

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			

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

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

⁴ 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.

Page references refer to the Trail of Cthulhu Core Rulebook

Investigator Name: Isaac Asimov

Drive: Curiosity. You have traveled west (by train— you never fly) to visit your old friend Bob Heinlein before heading to Chicago later in the month for the World Science Fiction convention. You know from experience that he will get you involved with interesting people and events that you'd have a hard time meeting on your own.

Occupation:² Scientist

Special: Great Explainer - see below

Pillars of Sanity: 1) Science is the most powerful explanation we have of how the universe works. 2) The function of a society is to ensure the dignity of each individual human being it encompasses.



Academic Abilities

Biology - 2

Chemistry - 4

History - 2

Languages - 1 (Yiddish)

Library Use - 2

Physics - 2

Interpersonal Abilities

Credit Rating - 5

Technical Abilities

Art (Sci-fi writer) - 1

Astronomy - 2

Evidence Collection - 1

General Abilities

Athletics - 4

Electrical Repair⁴ - 6

Explosives - 8

Firearms - 2

First Aid - 4

Fleeing⁷ - 8

Health⁹ - 10

Mechanical Repair - 6

Preparedness - 4

Sanity⁹ - 6

Scuffling - 2

Sense Trouble - 4

Stability⁹ - 9

Special

When dealing with non-scientists, you can spend your Academic skills to gain access to information otherwise only available via Assess Honesty, Flattery, Intimidation, Oral History, or Reassurance, as long as you role-play yourself providing them with scientific-sounding explanations that elicit their engaged and fascinated response.

Isaac Asimov's Relationship with Bob Heinlein: You met Bob at the Philadelphia Naval Yard, where you both worked as civilian scientists during World War II. You hit it off immediately. You admired Bob for his outgoing energy, humor, and generosity. You especially appreciated the conversations you had about history and politics—in fact, you incorporated some of Bob's insights into your Academy stories, which detail the fall of a galactic empire and its ultimate renewal via the predictive historical science you named Scientology.

Isaac Asimov's Relationship with Ginny Heinlein: You were introduced to Lt. Virginia Gerstenfeld in Philadelphia during the war, when Bob was still married to Leslyn. You found Leslyn a little frightening; Ginny seems like a much more wholesome young woman. But the whole situation is frankly more than a little confusing.