

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: Celeste Daweson

Drive: Curiosity

Occupation:² 13 year old Polymath

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

Your funny older brother, Elliott

PILLARS OF SANITY

The value of the intellect

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

Biology

Cthulhu Mythos⁴

Cryptography

Geology

History

Languages⁶

English

Law

Library Use

Medicine

Occult

Physics

Theology

Interpersonal Abilities

Assess Honesty

Bargain

Bureaucracy

Cop Talk

*Credit Rating 7

Flattery 1

Interrogation

Intimidation

Oral History

Reassurance

Streetwise

Technical Abilities

Art

Astronomy

Chemistry

Craft

Evidence Collection

Forensics

Locksmith

Outdoorsman

Pharmacy

Photography

General Abilities

Athletics 3

Conceal 4

Disguise⁰ 4

Driving

Electrical Repair⁰

Explosives⁰

Filch

Firearms⁵

First Aid

Fleeing⁷ 16

Health⁹ 4

Hypnosis⁸

Mechanical Repair⁰

Piloting

Preparedness

Psychoanalysis

Riding 12

Sanity⁹ 5

Stability⁹ 5

Scuffling

Sense Trouble

Shadowing 6

Stealth 12

Weapons

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes
Ornate pocket mirror		
House key		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Celeste Daweson

Starting Information:

You didn't have to be invited to this party, you live here! You're Elliott's much younger sister and it follows, then, that you know the house really well, but you know a lot of other things better. Like trigonometry, and biology, and anthropology, and all kinds of other -gy things. But only sometimes. All other times your head just hurts a lot and then it's time for bed.

You like sweets, fuzzy things, books, looking at things in the mirror, and days without headaches.

Celeste Daweson

Secret Inventory:

Note-to-Self
Second key

Personal Knowledge:

You are an exceptionally brilliant polymath with an exceptionally unfortunate memory. Every few hours, your non-academic knowledge is at risk of being forgotten. You are allergic to chocolate. You have a funny brother named Elliott. You should not lick dogs. You live on the corner of Blake Street and Dervenshire Avenue.

The key to the house is in your left shoe. The key to something else is in your right shoe. (You can't remember what the key goes to, so when you want to try it, ask the Keeper.) You know this because of a scribbled note you have tied around your neck. Okay.

Special Skills:

Due to being a polymath and your short term memory, every 30 minutes, OR when something stressful happens, OR when you concentrate hard enough, roll 1D6 three times on a table below to reveal the skills you now remember with 4 rating points. The next time this happens, roll on the next table, and your previously rolled skills are forgotten.

- | | |
|--------------------------|-----------------------|
| 1. Architecture | 1. Art - Backgammon |
| 2. Art - Cake Decorating | 2. Art - Glassblowing |
| 3. Art - Painting | 3. Bargain |
| 4. Bargain | 4. Biology |
| 5. History | 5. Craft - Tailoring |
| 6. Languages - Latin | 6. Firearms |

1. Art - Orchid Care
2. Art - Shadow Puppets
3. Craft - Book Binding
4. Locksmith
5. Medicine
6. Occult

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: Emmet "Emmie" Oswell

Drive: Artistic Sensitivity

Occupation:² Architect/Sophisticate

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

PILLARS OF SANITY

Aesthetics

Academic Abilities

Interpersonal Abilities

General Abilities

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

EQUIPMENT

Description	Cost	Notes
Silver brooch		
Silver earrings		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Emmet “Emmie” Oswell

Starting Information:

A devoted Corinthian and successful architect, you spend the wire minimum of your days entertaining in your beautiful home in Piccadilly, and the maximum out being entertained at the King and Cupid nearer the East End.

You would barely remember meeting Elliott at an exhibition a few months prior had it not been for his exceptional interest in the masks displayed in the gallery. He had asked you a few questions then, about the pieces, but you had left on relatively unfamiliar terms.

Still, it is not uncommon for the elite unacquainted to want to become acquainted -- you are, after all, in charge of at least one pavilion for the upcoming Great Exhibition, as if your other charming qualities could be overlooked.

Qualifications aside, you are also particularly keen in the art of fashion and markedly prefer educating your associates on proper kerchief etiquette over structural building techniques.

Emmet “Emmie” Oswell

Secret Inventory:

Cosmetic powder
Compact

Personal Knowledge:

Once, quite by accident, you found yourself in attendance of what you could only describe as a sort of cultish gathering.

Based on the somewhat understated invitation, you had expected a parlour seance or some other vaguely supernatural, social event, but were instead greeted with a set of grey robes and lead, blindfolded, down into an echoing underground chamber.

The auditorium rung with the chanting of a hundred robed men, and then screams. Screams that sounded human, at first, and then twisted monstrous by pain.

Without further investigation, you promptly scurried out through a service passage -- but not without catching the eye of a man you would later swear to be tonight's host, Elliott Daweson. Seeing you with one foot in the hall, he allowed an acknowledging (perhaps even approving?) nod, before slipping back silently into the homogenous, reverberating crowd.

This exchange was only a few days ago, and you were intrigued to receive the invitation for this very event.

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: Gene Whitlock

Drive: Sudden shock

Occupation:² Zoologist

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

Professor Adarsh Chandradath, colleague and instructor in Hindi

PILLARS OF SANITY

Scientific progress

Academic Abilities

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

Interpersonal Abilities

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

General Abilities

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

Technical Abilities

Law		Piloting	
Library Use	2	Preparedness	4
Medicine		Psychoanalysis	
Occult		*Riding	12
Physics		Sanity ⁹	3
Theology		Stability ⁹	4
		Scuffling	4
		Sense Trouble	
		Shadowing	4
		*Stealth	10
		Weapons	

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

EQUIPMENT

Description	Cost	Notes
Imported cigars (gift)		
Brass lighter, extra wicks		
Spectacles (far-sighted)		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Gene Whitlock

Starting Information:

Elliott Daweson, this evening's host, was responsible for the explosive start of your career in the field. He is also the reason it all ended.

Financed and lead by Elliott, the expedition of India a few years back was one of the most successful in the decade. The two of you would return with more than twenty feet of rubbings from the temple's inner chambers (and you, more importantly, with partial specimens of three unidentified species of canidae, vulpes, and canis lupus.)

But the trip was not without cost -- an unexpected cave-in at the primary burial chamber would leave only you and Elliott alive, killing the three other crewmen.. While the British Conservatory greeted you as a hero upon your return to London for both your bravery and discovery, you're not convinced any discovery is worth that risk again.

You resolved to spend the rest of your days analyzing samples, safely behind a mahogany desk.

Gene Whitlock

Secret Inventory:

Expedition journal

Personal Knowledge:

You never told the papers. How could you describe the howling you heard echoing out of that temple, in a way anyone would believe? It was unlike any animal you could even conceive, and by the time you and Elliott sprinted back to the far chamber, it had collapsed into impermeable rubble.

You rushed out of the chambers together, rocks falling behind you, stumbling in panic. He turned back -- the howls growing closer, louder, and the walls crumbling in wake behind -- he turned back to look mournfully at the ruined temple, but it wasn't towards the screams and howls. He was looking at the other end of the shaking chamber where the archaeologist, Alistair, stumbling in panic, had dropped the find of the century -- a golden, wolf-shaped mask.

You grabbed his arm and sprinted towards the boat. The two of you were able to return home with a few wonders in exchange for unfortunate news.

Now and then, you catch your old colleague staring deeply at the old photographs of the crew when the hours grow late.

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

(Empty space for player name)

Sanity ¹			
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: Lorna Delagney

Drive: Follower

Occupation:² Amateur Clairvoyant

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

Rebecca Delagney, your doting mother
Isabella Carter, your best friend

PILLARS OF SANITY

Human dignity
Innate goodness of mankind

Academic Abilities

Accounting	1
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	
Languages ⁶	
English	
Law	
Library Use	
Medicine	
*Occult	4
Physics	
Theology	1

Interpersonal Abilities

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

Technical Abilities

Art	1
*Astronomy	4
Chemistry	
Craft	
Evidence Collection	
Forensics	
Locksmith	
Outdoorsman	
Pharmacy	
Photography	

General Abilities

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

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

EQUIPMENT

Description	Cost	Notes
Mourning locket		
Kidskin gloves		
Handkerchief		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Lorna Delagney

Starting Information:

After the passing of your husband, Alistair, your life changed from an array of galas and salons to one of mourning lockets and prayers. When your calls to god went unanswered, you turned to the occult for closure. But while you haven't ever been able to reach Alistair, you have successfully, on occasion, helped others contact their deceased loved ones -- provided the affair be kept discrete. It gives you some solace to help alleviate the pain of those that have lost someone dear.

You have remained exceptionally close with your husband's best friend and colleague, Elliott, who was a member of Alistair's final and fatal expedition. You look forward to the opportunities to reminisce about your late husband.

Lorna Delagney

Secret Inventory:

Your mourning locket is charged with such emotional energy that you are able to use it as a pendulum to divine simple answers to simple questions. Each use requires you to spend 1 point of Occult.

Personal Knowledge:

Your husband died on an expedition with Elliott, your host. Only one other member of the group returned. While he tells you your husband died defending a guide against the tigers who made their home in the excavation site, something distant in his eyes suggests that might not be the whole story.

When you have tried to reach Alistair in the past, the world grows hollow -- some of your most quiet moments have been in that darkness, trying to find him. You do not believe him to be dead, but wonder if that is an instinct from your gift, or just wishful thinking. However, starting a few weeks ago, your attempts at contact with Alistair have been restless, sometimes even painful -- it's as if something has changed in him, wherever he is.

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: Pollie Abberlane

Drive: Ennui

Occupation:² Cabaret Singer

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

Elliott Daweson

PILLARS OF SANITY

Epicureanism
Love of London

Academic Abilities

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

Interpersonal Abilities

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

General Abilities

Athletics	4
Conceal	
Disguise ⁽⁰⁾	
Driving	
Electrical Repair ⁽⁰⁾	
Explosives ⁽⁰⁾	
Filch	6
Firearms ⁵	2
First Aid	4
Fleeing ⁷	12
Health ⁹	4

Technical Abilities

Law		Hypnosis ⁸
Library Use	*Art Music	Mechanical Repair ⁽⁰⁾
Medicine	Astronomy	Piloting
Occult	Chemistry	Preparedness
Physics	Craft	Psychoanalysis
Theology	Evidence Collection	1
	Forensics	Riding
	Locksmith	Sanity ⁹
	Outdoorsman	Stability ⁹
	Pharmacy	1
	Photography	3
		Weapons

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

EQUIPMENT

Description	Cost	Notes
Perfume Bottle		
Pocket Mirror		
Hair Pins		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Pollie Abberlane

Starting Information:

Out of all the guests, you've known the host the longest. You and Elliott were an inseparable, troublesome duo of children, and to most, you still are.

Much to your father's distaste, you now sing two nights a week at a private club, and, thanks to the popularity of your act, spend the evenings running social circles around even the most connected women in the city. Your talent, beauty, and unmarried status are enough to ensure pleasant company almost any night, though you've always preferred the eccentric Elliott as your escort.

Often, you describe the paintings you see in your letters to Elliott and he'll describe the sites of far away lands and found artifacts. You admire his sense of adventure, his admiration of art, and above all, his devotion to you.

Pollie Abberlane

Secret Inventory:

Bottle of laudanum

Personal Knowledge:

You often tell your father that you are spending the weekend in the country with your friends and their mothers, but instead you spend them with Elliott in his archives, drinking and admiring his new acquisitions.

You could give a tour of the place with your eyes closed, and even know the combination to the private safe -- 0430, your birthday.

He's asked you to quit your laudanum habit, even promised to marry you if you do. You haven't.

He doesn't think you know, but you watched him once, when he took another half-bottle of laudanum from your shaking hands and locked it behind the large iron door of the safe. That's where he keeps all of your fun, if you're not discreet enough in keeping it out of his sight.

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: Wayne Thompson

Drive: Adventure

Occupation:² Big Game Hunter

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

Isabella, your favorite courtesan
Lieutenant Breckinridge, hunting companion

PILLARS OF SANITY

Physical laws
Worthiness of nature

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	2
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	1
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	1
Languages ⁶	
English	

Interpersonal Abilities

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

General Abilities

*Athletics	14
Conceal	
Disguise ⁰	
Driving	
Electrical Repair ⁰	
Explosives ⁰	
Filch	
*Firearms ⁵	22
First Aid	4
Fleeing ⁷	
Health ⁹	7
Hypnosis ⁸	
Mechanical Repair ⁰	
Piloting	
Preparedness	5
Psychoanalysis	
*Riding	14
Sanity ⁹	6
Stability ⁹	6
Scuffling	10
Sense Trouble	
Shadowing	
*Outdoorsman	4
*Stealth	16
Pharmacy	
Photography	

Technical Abilities

Law	
Library Use	
Medicine	
Occult	
Physics	
Theology	
Evidence Collection	4
Forensics	
Locksmith	
*Pharmacy	
*Photography	

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes
Pocketwatch		
Flask		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Wayne Thompson

Starting Information:

You met Elliott some years ago on a safari, and he laughingly bet that he was a better shot than you. He wasn't even close, but, hey, most people aren't. You became quick friends over the course of the trip -- though that was ten years ago now.

Occasionally, you and Elliott enter into business ventures together -- you are both particularly fond of risky investments, and those, like fine cigars, are best shared in good company. Most recently, the two of you financed an excavation in India. Elliott was interested in visiting some kind of ruins there, and you, well, mostly in shooting things around those ruins. Unfortunately, you were called for unexpected military duty, and were unable to attend the voyage. You're looking forward to seeing what your old friend has brought back.

Wayne Thompson

Secret Inventory:

Revolver (+o damage)

Personal Knowledge:

You suspect you are the only one to know Elliott's apparent and deep excitement over the success of this trip, or rather, the success of his return trip. He'd mentioned he'd visited this place before and could therefore be sure of the trip's successful venture, should certain dangers be avoided.

Before he left, he left you a sealed letter, which reads:

"I am to go back to the temple. I'm glad you cannot go with me. Do not tell Pollie. If I do not return, give her the half of our fund as inheritance, so that I may be assured, in death, of her happy life."

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: Wheeler Edye

Drive: Curiosity

Occupation:² Artifact Dealer

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

PILLARS OF SANITY

Love of London
Physical laws

Academic Abilities

Interpersonal Abilities

General Abilities

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

EQUIPMENT

Description	Cost	Notes
Five hundred pounds, cash Passport		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Wheeler Edye

Starting Information:

Having known Elliott for the better part of ten years, this somewhat extravagant reveal does not surprise you -- he has always had an appetite for the dramatic. It is equally unsurprising that Elliott would have a seat reserved for you at the event, given your particular expertise in the locating and identifying rare artifacts -- and Elliott's particular expertise in the coveting and purchasing them.

In addition to a broad knowledge of ancient cultures, your profession has turned you into quite the art critic. You're looking forward to whatever piece of interest Elliott has brought back from India -- and in any purchase or agreement that might be made in its sale.

Wheeler Edye

Secret Inventory:

Lockpick set

Personal Knowledge:

While Elliott often makes your introduction as an “archaeologist,” you are not quite so stuffy as all that. A one-time-art-thief, you now work exclusively for Elliott as his personal purveyor.

It is among your greatest pleasures to call on your client socially and discretely admire your work. Recently, you acquired for him a “talking board” -- a sort of lettered board that is intended to contact specific and otherworldly deities. Though you believe it to be rubbish parlor tricks, this one in particular was quite a difficult negotiation. You expected him to display it in one of his rooms of curiosities, but he simply slid it into his desk drawer and turned the key.

Despite your intimate knowledge of your client’s collecting habits, you have no idea what he might mean to reveal tonight. It almost makes you a bit jealous.

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: Zhang Yu

Drive: Duty

Occupation:² Martial Artist

Occupational benefits:

Description:

Build Points: 0

SOURCES OF STABILITY:

Hyun, your daughter
Master Li, your instructor in the martial arts

PILLARS OF SANITY

Moral values
Innate goodness of humanity

Academic Abilities

Accounting	
Anthropology	
Archaeology	
Architecture	
Art History	
Biology	
Cthulhu Mythos ⁴	
Cryptography	
Geology	
History	1
Languages ⁶	1
English	
Cantonese	

Interpersonal Abilities

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

General Abilities

*Athletics	22
Conceal	
Disguise ⁽⁰⁾	
Driving	
Electrical Repair ⁽⁰⁾	
Explosives ⁽⁰⁾	
Filch	
Firearms ⁵	
First Aid	
Fleeing ⁷	
Health ⁹	7
Hypnosis ⁸	
Mechanical Repair ⁽⁰⁾	
Piloting	
Preparedness	
Psychoanalysis	
Riding	
Sanity ⁹	8
Stability ⁹	8
*Scuffling	26
Sense Trouble	8
Shadowing	
Stealth	6
*Weapons	20

Technical Abilities

Law	
Library Use	
*Medicine	4
Occult	
Physics	
Theology	
Forensics	
Locksmith	
Outdoorsman	2
Pharmacy	
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
Weighted Cane	+0					
Martial Arts	-1					

EQUIPMENT

Description	Cost	Notes
Weighted Cane		
Dice		
Meditation beads		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Zhang Yu

Starting Information:

It was five years ago that Elliott visited your home in rural China near Guangzhou. Wrapped in an unassuming traveler's cowl and bowing modestly at your doorstep, your now-employer quietly handed you a heavy pouch of silver coins and gestured to your leaning roof, your empty stable, and your daughter's shoeless feet. He spoke nothing of your language, but was kind and friendly, despite his somewhat feeble appearance.

An unrivaled martial artist in your home province and abroad, you now act as a bodyguard and private instructor to the young Elliott Daweson. Each month, your employer provides you an allowance large enough for two comfortable lives: yours in England, and your daughter's in China.

Zhang Yu

Secret Inventory:

Sealed scroll

Personal Knowledge:

Elliott recently allowed you three months of paid leave to visit your daughter back home in China. He chartered the ship himself to ensure your pleasant passage.

Before you left, he requested you take a nondescript, sealed scroll along with you. He implied that it was of considerable personal value, and, to stave off his paranoia, would like you to protect it as you would his own person.

Elliot left on a personal venture during your visit in China and had not returned by the time you arrived back in London. You had not heard from him until the notice that he would return to the house for tonight's event, but are looking forward to resuming your duties.