

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

Interpersonal Abilities

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

General Abilities

Athletics	10
Conceal	2
Disguise ⁴	4
Driving	2
Electrical Repair ⁴	0
Explosives ⁴	0
Filch	1
Firearms ⁵	4
First Aid	2
Fleeing ⁷	0
Health ⁹	10
Hypnosis ⁸	0
Mechanical Repair ⁴	0
Piloting	0
Preparedness	4
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	8
Scuffling	6
Sense Trouble	6
Shadowing	4
Stealth	4
Weapons	4

SOURCES OF STABILITY:

CONTACTS AND NOTES