Explosives
 Filch
 Firearms
 First Aid
 Fleeing
 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

Dedicated Pools:

WEAPONS and EXPLOSIVES

Weapon or Explosive	Ammo	Damage Modifier by Range			Notes
		Point Blank	Close	Near	

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