

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: *Left Bank Intellectual*

Drive:

Scholarship

Occupation:²

Professor

Occupational benefits:

Pillars of Sanity:

Pillar1

Pillar2

Pillar3

Build Points:

Academic Abilities

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

Interpersonal Abilities

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

General Abilities

Athletics	0
Conceal	0
Disguise ⁴	0
Driving	6
Electrical Repair ⁴	2
Explosives ⁴	0
Filch	4
Firearms ⁵	0
First Aid	4
Fleeing ⁷	6
Health ⁹	11
Hypnosis ⁸	0
Mechanical Repair ⁴	2

Law

Library Use	2
Medicine	0
Occult	2
Physics	0
Theology	2

Technical Abilities

Art	1
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	0

Piloting	0
Preparedness	4
Psychoanalysis	2
Riding	0
Sanity ⁹	10
Stability ⁹	10
Scuffling	4
Sense Trouble	4
Shadowing	0
Stealth	2
Weapons	4

SOURCES OF STABILITY:

Source1
Source2
Source3

CONTACTS AND NOTES