TRAIL OF CTHULHU BY KENNETHI HITE

	San	ity	
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
Hit 7	Thresh	old ³	
	Stat	oility	
-l2	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
l 2	13	14	15
	Hea	alth	
- l 2	-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

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.

U	Investigator Name:	
	Drive:	
	Occupation: ²	
142	Occupational benefits:	
	Description:	
	Build Points:	
	SOURCES OF STABILITY:	PILLARS OF SANITY

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Athletics
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise ^(I)
Art History	Cop Talk	Driving
Biology	Credit Rating	Electrical Repair ⁽¹⁾
Cthulhu Mythos ⁴	Flattery	Explosives ⁽¹⁾
Cryptography	Interrogation	Filch
Geology	Intimidation	Firearms ^₅
History	Oral History	First Aid
Languages ⁶	Reassurance	Fleeing ⁷
	Streetwise	Health ⁹
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾
	Technical Abilities	Piloting
Law		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: