

# TRAIL OF CTHULHU

## CONTACT DETAILS

<i>Name</i>	<i>Location</i>	<i>Notes</i>
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*Madness And Shock*

*Special Benefits And Dedicated Pools*

## WEAPONS AND EXPLOSIVES

<i>Description</i>	<i>Damage</i>	<i>Point Blank</i>	<i>Close</i>	<i>Near</i>	<i>Long</i>	<i>Notes</i>
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## EQUIPMENT

<i>Description</i>	<i>Cost</i>	<i>Notes</i>
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## MYTHOS TOMES, SPELLS AND ARTEFACTS

<i>Name</i>	<i>Effects</i>	<i>Notes</i>
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# TRAIL OF CTHULHU

Investigator Name .....

Drive .....

Occupation .....

Occupational benefits .....

Build Points .....

Source of Stability .....

Pillars of Sanity .....

Madness and Shock .....

Sanity

0 1 2 3

4 5 6 7

8 9 10 11

12 13 14 15

Stability

-12 -11 -10 -9

-8 -7 -6 -5

-4 -3 -2 -1

0 1 2 3

4 5 6 7

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

Magic

0 1 2 3

4 5 6 7

8 9 10 11

12 13 14 15

Hit Treshold:

Academic Abilities

- Accounting
- Anthropology
- Archeology
- Architecture
- Art History
- Biology
- Cthulhu Mythos
- Cryptography
- Geology
- History
- Language

- Law
- Library use
- Medicine
- Occult
- Physics
- Theology

Interpersonal abilities

- Assess Honesty
- Bargain
- Bureaucracy
- Cop Talk
- Credit Rating
- Flattery
- Interrogation
- Intimidation

Technical Abilities

- Art
- Astronomy
- Chemistry
- Craft
- Evidence Collection
- Forensics
- Locksmith
- Outdoorsman
- Pharmacy
- Photography

- Oral History
- Reassurance
- Streetwise

General Abilities

- Athletics
- Conceal
- Disguise
- Driving
- Electrical Repair
- Explosives
- Filch
- Firearms
- First Aid
- Fleeing
- Health
- Hypnosis
- Magic
- Mechanical Repair
- Piloting

- Preparedness
- Psychoanalysis
- Riding
- Sanity
- Stability
- Scuffling
- Sense Trouble
- Shadowing
- Stealth
- Weapons

