

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

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

Magic¹⁰

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

Hit Threshold³

Investigator Name: _____

Drive: _____

Occupation:² _____

Occupational benefits: _____

Build Points: _____

Academic Abilities

Accounting

Anthropology

Archeology

Architecture

Art History

Biology

Cthulhu Mythos⁴

Cryptography

Geology

History

Language⁶

Law

Library Use

Medicine

Occult

Physics

Theology

Interpersonal Abilities

Assess Honesty

Bargain

Bureaucracy

Cop Talk

Credit Rating

Flattery

Interrogation

Intimidation

Oral History

Reassurance

Streetwise

Technical Abilities

Art

Astronomy

Chemistry

Craft

Evidence Collection

Forensics

Locksmith

Outdoorsman

Pharmacy

Photography

General Abilities

Athletics

Conceal

Disguise⁰

Driving

Electrical Repair⁰

Explosives⁰

Filch

Firearms⁵

First Aid

Fleeing⁷

Health⁹

Hypnosis⁸

Magic¹⁰

Mechanical Repair⁰

Piloting

Preparedness

Psychoanalysis

Riding

Sanity⁹

Stability⁹

Scuffling

Sense Trouble

Shadowing

Stealth

Weapons

Source of Stability

Pillars of Sanity

Madness and Shock

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.

¹⁰ Optional ability for use with Rough Magicks - can only be acquired in play.

Weapons and Explosives						
Description	Damage	Point Black	Close	Near	Long	Notes

Description	Damage	Point Black	Close	Near	Long	Notes

Equipment

[illegible]

Contacts

Encountered Entities

[illegible]