

# TRAIL OF CTHULHU

## DREAMHOUNDS OF PARIS

Player Name:



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

Investigator Name:

Drive:

Occupation:<sup>2</sup>

Status:

Instability Immunity:

Float Points:

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	Assess Honesty	Art-Making
Anthropology	Bargain	Athletics
Archaeology	Bureaucracy	Card Reading
Architecture	Charm	Conceal
Art History	Cop Talk	Disguise <sup>(1)</sup>
Biology	Credit Rating	Dreamscaping
Cthulhu Mythos <sup>4</sup>	Flattery	Driving
Cryptography	Interrogation	Electrical Repair <sup>(1)</sup>
Dream Lore	Intimidation	Explosives <sup>(1)</sup>
Geology	Oral History	Filch
History	Reassurance	Firearms <sup>5</sup>
Languages <sup>6</sup>	Seduction	First Aid
	Streetwise	Fleeing <sup>7</sup>
		Health <sup>9</sup>
		Hypnosis <sup>8</sup>
		Instability
		Mechanical Repair <sup>(1)</sup>
		Piloting
		Preparedness
		Psychoanalysis
		Riding
		Sanity <sup>9</sup>
		Scuffling
		Sense Trouble
		Shadowing
		Stability <sup>9</sup>
		Stealth
		Weapons

  

Technical Abilities	
Law	
Library Use	Astronomy
Literature	Chemistry
Medicine	Craft
Medium	Evidence Collection
Occult	Forensics
Physics	Locksmith
Theology	Outdoorsman
	Pharmacy
	Photography

<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>(1)</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.

MOTIFS:	CONTACTS AND NOTES