

TRAIL OF CTHULHU

Investigator Name: _____

Drive: _____ Occupation: _____

Pillars of Sanity: _____ Build Points: _____

SANITY

STABILITY

HEALTH

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

-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

-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

Hit Threshold:

ACADEMIC ABILITIES

- ☐ Accounting _____
- ☐ Anthropology _____
- ☐ Archaeology _____
- ☐ Architecture _____
- ☐ Art History _____
- ☐ Biology _____
- ☐ Cthulhu Mythos _____
- ☐ Cryptography _____
- ☐ Geology _____
- ☐ History _____
- ☐ Languages _____
- ☐ Law _____
- ☐ Library Use _____
- ☐ Medicine _____
- ☐ Occult _____
- ☐ Physics _____
- ☐ Theology _____

INTERPERSONAL ABILITIES

- ☐ Assess Honesty _____
- ☐ Bargain _____
- ☐ Bureaucracy _____
- ☐ Cop Talk _____
- ☐ Credit Rating _____
- ☐ Flattery _____
- ☐ Interrogation _____
- ☐ Intimidation _____
- ☐ Oral History _____
- ☐ Reassurance _____
- ☐ Streetwise _____

GENERAL ABILITIES

- ☐ Athletics _____
- ☐ Conceal _____
- ☐ Disguise _____
- ☐ Driving _____
- ☐ Electrical Repair _____
- ☐ Explosives _____
- ☐ Filch _____
- ☐ Firearms _____
- ☐ First Aid _____
- ☐ Fleeing _____
- ☐ Health _____
- ☐ Hypnosis _____
- ☐ Mechanical Repair _____
- ☐ Piloting _____
- ☐ Preparedness _____
- ☐ Psychoanalysis _____
- ☐ Riding _____
- ☐ Sanity _____
- ☐ Stability _____
- ☐ Scuffling _____
- ☐ Sense Trouble _____
- ☐ Shadowing _____
- ☐ Stealth _____
- ☐ Weapons _____

SOURCES OF STABILITY

- _____
- _____
- _____
- _____

TECHNICAL ABILITIES

- ☐ Art _____
- ☐ Astronomy _____
- ☐ Chemistry _____
- ☐ Craft _____
- ☐ Evidence Collection _____
- ☐ Forensics _____
- ☐ Locksmith _____
- ☐ Outdoorsman _____
- ☐ Pharmacy _____
- ☐ Photography _____

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES SPELLS AND ARTEFACTS

Description	Effects	Notes

MADNESS AND SHOCK EFFECTS

SPECIAL BENEFITS
