TRAIL OF CTHULHU BY KENNETHI HITE

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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

⁽¹⁾ 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 Parapsycholigists 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: Drive: Occupation:² Occupational benefits:

Pillars of Sanity:

Build Points:

A		Company 1 Al 1919	
Academic Abilities	Interpersonal Abilities	General Abilities	
Accounting			
Anthropology	Assess Honesty	Athletics	
Archaeology	Bargain	Conceal	
Architecture	Bureaucracy	Disguise (1)	
Art History	Cop Talk	Driving	
Biology	Credit Rating	Electrical Repair ⁽¹⁾	
Cthulhu Mythos⁴	Flattery	Explosives ⁽¹⁾	
Cryptography	Interrogation	Filch	
Geology	Intimidation	Firearms⁵	
History	Oral History	First Aid	
Languages ⁶	Reassurance	Fleeing ⁷	
	Streetwise	Health ⁹	
		Hypnosis ⁸	
		Mechanical Repair ⁽¹⁾	
	Technical Abilities	Piloting	
Law	ICCIIIICUI ADIIIUCS	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		

Player Name:

SOURCES OF STABILITY:	CONTACTS AND NOTES

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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		
Sileetwise		
T 1 ' 1		
Technical		
Art		
Astronomy		
Chemistry		
Craft		
Electrical Repair (G)		
Explosives (G)		
Evidence Collection		
Forensics		
Locksmith		
Mechanical Repair (G)		
Outdoorsman		
Pharmacy		
Photography		
	Total Investigative Points	

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

→ TRAIL OF CTHULHU L

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?

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Appendices

tinuing NPCs	Campa	ign Frame Notes	
lls, contacts, villains, c	ultists, friends and colle	agues.	
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.