

TRAIL OF CTHULHU

BY KENNETH HITE

Investigator:

Occupation:

Appearance:

Drive:

Occupational Benefits:

Sanity Rating:

Of Which is False:

Pillars of Sanity:

Sanity Points: ✖ 1 2 3 4 5 6 7 8 9 10

Mental Disorders:

Health Rating:

Health Points:	☠	-II		
-10	-9	-8	-7	-6
-5	-4	-3	-2	-1
0	1	2	3	4
5	6	7	8	9
10	II	12		

Stability Rating:

Stability Points:	✖	-II		
-10	-9	-8	-7	-6
-5	-4	-3	-2	-1
0	1	2	3	4
5	6	7	8	9
10	II	12		

Hit Threshold:

Interpersonal Abilities

- Assess Honesty
- Bargain
- Bureaucracy
- Cop Talk
- Credit Rating
- Flattery
- Interrogation
- Intimidation
- Oral History
- Reassurance
- Streetwise

Academic Abilities

- Accounting
- Anthropology
- Archaeology
- Architecture
- Art History
- Biology
- Cryptography
- Cthulhu Mythos
- Geology
- History
- Languages 

- Law
- Library Use
- Medicine
- Occult
- Physics
- Theology

Dedicated Pools:

General Abilities

- Athletics
- Conceal
- Disguise
- Driving
- Electrical Repair
- Explosives
- Filch
- Firearms
- First Aid
- Fleeing
- Magic
- Mechanical Repair
- Piloting
- Preparedness
- Psychoanalysis
- Riding
- Scuffling
- Sense Trouble
- Shadowing
- Stealth
- Weapons

Technical Abilities

- Art
- Astronomy
- Chemistry
- Craft
- Evidence Collection
- Forensics
- Locksmith
- Outdoorsman
- Pharmacy
- Photography

WEAPONS and EXPLOSIVES

Weapon or Explosive	Ammo	Damage Modifier by Range			Notes
		Point Blank	Close	Near	

INVESTIGATOR BACKGROUND and PERSONALITY

KNOWN CONTACTS

Name	Location	Notes

EQUIPMENT

Item	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Item	Notes