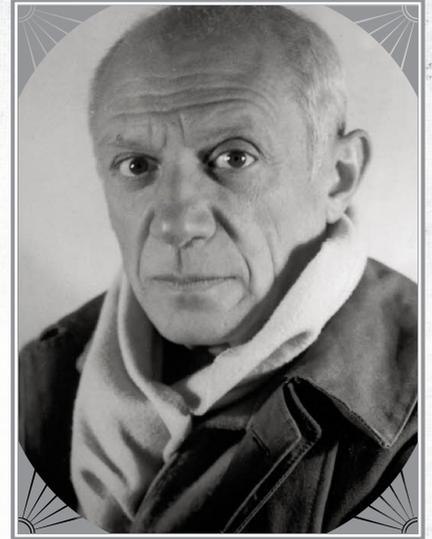


# TRAIL OF CTHULHU

## DREAMHOUNDS OF PARIS

Player Name:



Investigator Name:

Drive:

Occupation:<sup>2</sup>

Status:

Instability Immunity:

Float Points:

### 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

<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.

### Academic Abilities

Accounting  
 Anthropology  
 Archaeology  
 Architecture  
 Art History  
 Biology  
 Cthulhu Mythos<sup>4</sup>  
 Cryptography  
 Dream Lore  
 Geology  
 History  
 Languages<sup>6</sup>

### Interpersonal Abilities

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

### General Abilities

Art-Making  
 Athletics  
 Card Reading  
 Conceal  
 Disguise <sup>0</sup>  
 Dreamscaping  
 Driving  
 Electrical Repair<sup>0</sup>  
 Explosives<sup>0</sup>  
 Filch  
 Firearms<sup>5</sup>  
 First Aid  
 Fleeing<sup>7</sup>  
 Health<sup>9</sup>  
 Hypnosis<sup>8</sup>  
 Instability  
 Mechanical Repair<sup>0</sup>  
 Piloting  
 Preparedness  
 Psychoanalysis  
 Riding  
 Sanity<sup>9</sup>  
 Scuffling  
 Sense Trouble  
 Shadowing  
 Stability<sup>9</sup>  
 Stealth  
 Weapons

### Technical Abilities

Law  
 Library Use  
 Literature  
 Medicine  
 Medium  
 Occult  
 Physics  
 Theology

Astronomy  
 Chemistry  
 Craft  
 Evidence Collection  
 Forensics  
 Locksmith  
 Outdoorsman  
 Pharmacy  
 Photography

### MOTIFS:

### CONTACTS AND NOTES