

Jan Joyce-Cleveland

Occupation: Dilettante

Drive: In the Blood

The Joyces and the Clevelands have long been wealthy. Some families are just more capable than others, and it's the responsibility of such families to do things like solve the world's mysteries (but not necessarily publicize them), protect the world's treasures (but not necessarily share them), and give the little people a chance to support themselves. Long have the Joyce-Clevelands been globe-trotters and collectors of fine antiquities, and long has each generation sought to outdo the previous' collections in terms of rarity and mystery.

You heard word of Thomas Fell through Knox Makepeace, who has helped your father acquire some of his antique and archaeological collections over the years. Fell is a believer in the occult, like you, unlike your father. You sent Thomas Fell a stone stele, etched with alien markings, from your father's estate while he was out of town. Your hope was that Thomas Fell would be able to tell you what the object was and where it came from—and he did that quickly. He said Peru. So you cut him a check big enough for him to hire some men and go off in search of similar objects that you could bring back to impress your father... and possibly convince him that some of his collection has properties more fantastic than he believes.

Thomas Fell hired four men—diggers, drivers, explorers—and was having meetings to plant their trip, but then they all stopped writing or calling. No sign of them. They didn't board a plane or a train (and Thomas had said "Oh, I don't think we'll be flying there," the last time you spoke to him), so where did they go? Have the stolen the stele and secreted away to some hiding place? You funded them, so whatever is happening, it's happening on your dime.

Damn it all, though, Makepeace went and called a police detective. Now you may have to pay him off if the provenance or proper ownership of the stele comes into question—or the fact that you hired men to loot antiquities. Even with the law being as sketchy as it is, you'd rather have kept the police out of it. And now that Fell's sons are involved, the whole business and that's no help. Unless you can use them to get Thomas Fell out of the woodwork.

Pillars of Sanity:

- Aesthetics and high art—beauty benefits mankind.
- Family. Some families are greater than others. A great family can lead and inspire.

Sources of Stability: Grover Joyce-Cleveland (your investment-banker father, and the reason why you're rich), Thomas Fell (your secret investment project, the quaint antique expert who's going to certify your find and help you make your own fortune).

Investigative Abilities: Accounting 1, Art 4, Credit Rating 7, Flattery 4, Intimidation 4, Occult 2, Outdoorsman 6, Photography 2, Reassurance 4

General Abilities: Athletics 12, Firearms 10, Health 10, Preparedness 12, Riding 4, Sanity 8, Stability 12, Weapons 5

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

Sanity¹

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

Hit Threshold³

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

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

⁴ 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.

Investigator Name: *Jan Joyce-Cleveland*

Drive: In the Blood

Occupation:² Dilettante

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

* Grover Joyce-Cleveland, your investment-banker father, and the reason why you're rich
* Thomas Fell, your secret investment project, the quaint antique expert who's going to certify your find and help you make your own fortune.

PILLARS OF SANITY

* Aesthetics and high art—beauty benefits mankind.
* Family. Some families are greater than others. A great family can lead and inspire.

Academic Abilities

Accounting	1
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	
Languages ⁶	

Interpersonal Abilities

Assess Honesty	
Bargain	
Bureaucracy	
Cop Talk	
Credit Rating	7
Flattery	4
Interrogation	
Intimidation	4
Oral History	
Reassurance	4
Streetwise	

General Abilities

Athletics	12
Conceal	
Disguise ⁴	
Driving	
Electrical Repair ⁴	
Explosives ⁴	
Filch	
Firearms ⁵	10
First Aid	
Fleeing ⁷	
Health ⁹	10
Hypnosis ⁸	
Mechanical Repair ⁴	

Technical Abilities

Law	
Library Use	4
Medicine	
Occult	2
Physics	
Theology	
Evidence Collection	
Forensics	
Locksmith	
Outdoorsman	6
Pharmacy	
Photography	2

Piloting	
Preparedness	12
Psychoanalysis	
Riding	4
Sanity ⁹	8
Stability ⁹	12
Scuffling	
Sense Trouble	
Shadowing	
Stealth	
Weapons	5

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS