

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

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

⁴ 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.

Investigator Name:

Drive:

Occupation:²

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	1
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	3
Law	0
Library Use	0
Medicine	0
Occult	1
Physics	0
Theology	0

Interpersonal Abilities

Assess Honesty	1
Bargain	2
Bureaucracy	2
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	0
Intimidation	0
Oral History	1
Reassurance	1
Streetwise	0
Technical Abilities	
Art	0
Astronomy	2
Chemistry	0
Craft	1
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	1
Pharmacy	0
Photography	1

General Abilities

Athletics	6
Conceal	0
Disguise ⁽⁴⁾	0
Driving	4
Electrical Repair ⁽⁴⁾	2
Explosives ⁽⁴⁾	0
Filch	2
Firearms ⁵	6
First Aid	4
Fleeing ⁷	0
Health ⁹	10
Hypnosis ⁸	0
Mechanical Repair ⁽⁴⁾	4
Piloting	6
Preparedness	8
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	10
Scuffling	2
Sense Trouble	6
Shadowing	0
Stealth	4
Weapons	0

SOURCES OF STABILITY:

CONTACTS AND NOTES