

# INVESTIGATIVE ABILITIES

ACADEMIC

- Accounting \_\_\_\_\_
- Anthropology \_\_\_\_\_
- Archaeology \_\_\_\_\_
- Architecture \_\_\_\_\_
- Art History \_\_\_\_\_
- Biology \_\_\_\_\_
- Cthulhu Mythos* \_\_\_\_\_
- Cryptography \_\_\_\_\_
- Geology \_\_\_\_\_
- History \_\_\_\_\_
- Languages \_\_\_\_\_

NAME \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

DRIVE \_\_\_\_\_

OCCUPATION \_\_\_\_\_

BENEFITS \_\_\_\_\_

BUILD POINTS \_\_\_\_\_

PILLARS OF SANITY \_\_\_\_\_

SOURCES OF STABILITY \_\_\_\_\_

- Law \_\_\_\_\_
- Library Use \_\_\_\_\_
- Medicine \_\_\_\_\_
- Occult \_\_\_\_\_
- Physics \_\_\_\_\_
- Theology \_\_\_\_\_
- Trivia \_\_\_\_\_

CONTACTS AND NOTES \_\_\_\_\_

INTERPERSONAL

- Bullshit Detector \_\_\_\_\_
- Bargain \_\_\_\_\_
- Bureaucracy \_\_\_\_\_
- Cop Talk \_\_\_\_\_
- Credit Rating \_\_\_\_\_
- Flattery \_\_\_\_\_
- Flirting \_\_\_\_\_
- Inspiration \_\_\_\_\_
- Interrogation \_\_\_\_\_
- Intimidation \_\_\_\_\_
- Oral History \_\_\_\_\_
- Reassurance \_\_\_\_\_
- Streetwise \_\_\_\_\_

WEAPONS, ARMOUR & GEAR \_\_\_\_\_

MODIFIER \_\_\_\_\_

HIT THRESHOLD \_\_\_\_\_

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

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

SANITY

10 9 8 7 6 5 4 3 2 1 0

TECHNICAL

- Astronomy \_\_\_\_\_
- Ballistics \_\_\_\_\_
- Chemistry \_\_\_\_\_
- Data Retrieval \_\_\_\_\_
- Electronic Surveillance \_\_\_\_\_
- Explosive Devices \_\_\_\_\_
- Evidence Collection \_\_\_\_\_
- Forensics \_\_\_\_\_
- Locksmith \_\_\_\_\_
- Outdoorsman \_\_\_\_\_
- Pharmacy \_\_\_\_\_
- Photography \_\_\_\_\_

# TRAIL OF CTHULHU

INVESTIGATOR RECORD SHEET

## GENERAL ABILITIES

Athletics \_\_\_\_\_

Conceal \_\_\_\_\_

Driving \_\_\_\_\_

Electrical Repair<sup>1</sup> \_\_\_\_\_

Explosives<sup>1</sup> \_\_\_\_\_

Filch \_\_\_\_\_

Firearms \_\_\_\_\_

First Aid \_\_\_\_\_

Fleeing \_\_\_\_\_

**Health** \_\_\_\_\_

Hypnosis \_\_\_\_\_

Impersonate<sup>1</sup> \_\_\_\_\_

Mechanical Repair<sup>1</sup> \_\_\_\_\_

Piloting \_\_\_\_\_

Preparedness \_\_\_\_\_

Psychoanalysis \_\_\_\_\_

**Sanity** \_\_\_\_\_

Scuffling \_\_\_\_\_

Sense Trouble \_\_\_\_\_

Shadowing \_\_\_\_\_

**Stability** \_\_\_\_\_

Stealth \_\_\_\_\_

Weapons \_\_\_\_\_

**INVESTIGATIVE ABILITIES** build points depend on the number of players: 5+ = 22 | 4 = 24 | 3 = 26 | 2 = 34 • Occupational abilities are ½ price • **Cthulhu Mythos** may not be taken at character creation

**GENERAL ABILITIES** 60 build points • plus 1 **Health**, 1 **Stability**, and 4 **Sanity** • **Magic** may not be taken at character creation • **Hypnosis** is restricted to Alienists, Charlatans and Parapsychologists • <sup>1</sup> indicates a General Ability which also has Investigative uses • **Fleeing** points above **Athletics** x2 are ½ price • Hit Threshold = 3 (4 if Athletics is 8 or more)