

# TRAIL OF CTHULHU

BY KENNETH HITE

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>			4

### 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: Duty

Occupation:<sup>2</sup> Athlete

Occupational benefits:

Description:

Build Points: 13 Investigative, 14 General

### SOURCES OF STABILITY:

Father  
Mother

### PILLARS OF SANITY

Love of home town

<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>0</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.

### Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cthulhu Mythos<sup>4</sup>  
Cryptography  
Geology  
History  
Languages<sup>6</sup>

### Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Cop Talk  
Credit Rating 1  
Flattery  
Interrogation  
\*Intimidation 1  
Oral History  
Reassurance  
Streetwise

### General Abilities

\*Athletics 16  
Conceal  
Disguise<sup>0</sup>  
Driving  
Electrical Repair<sup>0</sup>  
Explosives<sup>0</sup>  
Filch  
Firearms<sup>5</sup>  
First Aid 4  
Fleeing<sup>7</sup> 10  
Health<sup>9</sup> 12  
Hypnosis<sup>8</sup>  
Mechanical Repair<sup>0</sup>

### Law

Library Use  
Medicine  
Occult  
Physics  
Theology

### Technical Abilities

Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection 1  
Forensics  
Locksmith  
Outdoorsman  
Pharmacy  
Photography

Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup> 5  
Stability<sup>9</sup> 8  
Scuffling  
Sense Trouble 8  
Shadowing  
Stealth 2  
Weapons

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Unarmed	-2					

### EQUIPMENT

Description	Cost	Notes
Backpack		
Cell phone		
Sleeping bag		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

# TRAIL OF CTHULHU

BY KENNETH HITE

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>			4

### 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: Follower

Occupation:<sup>2</sup> Cheerleader

Occupational benefits:

Description:

Build Points: 13 Investigative, 17 General

### SOURCES OF STABILITY:

Father  
Mother

### PILLARS OF SANITY

Moral principles

<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>0</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.

### Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cthulhu Mythos<sup>4</sup>  
Cryptography  
Geology  
History  
Languages<sup>6</sup>  
  
  
  
  
  
  
  
  
  
Law  
Library Use  
Medicine  
Occult  
Physics  
Theology

### Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Cop Talk  
Credit Rating 1  
Flattery  
Interrogation  
Intimidation  
Oral History  
\*Reassurance 1  
Streetwise  
  
  
  
  
  
  
  
  
  
Technical Abilities  
Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection 1  
Forensics  
Locksmith  
Outdoorsman  
Pharmacy  
Photography

### General Abilities

\*Athletics 12  
Conceal  
Disguise<sup>0</sup>  
Driving  
Electrical Repair<sup>0</sup>  
Explosives<sup>0</sup>  
Filch  
Firearms<sup>5</sup>  
First Aid 4  
Fleeing<sup>7</sup> 10  
Health<sup>9</sup> 11  
Hypnosis<sup>8</sup>  
Mechanical Repair<sup>0</sup>  
Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup> 5  
Stability<sup>9</sup> 8  
Scuffling  
Sense Trouble 8  
Shadowing  
Stealth 2  
Weapons

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Unarmed	-2					

### EQUIPMENT

Description	Cost	Notes
Backpack		
Cell phone		
Sleeping bag		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

# TRAIL OF CTHULHU

BY KENNETH HITE

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>			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: Scholarship

Occupation:<sup>2</sup> Computer Geek

Occupational benefits:

Description:

Build Points: 13 Investigative, 24 General

### SOURCES OF STABILITY:

Older brother  
Mother

### PILLARS OF SANITY

Value of the intellect

<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>0</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.

### Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cthulhu Mythos<sup>4</sup>  
Cryptography 1  
Geology  
History  
Languages<sup>6</sup>

### Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Cop Talk  
Credit Rating 1  
Flattery  
Interrogation  
Intimidation  
Oral History  
Reassurance  
Streetwise

### General Abilities

Athletics 4  
Conceal  
Disguise<sup>0</sup>  
Driving  
\*Electrical Repair<sup>0</sup> 10  
Explosives<sup>0</sup>  
Filch  
Firearms<sup>5</sup>  
First Aid 4  
Fleeing<sup>7</sup> 10  
Health<sup>9</sup> 4

### Law

Library Use  
Medicine  
Occult  
Physics  
Theology

### Technical Abilities

Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection  
Forensics  
Locksmith  
Outdoorsman  
Pharmacy  
Photography  
\*Hacking 1

Hypnosis<sup>8</sup>  
Mechanical Repair<sup>0</sup>  
Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup> 4  
Stability<sup>9</sup> 6  
Scuffling  
Sense Trouble 8  
Shadowing  
Stealth 2  
Weapons

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Unarmed	-2					

### EQUIPMENT

Description	Cost	Notes
Backpack		
Cell phone		
Sleeping bag		
Flashlight		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

# TRAIL OF CTHULHU

BY KENNETH HITE

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>			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: Arrogance

Occupation:<sup>2</sup> Rich Kid

Occupational benefits:

Description:

Build Points: 9 Investigative, 18 General

### SOURCES OF STABILITY:

Father  
Mother

### PILLARS OF SANITY

Family honor

### Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cthulhu Mythos<sup>4</sup>  
Cryptography  
Geology  
History  
Languages<sup>6</sup>

### Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Cop Talk  
Credit Rating 5  
\*Flattery 1  
Interrogation  
Intimidation  
Oral History  
Reassurance  
Streetwise

### General Abilities

Athletics 4  
Conceal  
Disguise<sup>0</sup>  
\*Driving 8  
Electrical Repair<sup>0</sup>  
Explosives<sup>0</sup>  
Filch  
Firearms<sup>5</sup>  
First Aid 4  
Fleeing<sup>7</sup> 10  
Health<sup>9</sup> 8  
Hypnosis<sup>8</sup>  
Mechanical Repair<sup>0</sup>

### Technical Abilities

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

Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup> 5  
Stability<sup>9</sup> 8  
Scuffling  
Sense Trouble 8  
Shadowing  
Stealth 2  
Weapons

<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>0</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.

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Unarmed	-2					

### EQUIPMENT

Description	Cost	Notes
Backpack		
Cell phone		
Sleeping bag		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS



# TRAIL OF CTHULHU

BY KENNETH HITE

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>			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: Thirst for Knowledge

Occupation:<sup>2</sup> Stoner

Occupational benefits:

Description:

Build Points: 14 Investigative, 20 General

### SOURCES OF STABILITY:

Father  
Mother

### PILLARS OF SANITY

Epicureanism

<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>0</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.

### Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cthulhu Mythos<sup>4</sup>  
Cryptography  
Geology  
History  
Languages<sup>6</sup>

Law  
Library Use  
Medicine  
\*Occult 1  
Physics  
Theology

### Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Cop Talk  
Credit Rating 1  
Flattery  
Interrogation  
Intimidation  
Oral History  
Reassurance  
Streetwise

### Technical Abilities

Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection  
Forensics  
Locksmith  
Outdoorsman  
Pharmacy  
Photography

### General Abilities

Athletics 4  
Conceal  
Disguise<sup>0</sup>  
Driving  
Electrical Repair<sup>0</sup>  
Explosives<sup>0</sup>  
Filch  
Firearms<sup>5</sup>  
First Aid 4  
Fleeing<sup>7</sup> 10  
Health<sup>9</sup> 8  
Hypnosis<sup>8</sup>  
Mechanical Repair<sup>0</sup>  
Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup> 5  
Stability<sup>9</sup> 8  
Scuffling  
\*Sense Trouble 12  
Shadowing  
Stealth 6  
Weapons

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Unarmed	-2					

### EQUIPMENT

Description	Cost	Notes
Backpack		
Cell phone		
Sleeping bag		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

# TRAIL OF CTHULHU

BY KENNETH HITE

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>			4

### 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: Revenge

Occupation:<sup>2</sup> Tough Kid

Occupational benefits:

Description:

Build Points: 14 Investigative, 18 General

### SOURCES OF STABILITY:

Mother  
Best friend

### PILLARS OF SANITY

Human dignity

### Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cthulhu Mythos<sup>4</sup>  
Cryptography  
Geology  
History  
Languages<sup>6</sup>  
  
  
  
  
Law  
Library Use  
Medicine  
Occult  
Physics  
Theology

### Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Cop Talk  
Credit Rating 1  
Flattery  
Interrogation  
Intimidation  
Oral History  
Reassurance  
Streetwise  
  
  
  
  
  
  
  
  
  
Technical Abilities  
Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection  
Forensics  
\*Locksmith 1  
Outdoorsman  
Pharmacy  
Photography

### General Abilities

Athletics 10  
Conceal  
Disguise<sup>0</sup>  
Driving  
Electrical Repair<sup>0</sup>  
Explosives<sup>0</sup>  
Filch  
Firearms<sup>5</sup>  
First Aid 4  
Fleeing<sup>7</sup> 10  
Health<sup>9</sup> 8  
Hypnosis<sup>8</sup>  
Mechanical Repair<sup>0</sup>  
Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup> 4  
Stability<sup>9</sup> 8  
\*Scuffling 10  
Sense Trouble 2  
Shadowing  
Stealth 2  
Weapons

<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>0</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.

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Unarmed	-2					

### EQUIPMENT

Description	Cost	Notes
Backpack		
Lockpicks		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

# TRAIL OF CTHULHU

BY KENNETH HITE

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>			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: Curiosity

Occupation:<sup>2</sup> Transfer Student

Occupational benefits:

Description:

Build Points: 13 Investigative, 20 General

### SOURCES OF STABILITY:

Father  
Mother

### PILLARS OF SANITY

Innate goodness of mankind

<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>0</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.

### Academic Abilities

Accounting  
Anthropology  
Archaeology  
Architecture  
Art History  
Biology  
Cthulhu Mythos<sup>4</sup>  
Cryptography  
Geology  
History  
Languages<sup>6</sup> 1

### Interpersonal Abilities

Assess Honesty  
Bargain  
Bureaucracy  
Cop Talk  
Credit Rating 1  
Flattery  
Interrogation  
Intimidation  
Oral History  
Reassurance  
Streetwise

### General Abilities

Athletics 4  
Conceal  
Disguise<sup>0</sup>  
Driving  
Electrical Repair<sup>0</sup>  
Explosives<sup>0</sup>  
Filch  
Firearms<sup>5</sup>  
\*First Aid 12  
Fleeing<sup>7</sup> 10  
Health<sup>9</sup> 8  
Hypnosis<sup>8</sup>  
Mechanical Repair<sup>0</sup>

### Technical Abilities

Law  
Library Use  
\*Medicine 1  
Occult  
Physics  
Theology

Art  
Astronomy  
Chemistry  
Craft  
Evidence Collection  
Forensics  
Locksmith  
Outdoorsman  
Pharmacy  
Photography

Piloting  
Preparedness  
Psychoanalysis  
Riding  
Sanity<sup>9</sup> 5  
Stability<sup>9</sup> 8  
Scuffling  
Sense Trouble 8  
Shadowing  
Stealth 2  
Weapons

### CLUES

Description	Location	Leads to

### CONTACT DETAILS

Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Unarmed	-2					

### EQUIPMENT

Description	Cost	Notes
Backpack		
Cell phone		
Sleeping bag		
Flashlight		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS