

# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold<sup>3</sup>

### 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

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>4</sup> These General abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Investigator Name: *Defrocked priest*  
Drive: *Thirst for Knowledge*  
Clergy

Drive:

Occupation:<sup>2</sup>

Occupational benefits:

Pillars of Sanity:

Build Points:

### Academic Abilities

Accounting	1
Anthropology	1
Archaeology	0
Architecture	0
Art History	1
Biology	0
Cthulhu Mythos <sup>4</sup>	0
Cryptography	0
Geology	0
History	2
Languages <sup>6</sup>	2

### Interpersonal Abilities

Assess Honesty	4
Bargain	0
Bureaucracy	1
Cop Talk	2
Credit Rating	2
Flattery	1
Interrogation	0
Intimidation	0
Oral History	0
Reassurance	2
Streetwise	1

### General Abilities

Athletics	0
Conceal	6
Disguise <sup>(1)</sup>	0
Driving	4
Electrical Repair <sup>(1)</sup>	0
Explosives <sup>(1)</sup>	0
Filch	0
Firearms <sup>5</sup>	0
First Aid	6
Fleeing <sup>7</sup>	6
Health <sup>9</sup>	12
Hypnosis <sup>8</sup>	0
Mechanical Repair <sup>(1)</sup>	0

### Law

Law	1
Library Use	2
Medicine	0
Occult	0
Physics	0
Theology	4

### Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	0

Piloting	0
Preparedness	4
Psychoanalysis	8
Riding	0
Sanity <sup>9</sup>	10
Stability <sup>9</sup>	10
Scuffling	2
Sense Trouble	8
Shadowing	0
Stealth	2
Weapons	0

### SOURCES OF STABILITY:

### CONTACTS AND NOTES