TRAIL OF CTHULHU BY KENNETH HITE

CTHULHU APOCALYPSE

Player Name:

	San	ity	
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
Hit T	hreshol	d 3	
	Stab	ility	
-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
	Hea	alth	
-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
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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

^(I) These General abilities double up as Investigative abilities

⁺ 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

⁹You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰Ability can be Afflicted. See p. 45 of *Cthulhu Apocalypse: The Apocalypse Machine*

Γ	TUC	JAL.
*	*	
	158	4
Investigator	Name:	

Drive:

Occupation:²

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities	Interpersonal Abilities		Ger	General Abilities	
Agriculture	Assess Honesty		Athletics ¹⁰		
Anthropology	Bargain		Conceal		
Archaeology ¹⁰	Bureaucracy		Disguise (1), 10		
Architecture	Flattery		Driving ¹⁰		
Biology ¹⁰	Interrogation		Electrical Repair ^{(1), 10}		
Botany	Intimidation		Exp	Explosives ^{(1), 10}	
Cthulhu Mythos⁴	Intuition		Filc	Filch ¹⁰	
Cryptography ¹⁰	Leadership		Fire	Firearms ^{5, 10}	
Geology ¹⁰	Oral History		Firs	First Aid ¹⁰	
History	Reassurance		Flee	Fleeing ^{7, 10}	
Languages ^{6, 10}	Streetwise		Hea	Health ^{9,10}	
-	Seduction		Нур	Hypnosis ⁸	
-			Mee	Mechanical Repair ^{(1), 10}	
-	Tachnical Abilitian		Pilo	Piloting ¹⁰	
Library Use	— Technical Abilities		Preparedness		
Medicine	Art		Psy	Psychoanalysis	
Occult	Astronomy ¹⁰		Rid	Riding ¹⁰	
Physics ¹⁰	Chemistry ¹⁰		San	Sanity ⁹	
Strategy	Craft ¹⁰		Stał	Stability ⁹	
Theology	Evidence Collection ¹⁰		Scavenging ¹⁰		
	Forensics		Scuffling ¹⁰		
	Locksmith ¹⁰		Sense Trouble ¹⁰		
Navigatio				Shadowing	
	Outdoorsman Pharmacy		Stea	Stealth ¹⁰	
			Weapons ¹⁰		
	Photography				
		and the second second			
SOURCES OF STABILITY:		PSYCHIC ABII	ITTES ¹⁰		
		Dreaming		• Telepathy	
		Medium		Mind Reading	
		Premonitions		Aura Reading	
		Psychic Scream		Control	
		Remote View		Emotion Projection	