

# TRAIL OF CTHULHU

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# CTHULHU APOCALYPSE

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

Investigator Name:

Drive:

Occupation:<sup>2</sup>

Occupational benefits:

Pillars of Sanity:

Build Points:

## Academic Abilities

Agriculture  
Anthropology  
Archaeology<sup>10</sup>  
Architecture  
Biology<sup>10</sup>  
Botany  
Cthulhu Mythos<sup>4</sup>  
Cryptography<sup>10</sup>  
Geology<sup>10</sup>  
History  
Languages<sup>6, 10</sup>  
-  
-  
-

## Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Flattery  
Interrogation  
Intimidation  
Intuition  
Leadership  
Oral History  
Reassurance  
Streetwise  
Seduction

## General Abilities

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

## Library Use

Medicine  
Occult  
Physics<sup>10</sup>  
Strategy  
Theology

## Technical Abilities

Art  
Astronomy<sup>10</sup>  
Chemistry<sup>10</sup>  
Craft<sup>10</sup>  
Evidence Collection<sup>10</sup>  
Forensics  
Locksmith<sup>10</sup>  
Navigation  
Outdoorsman  
Pharmacy  
Photography

Piloting<sup>10</sup>  
Preparedness  
Psychoanalysis  
Riding<sup>10</sup>  
Sanity<sup>9</sup>  
Stability<sup>9</sup>  
Scavenging<sup>10</sup>  
Scuffling<sup>10</sup>  
Sense Trouble<sup>10</sup>  
Shadowing  
Stealth<sup>10</sup>  
Weapons<sup>10</sup>

<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>(1)</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> Ability can be Afflicted. See p. 45 of *Cthulhu Apocalypse: The Apocalypse Machine*

## SOURCES OF STABILITY:

## PSYCHIC ABILITIES<sup>10</sup>

- Dreaming
- Medium
- Premonitions
- Psychic Scream
- Remote Viewing

- Telepathy
- Mind Reading
- Aura Reading
- Control
- Emotion Projection