

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

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

Investigator Name:

Drive:

Occupation:²

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

PILLARS OF SANITY

Academic Abilities

Interpersonal Abilities

General Abilities

Accounting

Anthropology

Archaeology

Architecture

Art History

Biology

Cthulhu Mythos⁴

Cryptography

Geology

History

Languages⁶

Law

Library Use

Medicine

Occult

Physics

Theology

Assess Honesty

Bargain

Bureaucracy

Cop Talk

Credit Rating

Flattery

Interrogation

Intimidation

Oral History

Reassurance

Streetwise

Technical Abilities

Art

Astronomy

Chemistry

Craft

Evidence Collection

Forensics

Locksmith

Outdoorsman

Pharmacy

Photography

Athletics

Conceal

Disguise⁽⁰⁾

Driving

Electrical Repair⁽⁰⁾

Explosives⁽⁰⁾

Filch

Firearms⁵

First Aid

Fleeing⁷

Health⁹

Hypnosis⁸

Mechanical Repair⁽⁰⁾

Piloting

Preparedness

Psychoanalysis

Riding

Sanity⁹

Stability⁹

Scuffling

Sense Trouble

Shadowing

Stealth

Weapons

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.

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS