TRAIL OF CTHULHU

Investigator sheet

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

Investigator Name: _____

Drive: _____

Occupation[2]: _____

Occupational Benefit: _____

_____

Pillars of Sanity: _____

_____

Build Points: _____

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	Assess Honesty	Athletics
Anthropology	Bargain	Conceal
Archaeology	Bureaucracy	Disguise[!]
Architecture	Cop Talk	Driving
Art History	Credit Rating	Electrical Repair[!]
Biology	Flattery	Explosives[!]
Cthulhu Mythos[4]	Interrogation	Filch
Cryptography	Intimidation	Firearms[5]
Geology	Oral History	First Aid
History	Reassurance	Fleeing[7]
Languages6	Streetwise	Health[9]
		Hypnosis[8]
		Mechanical Repair[!]
		Piloting
		Preparedness
Law	Technical Abilities	Psychoanalysis
Library Use	Art	Riding
Medicine	Astronomy	Sanity[9]
Occult	Chemistry	Stability[9]
Physics	Craft	Scuffling
Theology	Evidence Collection	Sense Trouble
	Forensics	Shadowing
	Locksmith	Stealth
	Outdoorsman	Weapons
	Pharmacy	
	Photography	

Important Notes

[!] These General abilities double up as Investigative abilities

[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. Underline or mark them before assigning points.

[3] Hit Threshold is 3, 4 if your Athletics is 8 or higher

[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.

[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.

Sources of Stability:

_____
_____
_____
_____
_____
_____
_____

Contacts and Notes:

_____
_____
_____
_____
_____
_____
_____