TRAIL OF CTHULHU
BY KENNETH HITE

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:

[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

[I] 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.

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Athletics
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise [I]
Art History	Cop Talk	Driving
Biology	Credit Rating	Electrical Repair[I]
Cthulhu Mythos[4]	Flattery	Explosives[I]
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms[5]
History	Oral History	First Aid
Languages[6]	Reassurance	Fleeing[7]
	Streetwise	Health[9]
		Hypnosis[8]
		Mechanical Repair[I]
	Technical Abilities	Piloting
Law		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	

SOURCES OF STABILITY:

CONTACTS AND NOTES