

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: **Camille Blais**

Drive: **Fame**

Occupation:² **Photojournalist**

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

PILLARS OF SANITY

Academic Abilities

Interpersonal Abilities

General Abilities

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

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
P38 pistol	+1	+2				

EQUIPMENT

Description	Cost	Notes
Camera		
Photo lab		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Camille Blais

Photojournalist

Age 24

You come from a modest family, and your weak innate talents prevent you from hoping to shine by your skills. By embarking in a still young field, photojournalism, you hope to be able to gain a form of celebrity.

It is this thirst for recognition that essentially pushes you into the corners of Toulouse life: tragic accidents, grotesque montages, spying on the immoral... all are good subjects. One day, there will be something that will stand out enough to draw public attention to the name of Camille Blais.

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
MAB 7.65 pistol	0	+2			N/A	

EQUIPMENT

Description	Cost	Notes
Police Card		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Detective Bousquet

(Note: Bousquet is only a family name, pick a first name for your character)

Police Detective

Age 32

Being a police inspector means knowing the laws, respecting them and enforcing them. Beyond this evidence, it is also and above all meddling in the affairs of others. Especially when others try to cover up these things.

You have found your calling in the police, because your profession as a police inspector allows you to satisfy your unhealthy curiosity. Curious about everything, you must compensate for your lack of training and intellect with a liveliness and interest in all subjects.

If you do not particularly shine by your record of service, your superior, the Chief Superintendent Llaerus, knows that he can count on you to search and follow through with his investigations.

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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
4	5	6	7
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Health			
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
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Investigator Name: Cabéjac

Drive: Scholarship

Occupation:² Professor of Mathematics

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:	PILLARS OF SANITY

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

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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

EQUIPMENT

Description	Cost	Notes
University Office		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Professor Cabéjac

(Note: Cabéjac is only a family name, pick a first name for your character)

Professor of Mathematics

Age 38

You are an excellent professor at the University of Toulouse and there you are forging a growing reputation and an increasingly important influence.

You have just been contacted by the police to identify a body, potentially that of a colleague, Alexandre Demonges, a professor of Physics, a somewhat bewildered widower of 49 years old.

Your main motivation is to discover the transcendental Truth that lies beyond the perception of human senses. The sciences, in particular mathematics, seem to you to be the perfect vehicle for achieving this. An opportunity to discover a higher manifestation of this Truth will be taken by you as a possibility to go further than the human mind has had the opportunity.

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Health

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12	13	14	15

Investigator Name: **Dominique Narouch**

Drive: Thirst for Knowledge

Occupation:² Journalist

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

PILLARS OF SANITY

Academic Abilities

Interpersonal Abilities

General Abilities

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

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CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Knife	-1					

EQUIPMENT

Description	Cost	Notes
Notebook		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Dominique Narouch

Journalist

Age 28

You are a journalist at *La Dépêche du Midi*, a daily newspaper in Toulouse. You are always well informed about unusual stories and scandalous information. Even if your editor doesn't always let these stories be published, you know that this is the most effective way to one day break through.

However, it is not this aspiration to glory that motivates you: it is an insatiable need to know more, always more. There is nothing that motivates you more than accumulating information, anecdotes and facts. Published or not, you find satisfaction in the quantity and quality of the information you discover.

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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: **Sentenac**

Drive: Ennui

Occupation:² Doctor

Occupational benefits:
First aid point spend heals 3 Health

Description:

Build Points:

SOURCES OF STABILITY:	PILLARS OF SANITY

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

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CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes
Weighted cane	0					

EQUIPMENT

Description	Cost	Notes
Medical bag		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Doctor Sentenac

(Note: Sentenac is only a family name, pick a first name for your character)

Doctor

Age 35

Few doctors practice forensic medicine in 1931. And that's because it's a very boring specialty. Cutting up corpses, few technologies available, recutting corpses, recovering hanged and drowned bodies...

You will use any pretext to escape, if only temporarily, from these constraints and your boring routine. If in addition you have the possibility of meeting people who are still breathing, that's a totally unexpected bonus.