



TRAIL OF CTHULHU

BY KENNETH HITE

BASED ON THE GUMSHOE SYSTEM BY ROBIN D LAWS

DEMO GAME



Pelgrane Press

JEROME OF

Ritual Pursuits

a demo for Trail of Cthulhu

by Steve Dempsey

Credits

Ritual Pursuits is a 15 minute demo for *Trail of Cthulhu* written by Steve Dempsey.

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Trail of Cthulhu Core Rulebook written by Kenneth Hite

Based on the **GUMSHOE System** by Robin D Laws

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Ritual Pursuits

BACKGROUND

Vincent Crane is a graduate of Miskatonic University. While there, he read some things in the library that have unhinged him - specifically, part of the Necronomicon. He decided that he wanted to contact Abdul Alhazred in order to understand things better. Crane has tracked down a descendant of the Mad Arab's, into whom his spirit can be summoned, namely Woodrow Chadwick, Fran Tyler's driver.

Crane has holed up in his family's old farm outside Muncie, IN. He has arranged for Chadwick to come to him by faking a haunting, and inviting Tyler to Indianapolis. Tyler has missed the rendezvous and welcome party, so Crane has summoned up and despatched a Nightgaunt to fetch Chadwick for the ritual. This involved killing many farm animals as an offering, and inscribing a large Elder Sign on the side of his barn. This ruckus worried the neighbours, who called the police. Two policemen arrived. One, Officer Taylor, was killed by Crane with a shotgun. The other, Hicks, escaped the carnage by running away. It is he that the PCs will meet on the road.

INTRODUCTION

It's 1931 and the Indianapolis Indians have just opened their new Perry Stadium on 16th St., and the newly reformed Indianapolis ABCs are playing in the Negro National League. Travelling to Indianapolis cross country from New York in a quite a decent car, a Ford Model A Sedan, are the six PCs, looking to take advantage of these exciting times. There are two ball players, a sports journalist, a doctor, an author (whose car it is), a photographer

and Woodrow Chadwick, the driver. It's not been an easy journey. Unmarried women travelling with men, and whites travelling with blacks, are viewed with great suspicion.

You took a slight detour in Ohio to check out a haunting in Lima. You had hoped to make better time, because you need to be in Indy tonight. You've been forced to push on into the night and now you're just south of Muncie. It is a moonless night. It is clear and cold March night, and the stars are bright.

SCENE 1 - THE POLICE OFFICER

Scene type: Core (Cop Talk)

Suddenly, there is a roadblock up ahead. A police officer flags the car down with a torch, and Woodrow is asked to get out. Anyone who passes a **Sense Trouble** roll (Difficulty 4) will see a flickering as something occludes the stars.

Woodrow and the officer stand talking in the headlights, when a large creature swoops down, assaults the officer, and disappears into the night with Woodrow in its clutches (a 4-point **Stability** test for those who can see the Nightgaunt; 5-point test for Tyler, whose friend has been abducted).

Officer Hicks, #7435, is dead (a 2-point **Stability** test for those who didn't see the Nightgaunt), his head almost twisted off. On the ground next to him is a torch and his notebook. **Medicine** or **Shooting** (supplementary clue) reveals that the officer has some shotgun pellets in his side, which were inflicted under an hour ago.

Decoding the notebook requires **Cop Talk** (core clue) and shows that he was investigating a disturbance at the Crane farmstead. Their neighbours, the Dicklys, reported (10-67) strange noises and screams (10-91b) coming from the farm, possibly a prowler (10-70). The Dicklys have the only phone in the area, and Old Mother Dicky wasn't too keen on investigating.

The officer's vehicle is nowhere to be seen, but across the fields you can the lights in a farmhouse.

SCENE 2 - THE FARMHOUSE

Scene type: Core (Evidence Collection)

Time is of the essence, as the group must find Chadwick before Crane completes his terrible ritual. Arriving at the farm house, the group finds the yard awash with the blood and flesh of many animals (a 3-point **Stability** test). Some parts bear human bite marks, and some parts have been nailed to the barn, in and around a strange symbol that has been inscribed. A pipe from a large water tower has created a small stream that runs into the barn. **Occult** (supplementary clue) will confirm this is some kind of summoning ritual.

To one side is parked a police car, both doors are open. A dead police officer lies slumped and bloody across the front seat. There is a large shotgun wound in his chest. His gun lies on the floor.

Inside the homestead is a bloody mess, the remains of Crane's research and experiments. Mad scrawlings

TRAIL OF CTHULHU

Ritual Pursuits

adorn the walls, papers are strewn everywhere, and body parts and other indescribable things are scattered around.

Evidence Collection (core clue) allows a quick assessment. Simple searching will find all the clues, but the group will arrive at the quarry after the ritual has failed. The perpetrator is not here, but there is a drawing on the wall that is some kind of map. **Outdoorsman** allows the speedy identification of the location, a quarry somewhere to the north of here.

A spend of **Evidence Collection** will allow the investigator to recognise that the various notes, books and images, if collected, amount to a Mythos Tome, the Crane Archive, giving a pool of **Occult 2** and **Cthulhu Mythos 1**. It is a mixture of English and Arabic. There are three spells present, Call Dark Servitor (Summon/Bind Nightgaunt), Summon Ancestor (a Resurrection variant requiring a descendant of the deceased into whom the spirit of the dead is summoned) and Blessing of the Dark (Enchant knife). Using **Languages** (Arabic) will spot that the Summon Ancestor

spell has been mistranslated. **Occult** would then indicate that the ritual is likely to fail.

SCENE 3 - THE RITUAL

Scene type: Resolution

Crane has prepared an old quarry for his ritual. Long strips of copper wire radiate out from the centre to the rim, and channel whatever unearthly power Crane is using (see map, below). Unearthly energies coruscate in the night.

If the PCs used a simple search in the farm, they arrive after the ritual has failed, finding both participants unconscious and slumped on the ground, the Nightgaunt prancing and picking at their bodies.

Otherwise, as the PCs reach the quarry, their car is attacked by the Nightgaunt (see below, sent to stop them by Crane. It will attempt to carry PCs off and drop them into the quarry (it has to make a scuffling roll to avoid dropping them in the water.

Athletics checks are necessary to make it down into the quarry quickly. The target is 4 with a torch, 5 without (-1 to target if going more slowly). Otherwise a **Drive** check (Difficulty 7), with one wheel bumped up on one of the copper strips, can get the car down to the bottom in one round.

The PCs have three rounds to reach Crane before he finishes his ritual. And it will take them this long to get in range to shoot him. Other ways of interrupting the ritual include disrupting the copper wires in some way. Touching them directly incurs a blast of ethereal energy doing 1d6 damage and permanently blasting away 1 **Sanity** as the unfortunate's brain is directly exposed to the otherworldly nexus. However this will stun Crane and knock him down for a round.

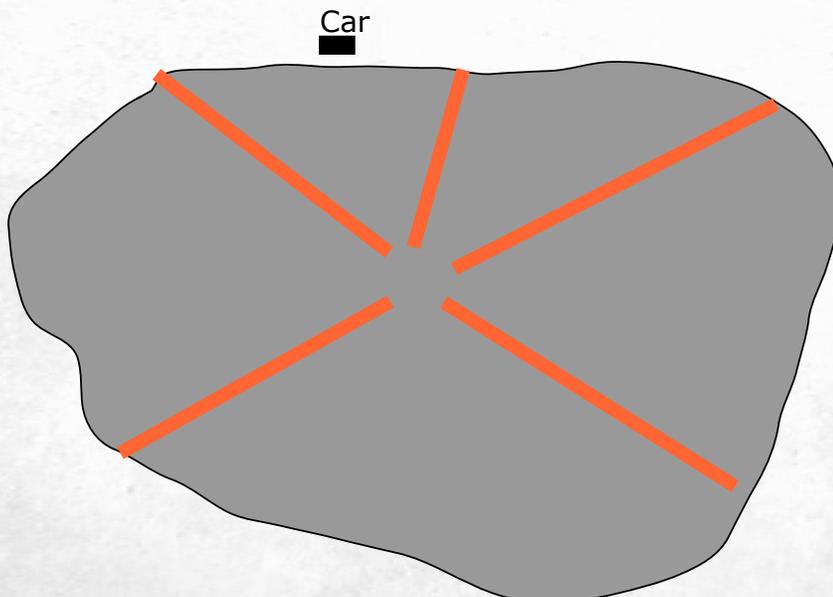
In any case, the ritual will not succeed because Crane doesn't have the correct spell. It will pull Alhazred from his proper place in time and space, as if invisible creatures were devouring him. He will be mostly trapped in limbo, but some portion of his being will enter Chadwick and corrupt him. He will respond by using the Shrivelling spell (p117 of *Trail of Cthulhu*) on any who come near, first using it to severely hurt Crane.

Chadwick will be on -1 **Stability** by this point. He will shrivel the first PC to approach (4pts to cast, 5 pts to the damage roll) leaving him on -11 **Sanity**, almost completely mad. He will last one round of gibbering before he, too, collapses.

THE NIGHTGAUNT

This is straight from the book, although you might like to change things a bit to make it more interesting for the players. Nightgaunts use a 'tickle' ability to immobilise. There are several ways this can be represented in the game:

The Quarry



Ritual Pursuits

- the Nightgaunt applies pressure to points on the character paralysing them and causing their face to contort in a terrible rictus;
- the Nightgaunt does not swoop but presents itself initially as a ridiculous idea to the character who can't help but chuckle at the enormity of it. When the character laughs, they let down their guard and the Nightgaunt can insinuate itself into reality and carry them off, helpless as they are with the terrible humour of what is happening.

Nightgaunts are winged creatures with barbed tails, prehensile paws, and a pair of inward-curving horns. Their skin is black and oily like a whale's, and they have no faces. They never speak or laugh, and their wings make no sound.

Nightgaunts serve Nodens by, among other things, grasping and carrying off intruders, who they unceremoniously dump in the most dismal and horrible places imaginable (including the Dreamlands or other dimensions) and leave to die. Nightgaunts perch various spots in the lonely parts of the world, and come out at night. They are not very intelligent, but can understand some languages (such as the gibberings of ghouls), and are friendly to some occult races.

Nightgaunts attempt to sneak up quietly on victims, grasp their weapons, and overpower them.

Tickling: Nightgaunts who win a Scuffling contest do no damage, but may disarm their foe of one weapon or item. Once they have won two Scuffling contests in a row, he is grappled by their long, strong fingers and toes, and they can carry him off and begin to tickle him with their razor-sharp barbed tails. A successful tickle attack (which also uses Scuffling) leaves the victim disoriented and confused for 1D6+1 rounds, unable to take any physical action and with effects similar to being



shaken (see p. 74). Armor does not protect against nightgaunt tickling.

Game Statistics

Abilities (on ground/in air or space):

Athletics 6/12, Health 7, Scuffling 10

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +2 (flying), +3 (flying in darkness)

Weapon: see above

Armor: -2 vs any (skin)

Stability Loss: +0

PRE-GENERATED CHARACTERS

- **Amanda Jones**, journalist
- **Brad Heller**, catcher
- **Eugene Stafford**, pitcher
- **Fran Tyler**, author
- **Alex Lansdale**, doctor
- **Lian Chao**, photographer

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 Threshold ³ | | | 3 |

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 |

Investigator Name: Amanda Jones

Drive: Adventure

Occupation:² Journalist

Occupational benefits: Use Reassurance to get access to newspaper morgues.

Pillars of Sanity: 1) Our elders are worthy of respect. 2) The truth should be heard.

Academic Abilities

| | |
|-----------------------------|---|
| Accounting | |
| Anthropology | |
| Archaeology | |
| Architecture | |
| Art History | |
| Biology | |
| Cthulhu Mythos ⁴ | |
| Cryptography | |
| Geology | |
| History | 1 |
| Languages ⁶ | 1 |
| _____ | |
| _____ | |
| _____ | |
| _____ | |

Interpersonal Abilities

| | |
|-----------------|---|
| Assess Honesty* | 2 |
| Bargain* | 2 |
| Bureaucracy | 1 |
| Cop Talk* | 2 |
| Credit Rating | 2 |
| Flattery | 2 |
| Interrogation | |
| Intimidation | |
| Oral History* | 2 |
| Reassurance* | 2 |
| Streetwise | 1 |
| _____ | |
| _____ | |
| _____ | |
| _____ | |

General Abilities

| | |
|----------------------------------|---|
| Athletics | |
| Conceal | 4 |
| Disguise ^{(1)*} | 4 |
| Driving | 2 |
| Electrical Repair ⁽¹⁾ | |
| Explosives ⁽¹⁾ | |
| Filch | 4 |
| Firearms ⁵ | 2 |
| First Aid | 4 |
| Fleeing ⁷ | 8 |
| Health ⁹ | 8 |
| Hypnosis ⁸ | |
| Mechanical Repair ⁽¹⁾ | 1 |
| Piloting | |
| Preparedness | 6 |
| Psychoanalysis | |
| Riding | |
| Sanity ⁹ | 8 |
| Stability ⁹ | 8 |
| Scuffling | 2 |
| Sense Trouble | 6 |
| Shadowing* | 4 |
| Stealth | 4 |
| Weapons | |
| _____ | |
| _____ | |

Technical Abilities

| | |
|-------------|---|
| Law | |
| Library Use | 1 |
| Medicine | |
| Occult | |
| Physics | |
| Theology | |
| _____ | |
| _____ | |
| _____ | |
| _____ | |

| | |
|----------------------|---|
| Art | |
| Astronomy | |
| Chemistry | |
| Craft | |
| Evidence Collection* | 2 |
| Forensics | |
| Locksmith | |
| Outdoorsman | |
| Pharmacy | |
| Photography* | 2 |
| _____ | |
| _____ | |
| _____ | |

| | |
|----------------------------------|---|
| Hypnosis ⁸ | |
| Mechanical Repair ⁽¹⁾ | 1 |
| Piloting | |
| Preparedness | 6 |
| Psychoanalysis | |
| Riding | |
| Sanity ⁹ | 8 |
| Stability ⁹ | 8 |
| Scuffling | 2 |
| Sense Trouble | 6 |
| Shadowing* | 4 |
| Stealth | 4 |
| Weapons | |
| _____ | |
| _____ | |

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

⁽¹⁾ 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.

SOURCES OF STABILITY:

CONTACTS AND NOTES

Your father, baseball player Bob Jones; your former editor, Harvey Smith

You're originally from Brooklyn, and your dad played for the Dodgers. Watching him play, you fell in love with baseball, and determined to make it your career. It's hard to make it as a woman sports journalist, but your skills have swung you a job in Indianapolis, writing about the local AAA team, the Indians.

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BY KENNETH HITE

Player Name:

Sanity¹

| | | | |
|----------------------------|----|----|----|
| 0 | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | 15 |
| Hit Threshold ³ | | | 4 |

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 |

Investigator Name: Eugene Stafford

Drive: Duty

Occupation:² Criminal turned baseball pitcher

Occupational benefits: When using Conceal, Filch or Shadowing, you can spend after the roll

Pillars of Sanity: 1) Love of baseball. 2) A good life is its own reward.

Academic Abilities

| | |
|-----------------------------|---|
| Accounting | |
| Anthropology | |
| Archaeology | |
| Architecture | |
| Art History | |
| Biology | |
| Cthulhu Mythos ⁴ | |
| Cryptography | |
| Geology | |
| History | |
| Languages ⁶ | 1 |
| Italian | |
| Law | 1 |
| Library Use | |
| Medicine | |
| Occult | |
| Physics | |
| Theology | 1 |

Interpersonal Abilities

| | |
|-----------------------------|---|
| Assess Honesty [*] | 2 |
| Bargain [*] | 2 |
| Bureaucracy | |
| Cop Talk | 1 |
| Credit Rating | 3 |
| Flattery | 1 |
| Interrogation | |
| Intimidation [*] | 2 |
| Oral History | 1 |
| Reassurance | 1 |
| Streetwise [*] | 2 |

General Abilities

| | |
|----------------------------------|----|
| Athletics | 10 |
| Conceal | 6 |
| Disguise ⁽⁰⁾ | |
| Driving | 2 |
| Electrical Repair ⁽⁰⁾ | 2 |
| Explosives ⁽⁰⁾ | |
| Filch | 6 |
| Firearms ⁵ | 1 |
| First Aid | |
| Fleeing ⁷ | |
| Health ⁹ | 9 |
| Hypnosis ⁸ | |
| Mechanical Repair ⁽⁰⁾ | 6 |

Technical Abilities

| | | | |
|------------------------|---|----------------------------|---|
| Art | | Psychoanalysis | |
| Astronomy | | Riding | |
| Chemistry | | Sanity ⁹ | 8 |
| Craft | 2 | Stability ⁹ | 8 |
| Evidence Collection | | Scuffling [*] | 6 |
| Forensics | | Sense Trouble [*] | 4 |
| Locksmith [*] | 2 | Shadowing [*] | 4 |
| Outdoorsman | | Stealth [*] | 8 |
| Pharmacy | | Weapons | 2 |
| Photography | | | |

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³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

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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.

SOURCES OF STABILITY:

Louis, the barman in your local in Queens; your girlfriend Teresa.

CONTACTS AND NOTES

You're from Queens, where you had a job as a locksmith. You practised on the side a bit, cracking safes for the mob. On Sundays, you played amateur baseball in the park and that's where you were spotted by a scout for the Indianapolis Indians. Hopefully you can stay out of trouble and make a name for yourself.

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BY KENNETH HITE

Player Name:

Sanity¹

| | | | |
|----------------------------|----|----|----|
| 0 | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | 15 |
| Hit Threshold ³ | | | 3 |

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 |

Investigator Name: Dr. Alex Lansdale

Drive: Adventure

Occupation:² Doctor

Occupational benefits: Each point of First Aid heals either 3 Health (others), or 2 (you); you can stabilize a seriously wounded victim by spending 1 First Aid.

Pillars of Sanity: 1) The Hippocratic Oath. 2) The American Dream is there for me.

Academic Abilities

| | |
|-----------------------------|---|
| Accounting* | 2 |
| Anthropology | 1 |
| Archaeology | |
| Architecture | |
| Art History | |
| Biology* | 2 |
| Cthulhu Mythos ⁴ | |
| Cryptography | |
| Geology | |
| History | |
| Languages* | 2 |
| Latin | |

Interpersonal Abilities

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

General Abilities

| | |
|----------------------------------|----|
| Athletics | 4 |
| Conceal | |
| Disguise ⁽⁰⁾ | |
| Driving | |
| Electrical Repair ⁽⁰⁾ | 2 |
| Explosives ⁽⁰⁾ | |
| Filch | |
| Firearms ⁵ | 3 |
| First Aid* | 12 |
| Fleeing ⁷ | 6 |
| Health ⁹ | 8 |
| Hypnosis ⁸ | |
| Mechanical Repair ⁽⁰⁾ | 2 |

Technical Abilities

| | | | |
|---------------------|---|------------------------|----|
| Art | | Psychoanalysis | 6 |
| Astronomy | | Riding | 4 |
| Chemistry | | Sanity ⁹ | 8 |
| Craft | | Stability ⁹ | 10 |
| Evidence Collection | | Scuffling | 4 |
| Forensics* | 2 | Sense Trouble | 2 |
| Locksmith | | Shadowing | |
| Outdoorsman | 1 | Stealth | 2 |
| Pharmacy* | 2 | Weapons | |
| Photography | | | |

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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

⁽⁰⁾ 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.

SOURCES OF STABILITY:

Your sister, Judy, who was closest in age to you; your professor, Dr. Alteus, whose encouragement got you through college; Miriam Greenberg, a nurse in your first hospital

CONTACTS AND NOTES

From a poor farming family from up-state Massachusetts, you've worked hard and won scholarships to become a doctor. The trouble is, you've got no money to buy a place in a swanky new practice, but the Indianapolis Indians need a doctor to go with them on the road and you've got the job. You hope to save enough to start your own practice.

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Player Name:

Sanity¹

| | | | |
|----------------------------|----|----|----|
| 0 | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | 15 |
| Hit Threshold ³ | | | 3 |

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 |

Investigator Name: Lian Chao

Drive: Artistic sensitivity

Occupation:² Photographer

Occupational benefits: Use adventure downtime to refresh one Photography pool point (max four times)

Pillars of Sanity: 1) Photographs can't lie. 2) Human beings are inherently good.

| Academic Abilities | Interpersonal Abilities | General Abilities |
|--------------------|-------------------------|------------------------------------|
| Accounting | Assess Honesty* 2 | Athletics 4 |
| Anthropology* 2 | Bargain | Conceal 3 |
| Archaeology | Bureaucracy | Disguise ^{(1)*} 2 |
| Architecture* 2 | Cop Talk | Driving 2 |
| Art History* 2 | Credit Rating 4 | Electrical Repair ⁽¹⁾ 6 |
| Biology | Flattery* 2 | Explosives ⁽¹⁾ |
| Cthulhu Mythos* 4 | Interrogation | Filch |
| Cryptography | Intimidation | Firearms ⁵ |
| Geology | Oral History 1 | First Aid 4 |
| History | Reassurance | Fleeing ⁷ 4 |
| Languages* 2 | Streetwise | Health ⁹ 8 |
| English | | Hypnosis ⁸ |
| Mandarin | | Mechanical Repair ⁽¹⁾ 2 |
| | | Piloting |
| | Technical Abilities | Preparedness 6 |
| Law | Art* 2 | Psychoanalysis |
| Library Use 1 | Astronomy | Riding |
| Medicine | Chemistry | Sanity ⁹ 8 |
| Occult | Craft* 2 | Stability ⁹ 8 |
| Physics | Evidence Collection | Scuffling |
| Theology | Forensics | Sense Trouble 4 |
| | Locksmith | Shadowing 4 |
| | Outdoorsman | Stealth 6 |
| | Pharmacy | Weapons |
| | Photography* 4 | |

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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

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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.

SOURCES OF STABILITY:

Your classmate, Ruth Collins, who's helped you settle down in New York; your grandfather Feng, who encouraged you to follow your dreams.

CONTACTS AND NOTES

Originally from Shanghai, you moved to New York four years ago to study art at New York University. During the course, you became fascinated by both American culture, and capturing everyday life in photographs. Your university has arranged for you to spend a month with an AAA baseball team, the Indianapolis Indians.