

# 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.

<sup>10</sup> Optional ability for use with Rough Magicks - can only be acquired in play.

Investigator Name:

Drive:

Occupation:<sup>2</sup>

Occupational benefits:

Pillars of Sanity:

Build Points:

### Academic Abilities

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

### Interpersonal Abilities

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

### General Abilities

Athletics  
Conceal  
Disguise<sup>(1)</sup>  
Driving  
Electrical Repair<sup>(4)</sup>  
Explosives<sup>(1)</sup>  
Filch  
Firearms<sup>5</sup>  
First Aid  
Fleeing<sup>7</sup>  
Health<sup>9</sup>  
Hypnosis<sup>8</sup>  
Magic<sup>10</sup>  
Mechanical Repair<sup>(1)</sup>

### Law

Library Use  
Medicine  
Occult  
Physics  
Theology

### Technical Abilities

Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection  
Forensics  
Locksmith  
Outdoorsman  
Pharmacy  
Photography

Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup>  
Stability<sup>9</sup>  
Scuffling  
Sense Trouble  
Shadowing  
Stealth  
Weapons

### SOURCES OF STABILITY:

### CONTACTS AND NOTES