TRAIL OF CTHULHU
BY KENNETH HITE

Player Name:

Sanity[1]

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

Hit Threshold[3]

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:[2]
Occupational benefits:

Pillars of Sanity:

Build Points:

[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 abiltities 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 Parapsycholigists can buy Hypnosis, and only in a Pulp game

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

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

SOURCES OF STABILITY:

CONTACTS AND NOTES

Keeper's Investigator Matrix

Player					
Investigator					
Drive					
Occupation					
Health					
Sanity					
Pillar 1					
Pillar 2					
Pillar 3					
Stability					
Source 1					
Source 2					
Source 3					
Contact 1					
Contact 2					
Contact 3					
Accounting					
Anthropology					
Archaeology					
Architecture					
Art History					
Biology					
Cthulhu Mythos					
Cryptography					
Geology					
History					
Languages					
Law					
Library Use					
Medicine					
Occult					
Physics					
Theology					
Assess Honesty					
Bargain					
Bureaucracy					
Cop Talk					
Credit Rating					
Flattery					
Interrogation					
Intimidation					
Oral History					
Reassurance					
Streetwise					
Art					
Astronomy					
Chemistry					
Craft					
Evidence Collection					
Forensics					
Locksmith					
Outdoorsman					
Pharmacy					
Photography					

Investigative Ability Checklist

When creating an adventure, use this table to record which abilities are essential to the adventure, which are optional, and which are not used at all. Let your players know which not to take. If you are using pre-existing characters, tick them on the left column table, then build your adventure around them.

Investigative Abilities	Core Clue Tally	Total In Adventure
Academic Abilities		
Accounting		
Anthropology		
Archaeology		
Architecture		
Art History		
Biology		
Cthulhu Mythos		
Cryptography		
Geology		
History		
Languages		
Law		
Library Use		
Medicine		
Occult		
Physics		
Theology		
Interpersonal		
Assess Honesty		
Bargain		
Bureaucracy		
Cop Talk		
Credit Rating		
Disguise (G)		
Flattery		
Interrogation		
Intimidation		
Oral History		
Reassurance		
Streetwise		
Technical		
Art		
Astronomy		
Chemistry		
Craft		
Electrical Repair (G)		
Explosives (G)		
Evidence Collection		
Forensics		
Locksmith		
Mechanical Repair (G)		
Outdoorsman		
Pharmacy		
Photography		
Total Investigative Points		

(G) Indicates a General ability which doubles up as an Investigative one

Campaign Frame Notes

Title
Pitch
It's like Blah vs Blah, X meets Y, etc.

Setting
Where is it set? One location, multiple locations? What languages might be used?

Style
Purist or Pulp, or a mixture? Dread or Gore? Are laws enforced? Can firearms be used? Race, gender or politics: an important element?

Mythos
How all pervasive is the Mythos? How much do the general public and the authorities know? Which gods exist? Are important? Just Lovecraft or other authors?

Investigators
Why are they together? What do they have in common? What skills must they have? In what way are they restricted?

Campaign Frame Notes

Continuing NPCs

Rivals, contacts, villains, cultists, friends and colleagues.

Name	Location	Relationship to PCs	Notes

Rules Variants

What caps on abilities? What new abilities are there? Which optional rules to use? Add page references.