

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 Threshold ³	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: Juddah Bar Zoma

Drive: Adventure

Occupation:² Military

Occupational benefits: If Stability is above 0, spend 2

Reassurance to steady panicking or erratic characters

Description:

Build Points: 2

SOURCES OF STABILITY:

Umm Juddah (proud mother)
Hakim (stern former commander)

PILLARS OF SANITY

Family honor

Academic Abilities

Accounting
Anthropology
Archaeology
Architecture
Art History
Biology
Cthulhu Mythos⁴
Cryptography
Geology
History
Languages⁶
Arabic

Interpersonal Abilities

Assess Honesty
Bargain
Bureaucracy
Cop Talk
Credit Rating 2
Flattery
Interrogation
*Intimidation 4
Oral History
Reassurance 4
Streetwise

General Abilities

*Athletics 10
*Conceal
Disguise⁰
Driving
Electrical Repair⁰
Explosives⁰
Filch
*Firearms⁵ 12
First Aid 7
Fleeing⁷
Health⁹ 12
Hypnosis⁸
Mechanical Repair⁰
Piloting
Preparedness
Psychoanalysis
*Riding 10
Sanity⁹ 4
Stability⁹ 8
*Scuffling 10
Sense Trouble 8
*Stealth 8
*Weapons 14

Technical Abilities

Law
Library Use
Medicine
Occult
Physics
Theology

Art 2
Astronomy
Chemistry
Craft
Evidence Collection 4
Forensics
Locksmith
*Outdoorsman 4
Pharmacy
Photography

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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.

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Scimitar	+1					
Bow	+1					
Dagger	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

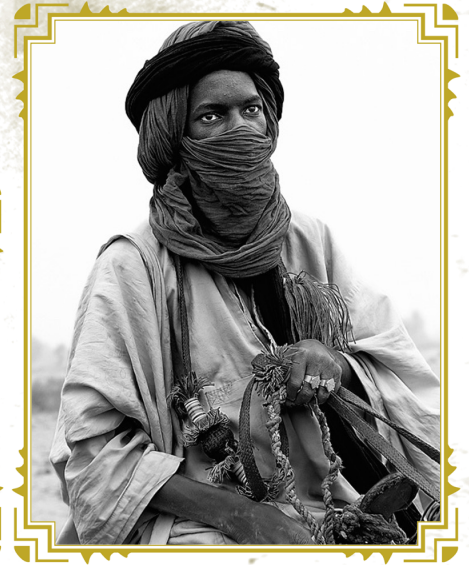
MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

TRAIL OF CTHULHU

BY KENNETH HITE

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0	1	2	3
4	5	6	7
8	9	10	11
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Hit Threshold ³			3

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
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Health

-12	-11	-10	-9
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-4	-3	-2	-1
0	1	2	3
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8	9	10	11
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Investigator Name: Ibrahim al-Balansi

Drive: Antiquarianism

Occupation:² Artist

Occupational benefits: Refresh 1 pool point in Art during downtime

Description:

Build Points: 0

SOURCES OF STABILITY:

Urtatlim (loving mother)
Siraj (distinguished teacher and mentor)
Jariya (loyal friend)

PILLARS OF SANITY

Art
Love of home city (Valencia)

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Academic Abilities

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

Interpersonal Abilities

*Assess Honesty	
Bargain	
Bureaucracy	1
Cop Talk	
Credit Rating	3
*Flattery	1
Interrogation	
Intimidation	
Oral History	
Reassurance	
Streetwise	

General Abilities

Athletics	6
Conceal	
*Disguise ⁰	2
Driving	
Electrical Repair ⁰	
Explosives ⁰	
Filch	
Firearms ⁵	
First Aid	6
Fleeing ⁷	6
Health ⁹	8
Hypnosis ⁸	
Mechanical Repair ⁰	

Technical Abilities

Law	2
*Library Use	3
Medicine	
Occult	
Physics	
Theology	
*Art	4
Astronomy	
Chemistry	
*Craft	1
Evidence Collection	
Forensics	
Locksmith	
Outdoorsman	
Pharmacy	
Photography	
Piloting	
Preparedness	
Psychoanalysis	
Riding	8
Sanity ⁹	6
Stability ⁹	10
Scuffling	4
Sense Trouble	8
Shadowing	
Stealth	4
Weapons	4

CLUES

Description	Location	Leads to

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WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Dagger	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

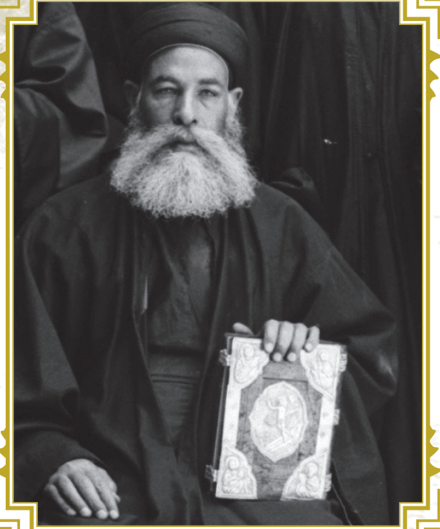
MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

TRAIL OF CTHULHU

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Player Name:



Investigator Name: Zorababel Kabrionos

Drive: Duty

Occupation:² Monk (reformed thief)

Occupational benefits: Once per session, refresh any

Interpersonal ability pool by talking to a co-religionist

Description:

Build Points: 0

Sanity¹

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

SOURCES OF STABILITY:

Abbot Cyril (forgiving head of monastery)
Gawdat (foolish fellow monk)
Ridwan (challenging but friendly Muslim imam)

PILLARS OF SANITY

Religious faith
Moral principles
Human dignity

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Academic Abilities

Accounting	
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
*History	2
*Languages ⁶	2
Arabic	
Coptic	
Greek	
Law	
*Library Use	4
Medicine	
Occult	
Physics	
*Theology	4

Interpersonal Abilities

*Assess Honesty	4
Bargain	
Bureaucracy	
Cop Talk	
Credit Rating	2
Flattery	2
Interrogation	
Intimidation	
Oral History	
*Reassurance	4
*Streetwise	4

Technical Abilities

Art	
Astronomy	
Chemistry	
Craft	
Evidence Collection	
Forensics	
*Locksmith	4
Outdoorsman	
Pharmacy	
Photography	

General Abilities

Athletics	2
Conceal	5
Disguise ⁰	4
Driving	
Electrical Repair ⁰	
Explosives ⁰	
*Filch	10
Firearms ⁵	
First Aid	4
Fleeing ⁷	10
Health ⁹	6
Hypnosis ⁸	
Mechanical Repair ⁰	
Piloting	
Preparedness	
Psychoanalysis	2
Riding	
Sanity ⁹	10
Stability ⁹	10
*Scuffling	10
*Sense Trouble	8
*Shadowing	8
*Stealth	6
Weapons	

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Description	Location	Leads to

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Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Dagger	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

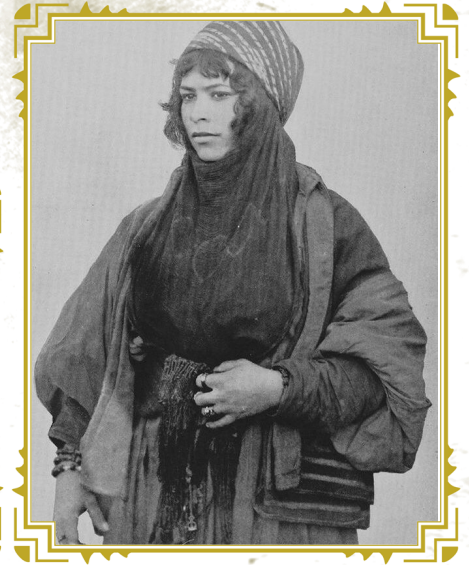
MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

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Player Name:



Investigator Name: Ionia Bryennios

Drive: Scholarship

Occupation:² Alchemist/Astronomer

Occupational benefits: Access to a laboratory for research

Description:

Build Points:

Sanity¹

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

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
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Health

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

SOURCES OF STABILITY:

Alexius (impetuous brother)
 Ariadne (eccentric mentor)

PILLARS OF SANITY

Scientific knowledge
 Scientific progress
 Religious faith

Academic Abilities

Accounting	
Anthropology	
Archaeology	
Architecture	
Art History	
*Biology	2
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	
*Languages ⁶	3
Arabic	
Aramaic	
Greek	
Syriac	
Law	
*Library Use	3
Medicine	1
Occult	1
Physics	2
Theology	1

Interpersonal Abilities

Assess Honesty	
Bargain	
Bureaucracy	
Cop Talk	
Credit Rating	3
Flattery	
Interrogation	
Intimidation	
Oral History	
Reassurance	
Streetwise	

Technical Abilities

Art	
*Astronomy	4
*Chemistry	4
Craft	
*Evidence Collection	2
Forensics	
Locksmith	
Outdoorsman	
*Pharmacy	3
Photography	

General Abilities

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

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WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Dagger	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

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Health

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

Investigator Name: Raah al-Aroodiyya

Drive: Arrogance

Occupation:² Merchant

Occupational benefits: Use Credit Rating pool to call on personal business connections

Description:

Build Points: 0

SOURCES OF STABILITY:

Basil (jovial competitor)
Adilah (stern mother)
Ayoub (retired former servant)

PILLARS OF SANITY

Family
Religious faith

Academic Abilities

*Accounting	4
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	
*Languages ⁶	1
Amizagh (Berber)	
Arabic	

Interpersonal Abilities

*Assess Honesty	4
*Bargain	4
*Bureaucracy	2
Cop Talk	
*Credit Rating	5
*Flattery	4
Interrogation	
Intimidation	
Oral History	1
Reassurance	2
Streetwise	

General Abilities

Athletics	4
Conceal	6
Disguise ⁰⁾	
Driving	
Electrical Repair ⁰⁾	
Explosives ⁰⁾	
Filch	
Firearms ⁵	
First Aid	8
Fleeing ⁷	10
Health ⁹	8
Hypnosis ⁸	
Mechanical Repair ⁰⁾	

Technical Abilities

Law	1
Library Use	
Medicine	
Occult	
Physics	
Theology	
Art	
Astronomy	
Chemistry	
Craft	
Evidence Collection	
Forensics	
Locksmith	
Outdoorsman	
Pharmacy	
Photography	
Piloting	
Preparedness	4
Psychoanalysis	
*Riding	10
Sanity ⁹	6
Stability ⁹	10
Scuffling	
Sense Trouble	10
Shadowing	
Stealth	
Weapons	

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MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

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Player Name:



Investigator Name: Mahrasfand Jahanian

Drive: Curiosity

Occupation:² Blacksmith

Occupational benefits:

Description:

Build Points: 0

Sanity¹

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

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
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Health

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

SOURCES OF STABILITY:

Armeen (doting father)
Khazim (loyal childhood friend)

PILLARS OF SANITY

Innate goodness of mankind
Beauty of the world

Academic Abilities

*Accounting	2
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
*Geology	2
History	
Languages ⁶	1
Arabic	
Parsik (Middle Persian)	

Interpersonal Abilities

Assess Honesty	2
*Bargain	4
Bureaucracy	
Cop Talk	
Credit Rating	2
Flattery	2
Interrogation	
Intimidation	2
Oral History	
Reassurance	
Streetwise	

General Abilities

*Athletics	12
Conceal	
Disguise ⁽⁰⁾	
Driving	
Electrical Repair ⁽⁰⁾	
Explosives ⁽⁰⁾	
Filch	
Firearms ⁵	
First Aid	5
Fleeing ⁷	10
Health ⁹	12
Hypnosis ⁸	
*Mechanical Repair ⁽⁰⁾	10

Technical Abilities

Law	
Library Use	*Art 2
Medicine	Astronomy
Occult	*Chemistry 3
Physics	*Craft 5
Theology	Evidence Collection
	Forensics
	Locksmith
	Outdoorsman
	Pharmacy
	Photography

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Description	Damage	Point Blank	Close	Near	Long	Notes
Dagger	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS