

# 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:

Drive:

Occupation:<sup>2</sup>

Occupational benefits:

Pillars of Sanity:

Build Points:

### Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos <sup>4</sup>	0
Cryptography	0
Geology	0
History	2
Languages <sup>6</sup>	1
Law	1
Library Use	1
Medicine	1
Occult	0
Physics	0
Theology	0

### Interpersonal Abilities

Assess Honesty	1
Bargain	2
Bureaucracy	0
Cop Talk	0
Credit Rating	3
Flattery	1
Interrogation	1
Intimidation	2
Oral History	0
Reassurance	1
Streetwise	2

### General Abilities

Athletics	0
Conceal	4
Disguise <sup>4</sup>	4
Driving	1
Electrical Repair <sup>4</sup>	0
Explosives <sup>4</sup>	4
Filch	4
Firearms <sup>5</sup>	0
First Aid	4
Fleeing <sup>7</sup>	6
Health <sup>9</sup>	10
Hypnosis <sup>8</sup>	0
Mechanical Repair <sup>4</sup>	1
Piloting	0
Preparedness	1
Psychoanalysis	4
Riding	0
Sanity <sup>9</sup>	8
Stability <sup>9</sup>	8
Scuffling	8
Sense Trouble	6
Shadowing	8
Stealth	8
Weapons	0

### Technical Abilities

Art	0
Astronomy	0
Chemistry	2
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	2
Outdoorsman	0
Pharmacy	0
Photography	0

### SOURCES OF STABILITY:

### CONTACTS AND NOTES