

# 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>

### 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: Kleo Apostolides

Drive: Sudden Shock. Something is going on with Phil. He has started talking in his sleep, saying strange things that you barely understand and don't really want to. He says he doesn't remember his dreams, but you wonder. The FBI's interest in you and Phil suddenly seems far more sinister.

Occupation:<sup>2</sup> Journalist (Student)

Special: Counter-Culture (see below)

Pillars of Sanity: 1) The value of art is its ability to illuminate human truths. 2) The fight against injustice is just beginning!

### Academic Abilities

Art History - 1  
Cthulhu Mythos<sup>4</sup> - 1  
History - 1  
Languages - 2 (Greek, \_\_\_\_)  
Library Use - 1  
Theology - 1

### Interpersonal Abilities

Assess Honesty - 2  
Cop Talk - 2  
Credit Rating - 3  
Oral History - 2  
Reassurance - 4  
Streetwise - 1

### General Abilities

Athletics - 6  
Conceal - 2  
Disguise - 4  
Driving - 2  
Filch - 4  
Firearms - 2  
First Aid - 4

### Technical Abilities

Art (copy editing) - 1  
Evidence Collection - 1  
Photography - 1

### Special

With any narratively justified Interpersonal ability spend, you can make contact with and gain useful information or resources from the bohemian, beatnik, or other counter-cultural elements in the area.

Fleeing<sup>7</sup> - 8  
Health<sup>9</sup> - 8  
Preparedness - 4  
Sanity<sup>9</sup> - 6  
Scuffling - 4  
Sense Trouble - 4  
Shadowing - 4  
Stability<sup>9</sup> - 8  
Stealth - 4

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<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>4</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.

**Kleo Apostolides' Connection to Phil Dick:** Phil is your husband; you met him when you were 17 at the record store where he works. You dated for a few years, going to coffee shops, concerts, and the opera together; your tastes in music and literature are very similar and you were very happy to meet a man who is your intellectual equal; you enjoy engaging Phil in sharp, serious-minded debates about art, politics, and life.

**Kleo Apostolides' Connection to Tony Boucher:** You attended Tony's private writing workshops at Berkeley, bringing your own writing as well as Phil's to Tony's attention. You get the sense that Tony sees you mainly as a channel for communicating with Phil.

**Kleo Apostolides' Connection to Robert and Ginny Heinlein:** You've just met them, but already you're getting the sense that they're the mirror image of you and Phil: traditional, strait-laced, domestic, middle-class strivers..