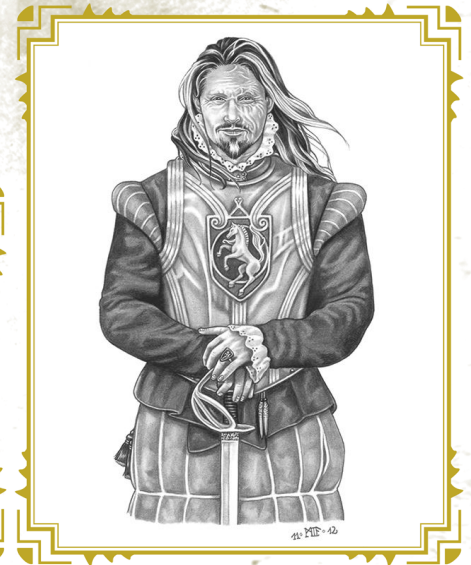


TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:



Investigator Name: Alexandre DeBois

Drive: Curiosity

Occupation:² Royal Naturalist

Occupational benefits:

Description:

Build Points: 5

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:

Pierre - Old crotchety topiary sculptor

PILLARS OF SANITY

Goodness of nature and the environment
Patriotism

Academic Abilities

Accounting	
Anthropology	
Archaeology	
Architecture	
Art History	
*Biology	4
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	
Languages ⁶	
French	

Interpersonal Abilities

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

General Abilities

Athletics	6
Conceal	
Disguise ⁽⁰⁾	
Driving	
Electrical Repair ⁽⁰⁾	
Explosives ⁽⁰⁾	
Filch	
*Firearms ⁵	12
First Aid	5
Fleeing ⁷	3
Health ⁹	6
Hypnosis ⁸	
Mechanical Repair ⁽⁰⁾	
Piloting	
Preparedness	6
Psychoanalysis	
Riding	7
Sanity ⁹	8
Stability ⁹	8
*Scuffling	10
Sense Trouble	3
Shadowing	
*Outdoorsman	4
*Stealth	8
*Weapons	12
Photography	

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.

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Flintlock	+0					
Rapier	+1					
Knife	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Alexandre DeBois

Everyone assumes that your “rags to riches” success story is one of fame, glory and victory. You rarely exert the energy to correct them. They haven’t seen what you’ve seen... experienced what you’ve experienced... and they’ll never want to.

You were born to a poor agrarian family from Western France. You didn’t have much, but you always had each other. Pulling plows, tending the cattle, cutting wood... you were bred to be strong. However, you’ve always loved plants. Your home never looked more beautiful than when your father put in your charge of the landscaping. Even the neighbors said so.

Your home couldn’t support an unnecessary mouth, so when you came of age, you enlisted in the military. They taught you to fight. They taught you to soldier. Most importantly... they gave you a place to sleep and food in your belly.

In your downtime in New France (Americas), you spent a great deal of time studying the new fauna. You went in a soldier but returned to France a Captain. Despite your laurels, you’d seen things... things that you could never see.

You retired to His Majesty’s Court in Versailles where you’ve served as a Royal Naturalist, a dream career in your waning years.

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			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: Armond DePont

Drive: Artistic Sensitivity

Occupation:² Playwright

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

Father Venerio - Your confessor

PILLARS OF SANITY

Art
Catholic faith

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.

Academic Abilities

Accounting	
Anthropology	
Archaeology	
Architecture	
Art History	2
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	
*Languages ⁶	2
French	
German	
Italian	

Interpersonal Abilities

*Assess Honesty	2
*Bargain	2
Bureaucracy	2
Cop Talk	
Credit Rating	3
*Flattery	4
Interrogation	
Intimidation	
*Oral History	2
Reassurance	
Streetwise	

General Abilities

Athletics	6
Conceal	4
Disguise ⁰	5
Driving	
Electrical Repair ⁰	
Explosives ⁰	
Filch	
Firearms ⁵	
First Aid	
Fleeing ⁷	6
Health ⁹	5
Hypnosis ⁸	
Mechanical Repair ⁰	
Piloting	
Preparedness	
Psychoanalysis	3
Riding	8
Sanity ⁹	6
Stability ⁹	6
Scuffling	1
Sense Trouble	8
Shadowing	4
Stealth	4
Weapons	4

Technical Abilities

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

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Rapier	+1					
Knife	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Armond DePont

Oh, Armond... how the world has changed you.

The fabled stories of a poet's life that you once gorged yourself upon as a noble child growing up were exactly that: fabled. You dreamt of shaking off the bonds of etiquette and discipline... and prayed for the days that you could travel the world, meet new people, collect their stories and share them.

Your father warned on his dying bed that a poet's life was not glamorous. Not only was it not glamorous, it didn't pay. A career as a playwright paid a bit more and provided some notoriety, but still, it was hard and brutal work. It lacked true expression and more devastatingly, it was overly politicized. Too many earthly powers pulling at your strings demanding that you feed the people a meal that they themselves had prepared.

You knew where their nourishment should originate: God. You were a Jesuit. However, you knew you had to be careful. Jesuits were not well adored in these lands. So, you played your cards carefully.

The King himself watched one of your productions in person and welcomed you into his presence to catalogue and describe the "life at court." You hid your disappointment and distaste through smiles.

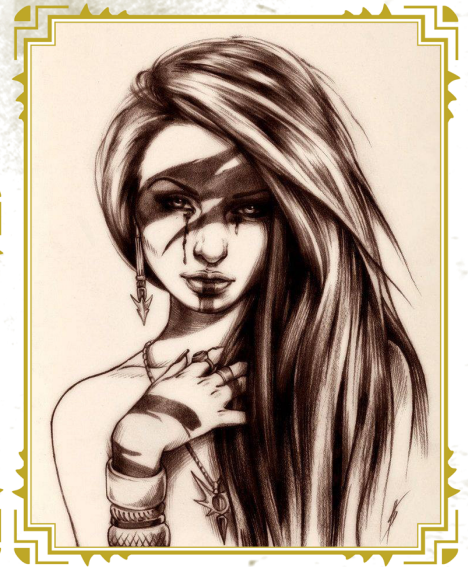
After being appointed to court, His Majesty enacted the Jesuit suppression. This disappointed you immensely, because you, were a brother among the Jesuit fold. You were called by God to serve the See of Rome, not Kings and men who pretended to be gods on earth. Just before you decided to leave court and go to Rome, his holiness tasked you with a new mission. You were to become a Papal Spy and report back to the See of Rome.

You had to be careful, these are dangerous times for the faithful. Now, the Vicar of Rome has ordered you to investigate this beast. His divine knowledge predicts that this beast is a spawn of Lucifer himself... summoned to this world to attack the faithful. ***IF this creature is summoned, you MUST kill the one that awakened it.***

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:



Investigator Name: Bridget Devereaux

Drive: In the Blood

Occupation:² Royal Hunter

Occupational benefits:

Description:

Build Points: 4

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:

PILLARS OF SANITY

Family
Moral principles

Academic Abilities

Interpersonal Abilities

General Abilities

Accounting		
Anthropology	Assess Honesty	Athletics 2
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise ⁽⁰⁾
Art History	Cop Talk	Driving
*Biology 2	Credit Rating 3	Electrical Repair ⁽⁰⁾
Cthulhu Mythos ⁴	Flattery	Explosives ⁽⁰⁾
Cryptography	Interrogation	Filch
Geology	Intimidation	*Firearms ⁵ 10
History	Oral History	First Aid 4
Languages ⁶ 1	Reassurance	Fleeing ⁷ 5
French	Streetwise	Health ⁹ 5
Romani		Hypnosis ⁸
		Mechanical Repair ⁽⁰⁾
		Piloting
Law	Technical Abilities	Preparedness 4
Library Use	Art	Psychoanalysis
Medicine	Astronomy	Riding
Occult 4	Chemistry	Sanity ⁹ 6
Physics	Craft	Stability ⁹ 6
Theology	*Evidence Collection 4	Scuffling 10
	*Forensics 4	*Sense Trouble 10
	Locksmith	Shadowing
	*Outdoorsman 4	*Stealth 10
	Pharmacy	*Weapons 10
	Photography	

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.

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
2 Flintlocks	+0					
Wood Axe	-1					
Rapier	+1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Bridget Devereaux

You, and your twin brother, Gabriel, were born poor in rural France. Your village was raided when you were both about seven during the early conflicts before the Seven Years War. You were left destitute, orphaned, and alone. You traveled the countryside stealing what you could, hunting where you could, and avoiding the law.

You came upon a cabin in the woods not far from the Italian border. You found a woman there... a recluse... who took you in. She provided shelter, food, skills, and many other... comforts. She taught you that the bond between you and your brother should be explored, expressed and enjoyed.

She taught your brother how to track, how to stalk, how to kill. It was amazing how quickly he learned the craft and how astonishingly good he was at it.

She taught you the power of tarot, which you became increasingly fond of. The deeper you delved into the dark arts... the more vicious and efficient you became.

Hunting with your brother is... intoxicating. Your cards give you wisdom, insight and direction. Once set upon their guidance, you and your brother are nearly unstoppable.

When the witch died, you and your brother sought back into the world, exploring, tracking, hunting, and enjoying the many pleasures to be uncovered. Your skills brought you many contracts, many excursions, and have paid way for you to travel the world.

Your notoriety has even been acknowledged by the king. Though you've never met him, he pays you well to travel, trap, kill and secure various beasts from around the globe.

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:



Investigator Name: Cesare Russo

Drive: Duty

Occupation:² Black Musketeer

Occupational benefits: If Stability is above 0, spend 2

Reassurance to steady panicking or erratic characters

Description:

Build Points: 2

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

SOURCES OF STABILITY:

Cardinal Marzen, your icy boss
Enzo Russo, your domineering father

PILLARS OF SANITY

Catholic faith
Family honor

Academic Abilities

Accounting	
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	
Languages ⁶	1
French	
Italian	

Interpersonal Abilities

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

General Abilities

Athletics	10
*Conceal	10
Disguise ⁽⁰⁾	
Driving	
Electrical Repair ⁽⁰⁾	
Explosives ⁽⁰⁾	
Filch	2
*Firearms ⁵	10
First Aid	
Fleeing ⁷	
Health ⁹	5
Hypnosis ⁸	
Mechanical Repair ⁽⁰⁾	

Technical Abilities

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

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.

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Garrote or 6 knives	-1					
Musket	+0					
Rapier	+1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Cesare Russo

You are an Italian, born in Firenze (Florence), to a noble family. From a very young age you were groomed in the practices of languages, soldiery, etiquette, and the arts. However, the ability to blend and camouflage effortlessly into any setting (social or otherwise) came to you... almost too naturally.

Before you could set yourself upon a more... devious path, your father sent you to Paris to serve as a Musketeer, an elite bodyguard force, to Cardinal Marzen. He hoped to better align you with the faith and to correct the path you had found yourself upon. Little did your father know that his excellency, the Cardinal, dealt deeply in nefarious practices as well. You two, are a vicious match made in hell, and ordained by God.

He utilizes you as one of his favored assassins. Your signature is the locking garrote.

Though stationed in Paris, His Excellency spends a great amount of time in the wealthy province of Gévaudan (with you, and others) at his side. He is very fond of this region and has several estates and connections there (also, more than a few children who are well attended). You have several connections there as well, especially within the brothels there.

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:



Investigator Name: Gabriel Devereaux

Drive: Follower

Occupation:² Royal Hunter

Occupational benefits:

Description:

Build Points: 5

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

SOURCES OF STABILITY:

PILLARS OF SANITY

Family
Religious faith

Academic Abilities

Interpersonal Abilities

General Abilities

Accounting		
Anthropology	Assess Honesty	Athletics 10
Archaeology	Bargain	Conceal
Architecture	Bureaucracy	Disguise ⁽⁰⁾
Art History	Cop Talk	Driving
*Biology 4	Credit Rating 3	Electrical Repair ⁽⁰⁾
Cthulhu Mythos ⁴	Flattery	Explosives ⁽⁰⁾
Cryptography	Interrogation	Filch
Geology	Intimidation	*Firearms ⁵ 12
History	Oral History 1	First Aid 3
Languages ⁶ 2	Reassurance 1	Fleeing ⁷
French	Streetwise 1	Health ⁹ 6
Italian		Hypnosis ⁸
Romani		Mechanical Repair ⁽⁰⁾
	Technical Abilities	Piloting
Law	Art	Preparedness 4
Library Use	Astronomy	Psychoanalysis
Medicine	Chemistry	Riding
Occult	Craft	Sanity ⁹ 7
Physics	*Evidence Collection 4	Stability ⁹ 7
Theology	*Forensics 2	Scuffling 12
	Locksmith	*Sense Trouble 12
	*Outdoorsman 4	Shadowing
	Pharmacy	*Stealth 12
	Photography	*Weapons 12

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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

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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
2 Flintlocks	+0					
Brass knuckles	-1					
Hatchet	-1					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Gabriel Devereaux

You, and your twin sister, Bridget, were born poor in rural France. Your village was raided when you were both about seven during the early conflicts before the Seven Years War. You were left destitute, orphaned, and alone. You traveled the countryside stealing what you could, hunting where you could, and avoiding the law.

You came upon a cabin in the woods not far from the Italian border. You found a woman there... a recluse... who took you in. She provided shelter, food, skills, and many other... comforts. She taught you that the bond between you and your sister should be explored, expressed and enjoyed. She taught you to stalk, to hunt, to survive. You never imagined that you'd have such a knack, a talent, or such a thirst for blood.

She taught your sister the power of tarot, which Bridget became very fond of. The deeper Bridget delved into the dark arts... the more vicious and efficient a killer she became.

Hunting with your sister is... intoxicating. Her cards give her wisdom, insight and direction. Once set upon their guidance, you and your sister are nearly unstoppable.

When the witch died, you and your sister sought back into the world, exploring, tracking, hunting, and enjoying the many pleasures to be uncovered. Your skills brought you many contracts, many excursions, and have paid way for you to travel the world.

Your notoriety has even been acknowledged by the king. Though you've never met him, he pays you well to travel, trap, kill and secure various beasts from around the globe.

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:



Investigator Name: Pascal Favre

Drive: Bad Luck

Occupation:² Gamekeeper

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
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:

Lucille, your only remaining employee

PILLARS OF SANITY

Epicureanism

Academic Abilities

*Accounting	4
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	1
Languages ⁶	
French	

Interpersonal Abilities

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

General Abilities

Athletics	4
Conceal	
Disguise ⁽⁰⁾	
Driving	
Electrical Repair ⁽⁰⁾	
Explosives ⁽⁰⁾	
Filch	8
*Firearms ⁵	12
First Aid	6
Fleeing ⁷	12
Health ⁹	7

Technical Abilities

Law		Hypnosis ⁸	
Library Use		Mechanical Repair ⁽⁰⁾	
Medicine		Piloting	
Occult		Preparedness	
Physics		Psychoanalysis	
Theology		*Riding	10
		Sanity ⁹	4
		Stability ⁹	4
		Scuffling	10
		Sense Trouble	
		Shadowing	
		*Stealth	10
		*Weapons	12

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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

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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
Wood Axe	-1					
Hatchet	-1					
Crossbow	+0					

EQUIPMENT

Description	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Pascal Favre

You may have lands, an estate and some riches, but you will never be a noble. You will never be invited to court... save to be a spectacle. A heroic, though falsified story that even to this day is starting to die from memory. You fear, as your story dies, as will your fortunes.

You were a simple peasant gamekeeper for a Marquis in northern France. His lands were vast, and rich and beautiful. You'd been trained from a long line of recognized gamekeepers and you know your trade well.

When the Marquis was away, you often shared the bed of the Marquise. The act brought you little pride, however, it at least secured your position in these lands.

You kept a great balance within his lands. You faced your challenges, of course, but you always managed to make them seem a bit more exaggerated than necessary. And in the event that your services started seemed irrelevant, you always knew how to "cause" a situation, and quickly remedy it.

Still... the back and forth was exhausting. The universe soon gave you an opportunity, and you took it. Several farmers in the region complained for months about the vicious attacks on their livestock. Stories began to circulate about a heinous beast who attacked in the night. Some called it a giant wolf. Others a dragon. Some... a demon.

How fortunate for you that you came upon his heinous wolf, snared in a trap set by another. It was wounded and dying. You easily killed the wolf and with full control of the narrative, became the "Beast Slayer of Lyon," "Savior of Lyon," "Hero of Lyon," and whatever else they wanted to call you.

Sure... you lied. However, you secured your fortunes... at least until now.

