

TRAIL OF CTHULHU

DREAMHOUNDS OF PARIS

Player Name:



Investigator Name:

Drive:

Occupation:²

Status:

Instability Immunity:

Float Points:

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

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.

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 Repair⁰
Explosives⁰
Filch
Firearms⁵
First Aid
Fleeing⁷
Health⁹
Hypnosis⁸
Instability
Mechanical Repair⁰
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

MOTIFS:

CONTACTS AND NOTES