

# 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: Coleman

Drive:

Occupation:<sup>2</sup> Glassblowing Artist

Occupational benefits:

Refresh 1 Art pool point during downtime

Description:

Tall, lean, strong, scarred calloused hands

Build Points: 16

### SOURCES OF STABILITY:

### PILLARS OF SANITY

### Academic Abilities

### Interpersonal Abilities

### General Abilities

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

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<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

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

## (Beth or Ben) Coleman

Occupation: Glassblowing Artist

Age: 28

Residence: Columbus, Ohio, USA

Birthplace: Louisville, Kentucky, USA

You are tall, lean, and strong from years of blowing glass and bartending to pay the bills. You have callouses and scars on your hands and arms due to your years of working with hot glass.

You are honored to be assisting Galen Tisselly in his temporary hot shop for his exhibit at the Pierce Botanical Conservatory.

You are calm and hardworking, but a little awkward due to your tall height.

### Glassblowing Knowledge

Glassblowing medium and large pieces requires more than one person, with one person to blow or help move pieces, and the other to manipulate, spin, or get the next tool to handle the glass. It's very difficult to blow, spin, reheat, and carefully watch a large piece on your own, so many artists use at least one assistant to make large pieces.

The key tools in a "hot shop" (glassblowing workshop) include:

- **Furnace:** This contains the molten (melted) glass for starting a piece, heated to 1400 to 1600 Celsius.
- **Glory Hole:** To continue shaping hot glass, the temperature of the glass must remain very high and very even across the piece so it doesn't break or shatter. Glass is very sensitive to sudden changes in temperature. A glory hole is used to heat a piece-in-progress so it can be molded, blown, or stretched more.
- **Pipes and puntys:** Metal pipes are used to blow air into glass to build the basic shape and size. Once the size is reached, pieces can be switched from the pipe onto a punty (PUNT-ee), another long metal pipe, to be able to open up the hole from where it was blown into a vase, bowl, or other open shape.
- **Annealer:** The annealer is where a finished piece is placed to cool very slowly so it does not break or shatter before reaching room temperature.
- **Tools for safety or manipulating glass during work:** Wooden paddles, tongs, newspaper, heavy gloves, dark glasses, metal molds, shards of colored glass, buckets of water, sawhorses: all items commonly found in a glassblowing hot shop.



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Investigator Name: Fuentes

Drive:

Occupation:<sup>2</sup> Trainer & Business Owner

Occupational benefits:

Description:

Gruff instructor, otherwise mild-mannered

Build Points: 16

### SOURCES OF STABILITY:

Gunner, significant other of 9 months

### PILLARS OF SANITY

### Academic Abilities

Accounting	3
Anthropology	
Archaeology	
*Architecture	
*Art History	
Biology	
Cthulhu Mythos <sup>4</sup>	
Cryptography	
Geology	
History	
Languages <sup>6</sup>	
Law	
*Library Use	1
Medicine	
Occult	
Physics	
Theology	

### Interpersonal Abilities

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

### General Abilities

Athletics	8
Conceal	
*Disguise <sup>(0)</sup>	
Driving	1
Electrical Repair <sup>(0)</sup>	
Explosives <sup>(0)</sup>	
Filch	
Firearms <sup>5</sup>	1
First Aid	2
Fleeing <sup>7</sup>	
Health <sup>9</sup>	6
Hypnosis <sup>8</sup>	
Mechanical Repair <sup>(0)</sup>	2

### Technical Abilities

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

Piloting	
Preparedness	4
Psychoanalysis	
Riding	
Sanity <sup>9</sup>	4
Stability <sup>9</sup>	4
Scuffling	6
Sense Trouble	4
Shadowing	
Stealth	4
Weapons	

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Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

## **(Viv or Vic) Fuentes**

Occupation: Trainer & Business Owner

Age: 45

Residence: Columbus, Ohio, USA

Birthplace: Columbus, Ohio, USA

You are a kickboxing trainer, and owner of three Ultrabox Fitness locations.

Your significant other of nine months is Gunner, who is the administrator of a hospital. You met at a community health event.

You are gruff while leading your classes, but otherwise mild-mannered.



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### Health

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

Investigator Name: **Gunner**

Drive:

Occupation:<sup>2</sup> Hospital Administrator

Occupational benefits:

Use Credit Rating pool to call on contacts

Description:

Upper class art collector

Build Points: 16

### SOURCES OF STABILITY:

Fuentes, significant other of 9 months

### PILLARS OF SANITY

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### Academic Abilities

*Accounting	2
Anthropology	
Archaeology	
Architecture	
*Art History	3
Biology	
Cthulhu Mythos <sup>4</sup>	
Cryptography	
Geology	
History	
*Languages <sup>6</sup>	1
French	

### Interpersonal Abilities

Assess Honesty	2
*Bargain	3
Bureaucracy	3
Cop Talk	
*Credit Rating	6
*Flattery	3
Interrogation	
Intimidation	
Oral History	
Reassurance	
Streetwise	

### General Abilities

Athletics	2
Conceal	
Disguise <sup>0</sup>	
Driving	1
Electrical Repair <sup>0</sup>	
Explosives <sup>0</sup>	
Filch	
Firearms <sup>5</sup>	2
First Aid	4
Fleeing <sup>7</sup>	3
Health <sup>9</sup>	4

### Technical Abilities

Law	
Library Use	3
*Medicine	1
Occult	
Physics	
Theology	

Art	
Astronomy	
Chemistry	
Craft	
Evidence Collection	
Forensics	
Locksmith	
Outdoorsman	
Pharmacy	
Photography	

Hypnosis <sup>8</sup>	
Mechanical Repair <sup>0</sup>	
Piloting	
Preparedness	5
Psychoanalysis	
Riding	
Sanity <sup>9</sup>	5
Stability <sup>9</sup>	5
Scuffling	2
Sense Trouble	3
Shadowing	
Stealth	3
Weapons	

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Name	Location	Notes

### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS



## **(August or Augusta) Gunner**

Occupation: Hospital Administrator

Age: 52

Residence: Columbus, Ohio, USA

Birthplace: Grand Rapids, Michigan, USA

You are an art collector, and from the upper class. You have a very time consuming job as a hospital administrator.

Your significant other of nine months is Fuentes, who is owner of several Ultrabox Fitness locations, and a kickboxing trainer. You met at a community health event.

You are an outgoing networker, thanks to your wealthy family background. You are acquainted with Galen Tisselly because your family foundation funds the arts, including this new exhibit of Tisselly that is about to open at the Pierce Botanical Conservatory, as well as past Tisselly works. You are looking forward to seeing Tisselly again in your hometown.

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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
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### Health

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

Investigator Name: Ono

Drive:

Occupation:<sup>2</sup> Student & Artist

Occupational benefits:

Description:

Petite, energetic

Build Points: 16

### SOURCES OF STABILITY:

Mother, Hiyumi Ono

### PILLARS OF SANITY

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### Academic Abilities

Accounting	
Anthropology	2
Archaeology	
Architecture	
* Art History	2
Biology	
Cthulhu Mythos <sup>4</sup>	
Cryptography	
Geology	
History	2
* Languages <sup>6</sup>	1
Spanish	
Law	
* Library Use	2
Medicine	
Occult	
Physics	
Theology	

### Interpersonal Abilities

Assess Honesty	2
Bargain	
Bureaucracy	
Cop Talk	
Credit Rating	0
Flattery	1
Interrogation	
Intimidation	
Oral History	
Reassurance	1
Streetwise	

### Technical Abilities

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

### General Abilities

Athletics	4
Conceal	
Disguise <sup>0</sup>	
Driving	1
Electrical Repair <sup>0</sup>	
Explosives <sup>0</sup>	
Filch	
Firearms <sup>5</sup>	
First Aid	3
Fleeing <sup>7</sup>	
Health <sup>9</sup>	4
Hypnosis <sup>8</sup>	
Mechanical Repair <sup>0</sup>	
Piloting	
Preparedness	4
Psychoanalysis	
Riding	
Sanity <sup>9</sup>	4
Stability <sup>9</sup>	4
Scuffling	2
Sense Trouble	6
Shadowing	
Stealth	6
Weapons	

### CLUES

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### WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

### EQUIPMENT

Description	Cost	Notes

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

## **(Hiro or Hana) Ono**

Occupation: High school student and artist

Age: 17

Residence: Columbus, Ohio, USA

Birthplace: Columbus, Ohio, USA

You are a junior in high school, and the child of the curator of the Pierce Botanical Conservatory, your mother Hiyumi Ono.

You are petite and energetic. You are both creative and self-confident.



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Stability			
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Health			
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Investigator Name: **Pickaway**

Drive:

Occupation:<sup>2</sup> Security Guard

Occupational benefits:  
Spend 2 Reassurance points to steady

Description:  
Commanding, reliable, good with public

Build Points: 16

SOURCES OF STABILITY:	PILLARS OF SANITY
Church of God where you sing in the choir	

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

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### EQUIPMENT

Description	Cost	Notes
Walkie talkie (for Pierce staff)		
Pack of 8 Marlboro Reds cigaretts		
Red plastic lighter		

### MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

## **(Stella or Steve) Pickaway**

Occupation: Security Guard

Age: 40

Residence: Columbus, Ohio, USA

Birthplace: Circleville, Ohio, USA

You are of average build, and very knowledgeable about the Pierce Botanical Conservatory, having worked security there for ten years.

You are commanding and reliable. You are good with the public, and especially the young children the visit the Conservatory.

You really connect with the Church of God where you sing in choir every Sunday. You have attended since you moved to Columbus 15 years ago.



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Investigator Name: **Witt**

Drive:

Occupation:<sup>2</sup> **Botanist**

Occupational benefits:

**Use Credit Rating for tests in other labs**

Description:

**Warm and friendly, loves the outdoors**

Build Points: 16

SOURCES OF STABILITY:

PILLARS OF SANITY

Academic Abilities

Interpersonal Abilities

General Abilities

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

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Name	Effects	Notes

### MADNESS AND SHOCK

### SPECIAL BENEFITS AND DEDICATED POOLS

**(Tanikka or Terrence) Witt**

Occupation: Botanist

Age: 35

Residence: Columbus, Ohio, USA

Birthplace: Cleveland, Ohio, USA

You are a professional botanist and avid outdoorsperson, hunting and hiking in your free time. You like spending as much time outside as possible.

You are warm and friendly, and enthusiastic about sharing observations of the natural world (with interested parties).