

## Kenneth Fell

**Occupation:** Artist

**Drive:** Ennui

Broke, bohemian, and haunted by a sense of powerlessness, you are a true artist. Not in the sense of the Masters, but in the real-world sense of the working, toiling creator, living in squalor but proud that at least you don't have to demean yourself with embarrassing, soulless work. You can count on your fingers the number of pieces you've sold—some sculpture, some paintings—but every one has gone to people with decent taste and good money; people you can respect yourself for selling art to. By eating tins of beans and living in your studio with a communal bathroom down the hall, you even manage to live for several months off a single sale. Somebody, you might make it big. But, you realize, probably not. You get by.

Nature is one avenue of inspiration for you, particularly the way the world sculpts itself. Volcanoes, desert bluffs, ocean-side cliffs and other natural rock formations captivate you. These are what you paint and sculpt, sometimes realistically and sometimes not.

You are the younger of Thomas Fell's two sons. Your older brother is Roger, a doctor. He's the respectable one, the success story. He took after your father's academic side, the rational side, and got through medical school with discipline and more than a little arrogance. You can't really relate to that. Ambition, arrogance, duty—these are admiral traits, but they belong to other people. You're more sensitive, observant, and sympathetic; you tell yourself that these are what make you a good person, even though you're not healing the sick. You two don't talk much.

Your dad is a kindly old coot, prone to getting in over his head, especially in regards to business. He's owed money in the past, but not to especially bad people, and he's been taken by forgers and deadbeats before. Fingers crossed, that's as bad as it is this time, and he's just laying low, trying to figure out how to make some money to pay back some debts and keep his antiques consultancy and dealership in business. You don't know what you'd do if he's really in trouble. Surely you'd do anything to find him, but you're not sure what you'd do if something were to happen to him. You've come to dad's house because you're genuinely worried about him.

### Pillars of Sanity:

- The goodness and honesty of the natural world.
- The reliability of humankind's predictable selfishness being undermined by generosity.
- The power of art to impact the heart and mind of any person, if done right.

**Sources of Stability:** Thomas Fell (your father, who is difficult but reliable), Jeannie Corman (your on-again-off-again girlfriend), Hans Siegler (a friend and artist whose work you admire and emulate).

**Investigative Abilities:** Architecture 2, Art 6, Art History 4, Craft 4, Credit Rating 1, Flattery 4, Geology 2, Occult 1, Photography 2, Reassurance 4

**General Abilities:** Driving 4, Filch 5, Firearms 2, Fleeing 12, Health 9, Psychoanalysis 8, Sanity 9, Stability 10, Sense Trouble 5, Stealth 5, Weapons 2

# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

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

Hit Threshold<sup>3</sup>

### 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 |

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>4</sup> These General abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Investigator Name: *Kenneth Fell*

Drive: Ennui

Occupation:<sup>2</sup> Artist

Occupational benefits:

Description:

Build Points:

### SOURCES OF STABILITY:

\* Thomas Fell, your father, who is difficult but reliable.  
 \* Jeannie Corman, your on-again-off-again girlfriend.  
 \* Hans Siegler, a friend and artist whose work you admire and emulate.

### PILLARS OF SANITY

\* The goodness and honesty of the natural world.  
 \* The reliability of humankind's predictable selfishness being undermined by generosity  
 \* The power of art to impact the heart and mind of any person, if done right.

### Academic Abilities

|                             |   |
|-----------------------------|---|
| Accounting                  |   |
| Anthropology                |   |
| Archaeology                 |   |
| Architecture                | 2 |
| Art History                 | 4 |
| Biology                     |   |
| Cthulhu Mythos <sup>4</sup> |   |
| Cryptography                |   |
| Geology                     | 2 |
| History                     |   |
| Languages <sup>6</sup>      |   |

### Interpersonal Abilities

|                |   |
|----------------|---|
| Assess Honesty |   |
| Bargain        |   |
| Bureaucracy    |   |
| Cop Talk       |   |
| Credit Rating  | 1 |
| Flattery       | 4 |
| Interrogation  |   |
| Intimidation   |   |
| Oral History   |   |
| Reassurance    | 4 |
| Streetwise     |   |

### General Abilities

|                                  |    |
|----------------------------------|----|
| Athletics                        |    |
| Conceal                          |    |
| Disguise <sup>(1)</sup>          |    |
| Driving                          | 4  |
| Electrical Repair <sup>(1)</sup> |    |
| Explosives <sup>(1)</sup>        |    |
| Filch                            | 5  |
| Firearms <sup>5</sup>            | 2  |
| First Aid                        |    |
| Fleeing <sup>7</sup>             | 12 |
| Health <sup>9</sup>              | 9  |

### Law

|             |   |
|-------------|---|
| Library Use |   |
| Medicine    |   |
| Occult      | 1 |
| Physics     |   |
| Theology    |   |

### Technical Abilities

|                     |   |
|---------------------|---|
| Art                 | 6 |
| Astronomy           |   |
| Chemistry           |   |
| Craft               | 4 |
| Evidence Collection |   |
| Forensics           |   |
| Locksmith           |   |
| Outdoorsman         |   |
| Pharmacy            |   |
| Photography         | 2 |

|                                  |    |
|----------------------------------|----|
| Hypnosis <sup>8</sup>            |    |
| Mechanical Repair <sup>(1)</sup> |    |
| Piloting                         |    |
| Preparedness                     |    |
| Psychoanalysis                   | 8  |
| Riding                           |    |
| Sanity <sup>9</sup>              | 9  |
| Stability <sup>9</sup>           | 10 |
| Scuffling                        |    |
| Sense Trouble                    | 5  |
| Shadowing                        |    |
| Stealth                          | 5  |
| Weapons                          | 2  |

### 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