

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:



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

Drive:

Occupation:²

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Athletics
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise ⁽⁰⁾
Art History	Cop Talk	Driving
Biology	Credit Rating	Electrical Repair ⁽⁰⁾
Cthulhu Mythos ⁴	Flattery	Explosives ⁽⁰⁾
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms ⁵
History	Oral History	First Aid
Languages ⁶	Reassurance	Fleeing ⁷
	Streetwise	Health ⁹
		Hypnosis ⁸
		Mechanical Repair ⁽⁰⁾
		Piloting
Law	Technical Abilities	Preparedness
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult	Chemistry	Sanity ⁹
Physics	Craft	Stability ⁹
Theology	Evidence Collection	Scuffling
	Forensics	Sense Trouble
	Locksmith	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	

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

⁽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:	CONTACTS AND NOTES