

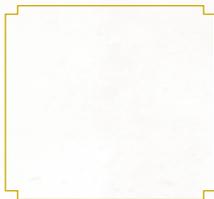
TRAIL OF CTHULHU

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:

Stability 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 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

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

Academic Abilities

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

Technical Abilities

Art
Astronomy
Chemistry
Craft
Evidence Collection
Forensics
Locksmith
Outdoorsman
Pharmacy
Photography

Law
Library Use
Medicine
Occult
Physics
Theology

Dedicated Pools:

WEAPONS and EXPLOSIVES

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

