

## Professor Knox Makepeace

**Occupation:** Professor

**Drive:** Antiquarianism

You know better than most folk just what history is worth—intellectually and financially. It's not right to leave artifacts in the hands of those who won't care for them or appreciate them, regardless of inheritance, cultural associations, or weak international laws. If a Wall Street collector is going to provide a good home for that Greek amphora, and let you study it and record its history, then the object is better off in his hands.

And your time is valuable. You should be paid for finding good homes for these works. The lawmakers in Washington don't quite appreciate the antiquarian perspective, so you'll bend the law if you must.

You went to graduate school with Thomas Fell and have been a business acquaintance, and sometimes partner, with him for years. You're two sides of the same antique coin: you, the purveyor of rare antiquities with questionable provenance, him the expert in determining that provenance. Thomas could be a wealthy man, in his line of work, if he was willing to tell better stories about the antiques he sells... and if he was willing to sell more illicit pieces. Still, his conscience is admirable, and useful to you as a fill-in for the space where your conscience should be.

Beyond that, you're friends with the man. You'd be heartbroken if he decided to finally take your advice, get involved in something a little shadowy, and end up getting hurt. If this is somehow your fault, you'll feel awful. But keep it yourself. If his sons or Detective Wright can blame you, somehow, they probably won't let you claim any of Thomas' fine collection.

### Pillars of Sanity:

- History as a guiding force; study of it saves humanity from strife and repeated mistakes.
- Artifacts of history and the arts have a value beyond simple money; they belong in wiser hands where they can be appreciated.

**Sources of Stability:** Thomas Fell (your friend and colleague in the commercial antiquities business, he's the one you turn to when issues of the occult come up, because he believes in that sort of thing), Dorothy Chapman (your secretary, who handles your paperwork and appointment schedule—a real savior), John Allen Ward (a black-market antiquities dealer from whom you've bought the artifacts that have earned you respect and authority in the field).

**Investigative Abilities:** Anthropology 2, Architecture 2, Art History 4, Astronomy 2, Bargain 2, Credit Rating 4, History 4, Languages 2, Library Use 4

**General Abilities:** Conceal 10, Filch 10, Firearms 5, Fleeing 20, Health 7, Preparedness 6, Sanity 7, Stability 10, Stealth 5

# 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: *Prof. Knox Wakepace*

Drive: Antiquarianism

Occupation:<sup>2</sup> Professor

Occupational benefits:

Description:

Build Points:

### SOURCES OF STABILITY:

\* Dorothy Chapman, your secretary, who handles your paperwork and appointment schedule—a real savior.  
 \* John Allen Ward, a black-market antiquities dealer from whom you've bought the artifacts that have earned you respect and authority in the field.  
 \* Thomas Fell (your friend and colleague in the commercial antiquities business, he's the one you turn to when issues of the occult come up, because he believes in that sort of thing.

### PILLARS OF SANITY

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### Academic Abilities

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

### Interpersonal Abilities

Assess Honesty	
Bargain	2
Bureaucracy	
Cop Talk	
Credit Rating	4
Flattery	
Interrogation	
Intimidation	
Oral History	
Reassurance	
Streetwise	

### General Abilities

Athletics	
Conceal	10
Disguise <sup>(1)</sup>	
Driving	
Electrical Repair <sup>(1)</sup>	
Explosives <sup>(1)</sup>	
Filch	10
Firearms <sup>5</sup>	5
First Aid	
Fleeing <sup>7</sup>	20
Health <sup>9</sup>	7

### Technical Abilities

Law	
Library Use	4
Medicine	
Occult	
Physics	
Theology	

Hypnosis <sup>8</sup>	
Mechanical Repair <sup>(1)</sup>	
Piloting	
Preparedness	6
Psychoanalysis	
Riding	
Sanity <sup>9</sup>	7
Stability <sup>9</sup>	10
Scuffling	
Sense Trouble	
Shadowing	
Stealth	5
Weapons	

### 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