

CALL OF CTHULHU®

PREVAILING RULES IN ALL SITUATIONS

- An unavoidable, obvious, or trivial action always succeeds.
- An impossible action always fails.
- All other cases — actions where the outcome is in doubt — call for a skill test.
- When it is impossible to invoke a skill test, test the investigator's attributes or characteristics.
- A critical success always beats a special success, which itself always beats a normal success.
- If several options are available, always support the investigators.

CHARACTERISTICS AND ATTRIBUTES

Characteristic	Note & Attribute
STR Strength	The muscle-power of the investigator.
CON Constitution	A reflection of health, vigor, and vitality.
SIZ Size	An average of height and weight into one number.
INT Intelligence	A reflection of learning, memory, and analysis. INTx5% reveals the IDEA ROLL, the realm of hunches and ability to spot the obvious.
POW Power	Force of will and the capacity for magic. POWx5% reveals the LUCK ROLL, the ability to be in the right place at the right time.
DEX Dexterity	Nimbleness, quickness, and flexibility.
APP Appearance	Attractiveness and friendliness.
EDU Education	Formal and factual knowledge. EDUx5% reveals the KNOW ROLL, the bits of knowledge in the brain's knowledge attic.
SAN Sanity	A measure of an investigator's mental flexibility and resilience to emotional trauma.

DAMAGE BONUSES

STR+SIZ	DB	STR+SIZ	DB
2 to 12	-1D6	33 to 40	+1D6
13 to 16	-1D4	41 to 56	+2D6
17 to 24	+0	57 to 72	+3D6
25 to 32	+1D4	73 to 88	+4D6

For each +16 or fraction thereof, +1D6 more

RESISTANCE TABLE

		ACTIVE CHARACTERISTIC																					
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
PASSIVE CHARACTERISTIC	1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	
	2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	
	3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	RANGE OF AUTOMATIC SUCCESS				—	—
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	—
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	—
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	—
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	—
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	—
	18	—	—	RANGE OF AUTOMATIC FAILURE				—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	—
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	—
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	—

For success, roll D100 equal to or less than the indicated number. This formula determines a Resistance Table chance:
Base Chance of Success = 50% + (Active Characteristic x5) - (Passive Characteristic x5)
Though the table above has only 21 on an axis, the dimensions may be extended as far as desired. The results are valid. To mentally calculate one's position on the table, subtract the smaller amount from the larger amount and multiply the difference by 5: then either add or subtract that result from 50 for the percentage chance. Whether you add or subtract depends only upon whether the larger number is the active or the passive force.

PHYSICAL INJURIES

For full combat and injury rules, see pages 51-65 of the Call of Cthulhu rules.

ACID CONTACT

- **Weak acids:** 1D3-1 damage per round.
- **Strong acids:** 1D4 damage per round.
- **Very strong acids:** 1D6 damage per round.

DROWNING, SUFFOCATION

- Roll CON x10 or less on D100 in the first round; CON x9 or less in the second; CON x8 or less in the third; and so on, to CON x1 per round.
- Failure costs 1D6 damage plus 1D6 each additional round until rescue. No further CON rolls need be made.

EXPLOSION

- Calculate effect in terms of the strength of the blast and the radius of effect in yards. **Example:** a stick of dynamite does 5D6 damage in the first two yards, 4D6 in the third yard, 3D6 in the fourth, and so on. Each victim takes separate full damage. Doubling a charge increases damage and radius by half.

FALLING

- Per 10 feet or fraction over first 10 feet: +1D6 points of damage. With a successful **Jump roll** first, lose 1D6 fewer hit points.

FIRE DAMAGE

- Serious burns (total exceeding half hit points) cost APP, CON, or DEX as well as hit points.
- **Small fire:** 1D6 damage per round. Luck roll to prevent flaming clothes or hair. Luck roll or First Aid roll to put out fire on person.
 - **Large bonfire:** 1D6+2 damage per round. Hair and clothes aflame.
 - **Room in flames:** 1D6+2 damage per round. **Luck roll** each round or begin suffocating.
 - **Conflagrations:** deadly, each a special case.

POISONING (See Sample Poisons, on page 58 of the rulebook.)

- Match poison's **POT** vs. **target's CON** on Resistance Table.
- If POT wins, poison takes effect, usually doing damage equal to full POT.
 - If CON wins, damage equals half POT or less.

QUALIFICATION LEVELS

Novice	25%
Professional	50%
Expert	75%
Master*	90%

* Mastering a skill confers a 2D6 SAN gain

THE ORDER OF ATTACK

the combat rules, p. 56 of the rules.

BEFORE ANY ACTION

DECLARATION OF INTENT

In order of their character DEX, players announce their character's intended action.

PHASE ONE

FIRE AIMED AND READY FIREARMS

Characters shoot once in DEX order.

PHASE TWO

CAST SPELLS, HAND-TO-HAND COMBAT, AND USE SKILLS

Characters act in DEX order, including the following:

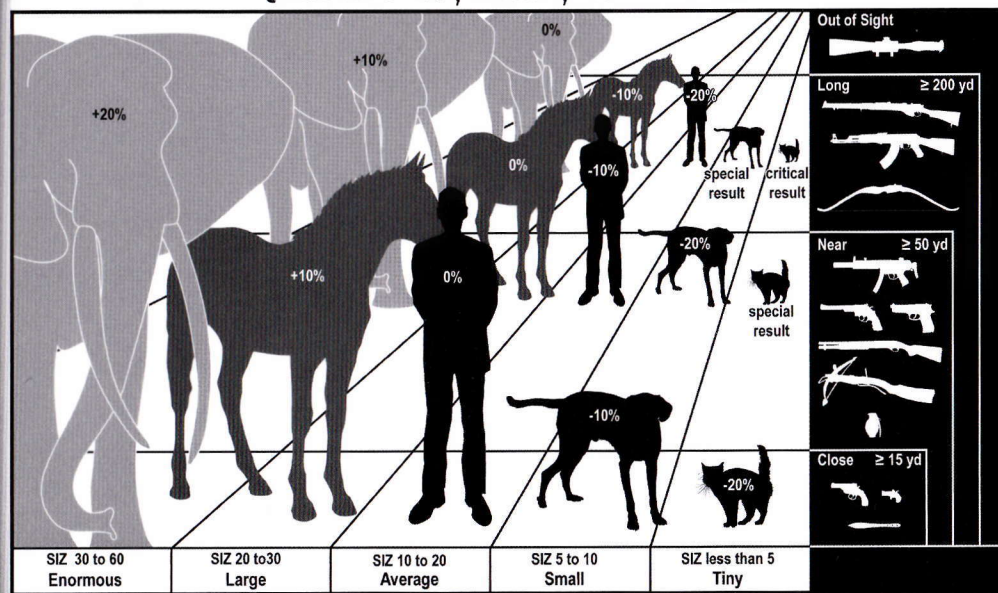
Automatic Actions,
Hand-to-Hand attacks,
Firearms needing to be drawn or shouldered,
Ready weapons firing a second time,
Skill Use,
Spell Casting.

PHASE THREE

THIRD-SHOT FIREARMS

In order of DEX, characters reloading guns rated at three shots in a round fire once more.

QUICK WEAPONS, RANGES, AND MODIFIERS



COMBAT SUMMARY

Attack Roll	Parry or Dodge Roll	Result
Success	Success	Attacker's blow is deflected or dodged.
Success	Fails	Defender is hit and may lose hit points.
Fails	No roll required	Defender maintains guard, does not need to roll.
Fumbles	No roll required	Defender maintains guard, does not need to roll.

GRAPPLE RESULTS

Maneuver	Test	Effect
IMMOBILIZE	STR vs. STR	target is held
KNOCK DOWN		If used, this option automatically succeeds.
KNOCK OUT	Grapple	1D6 damage vs. target HP on Resistance Table
DISARM	DEX vs DEX	seize the weapon or weapon hand
INJURY	Grapple	1D6 hit points plus the attacker's damage bonus.
STRANGLE	STR vs. STR	Suffocation + 1D3

SKILL ROLL RESULTS

FUMBLE: A dramatic mishap; firearms malfunction. • A result of the highest 1/20 of the chance of failure, usually ranging from 96-100 for lower skill levels to a roll of 100 when skill levels are over 100%.

SPECIAL/IMPALE: Pointed weapons or bullets chance to strike a vital area. • An attack result equal to 1/5 of your character's skill rating. • Roll for damage twice and total results. • If a hand-to-hand weapon impales, it sticks in the target — wielder must roll D100 equal to or less than skill in weapon to pull free.

CRITICAL: A D100 result equal to 1/20 of your character's skill rating. Impaling weapons impale. Unless countered with a critical parry, a critical attack result always hits.

STATES OF INJURY

STUN: A knock-out attack, electrical shock, or injury may stun a character for 1D6 rounds. A stunned victim may only parry or dodge.

SHOCK: occurs to a victim who suffers a single wound of half or more of total remaining hit points. Victim must roll CON x5 or less on D100 or fall unconscious.

UNCONSCIOUS: a character with only 1 or 2 hit points left falls unconscious until hit points rise to 3 or more.

DEATH: when a character's hit points drop to zero or less, he or she dies at the end of the following combat round. He or she may recover if hit points are restored to at least +1 before then.

SELECTED WEAPONS NOTES

IMPROVISED WEAPONS

Type	Damage	Examples
Very Small	1D2	scissors, letter-opener, screwdriver, stiletto-heel
Small	1D3	file, kitchen knife, ice pick, fork, trowel
Average	1D4	broken bottle, hammer, thrown rock, switchblade, chain
Large	1D6	chair, butcher knife, fireplace poker, small club, hand axe
Very Large	1D8	fire axe, large club, pickaxe, blackjack, baseball bat

FIREARMS

Type	Damage	Range	Firing Rate	Bullets
Flintlock Pistol	1D6+1	close	1/4 rounds	1
Pistol, Small-Caliber	1D6	close	3	6
Pistol, Large-Caliber	1D10+2	near	2	6
Shotgun (2B)	2D6	near	1 or 2	2
Machine Gun	1D10+2	near	1 or burst	30
Carbine	2D6+2	long	4	8
Assault Rifle	2D8	long	2 or burst	30

HAND-TO-HAND WEAPONS

Type	Damage	Range	Attacks
Fighting Knife (dirk, etc.)	1D4+2	close	1
Sword Cane	1D6	close	1
Wood Axe	1D8+2	close	1
Thrown Knife	1D4	near	1
Crossbow	1D6+1	near	1
Javelin	1D8+1	near	1
Bow	1D8	long	1

NATURAL WEAPONS

Type	Damage
Kick	1D6 + knockback
Fist	1D3 + knockback
Head	1D4 + knockback

EXPLOSIVES

Type	Damage	Range
Molotov Cocktail	2D6 + fire	near
Dynamite Stick	5D6	near
Plastique (C-4), 4 oz.	6D6	near
Hand Grenade	4D6	near

ARMOR

Type	Protection
Medieval Armor	4
Heavy Leather Jacket	1
Bulletproof Vest	4
Heavy Kevlar Vest (modern)	8
Military Combat Armor	12

HEALING

NATURAL: Recover 1D3 hit points per game week.

FIRST AID/MEDICINE: restores 1D3 hit points to a single injury. • Continued treatment with Medicine offers a healing rate of 2D3 hit points per game week.

ATTACK MODIFIERS FOR COVER

Type	Examples	Hand-to-Hand*	Distance
Partial	standing behind a low wall	—	-10%
Moderate	standing behind a tree	-10%	-20%
Substantial	squatting behind sandbags	-20%	needs Special

* modifiers for Cover and for Range are cumulative.

INDEFINITE INSANITY GAUGE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
1							2					3					4					5					6	

SKILLS AND BASE CHANCES

skill	base chance	skill	base chance
Accounting	10%	Listen	25%
Anthropology	01%	Locksmith	01%
Archaeology	01%	Machine Gun	15%
Art	05%	Martial Arts	01%
Astronomy	01%	Mechanical Repair	20%
Bargain	05%	Medicine	05%
Biology	01%	Natural History	10%
Chemistry	01%	Navigate	10%
Climb	40%	Occult	05%
Computer Use*	01%	Operate Hvy Machine	01%
Conceal	15%	Other Language	01%
Craft	05%	Own Language	EDU x5%
Credit Rating	15%	Persuade	15%
Cthulhu Mythos	00%	Pharmacy	01%
Disguise	01%	Photography	10%
Dodge	DEX x2%	Physics	01%
Drive Auto/Horses*	20%	Pilot	01%
Electrical Repair	10%	Psychoanalysis*	01%
Electronics*	01%	Psychology	05%
Fast Talk	05%	Ride	05%
First Aid	30%	Rifle	25%
Fist/Punch	50%	Shotgun	30%
Geology	01%	Sneak	10%
Grapple	25%	Spot Hidden	25%
Handgun	20%	Submachine Gun*	15%
Head Butt	10%	Swim	25%
Hide	10%	Throw	25%
History	20%	Track	10%
Jump	25%		
Kick	25%		
Law	05%		
Library Use	25%		

*Not available in all time periods.
For skill definitions, see pages 61-74 of the 6th edition rules.

SAMPLE SANITY LOSSES

SAN Loss	Prompting Situation
0/1D2	surprised to find mangled animal carcass
0/1D3	surprised to find corpse or body part
0/1D4	see a stream flow with blood
1/1D4+1	find mangled human corpse
0/1D6	awake trapped in a coffin; witness a friend's violent death
1/1D6+1	meet someone you know to be dead
0/1D10	undergo severe torture
1/1D10	see a corpse rise from its grave
2/2D10+1	see gigantic severed head fall from sky

QUICK NPC STATISTICS

	weak	average	skilled
Principle Characteristic	14	16	18
Average Characteristic	10	12	14
Average Attribute	60%	70%	80%
Hit Points	8	12	16
Damage Bonus (av.)	-2	0	+2
Specialty Skill (one such)	50%	75%	90%
Primary Skill (one such)	50%	50%	75%
Secondary Skill (two such)	25%	50%	50%
Occasional Skills	10%	25%	25%
Other Seldom-used Skills	10%	10%	25%

SAMPLE PHOBIAS

A **-phobia** is an excessive or irrational fear of something. A **-philia** is the antonym: an irrational or excessive love of that thing. In all of the examples below, the keeper can substitute one suffix for the other: **Acrophobia** (fear of heights) can become **Acrophilia** (an unseemly attraction to heights).

Acrophobia : fear of heights	Hematophobia or Henophobia : fear of blood
Agoraphobia : fear of open spaces	lathophobia : fear of doctors
Ailurophobia : fear of cats	Ichthyophobia : fear of fish
Androphobia : fear of males	Monophobia : fear of being alone
Aquaphobia : fear of water	Necrophobia : fear of dead things
Astraphobia : fear of lightning	Noctophobia : fear of night
Astrophobia : fear of stars	Nyctophobia : fear of darkness
Bacteriophobia : fear of bacteria	Ondontophobia : fear of teeth
Ballistophobia : fear of bullets	Onomatophobia : fear of a certain name
Belonephobia : fear of pins and needles	Ophidiophobia : fear of snakes
Botanophobia : fear of plants	Ornithophobia : fear of birds
Blennophobia : fear of slime	Pediphobia : fear of children
Claustrophobia : fear of enclosed spaces	Phagophobia : fear of eating
Clinophobia : fear of beds	Pyrophobia : fear of fire
Demonophobia : fear of demons	Scoleciphobia : fear of worms
Demophobia : fear of crowds	Spectrophobia : fear of ghosts
Dendrophobia : fear of trees	Taphephobia : fear of being buried alive
Doraphobia : fear of fur	Thalassophobia : fear of the sea
Entomophobia : fear of insects	Tomophobia : fear of surgery
Ergophobia : fear of work	Vestiophobia : fear of clothing
Gephyrophobia : fear of crossing bridges	Xenophobia : fear of foreigners
Gynophobia : fear of females	Zoophobia : fear of animals

STATES OF SANITY

For full Sanity rules, see pages 75-87 of Call of Cthulhu, 6th edition.

FULL SANITY—begins with a value equal to POWx5. The investigator appears stable and sober, with a conventional understanding of humankind and its place in the cosmos. People comment that he or she seems a credit to society.

HALF SANITY—(-10% to Credit Rating). The investigator seems either a bit distracted or a little too intense for polite company. His or her world views are at odds with conventional thinking. People whisper that he lives in his own world.

QUARTER SANITY—(-20% to Credit Rating). The investigator appears eccentric, asocial, or simply odd. His or her world views are wildly deviant from common social beliefs, making ordinary people uncomfortable or fearful.

5 POINTS OR FEWER REMAIN—The investigator has lost interest in all social conventions, living wholly within his or her own bubble and with little contact with mainstream society. People purposely avoid contact with him or her.

TEMPORARY INSANITY—5 or more Sanity points lost in a single roll; player must roll D100. If result is INT x5 or less, consult Temporary Insanity Tables. Keeper decides if of longer or shorter duration. Short-term lasts for 1D10+4 combat rounds. Longer-term lasts for 1D10x10 game hours.

INDEFINITE INSANITY—20% or more of current Sanity points lost in one game hour (see gauge above). Effects last for 1D6 months, or as arranged. Keeper and player consult to choose an appropriate mental disorder.

PERMANENT INSANITY—zero Sanity points reached. The investigator suffers a total disconnect from reality, and may become a non-player character as determined by the keeper. Effects last for years, if not forever. Keeper and player consult to choose an appropriate mental disorder.

SHORT TEMPORARY INSANITY (roll 1D10; lasts for 1D10+4 combat rounds)

- fainting or screaming fit
- flees in panic
- physical hysterics or emotional outburst (laughing, crying, etc.)
- babbling, incoherent, rapid speech, or logorrhea (a torrent of coherent speech)
- intense phobia, perhaps rooting investigator to the spot
- homicidal or suicidal mania
- hallucinations or delusions
- echopraxia or echolalia (investigator does/says what others around him do/say)
- strange eating desire (dirt, slime, cannibalism, etc.)
- stupor (assumes foetal position, oblivious to events) or catatonia (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action)

LONGER TEMPORARY INSANITY (roll 1D10; lasts for 1D10x10 game hours)

- amnesia or stupor/catatonia
- severe phobia (can flee, but sees object of obsession everywhere)
- hallucinations
- strange sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, etc.)
- fetish (investigator latches onto some object, type of object, or person as a safety blanket)
- uncontrollable tics, tremors, or inability to communicate via speech or writing
- psychosomatic blindness, deafness, or loss of the use of a limb or limbs
- brief reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations)
- temporary paranoia
- compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, checking one's gun constantly, etc.)

INSANE INSIGHT

A character who has just gone insane may have an insight into the provoking situation or entity. The player rolls D100 and must receive a result greater than the character's INT x5.



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COLLECTION OF MISKATONIC UNIVERSITY

DANA ED. 19²⁶ No. GROUP.



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Locality *636-53714-8*

Date *Aug. 25 1926*