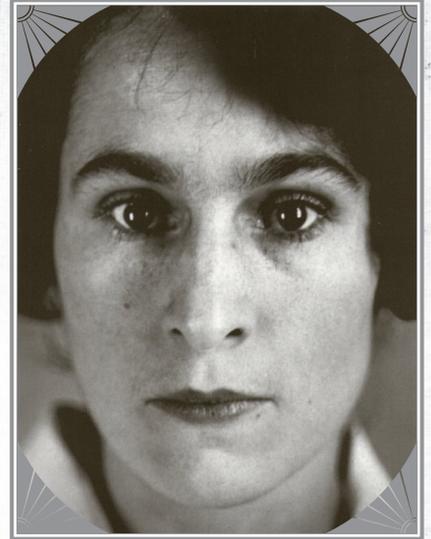


TRAIL OF CTHULHU

DREAMHOUNDS OF PARIS

Player Name:



Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

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:²

Status:

Instability Immunity:

Float Points:

Academic Abilities

Accounting
 Anthropology
 Archaeology
 Architecture
 Art History
 Biology
 Cthulhu Mythos⁴
 Cryptography
 Dream Lore
 Geology
 History
 Languages⁶

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⁽⁰⁾
 Dreamscaping
 Driving
 Electrical Repair⁽⁰⁾
 Explosives⁽⁰⁾
 Filch
 Firearms⁵
 First Aid
 Fleeing⁷
 Health⁹
 Hypnosis⁸
 Instability
 Mechanical Repair⁽⁰⁾
 Piloting
 Preparedness
 Psychoanalysis
 Riding
 Sanity⁹
 Scuffling
 Sense Trouble
 Shadowing
 Stability⁹
 Stealth
 Weapons

Technical Abilities

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

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² 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

⁽⁰⁾ These General Abilities 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 Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

MOTIFS:

CONTACTS AND NOTES