

# TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

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

Hit Threshold<sup>3</sup>

### 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:

Drive:

Occupation:<sup>2</sup>

Occupational benefits:

Pillars of Sanity:

Build Points:

### Academic Abilities

Accounting  
 Anthropology  
 Archaeology  
 Architecture  
 Art History  
 Biology  
 Cthulhu Mythos<sup>4</sup>  
 Cryptography  
 Geology  
 History  
 Languages<sup>6</sup>

### Interpersonal Abilities

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

### General Abilities

Athletics  
 Conceal  
 Disguise<sup>(0)</sup>  
 Driving  
 Electrical Repair<sup>(0)</sup>  
 Explosives<sup>(0)</sup>  
 Filch  
 Firearms<sup>5</sup>  
 First Aid  
 Fleeing<sup>7</sup>  
 Health<sup>9</sup>  
 Hypnosis<sup>8</sup>  
 Mechanical Repair<sup>(0)</sup>

### Law

Library Use  
 Medicine  
 Occult  
 Physics  
 Theology

### Technical Abilities

Art  
 Astronomy  
 Chemistry  
 Craft  
 Evidence Collection  
 Forensics  
 Locksmith  
 Outdoorsman  
 Pharmacy  
 Photography

Piloting  
 Preparedness  
 Psychoanalysis  
 Riding  
 Sanity<sup>9</sup>  
 Stability<sup>9</sup>  
 Scuffling  
 Sense Trouble  
 Shadowing  
 Stealth  
 Weapons

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>(0)</sup> These General Abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

### SOURCES OF STABILITY:

### CONTACTS AND NOTES

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## Keeper's Investigator Matrix

Player					
Investigator					
Drive					
Occupation					
Health					
Sanity					
Pillar 1					
Pillar 2					
Pillar 3					
Stability					
Source 1					
Source 2					
Source 3					
Contact 1					
Contact 2					
Contact 3					
Accounting					
Anthropology					
Archaeology					
Architecture					
Art History					
Biology					
Cthulhu Mythos					
Cryptography					
Geology					
History					
Languages					
Law					
Library Use					
Medicine					
Occult					
Physics					
Theology					
Assess Honesty					
Bargain					
Bureaucracy					
Cop Talk					
Credit Rating					
Flattery					
Interrogation					
Intimidation					
Oral History					
Reassurance					
Streetwise					
Art					
Astronomy					
Chemistry					
Craft					
Evidence Collection					
Forensics					
Locksmith					
Outdoorsman					
Pharmacy					
Photography					

## Investigative Ability Checklist

When creating an adventure, use this table to record which abilities are essential to the adventure, which are optional, and which are not used at all. Let your players know which not to take. If you are using pre-existing characters, tick them on the left column table, then build your adventure around them.

Investigative Abilities	Core Clue Tally	Total In Adventure
Academic Abilities		
Accounting		
Anthropology		
Archaeology		
Architecture		
Art History		
Biology		
Cthulhu Mythos		
Cryptography		
Geology		
History		
Languages		
Law		
Library Use		
Medicine		
Occult		
Physics		
Theology		
Interpersonal		
Assess Honesty		
Bargain		
Bureaucracy		
Cop Talk		
Credit Rating		
Disguise (G)		
Flattery		
Interrogation		
Intimidation		
Oral History		
Reassurance		
Streetwise		
Technical		
Art		
Astronomy		
Chemistry		
Craft		
Electrical Repair (G)		
Explosives (G)		
Evidence Collection		
Forensics		
Locksmith		
Mechanical Repair (G)		
Outdoorsman		
Pharmacy		
Photography		
<b>Total Investigative Points</b>		

(G) Indicates a General ability which doubles up as an Investigative one

## Useful Documents

### Campaign Frame Notes

**Title****Pitch**

It's like Blah vs Blah, X meets Y, etc.

**Setting**

Where is it set? One location, multiple locations? What languages might be used?

**Style**

Purist or Pulp, or a mixture? Dread or Gore? Are laws enforced? Can firearms be used? Race, gender or politics: an important element?

**Mythos**

How all pervasive is the Mythos? How much do the general public and the authorities know? Which gods exist? Are important? Just Lovecraft or other authors?

**Investigators**

Why are they together? What do they have in common? What skills must they have? In what way are they restricted?

# TRAIL OF CTHULHU

## Appendices

### Campaign Frame Notes

#### Continuing NPCs

Rivals, contacts, villains, cultists, friends and colleagues.

Name	Location	Relationship to PCs	Notes

#### Rules Variants

What caps on abilities? What new abilities are there? Which optional rules to use? Add page references.