

Call of Cthulhu – Synopsis of Game Rules (with a few twists)

Dice and Die Rolls D100, D20, D10, D4, D3, D2 – Character must roll skill or less on D100 to succeed. Results of 99-100 = fumble or weapon malfunction. Results of 01-02 = spectacular success; make skill check (roll higher than skill); success = bonus +1D4 skill (90% ability in any skill = +1 Power = +5 Sanity; maximum 96). Characteristics cannot be improved; maximum successful die roll (for any situation) is 96.

Resistance Table

Required # for opposing equal skills is 50; active skill versus passive skill using Str, Dex, Siz, Int, or Pow. Add 5 points to req # for each point difference higher, up to 10 levels; 11+ = automatic success. Subtract 5 points from req # for each point difference less, up to 10 levels; 11- = automatic failure. Example: a 19 skill is grappling against an 18 resistance ($50 + 5 [1 \times 5] = 55$); a 12 skill is grappling against a 16 resistance ($50 - 20 [4 \times 5] = 30$).

Combat

Surprise = defender's Dex is halved; no attacks in first round for defenders.

Sanity Checks = success in a D100 roll = minimum sanity loss; and failure = potentially more sanity loss.

Fear Checks = meeting a monster; Pow x5; success = stay; failure = run away 8"; check each round until success.

Combat Rounds = two phases per round; proceed in order of highest dexterity; one action per phase.

Phase: A) Make fear/sanity checks; monsters regenerate HP.

B) Perform 1st action or start using a skill or begin reloading.

C) Perform 2nd action or complete using a skill or finish reloading.

1 Action: draw, aim, or shoulder weapons; move half (round up), fire weapon, melee, parry, throw, dodge, pull weapon free, resist grapple, precision aim, reload 1 bullet.

2 Actions: use skill (perform first aid, cast spell), reload 2 bullets or 1 clip, throw grenade. *Free actions:* reload, dodge, or shoot at 1/2 skill while moving, melee attack after charging, fire weapon 3rd time (if applicable).

Ranged Weapons - fire once per eligible cycle; some weapons fire 1, 2, or 3 times in a round.

Range ≤ skill x1; *point blank range* = handguns 4", rifles 8" @ x2 skill; *extended range* ≤ range x2 skill x1/2.

Modifiers = big targets = +5 to skill; poor visibility = 1/2 skill (except point blank); partial cover – 1/2 skill.

Precision Aim/Telescopic Sights = aim 1st cycle, fire once/2nd cycle; skill and ranges x2.

Automatic Fire = add +5 to skill single target; choose #bullets fired in multiples of 2 (2-12; #hits = D2, D4, etc.).

Hand Held: multiple targets roll to hit each target at 1/2 skill (decide # bullets per target).

Tripod or Fixed Mount: fire at regular skill; but in a moving vehicle, fire at half skill.

Two Handguns = fire twice per phase at 1/2 normal skill; or once per phase at full skill (either hand); if handgun skill is 70% or more, fire both weapons simultaneously at full skill.

Shotguns = double-barreled fire; firing both barrels at once, damage x2; or fire 1 barrel per phase.

Extra Hits = if targets attack in a dense pack and a target is killed outright; make a luck roll, and if successful, apply remaining damage to another creature, etc. For automatic weapons apply.

Reloading = 2 bullets or one clip/drum per round; or, one bullet and fire; reload while moving -3" to move.

Over-sized Weapons = fire once only per round; roll Con x5 to determine if knocked on own butt. Required skill levels are listed on weapons chart (first column).

Malfunction = dud round: revolver, bolt-action, dbl shotguns (00); jammed: automatic (98), semiautomatic (99), pump or lever action (99); repair = 1D6 rounds to fix, Mech skill (96-00 = needs professional repair).

Prone Targets - ranged weapons = skill x 1/2; melee = skill x2.

Moving = 8"; may reload or shoot at 1/2 skill at full movement, or half-move and shoot at full skill.

Charging = move 8" and make a free melee attack.

Melee Weapons - *Parry* = weapon skill; fists can parry fists; kicks vs. kicks, swords vs. swords & spears; shotguns and rifles can parry if not shooting in that round.

Grapple = grab opponent – can hold, strangle, drown; grab weapon = 2 grapple rolls in succession. Use Str vs. Str to break free.

Knocked Down = strength versus strength (push or pull) or size versus size (ramming); failure = knocked prone.

Throwing = throwing skill; range 1" per Str point; normal damage.

Fist Fighting = a character that reaches limit in HP is rendered unconscious or incapacitated for 2D6 minutes and the character is at half skills for 1D6 x 1/2 hours; damage reverts to half (roundup).

Breaking Weapons = if a sword parry is successful, roll damage; if exceeds HP parrying weapon is broken.

Pull Weapon Free = roll Str x 5.

Combat Damage - Armor = subtract points from damage. Heavy Leather jacket=1; WW1 helmet=2.
Injury – mark off damage in pencil; reaching 1 or 2 points within HP = unconscious/incapacitated; 0 = death.
Shock/Stun = after losing 1/2 of total hit points, roll Con x 5; failure = unconscious 2D6 rounds; success = target is awake (all skills & characteristics are at 1/2 level, round up).
Critical Hit = (impaling damage); rolling 1/5 of skill maximum = damage = x2. Melee weapons stick into opponent and must be pulled free in next round (roll weapon skill). Only impaling weapons can do critical damage.

Other Injuries

Acid - weak = 1D3-1 HP per round; strong = 1D4 HP per round; very strong = 1D6 HP per round.
Drowning/Suffocation = First round roll of Con x10 or less; second round x9, third round x8, etc.; until reaching Con x 1. If no time to inhale start at x6; failure = 1D6 damage each round after that until death or rescue.
Explosions = decrease 1D6 in damage each radius gradient; roll separately for each target. Doubling a charge increases damage by and radius by 1/2. Halving damage decreases damage by 1/3.
Falling = 1D6 damage per 10 feet or part of ten feet of fall. If successful Jump roll 1D6 less HP.
Fire = death may come from asphyxiation also. Damage over 1/2 HP cost Con points as well. Torch causes 1D6 Dam/round; bonfire causes 1D6+2 dam/round; an average-sized room causes 1D6+2/round (make Luck roll to prevent commencement of asphyxiation). Make a luck roll to prevent hair or clothes from burning.
Poison = has a POT (potency) rating. Use resistance roll versus potency. Failure means damage equal to POT; success = damage x 1/2 (or no damage) p. 57-58.

Healing *Natural Healing* = 1D3 HP per week; less than half HP = bedridden.

First Aid = success = once per round; success heals 1D3 HP. If damage of a killed character can be brought back to at least one point by the next round the character survives; otherwise dies (one try only).

Doctor/Nurse = + 2D3 HP per week (must be applied each week or natural healing takes over).

Sanity is the flexibility and resilience to emotional trauma.

Characteristic Sanity = character's sanity; Pow x 5. If Power increases so does Sanity.

Maximum Sanity Points = 99 minus current Cthulhu Mythos points.

Current Sanity Points = changes often; cannot lose more than a monster's maximum.

Insanity = Loss of too many points in a short time cause temporary insanity. First Cthulhu Mythos loss of sanity adds 5 points to Cthulhu Mythos skill; subsequent losses of sanity add 1 point.

Temporary Insanity – is caused by the loss of 5 points in any one die roll; or failure of two fear checks in a row.

Make an Idea roll; if successful the character recognizes what happened; keeper/player choose the form of insanity to match the situation or roll 1D10 randomly on page 80. If Idea roll fails the character has repressed the event and doesn't remember it.

Permanent Insanity – is caused when sanity points are reduced to zero. Character is lost to player.

Increasing Sanity Points = keepers may award sanity gains at the end of adventures for overcoming evil; or extra gains for especially good role-playing. If a character masters a skill by reaching 90% add 2D6 sanity points to current sanity. Cthulhu Mythos cannot be mastered.

Psychotherapy = intensive psychoanalysis can return sanity points up to Pow x 5 or up to the maximum sanity point cap. Once per month roll D100 versus doctor's skill; failure = no points regain; success = 1D3 points gained. If the roll is 96-00, lose 1D6 San and treatment concludes; relationship w doctor has been broken.

Magic

Magic Points – regeneration takes 24 hours or 1/4 of lost points in 6 hours. Magic points exceeding POW are expended but not regenerated. When summing a demon roll versus the demon.

Casting Spells – most spells require spending Magic Points or Power to cast; reach 0 = unconscious.

Casting Times – can be a few seconds, or a minute, to as much as a week.

Spell Ranges – usually one of three: touch, 100 yards, or line of sight.

Resistance Table – subtract required magic cost points from the caster and match remaining points against target.

Reading Mythos Tomes – takes time and costs sanity points in return for Cthulhu Mythos knowledge; thus reducing maximum sanity points. San is not required to cast spells.

Learning a Spell from a Book – takes 2D6 weeks of study; roll D100 Int x 3; 1 try per week.

Learning a Spell from Another Person – roll D100 Int x3 for each game week spent studying.

Learning a Spell from a Mythos Entity – in a dream or vision; make a D100 Idea roll.

Creating New Characters

Take a character template and choose a profession. Then go through the sequence below

Characteristics

Strength = muscle power; 3D6 *Constitution* = health; 3D6

Size = avg height & weight; 2D6+6 *Intelligence* = learn, remember, and analyze; 2D6+6

Power = force of will; 3D6 *Dexterity* = quickness, nimbleness, flexibility; 3D6

Appearance = attractiveness/friendliness; 3D6 *Education* = factual knowledge; 3D6+3

Movement = 8" *Sanity* = character's sanity; *Pow* x 5

Special Characteristics (max 96)

Idea = hunches, awareness; quick interpretations; *Int* x 5 (reduce for diff concepts)

Luck = bring some gear? Avoid mishap; *Pow* x 5

Dodge = physically dodge impending mishap; *Dext* x 2

Knowledge = stored facts; *Ed* x 5

Hit Points = (*Con* + *Siz*)/2 (round up)

Magic Points = *Pow* (regenerate in 24 hrs); reduction to 0 = fainting from stress.

Damage Bonus = Additional damage due to physical attacks; *Str* + *Siz*

Damage and Movement Bonuses

<i>Str/Siz</i>	<i>DB</i>	<i>Movement Bonus</i>
8-12	-1D6	-1
13-16	-1D4	0
17-24	0	+1"
25-32	+1D4	+2"
33-40	+1D6	---
41-56	+2D6	---

Skills

Skill Points = *Edu* x 20; distribute among skills (add to base skill); undistributed points are lost.

Personal Interests = *Int* x 10; allot to any skill except Cthulhu Mythos

Natural Animals

<i>Str</i>	<i>Con</i>	<i>Siz</i>	<i>Pow</i>	<i>Dex</i>	<i>Move</i>	<i>HP</i>	<i>Wpn/Dam</i>	<i>Skills</i>
<u>Bats, Large</u>								
5	7	5	7	22	1/12	6	40%/1D2	Hunt/Spot Hidden 75%
<u>Bobcats</u>								
7	11	5	7	19	12	7	20%/1D4	Climb 80% Hide 90%
<u>Bears, Black, Brown</u>								
21	13	20	11	10	16	17	40%/3D6	Climb 30% Scent 70%
<u>Bears, Grizzly</u>								
30	15	30	18	16	14	32	50%/4D6	Scent 80%
<u>Buffalos, Cape, American, Yak, Oxen</u>								
34	21	34	7	7	12	27	30%/5D6	Scent 65%
<u>Condors, Eagles</u>								
23	10	16	13	19	5/18	14	45%/D6	Spot Hidden 90%
<u>Coyotes, Wild Dogs, Dingos</u>								
4	10	4	9	13	15	7	5%/D6	Listen 40%, Track 80%
<u>Crocodiles, Alligators</u>								
26	18	26	10	23	6/8	14	50%/D10+2D6	Sneak 60%
<u>Deer, Antelope</u>								
10	10	10	11	16	15	12	30%/D6	Sight/Scent 80%
<u>Dogs (small), Foxes, Skunks, Raccoons, Weasels, Wolverines</u>								
5	10	3	5	21	12	8	20%/D6	Listen 75%, Scent 90%
<u>Dogs (medium)</u>								
7	10	5	7	13	12	8	30%/D6	Listen 75%, Scent 90%
<u>Dogs (large), Wolves/Hyenas</u>								
13	10	8	11	13	12	10	30%/D8	Listen 75%, Scent 90%
<u>Elephants, African</u>								
55	27	63	13	11	10	45	50%/10D6; Arm 8	Scent 90%
<u>Elephants, Asian</u>								
50	24	57	12	11	10	45	50%/10D6; Arm 6	Scent 90%
<u>Gorillas</u>								
26	10	19	11	10	8	15	45%/3D6	Hide 75%
<u>Horses</u>								
28	13	26	10	11	12	20	25%/4D6	Dodge 45%, Hide 25
<u>Lions</u>								
19	10	16	13	19	10	14	60%/3D6	Hunt/Track 50%
<u>Moose/Caribou/Elk</u>								
20	15	15	11	10	12	20	45%/4D6	Scent 75%
<u>Mountain Lions, Pumas, Cougars, Jaguars</u>								
16	10	15	10	19	12	13	50%/D6+D4	Climb 80%, Sneak 90%
<u>Pigs, Bush Pigs, Boars, Javelinas</u>								
11	13	11	7	7	10	12	40%/1D8	Scent 50%
<u>Rhinos, Black Rhinos</u>								
41	20	41	11	7	15	31	50%/5D6; Arm 10	Scent 60%
<u>Snakes (poisonous)</u>								
6	10	3	10	15	2	6	50%/2D6 (poison)	Scent 50%
<u>Snakes (nonpoisonous)</u>								
6	10	3	10	15	2	6	50%/1D6	Scent 50%
<u>Snakes (Pythons)</u>								
23	13	18	11	13	6	16	40%/2D6	Climb 80%, Sneak 90%
<u>Squid, Giant</u>								
21	13	21	11	19	4/10	17	45%/3D6	Hide 70%
<u>Tigers</u>								
23	10	16	11	19	10	14	70%/2D6; Arm 2	Hide/Sneak 80%

Outdoor Sports Sequences

Hunting - Hunting can be performed with a gun, a bow or crossbow, a camera, or a trap. There are three common methods of hunting: tracking, hiding, and flushing.

Tracking – involves actively searching for spoor (signs of animal life). Each hour out make a Tracking Skill roll. Failure indicates a lack of spoor of a suitable animal. Success indicates that spoor has been found and the hunter begins to follow the animal's trail. Animal type depends on geographic location. After a trail is found make a Luck Roll x 1/2 each hour. Failure = the hunter does not encounter the animal. Success = the hunter has found the animal. Roll a D10 for range: the animal is the result x 10 = the number of yards away.

When a tracking fumble occurs (99-100), the effort seems futile and the hunter must make a spectacular success roll to find the trail again (01-02). At the Keeper's discretion, if the animal size is equal to or greater than the hunter's, he or she may become the prey.

Hiding – involves finding a suitable hiding place where a hunter can survey an area, hopefully without being detected himself. Roll a flat 10% (Luck Skill) for each hour traveled into the wilds (i.e.: if traveled 2 hours roll 20%). Failure = no result; success = the animal is spotted. Roll a D10 for range: the animal is the result x 10 = the number of yards away.

Flushing – is done by having a hunter or hunters wait in a specific location while others drive wild animals towards them. This method is preferred when the prey is particularly dangerous. Each of the waiting hunters makes a flat 10% (Luck Skill) roll to determine if the animal or animal comes towards them (it may not be the desired animal). Roll a D10 in the usual manner to determine range. On a fumble the animal attacks one of the drivers at close range.

Animal Hits – are conducted the same as for people. If the animal is wounded with less than half its hit points it will disappear into the brush and tracking it will require a Tracking Skill roll once per hour as above. Failure in tracking it = the animal is gets away (the hunter may continue to look for it as above); success = the animal is found again at the usual range. If a wounded animal receives half or more than half its hit points in damage the Keeper makes a Shock/Stun roll of the animal's Con x5. Failure = the animal is incapacitated or unconscious; success = the animal runs away as with a lesser wound. If the animal has received 1-2 points of damage within its HP total it is unconscious; and equal or exceeding its HP it is dead.

Trapping – if a hunter is using a trap the hunter makes a 1D4x5% Luck roll to determine if an animal has sprung or entered it.

Carrying – after an animal is captured or killed it must be carried out of the wilds or at least back to camp. For each hour traveled out into the wilderness the hunter must make a Str Skill roll. Divide the animal's Str into the hunter's Str and multiply times the hunter's Str to determine the required roll. For example a Str 5 animal is carried by a Str 15 hunter (5 into 15 = 3, round up or down); multiply the hunter's Str of 15 by 3 and the result is 45%. Failure = the hunter must rest an hour. Success = the animal is carried successfully. If two hunters are present they may share the weight.

Fishing – Two common types of fishing for adventuring PCs are listed here.

Bait Fishing – with bait requires a Fishing Skill roll (a write-in skill with a base of 10%) every half-hour. Failure = no fish; success = caught one. Roll 1D6 for type: 1= trout, 2= bass, 3= perch, 4=sunfish, 5= catfish, 6= weeds.

Weapon Fishing – requires a quartered weapon skill roll (if you've tried it you know why).