

# 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

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

## General Abilities

Athletics  
Conceal  
Disguise  
Driving  
Electrical Repair  
Explosives  
Filch  
Firearms  
First Aid  
Fleeing  
Hypnosis  
Magic  
Mechanical Repair  
Piloting  
Preparedness  
Psychoanalysis  
Riding  
Scuffling  
Sense Trouble  
Shadowing  
Stealth  
Weapons

## Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cryptography  
Cthulhu Mythos  
Geology  
History  
Languages

## Technical Abilities

Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection  
Forensics  
Locksmith  
Outdoorsman  
Pharmacy  
Photography

Occupational Benefits and Dedicated Pools:

## WEAPONS and EXPLOSIVES

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

