

TRAIL OF CTHULHU

BY KENNETH HITE

Investigator: _____
 Occupation: _____
 Appearance: _____

Drive: _____

Sanity Rating: _____ Of Which is False: _____
 Pillars of Sanity: _____

Sanity Points: ☠ 1 2 3 4 5 6 7 8 9 10

Stability Rating: _____
 Sources of Stability: _____

Stability Points: ☠ -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 16 17 18 19 20 21 22 23 24 25

Mental Disorders: _____

Health Rating: _____ Hit Threshold: _____
 Health Points: ☠ -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 16 17 18 19 20 21 22 23 24 25

Interpersonal Abilities

<input type="checkbox"/>	Assess Honesty
<input type="checkbox"/>	Bargain
<input type="checkbox"/>	Bureaucracy
<input type="checkbox"/>	Cop Talk
<input type="checkbox"/>	Credit Rating
<input type="checkbox"/>	Flattery
<input type="checkbox"/>	Interrogation
<input type="checkbox"/>	Intimidation
<input type="checkbox"/>	Oral History
<input type="checkbox"/>	Reassurance
<input type="checkbox"/>	Streetwise

General Abilities

<input type="checkbox"/>	Athletics
<input type="checkbox"/>	Conceal
<input type="checkbox"/>	Disguise
<input type="checkbox"/>	Driving
<input type="checkbox"/>	Electrical Repair
<input type="checkbox"/>	Explosives
<input type="checkbox"/>	Filch
<input type="checkbox"/>	Firearms
<input type="checkbox"/>	First Aid
<input type="checkbox"/>	Fleeing
<input type="checkbox"/>	Hypnosis
<input type="checkbox"/>	Magic
<input type="checkbox"/>	Mechanical Repair
<input type="checkbox"/>	Piloting
<input type="checkbox"/>	Preparedness
<input type="checkbox"/>	Psychoanalysis
<input type="checkbox"/>	Riding
<input type="checkbox"/>	Scuffling
<input type="checkbox"/>	Sense Trouble
<input type="checkbox"/>	Shadowing
<input type="checkbox"/>	Stealth
<input type="checkbox"/>	Weapons

Academic Abilities

<input type="checkbox"/>	Accounting
<input type="checkbox"/>	Anthropology
<input type="checkbox"/>	Archaeology
<input type="checkbox"/>	Architecture
<input type="checkbox"/>	Art History
<input type="checkbox"/>	Biology
<input type="checkbox"/>	Cryptography
<input type="checkbox"/>	Cthulhu Mythos
<input type="checkbox"/>	Geology
<input type="checkbox"/>	History
<input type="checkbox"/>	Languages

Technical Abilities

<input type="checkbox"/>	Art
<input type="checkbox"/>	Astronomy
<input type="checkbox"/>	Chemistry
<input type="checkbox"/>	Craft
<input type="checkbox"/>	Evidence Collection
<input type="checkbox"/>	Forensics
<input type="checkbox"/>	Locksmith
<input type="checkbox"/>	Outdoorsman
<input type="checkbox"/>	Pharmacy
<input type="checkbox"/>	Photography

<input type="checkbox"/>	Law
<input type="checkbox"/>	Library Use
<input type="checkbox"/>	Medicine
<input type="checkbox"/>	Occult
<input type="checkbox"/>	Physics
<input type="checkbox"/>	Theology

Occupational Benefits and Dedicated Pools:

WEAPONS and EXPLOSIVES

Weapon or Explosive	Ammo	Damage Modifier by Range				Notes
		Point Blank	Close	Near	Long	

