TRAIL OF CTHULHU
DREAMHOUNDS OF PARIS

Sanity[1]

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

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

[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

[(1)] These General abiltities 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 Parapsycholigists can buy Hypnosis, and only in a Pulp game

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

Investigator Name:
Drive:

Occupation:[2]

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 (1)
Biology	Credit Rating	Dreamscaping
Cthulhu Mythos[4]	Flattery	Driving
Cryptography	Interrogation	Electrical Repair(1)
Dream Lore	Intimidation	Explosives(1)
Geology	Oral History	Filch
History	Reassurance	Firearms[5]
Languages[6]	Seduction	First Aid
	Streetwise	Fleeing[7]
		Health[9]
		Hypnosis[8]
	Technical Abilities	Instability
Law		Mechanical Repair(1)
Library Use	Astronomy	Piloting
Literature	Chemistry	Preparedness
Medicine	Craft	Psychoanalysis
Medium	Evidence Collection	Riding
Occult	Forensics	Sanity[9]
Physics	Locksmith	Scuffling
Theology	Outdoorsman	Sense Trouble
	Pharmacy	Shadowing
	Photography	Stability[9]
		Stealth
		Weapons

MOTIFS:

CONTACTS AND NOTES