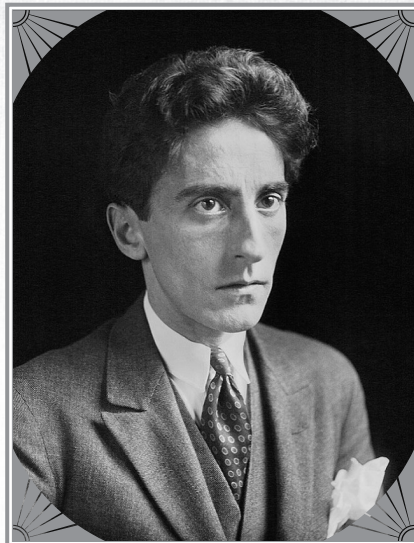


TRAIL OF CTHULHU

DREAMHOUNDS OF PARIS

Player Name:



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 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.

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
	Technical Abilities	Hypnosis ⁸
		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