

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name: John Addis



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

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.

⁴ These General abilities double up as Investigative abilities.

⁵ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁶ In a Pulp game if your Firearms rating is 5 you can fire two pistols at once (see p. 42).

⁷ Assign one language per point, during play. Record them here.

⁸ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁹ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game.

¹⁰ You start with 4 free Sanity points, 1 Health and 1 Stability point.

Investigator Name: *Frankly Exposito*

Drive: Curiosity

Occupation:² Police Detective

Occupational benefits:

Description:

Build Points: 18

SOURCES OF STABILITY:

PILLARS OF SANITY

Family
I Love New York
The American Dream

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty 2	Athletics 8
Archaeology	Bargain	Conceal 2
Architecture	Bureaucracy	Disguise ¹⁰ 1
Art History	Cop Talk 4	Driving 2
Biology	Credit Rating 3	Electrical Repair ¹¹
Cthulhu Mythos ⁵	Flattery	Explosives ⁹
Cryptography	Interrogation 2	Filch
Geology	Intimidation 2	Firearms ⁶ 8
History	Oral History 2	First Aid 4
Languages ⁷	Rensurance	Fleeing ⁸ 6
	Streetwise	Health ³ 10
		Hypnosis ⁹
		Mechanical Repair ¹⁰ 2
		Piloting
		Preparedness
Law	Technical Abilities	Psychoanalysis
Library Use 2	Art	Riding
Medicine	Astronomy	Sanity ¹ 9
Occult 2	Chemistry	Stability ² 9
Physics	Craft	Scuffling 10
Theology 1	Evidence Collection 4	Sense Trouble 6
	Forensics 2	Shadowing 4
	Locksmith 1	Stealth 2
	Outdoorsman	Weapons
	Pharmacy	
	Photography	