

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

Sanity¹

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

Hit Threshold³

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: *Langdon Vilar*

Drive: Duty - to the people he serves

Occupation:² Arrogance - needs achievement to advance politically

Occupational benefits:

Use Credit Rating to call on contacts

Description:

Build Points: 18

SOURCES OF STABILITY:

- * Father - he always has good advice, even if he doesn't approve that I'm not married yet.
- * Detective Sims - an officer right in the middle of the ladder, and not as near the top and Langdon would like others to believe

PILLARS OF SANITY

- * Vox populi, vox dei - the voice of the people is the voice of god
- * You bring about what you think about
- * Those in power have a duty to those they serve

Academic Abilities

Accounting	4*
Anthropology	
Archaeology	
Architecture	
Art History	1
Biology	
Cthulhu Mythos ⁴	
Cryptography	1
Geology	
History	1
Languages ⁶	2*

Interpersonal Abilities

Assess Honesty	2*
Bargain	
Bureaucracy	4*
Cop Talk	
Credit Rating	7 (3 +4*)
Flattery	2
Interrogation	
Intimidation	
Oral History	1
Reassurance	
Streetwise	

General Abilities

Athletics	4
Conceal	
Disguise ⁽⁰⁾	
Driving	7
Electrical Repair ⁽⁰⁾	
Explosives ⁽⁰⁾	
Filch	
Firearms ⁵	8
First Aid	
Fleeing ⁷	4
Health ⁹	1 +6
Hypnosis ⁸	
Mechanical Repair ⁽⁰⁾	

Technical Abilities

Law	4*
Library Use	2
Medicine	
Occult	
Physics	
Theology	1
Art	
Astronomy	
Chemistry	
Craft	
Evidence Collection	
Forensics	
Locksmith	
Outdoorsman	1
Pharmacy	
Photography	

Piloting	
Preparedness	4
Psychoanalysis	
Riding	8*
Sanity ⁹	4 +6
Stability ⁹	1 +7
Scuffling	6
Sense Trouble	
Shadowing	
Stealth	4
Weapons	10*

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

⁽⁰⁾ 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 Parapsychologists can buy Hypnosis, and only in a Pulp game

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