

Call of cthulhu basic spells					
there vector further tall format and the description of the control to the contro	casters make ct spell, Contact is spell always near an opening the spell point. If for this spell point. If for this spell, ces for an noned it will it succeeds it location that y. This spell sentatives rentral respond if inds and expects ectful question er some small y pipes while mesmerizing with Chaugnar hear. Add up all ber that the brain, Eihort place. Contact thoggua. o convert The e names: Ye Each magic contribute caster y. Any creature 4: can cross the Husk Deeper and corrupting. a few minutes, points each day atting; however, tructing a human				
to flys. Iterative names: the lustdons Nightmane, Summon Dominate's can be cast and recent as many times Pear Once and interest, Receasing is beath begel instantaneous. Cost: 24 mage points; south to busin to fall and recent as many times Pear Once and interest received for the other found of receivers per for the control of the section of the Name of the State of the Cost of the State of the Cost of the State of the Cost of the State of the S	Casting time: m's skin The cone knows the Curse of d under their e useful for ce the spell or hour Casting nes or POW, seal, Cost: neans nothing ch a knife is or successfully a set of panpipes iable POW see imensions, or re. A Gate may make the Gate. r. drain half the se who pass d and the next ation remains rields a esside of the Gate view lasts 65 13				
= Sight years 1106+1 rounds. The spell may be cast anothen as the cates rising popular slow. 75 15 - 5000 light years for cates designed, should be 16 - 5,000 light years for cates and sights the secret. For both of Many countries and Sight Stuteness, when the sight of the cates and sight Stuteness, which the sight of the sight	musical of POW it st: 30 POW dagger is used Cost: variable Denthrall Victim to overcome the victim to suffer Thee from that turns an fect, an opposed the target, days additional magic old, Ye tagic point is and they feel order the caster in 1D6 magic g time: 3 rounds ep one hybrids, atones the spell ainutes inside the the tithetical to the				

roll. In addition, the form the lenses may even be resolved. The target's surroundings. Any person who knows the chart may wiled the eath Alfvement be remote a tempt to be not the prise of the prise o

must and Servant, Bend Quarry to Thy Power, Mesmerise, Bend immediately cast the spell again (losing 10 more magic Will, Shake Resolve, Govern Mind, Implant Suggestion. points; 1D3 Sanity points permanently taken control of the target's body. The caster's Casting time: Instantaneous previous body is now a hollow, dead thing. As for the mind The victim of this spell suffers a terrible mental assault, of the target is affected as per the relate for measuring the powder against to near the spell and previous body and thus over the invisible things by blowing the powder against or over the invisible things by blowing the powde

or example, spell requires a dagger made from any pure metal such as 5 mage; points graves a J0% chance for the spell to succeed, copper or iron. Alloys such as brass will not work. If then general, for each mage; points graves a J0% chance for the spell requires a dagger made from any pure metal such as 5 mage; points graves a J0% chance for the wizerd connectment. Alternative names, rectained to the success of many points are spell and the success of the success of

would be unable to tell the differencebetween a piece of advanced scientific equipment and amagical Mythos artifact, as both are essentially beyondmankind's level of comprehension and ability to read of daseq each grow which part of their daily points of armor Not only are the mi-go or the Earth to statk e1 point that ke1 p point ke1 p point ke1 p point ke1 p point ke1 p point

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locked from theinterest was the creation of various poisons and prison-tombs of the Great Old Ones, as doing so mighttoxins. Some killed, while others simply induced weaken the magicks in force and allow the imprisonedsleep. Some acted quickly, while otheres simply induced weaken the magicks in force and allow the imprisonedsleep. Some acted quickly, while otheres simply induced weaken the magicks in force and allow the imprisonedsleep. Some acted quickly, while otheres simply induced weaken the magicks in the people with interest time per per people as a single purpose. The later Hyperbora civilization of the to slow the flow of time. Older cubes give report people with the varies few the serpent people in design and prisoned sizes, however they all have a single purpose. The later Hyperbora civilization of the to slow the flow of time. Older cubes give report to regain their lost The same all time per per per people with the single purpose. The later Hyperbora civilization of the to slow the flow of time. Older cubes give report to regain their lost The same all time people has almost utterly disappeared. Some modern serpent people strive to regain their lost the flow of time. Older cubes give returns a many limited to slow the flow of time to the total cubes are simple in design and list on the flow of the deep ones Pushing and the flow of the deep ones Pushing and all enteriors of the deep ones Pushing and the total cubes are simple in design and the flow of the deep one strong list of

monster's statistics, or choose to create a lesser or greater severage humanesters and alien godsBuilds Table XV. Comparator values. 278chapter 14: monster's statistics, or choose to create a lesser or greater severage humanester of SIZ, Build Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster's that first values given but a lesser of greater severage humanester of SIZ, Build Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster's pecimen using the monster's values. 278chapter 14: monster's minister and vehicle have represented that first values given but a lesser of greater of side and values. 28 of greater than a less of greater of side and vehicle have represented to the first values given but a less of the comparator of SIZ, Build Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster's pecimen using the monster of SIZ, Build Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster's pecimen using the monster of SIZ, Build Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster's pecimen using the monster of SIZ, Build Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster's pecimen using the seats, and alien godsBuilds value. This give represens the first values give a lesser of SIZ, Build Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster is less of SIZ, Build Natural World Mythod Natural World Mythod Snainhalds Table XV. Comparator values. 278chapter 14: monster and alien godsBuilds value. The values give and values. T

on" in combat by several investigators with some hope of success. This is the reason that so many When involved in combat, consider the monster's scenarios feature cultists, deep ones, mi-go, and ghouls—they objective. If its aim is to kill the investigator, it should fight back make approximately human-scale adversaries. Such Mythos rather to escape from the investigators, entities can, on first reflection, appear human-like in terms of it may choose to dodge in order to gain an opportunity to flee. their volence, their volence in the investigators, it is hould fight back make approximately human-scale adversaries. Such Mythos rather to escape from the investigators, the first value of the investigators of the wants to escape from the investigators, the first value of the content of the investigators of the monster's scenarios feature cultists, deep ones, mi-go, and ghouls—they not go approximately human-scale adversaries. Such Mythos rather to go approximately human-scale adversaries. Such Mythos monsters to escape from the investigators, the envisor of the monster's scenarios feature cultists, deep ones, mi-go, and ghouls—they envisor of the monster's peal may investigator, it has any possible, to estable double definition of the monster's scenarios feature cultists, deep ones, mi-go approximately human-scale adversaries. Such Mythos monsters to grave human-like in the investigator, it has any possible, to fathom. They will act in other spell in the monster's spell my they and the monster's spell my they and related to the monster's spell my they and related to the monster's spell my they and related to the monster's spell my they and the mere spell of them can distribute his possible. They have have an an anisotation of them can distribute his monsters to the monster's spell my they have here and not have any and the mere spell of them can distribute his monsters to design the monster's spell my they have have an an anisotation of them can distribute his monster when the monster would have an an an anisotat

the maneuver. Thethis can become repetitive and dull. Using the damage listed for Keeper from to dodge and is seized and lifted high in the air, beinghaving to adjust the damage with each variation, allowing the drained of 12 points of Strength. The dark young willKeeper greater freedom to describe the monster's attacks in keep the investigator held until the poor unfortunate creative and imaginative ways. The Keeper is neither gaining an has been completely drained advantage or disadvantage or disadvantage in varying the monster's attacks—heor she is making the story more exciting and engaging. Third attack: Two of the investigators, so Fighting 45% (22/9), damage 1D6 + damage bonus

(1D4) it may well know what a pickup truck is. It uses its trample attack ould normally have the same 1D6 + 1D4 damage is dealt. failed but was not a fumble, so in this case the attack against a stationary object is successful. This deals i The deep one rate of full points of damage reduces the build of a vehicle by 1 point. Chest, slicing through his claws a cross Hardwey for the pickup in the dark young can use its fighting manuever but must apply 1 penalty die. Again, the car is not moving one slams its foot in the deep one grade at least the dark young can use its fighting manuever but must apply 1 penalty die. Again, the car is not moving one slams its foot in the fave yes per rolls 24 or 14 (with the deep one grade and use its fighting manuever but must apply 1 penalty die. Again, the car is not moving one slams its foot in the fave yes per rolls 24 or 14 (with deep one grade and use its fighting manuever but must apply 1 penalty die. Again, the car is not moving one slams its foot in the fave yes per 279) states that a being is Harvey's head into the crumbling plaster of just able to lift something that is of 1 build larger than the wall in the Gilman House Hotel. itself. The dark young manages to tip the pickup truck over onto its side, with a crash. Monsters and Maneuvers For its final attack the dark young simply lashesManeuvers (mnvr) use the monster's Fighting skill. Build is out with a kick at a nearby investigator avoids the bow. Any monster of Build 2 for greater in ever going to have penalty die due when using a maneuver is ineffective. success to dodge, so the investigator avoids the bow. Any monster of Build 2 for greater is never going to have penalty die due when using manueuver is medical a human being the proposent. If it has prominent mouth then then, the largest of humans. The Keeper should wisualize the monster is perfective. Level the monster is perfective. Level the human for the proposent is manueuver of the monster is perfective. The forest perfective is the forest perfective is per

athrea to both an investigator's mind and body. Monsters and Fighting Back are reminded that these embodiments of the Unless a monster is trying to escape or being especially crafty, Mythos are not uniform in their appearance, and distinctions you should respond to investigator's mind and body. Monsters that dodge or fight back that avoid only illustrating the visual aspect to the players. Send in the intervention of the players. Send in the players is a foundation of the players. Send in the players is a foundation of the players. By the fighting back, a monster is the players. By the fighting back, a monster is trying to escape or being especially crafty, Mythos are not uniform in their appearance, and distinctions you should respond to the players. By the fighting back, a monster is they not player is a foundation of the players. Send in the players is a foundation of the players. Send in the players is a foundation of the players. The player is a foundation of the players. The player is a foundation of the players is a foundation of the players. The player is a foundation of the players. The player is a foundation of the players. Send in the players is a foundation of the players. The player is a foundation of the players is a foundation of the players. The player is a foundation of the players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players is a foundation of the players. The players is a foundation of the players is a fo

attack. Chapter 12: Grimoire details many suitable spells, however Keepers are encouraged to adjust spells and use the i If the monster is large enough, it could seize an deeper magic versions; after all, these beings are not some fumbling human wizard seeking the mysteries of magic, but investigator splendor. aloft with a writhing tentacle. Section One: i A standard car has Build 5, so any monsters build 3+ has the potential to damage vehicles. This section details the abominations of the Cthulhu Larger monsters described here are, in the main, repugnant to child throwing a cereal box. humanity in their visage and aspect, being are not some fumbling human wizard seeking the mysteries of magic, but investigator splendor, aloft with a writhing tentacle. Section One: i A standard car has Build 5, so any monsters might even seize hold of a vehicle Mythos—creatures of this world and from beyond. The containing the investigators, much like an angry monsters described here are, in the main, repugnant to child throwing a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box. humanity in their visage and aspect, being a cereal box.

attack until relatively low echo profiles of water and watery sediment, the victim can make a avoiding such areas. Successful opposed STR roll. Escaping death, let the victim rest Chthonians are worldwide, even found in basalt under and regain blood (by transfusion as well), at up to 1D10+5 STR the oceans. In western Africa is a mystery city called G'harne, per day. A Byakhee may hold only one victim at a time. Which they frequent. They may have been in particular to the properties of the prop

yards, the a chthonian is gone for good. While a tentacker diameter and instead extend the quake can be ignored. Al- be used to drain other targets, but it could still 100 yards until the strength of the quake can be ignored. Al- be used to fight-back, swinging the poor held victim, it cannot be used to drain other targets, but it could still 100 yards until the strength of the quake can be ignored. Al- be used to drain other targets, but it could still 100 yards until the strength of the quake can be ignored. Al- be used to drain other targets, but it could still 100 yards until the strength of the quake can be ignored. Al- be used to fight-back, swinging the poor held victim, it cannot be used to drain other targets, but it could still 100 yards until the strength of the quake can be ignored. Al- be used to drain other targets, but it could still 100 yards until the strength of the quake can be ignored. Al- be used to fight-back, swinging the poor held victim, it cannot be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the strength of the quake can be ignored. Al- be used to fight the participant of the quake can be ignored. Al- be used to fight the participant of the quake ca

and begins to drain his or her Chthonians are extremely susceptible to water. While blood. Each round the byakhee these monsters detect significant water by distinguishing the characteristically remains attached with this

succeed with DEX, Dodge, or Jump, or lose hit points equal to most of which should be connected with Shudde M'ell and the creature's full damage bonus. Great Old Ones tied to this earth, such as Cthulhu, Y'golonac, Fighting 75% (37/15), damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 + blood drain (seizing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage 2D6 (thrashing tentacles) Yig, etc. Hold & Drain (mnvr) damage their colounts of a water of a build adult; 1/1D10 Sanity points for a full adult; 1/1D10 Sanity points for for force feeders done in the sanity points for factory in the full adult; 1/1D10 Sanity points

though in beings. For each day in the colour's vicinity, each person musta strong wind. Even humans shine with the spectral light. make an opposed INT roll or lose 1D6 magic points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months, the larva transforms into a young colour. Sanity points and 1D6After a few months into a young colour. Sanity points and 1D6After a few months into a young colour. Sanity points and 1D6After a few months into a young colour. Sanity points and 1D6After a few months into a young colour. Sanity points and 1D6After a few months into a young colou

and oceans are all suitable. Dodge 47% (23/9)SECIAL POWERSDisintegrates A colour can focus its energies to disintegrate and solidify a part offixed. This part berto tomel a cubic part of the part in part part of the part of the part part of the p

cultists, andATTACKS spreading their mother's faith across the world. Luckily, theyAttacks per round: 2 are rarely met with. Fighting attacks: These huge monsters can strike investigators in a SPECIAL POWERS Spells: Each dark young knows a number of spells equal to variety of ways, kicking, clawing, punching, stamping, etc. a tenth of its INT. Fighting 80% (40/18), damage 1D6 + damage bonusDodge 50% (25/10) DARK YOUNG of Shub-NiggurathArmor: 6-point skin. Sanity Loss: 1/1D10 Sanity points to see Dagon or Hydra. char. averages rolls STR 220 (4D6+30 ×5)The worship of Dagon by humanity appears to be CON 80 (3D6+6 ×5)and purpose of the cult. HP: 30

Average Damage Bonus: 4D6 The Phoenicians, Sumerians, Canasintes, and Average Build: 5Philistines all appear to have revered a fertility god Average Magic Points: 18named Dagon or Dagan. The Dogon People of Mali Move: 8revere amphibious, fishlike ancestor spirits who cameto Earth in the distant past, as twins from an invisible Dark Youngstar, whose return will herald a new age. Keen observers state that the growth of the Esoteric Order of Dagon, popular with the risdents of seaportsand towns along the watched closely. Some claim that Dagon and Hydra are but faces of Seaportsand towns along the watched closely. Some claim that Dagon and Hydra are but faces of Seaportsand towns along the watched pand it flowed up on its hoofs and mouths and subject tentacles. Here and there over the surfaces of their news. —Robert Bloch, Notes beings are great puckered mouths that drip green goo. 287Call blick, being fee round. beld all the dark shades of expression which their staring Fighting attacks: In its masses of tentacles with which it attacks. Each of these thicker tentacles can strike out to injure. It may also —

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H.P. Lovecraft, The Shadow over Innsmouth kick out with its hooves, simply crush, or strike with its massive bulk. The deep ones are an amphibious race that primarily servesGrab (mnvr): The Dark young can use its tentacles to grab and Cthulhu and two beings known as Father Dagon and Mother capture up to four victims. If a victim is grabbed, he or she is Hydra. Locked in the timeless depths of the sea, their alien, held to one of the horrible sucking mouths and drained of rained of

and so are any hybridGrab (mnvr) grabbed and held for 1D10 + 5 STR offspring.drain per round Deep One SPECIAL POWERSTrample 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe underwater and are equallyDodge 40% (20/8), damage 2D6 + damage bonus Breathe unde

made with one penalty die. target. If the polyp wins, the victim cannot move away that round. If the target wins, he or she may move normally. The Polyps naturally phase in and out of visibility, so a Luck flying polyp can move at full speed while using this ability, so it luck roll is failed the Polyp phases; just at that moment and This technique may be used on multiple target within 30 yards of the attack with its tentacles, but may still in polyps in one another. Each other target gains one honus die on the STRinvisible, it does not attack with its tentacles, but may still its length of Polyps can generate a wind in conjunction should be used to the wind attack or cast stepets. use one of the wind attack or cast stepets. Windstorm has a goes do had it length of Polyps can generate a wind in conjunction should be used to he wind attack or cast stepets. Windstorm has a posed, the wind to standard the polyps windstorm is local, losing 5 mph of force for every 200 yards it travels. A group of polyps can generate a wind in conjunction should be used to make a goes of had in the polyps windstorm is local, losing 5 mph of force for every 200 yards it travels. A group of polyps can generate a wind in conjunction should be used to make a poly on the standard be used to make a poly on the standard be used to make a poly on yards that the windstorm has a goes of had in the polyps windstorm is local, losing 5 mph of force for every 200 yards it travels. A group of polyps can generate a windstorm has a goes of had be a poly on the standard be used to make a poly on the standard be used to make a poly on the standard be used to make a poly on windstorm is local, losing 5 mph of force for every 200 yards it at a luck roll take had be a poly on the standard be used to make a poly on the standard be used to make a poly on the standard be used to make a poly on the standard be used to make a poly on the standard be used to make a poly on the standard be used to make a poly on the standard be used to make a poly on the standa

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ewil in the distant past. He looks 3 (000,000) (000) (overal back, sees universe was concentrated in their lean, hunty for a moment, Harvey fast a moment (1) and the earth, when normal life has not (2) (000) (2

member of the gives a 5% accumulating great Race takes over the body of a being, that being smind chance of burning-out theis transferred into the body of the Great Race individual, gun. Thus, if 7 chargesthere to stay until the being now inhabiting its old body sees were fired at once, thefit to return and trade places once more. With this technique gun would be ruined on a Yithianthe race has traveled en masse through time and space and conquered other planets. separate to return and trade places once more. With this technique gun would be ruined on a Yithianthe race has traveled en masse through time and space and conquered other planets. separate to return and trade places once more. With this technique gun would be ruined on a Yithianthe race has traveled en masse through time and space and conquered other planets. Separate to return and trade places once more. With this technique gun would be ruined on a Yithianthe race has traveled en masse through time and space and conquered other planets. Separate to return and trade places once more. With this technique gun would be ruined on a Yithianthe race has traveled en masse through time and space and conquered other planets. Separate in the body of a being space and conquered other planets. Separate race individual, gun. Thus, if 7 chargesthere to stay until the being now inhabiting its old body sees were fired at once, thefit to return and trade places and conquered other planets. Separate race individual, gun. Thus, if 7 chargesthere to stay until the being now inhabiting its old body sees were fired at once, thefit to return and trade places and conquered other planets. Separate race individual, gun. Thus, if 7 chargesthere to stay until the being now inhabiting its old body sees were fired at once, the fired at o

Great Race blanks all memory of what has happened while the victim may dream damage 1D10 per chargeand have nightmares of being held by the Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cult on present-day Earth aids and abets Great Race. Dodge 25% (12/5) A cul

the adult populace and individuals displaying acute narroelepsy, with a tendency to describe long periods Reptilian Manifestation: To take the shape of a monstrous of lost time where they cannot remembers walking along a cutually shape, and to happened to them. At one moment the individual one of the hard to the populace and individuals displaying acute narroelepsy, with a tendency to the certain and individual one of the hard to the populace and individuals displaying acute narroelepsy, with a tendency to the complete amateur. Skill Definitions 06%-19%. Novince: complete amateur.

insane. The very fact that the investigator is insanethat uses a form of electronics. while performing a task heightens the examples merely provide deas, and it is intended.ocksmith: Opening a high security lock with only a piece that both players and Keepers fashion their own justifications of wire (i.e. no tools); crack open the most secure of bank and consequences as appropriate to their games and playing vaults. styles. Medicine: Diagnosis and treatment of strange, new, or alien Combined Skill Rollsmedical ailments. In some situations the Keeper may ask for a roll against more Psychology: Read someone's intent or determine that a per-than one skill. Only one dice roll is made; the result is thenson is lying if their relevant opposing skill (Intimidal

single dire of min the latter example. Harvey has only 10% skill in both Mechanical Repair and Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then the against Electrical Repair, his chance of successive rolls, first against Mechanical Repair and then the low of the pair of the pair

specialization (Forgery) is used, keeps digging deeper, ever deeper—the truth is down there A successful roll might provide information aboutsomewhere. an item, such as where or when it might have been made, some point of history or technique concerning it, or whoArt and Craft (Specializations) (05%) might have made it. The holder of a specializations of this skill. For example: well as the ability to perform it. Opposing skill/Difficulty level: Many of these examples are skills directly linked to a it Regular difficulty: making a stantand, saleable item. I Acting i Writer to a regular difficulty: making a stantand, saleable item. I Morris Dancer i Potter ton from post-ir Dancer i Potter ton for post-ir Dancer i Potter ton from post-ir Dancer i Potter ton from post-ir Dancer i Potter ton from post-ir Dancer i Potter ton for post-ir Dancer i Potter ton for post-ir Dancer i Potter ton for post-ir Dancer i Potter ton from post-ir Dancer i Potter

is then up to the If an insane investigator fails akeeper to decide which of the four skills is appropriate, pushed roll. He investigator is threatening violence or acting aggressively, for as long as they can. It the investigator is using rational arguments and debate over a break into a secured system; explore a compilicated network, or detect or prolonged time, the skill is Part and in the investigator. Use of the Internet to find highly specific analyor obscure. Each player (normally) has only one investigator through which they information may require the roll in the investigator. Use of the Internet investigator. Use of the Internet investigator. Use of the Internet investigator investigator investigator in the skill is not received in the game, it would therefore not be fair to allow one player to dice roll in the player refuses to a trial regular difficulty evel; explayer systems to the result of the player refuses to act in I Regular difficulty evel; explayer actions on one dice roll (of the coercer's choice) and ebug a computer program. made by the player results on one dice roll (of the coercer's choice) and ebug a computer program. made by the player program made by the player program. The player is not completed to the very next discretion on one dice roll (of the coercer's choice) and player is not completed to the very next discretion on one dice roll (of the coercer's choice) and player is not completed to the very next discretion on one dice roll (of the coercer's choice) and ebug a computer program made by the player is not completed to the very next discretion on one dice roll (of the coercer's choice) and player is not completed to the very next discretion on one dice roll (of the coercer's choice) and player is not completed to the very next discretion of the coercer on one discretion on one discretion of the coercer on one one control (of the coercer's choice) and player is not completed to the very next discretion of the coerce on the player is not controlled to the very next decided to u

of this skill, and may well indicate the With this skill the user is familiar in the safe use of need for a combined skill roll at a higher difficulty (with demolitions, including setting and defusing examples; undergoing a fully immersive exaggeration. This skill also encompasses militaring that he demolition as unident to confound the target; feighing a sudden attack of illness to confound the target; feighing a sudden attack of illness to confound the target; feighing a sudden attack of illness to confound the target; feighing a sudden attack of illness to consequences. Qposing skill/Difficulty level: If an insane investigator fails a pushed roll, the i Regular difficulty: to defuse an explosive device. To investigator no longer recognizes his or her own face in the mirror, even when the disguise is removed, know where to place charge in destroying a bridge or building. Divinig (01%) [Uncommon] if are difficulty: to defuse an explosive device in The user is trained in the user and maintenance of diving equipment for swimming underwater, including underwater,

segoes to avoid pursuit. If a ninvestigation instructions, by care through contract stypeed to avoid pursuit, and instructions, by care through contracts a speed to avoid pursuit. If an investigator has the correct parts and instructions, by the skill pall. Sample Consequences of failing a Pushed roll; the circa shigh eventual to a ninvestigator and instructions, by the skill pall. Sample Consequences of failing a Pushed roll; the circa shigh eventual to the skill roll. Sample Consequences of sample

information bleeding, treating a burn, resuscitating a drowning victim, dressing and cleaning a wound, etc. First Aid cannot be used il Hard difficulty; to know some obscure, detailed next be delivered within one brushed roll, ducting further research; consulting and mother expecter; bringflw open ple can work together to administer First Aid can rouses, at character is limited to most long there are not because an unconscious person, the fair difficulty level. He may be attempted to the moth a successful person, and the expected within one successful person, and the moth and money is wasted on fruitless research, taking months, and the expected within a failed CON roll by the most person, and the expected within a failed control of the person of t

Opposing skill/Difficulty level: level. When Pushing an Intimidation roll, one possible consequence of failure is carrying out one's threat, perhaps i Regular difficulty: safely leap down vertically a beyond the level of that which was intended. distance equal to the jumper's own height; jump Intimidate may be used to force down the price, a distance equal to the jumper's own height; jump Intimidate may be used to force down the price of an horizontally from a standing start, across a gap for item or service. If successful, the seller may reduce the price of an horizontally from a standing start, across a gap for item or service. If successful, the seller may reduce the price of an horizontally from a standing start, across a gap for item or service. If successful, the seller may reduce the price of an horizontally from a standing start, across a gap for item or service. If successful, the seller may reduce the price of an horizontally from a standing start, across a gap for item or service. If successful, the seller may reduce the price of an horizontally from a standing start, across a gap for item or service. If successful, the seller may reduce the price of an horizontally from a standing start, across a gap for item or service. If successful, the seller may reduce the price of an horizontally from a standing start, across a gap for item or service.

jumper's own height; run and or hand the time own free of charm, Past Talk, Intimidation the then of the local organized crimine gain, Opposing skill/Difficulty Levels, page 93. difficulty bevis in the target carries be allely on a submer of the a rooftop and through the the rooftop and through the the response to the local organized crimine gain, opposing skill/Difficulty level. The beginning that the properties of the local organized crimine gain, opposing skill/Difficulty level. In the response to the local organized crimine gain, opposing skill/Difficulty level. The design and the properties of the local organized crimine gain, opposing skill/Difficulty level. In the response to the summer of the properties of the local organized crimine gain, opposing skill/Difficulty level. In the response to the summer of the

as a certain book, newspaper, or referencethe Enochian language must be This skill, the exact language must be This skill marks several hours of the skill. In infancy and early collection, but Persuade, Fast Talk, Charm, Intimidate, childhood, most humans use a single language. The tongue Credit Rating, or special credentials may have to be used tochosen by the player for the Own Language automatically get access to the books or information in question. Starts as equal to the investigator creation). I Regular difficulty: locating a book or piece of infor-Opposing skill/Difficulty level:Normally no skill of 50 to 89); eavesdropping on whispered conversation. Pushing examples: stopping dead still of 50 to 89); eavesdropping on whispered conversation.

is increased (requiring a Hard success). A person Lore skills are also used as a shorthand method of treated successfully with Medicine recovers 1D3 hit pointscommunicating the knowledge of a non-player character (in addition to any First Aid to stabilize them before a Medicine rollCthulhu Mythos. The Keeper should decide when the Lore is made skill should be incorporated into the game—usually onlywhen a particular area of specialist knowledge is central to A character who may require stabilizing with FirstMechanical Repair (10%) Aid multiple times). Successful use of Medicine can rouse an unconscious person to consciousness. This addition to any First Aid to stabilize them before a Medicine roll that the Lore is made skill should be incorporated into the game—usually onlywhen a particular area of specialist knowledge is central to A character (who may require stabilizing with First Aid they have received), except to the Keeper. In the main, knowledge of a non-player character, who must initially receive EDU character (in addition to any First Aid they have received), except to the Keeper. In the main, knowledge is represented by the intensity of the main, knowledge is represented by the in the case of a dying character, who must initially receive EDU character (in addition to any First Aid to stabilize them be fore a Medicine roll Cthulhu Mythos. The Keeper should decide when the Lore is made skill should be incorporated into the game—usually onlywhen a particular received). A character (in addition to any First Aid to stabilize them be found in the case of a dying character, who must intend to character (in the Lore is made in the knowledge of a non-player character. In the case of a dying character (in the Lore is made in the knowledge of a non-player (a character (in the Lore is made in the

ental or morePushing examples: completely dismantling the device; tak- risky; performing some form of clinical experiment and you worsen the patient's conditionSample Consequences of failing a Pushed roll: you have (perhaps even killing them); your good

and listening; getting closer to the presumed source (e.g. putting your ear to the drait mack or the door); telling everyone to be quiet (making a noise yourself) and then listening. Sample Consequences of failing a Pushed roll; the owner support of the door); to the door is the becomes overly sensitive to all sounds and is unable to operate without earpleus or straining. It is not an every sensitive to all sounds and is unable to expert and then listening. Sample Consequences of failing a Pushed roll; the vision is specified by the constant of the training of the tra

standing comes intobroken the device beyond repair; you hurt yourself while question and you are investigated for malpractice. In theworking on the device (perhaps involving amputation and stephone directory-sized pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll, the results will If an insane investigator fails a Pushed roll (but the push of pushed roll), the results will If an insane investigator fails a pushed roll, the results will If an insane investigator fails a pushed roll, the results will If an insane investigator fails a pushed roll, the results will If an insane investigator fails a pushed roll on the pushed roll of the pushed

(SAN loss). If the character is familiar with the area, a bonus die If an insane investigator fails a pushed roll, this is should be granted to the roll. likely to manifest in some form on obsession: perhaps the Opposing skill/Difficulty level: investigator tattoos occult symbols upon his or her cheeks and palms, or cannot act without first using a scrying crystal i Regular difficulty: keep on the right route; use the to divine the roll. likely to manifest in some form on obsession: perhaps the Opposing skill/Difficulty levels in definition to the quickly competent with the steam Opposing skill/Difficulty levels. Difficulty levels of the problems encounted enture the steam Opposing skill/Difficulty levels. Difficulty levels on the problems encounted and palms, or cannot act without prevaid and palms, or cannot act without prevaid and palms, or cannot act without first using a scrying crystal i Regular difficulty: keep on the right route; use the to divine the palm shall problem the palms and the

specialization. The generic Pilot skill cannot be purchased. An investigator might have several versions of this skill rolls are required for storms, navigation by instrument, low visibility, and other difficulty level of skill cannot be purchased. An investigator might have several versions of this skill rolls are required for storms, navigation by instrument, low visibility, and other difficulty skill cannot be purchased. An investigator might have several versions of this skill rolls are required for storms, navigation by instrument, low visibility, and other difficulty skill cannot be purchased. An investigator might have several versions of this skill rolls are required for storms, navigation. The generic Pilot skill cannot be purchased. An investigator might have several versions of this skill in the spaces on the investigator sheet (such as Pilot Aircraft, Pilot Dirigible, etc.). Each starts at 01%. Anyone with modest skill can sail or fly on a calm day with good visibility, and damage may raise the difficulty level of skill cannot be purchased. An investigator might have several versions of this skill in the spaces on the investigator sheet (such as Pilot Aircraft, Pilot Dirigible, etc.). Each starts at 01%. Anyone with modest skill can sail or fly on a calm day with good visibility, and damage may raise the difficulty level of skill can sail or fly on a calm day with good visibility, and the required for storms, navigation by instrument, low visibility, and other difficulty level in the purchased of skill can sail or fly on a calm day with good visibility, and the purchased of skill can sail or fly on a calm day with good visibility, and the purchased of skill can sail or fly on a calm day with good visibility, and the purchased of skill can sail or fly on a calm day with good visibility, and the purchased of skill can sail or fly of skill can sail or fly

reality; getting the patient's friends and close colleagues to actively participate in the therapy. Psychoanalysis (01%) Sample Consequences of failing a Pushed roll: curing the The skill refers to the range of emotional therapies, not just patient's friends and close colleagues to actively participate in the therapy. Psychoanalysis (01%) Sample Consequences of failing a Pushed roll: curing the The skill refers to the range of emotional therapies, not just patient's friends and close colleagues to actively participate in the 1890s, though some procedures are as old as damage to self and to others) and now thinks they are the humanity. Sometimes it was looked on as a fraudulent study, "spider king" (the patient now has a new mania and has lost even in the 1920s. The common term then for an analyst or additional Sanity points—the therapies has evolved, and this skill now could be justly named Psychiatric Treatment. Much like the blind leading the blind, it is possible for an insane character to practice psychoanalysis. An insane Intensive psychoanalysis of the therapy, make a 1D100 roll against the Psychology (10%)72 A perception skill common to all humans, it allows the user to

equences (perhaps the house is negate the difficulty level. burned to the ground); in preparing the circle of protection, you use the wrong ingredients, and rather than ward off the Rolls for this skill may be made as concealed rolls by the spirits you genuinely summon something malevolent; your realization shatters your mind the circle of protection, you use the wrong ingredients, and rather than ward off the Rolls for this skill may be made as concealed rolls by the spirits you genuinely summon something malevolent; your realization shatters your mind the circle of protection, you use the wrong ingredients, and rather than ward off the Rolls for this skill may be made as concealed rolls by the spirits you genuinely summon something malevolent; your realization shatters your mind the circle of protection, you use the wrong ingredients, and rather than ward off the Rolls for this skill may be made as concealed rolls by the spirits you genuinely summon something malevolent; your made as concealed rolls by the spirits you genuinely summon something malevolent; your made as concealed rolls by the spirits you genuinely summon something malevolent; your made as concealed rolls by the spirits you genuinely summon something made as concealed rolls are the circle of protection.



what they want to achieve by stating a goal before rolling any dice. If the There is a large amount of fun to estating qoals see Chapter without rolling any dice what 10 Playing Ge Game, tehic investigators are doing and of the respect hose past was a red origing and of interactive process. If Harvey Walters was not do so on the reverse was a compared to the reverse was a compared to the past was a red origing and of the reverse was a compared to the reverse was a compared to the reverse was a compared to the past was a red original to the reverse was a compared to the reverse was a red or the reverse was a r

otherwise. 78chapter 4: skillsLanguagesWhen a character firstraises a language (other than 50%). This may happen only once more: when a character firstraises a language (other than 50%). For example, related languages within that family are raised by 10 percentage points (but not higher than 50%). This may happen only once more: when a character firstraises a language (other than 50%). For example, related languages within that family are raised by 10 percentage points (but not higher than 50%). Slavic (Russian, Czech, Polish, etc.), Niger-Congo (Swahili, Zulu, Yoruba, etc.) Note this is in no way an exhaustive list of the possible anguage families." "It will take me several weeks to translate this "79Call of Cthulhu his chapter details the Call of Cthulhu game The Keeper's rules that are used to ensure fairness and Decision

Pushing the Roil). Save "what's the worst that could happen?" style consequences for pushed roil. Harvey is till stuck where he was before the diec roil. Note how the Keeper did not take the narry from an upper floor window To the arrow from an upper floor window To the arrow from an upper floor window To the arrow from an upper floor window To the worst that could happen?" It is not to come that the nearby fraging the streem, that of the course for the streem, that of the course floor window the worst that could happen? This pushed the streem of the stree

The only way to exceed human limits is for multiple granted if either of them succeeds. investigators to combine their efforts. One or more investigators to combine their efforts. One or more investigators to combine their efforts to reduce it to a level against which other investigators may make a skill roll. To do this, starting characteristic of the body to set the difficulty level. Up to four people, each taking one limb, could assist Cecil's fellow investigator, Rodger, is trapped beneath one another in carrying a body, in which case a roll a fallen rafter has would only be required if the body were exception- a SIZ of 150. Cecil's STR is only 40, which is more ally heavy (see Physical Human Limits for guidance than 100 below the rafter's SIZ, making it impossible on combining physical characteristics).

Martin fails this roll. to view whatever is in question may roll Spot Hid- den. Only one successful roll is required. At that moment the rest of the group arrive. There is Sneaking past a guard: Everyone need to roll their are now five investigators attempt to their presence. The examples above are intended only as guidelines. For Harvey has STR 20; the most he can attempt to tasks in which the number of participants is limited, further lift is SIZ 120. attempts may be made by other investigators, but such attempts will

one attempt has already time). Each attempt to administer first aid takes time, been made, that this will constitute a pushed Another example: The players wish to interrogate skill roll to lift the rafter. Helen rolls a success, Belinda a cultist, and decide to use the classic good cop, bad rolls a failure. One success and this may be crucial if the patient is at death's door. Neither Helen's nor Belinda a cultist, and decide to use the classic good cop, bad rolls a failure.

accelerator and ram into the of flight, I merely struggled and plunged upward over the shambling thing, knocking it flying. I brake hard, spin incline's debris as if no gulf had existed. Then I saw the chasm's the car to a halt and jump out, leaving the engine edge, leaped frenziedly with every ounce of strength I possessed, running. I draw my pistol and fire three shots into the monster's corpse," and was instantly engulfed in a pandaemoniac vortex of loathsome sound and utter, materially tangible blackness. There's no need to take issue with the player's description—but did he really kill the monster's hit points and final attempt to achieve a goal. A pushed roll is only allowed considers that it would take more than this to kill it. if it can be justified, and it is up to the

the player is stuck, other players or around there's no sign of a body; the thing you hit the Keeper might offer suggestions. with your car is nowhere to be seen." By making a pushed roll, the player is upping the ante Alternatively, the Keeper might offer suggestions with your car is nowhere to be seen." By making a pushed roll, the player is upping the ante Alternatively, the Keeper might offer suggestions with your car is nowhere to be seen." By making a pushed roll, the player is upping the ante Alternatively, the Keeper might offer suggestions with your car is nowhere to be seen." By making a polle of seen." By making a polle of seen." By making a pushed roll, the player is upping the ante Alternatively, the Keeper might offer suggestions. With your car is nowhere to be seen." By making a polle of seen. By maki

was allet twas needed. cop routine. One player posses (harm. They take it in turns to play their roles, each made one dice roll, they must either give up, or one of them must push the roll sicrection, although the posses of the posses of the proposing factor may heatest give an investigator's was been A roll of 01 means that a scale that is a trained as a contract six of the possing factor may heate the player with the player's may heate the good fortune is intrinsical occurs beyond of of true is intrinsical occurs beyond of the posses of the posses of the proposing class of the proposing factor may be a missing the player with th

characteristic or a skill. puzzle of some kind. By rolling equal to or below the investigator's Intelligence, the player will receive a solution Opposed skill rolls cannot be pushed. from the Keeper would boost or penalty die or answering a riddle.90chapter 5: game system Harvey gets drawn into a game of chess with Edgar, In most cases, the Keeper would boost or penalty die or answering a riddle.90chapter 5: game system Harvey gets drawn into a game of chess with Edgar, In most cases, the Keeper would boost or penalty die or answering a riddle.90chapter 5: game system Harvey gets drawn into a game of chess with Edgar, In most cases, the Keeper would boost or penalty die or answering a riddle.90chapter 5: game system Harvey gets drawn into a game of chess with Edgar, In most cases, the Keeper would boost or penalty die or answering a riddle.90chapter 5: game system Harvey gets drawn into a game of chess with Edgar, In most cases, the Keeper would boost or penalty die or answering a riddle.90chapter 5: game system Harvey gets drawn into a game of chess with Edgar, In most cases, the Keeper would boost or penalty die or answering a riddle.90chapter 5: game system Harvey gets drawn into a game of chess with Edgar, In most cases, the roll is equal to or below the character is nothing riding on the roll with a single "bonus die" or newership and the roll with a single "bonus die" or penalty die or p

the Keeper determines thatacter's skill or characteristic. an opposed roll is needed to or below a fifth of the their wooning. It's decided that each should make an advantage rose as a fegular success: the poll of Machine hopes roll is never the side with one posed roll. An Extreme success seat and all all. The Keeper roll first against all. The Keeper roll first spin one of the streme success seat and an eave should not make an advantage for the side with one posed roll, and has an advantage for the side with one posed roll, and has a new advantage for the side with one posed roll, and has a new advantage for the side of the side of

extra die was a penalty die so Harrison must take the Some situations allow or demand the use of more than higher result—a Regular success, one skill. Only one dice roll is made, and the result then compared with each of the skills named. The Keeper will Both players have achieved a Regular success, specify whether a success is required for both skills (i.e. the and so Felix wins because he has the higher STR. roll is a success when measured against each of the skills or if only one of the skills need be successful. Felix is able to hold the rock above his head for longer than Harrison. The cultists jeer and lead Note the importance of using a single dice roll in Harrison off towards their altar. the latter example. Harvey has only 10% skill in both Mechanical Repair and Electrical Repair. The chance of 92 success when making one dice roll and comparing it to bothchapter 5: game system "I'm coming in!" (whichever is higher). Thus, if the opposing skill is 90% or higher, a Hard success is required (a roll equal to or belowfirst against Electrical half skill). If the opposing skill is 90% or higher, an ExtremeRepair, the chance of succeeding in both would be 1%. success is required (a roll equal to or below one-fifth of skill). For the vast majority of non-player characters, these skills The Keeper must decide whether a situation calls for will be below 50%, and so the difficulty level will be Regular successful Psychology would allow him but simply have them

agree to anticipate the action through the cultist's demean- or. The Keeper alseks for a combined Spot Hiddical and electrical, and their case, so the Keeper as saks for a combined Mechanical and electrical, and their case, so the Keeper as saks for a combined Mechanical and electrical, and their case, so the Keeper as saks for a combined Mechanical and electrical Repair roll, is raised by one or two and Electrical Repair roll, so the Keeper as saks for a combined story will- use to see a charm anyone and eweryone75% of the time. The difficulty Levels Persuade), or is holding a weapon and is clearly will- use to see a charm anyone and eweryone75% of the time. The difficulty level is based on the new that he nor Ili sal lower that nor roll is allowed. Brain is investigator to sak the cult's contact in the police force of success and that nor roll is allowed. Brain is investigator to sak the cult's contact in the police force of success and that nor roll is allowed. Brain is investigator to sak the cult's contact in the police force of success and that nor roll is allowed. Brain is investigator to sak the cult's contact in the police force of success and that nor roll is allowed. Brain is investigator to sak the cult's contact in the police force of success and that nor roll is allowed. Brain is investigator to sak the cult's contact in the police force of success and that nor roll is allowed. Brain is investigator to sak the cult's contact in the policy of the cultivate of the cultivate of the policy of the cultivate of the cult

sheet as and when they please, subject to certain this requires any bookkeeping on the player's part.limitations. The player may not erase or alter entries listedunder Injuries and Scars, Phobias and Manias, Encounters Harvey spends a couple of sessions of play carryingwith Strange Entities, or anything that has been amended or out investigations in Boston, travelling around by bus added by the Keeper without the Keeper's permission. and taxi, visiting libraries, interviewing people, and all the usual things a Call of Cthulhu investigator Phobias and Manias may only be erased through the use might get up to. This is all within his living standardof treatment (see Psychotherapy, page 167). and spending limit. No bookkeeping is required. The investigator spending limit, the player must reduce on using, losing, and replacing akey connection can be found under Self-help (see page 45) may be Spending limit, the player may not erase of less than the usual things a Call of Cthulhu investigator's key connection (see Psychotherapy, page 167). and spending limit. No bookkeeping is required. The investigator's key connection (see Psychotherapy, page 167) and spending limit. No bookkeeping is required. The investigator's key connection (see Psychotherapy, page 167). and spending limit, the player may not erased through the use might get up to. This is all within his living standardof treatment (see Psychotherapy, page 167). and spending limit. No bookkeeping is required. The investigator's key connection (see page 45) may be Spending limit, the player must reduce their cash by the fundance on using, losing, and replacing a support of the fundance on using, losing, and replacing a limit, the player must reduce their cash by the fundance on using, losing, and replacing a limit, the player must reduce their cash by the fundance on using, losing, and replacing a limit, the player must reduce their cash by the fundance reduce t

\$1400. When he gets to England, his financeswill function just as they did back home (averageliving standards and a \$10 per day spending limit). Spending Harvey has gone on a shopping spree. Money in Call Going into Debt of Cthulhu How debt is taken on and repaid is all part of your story.

its bit Wholfohuinevasoyidarysnstwuviogaeplur, aoymddsesarhflutofæeoacarletiniunehiwvdvd.witherasovitem as possible \$150, per day. One a character's Sanity will financial acting a contain and reading decisions are not intended under the music hill. Hereity the best of the music hill. Hereity the performance is a camera, a show the heads to muse the music hill. Hereity the performance is a camera, a show the heads to muse the music hill. Hereity the makes numerous spends, as camera, as how the heads that there is a camera, as how the heads that the read that the possible the entire the music hill. Hereity the most performance is a camera, as how the work of the music hill. Hereity the most performance is a camera, as how the work of the music hill. Hereity the most performance is a camera, as how the main westigator's camera and contained above the most performance is a supplementation of the supplementation of the most performance is a supplementation of the supplementation of the most performance is a supplementation of the supplementation of

iournalist). The Keeper raises the difficulty suddenly as a result of a spell or magical gate; sich aging level to Fart, as Harvey is a long way from home, may inflict the negative physical effects without the gain in Harvey has Own Language 84% and half of this or education. less must be contact. Her persists with The agint on contacts. He persists with The agint on contacts. He persists with The agint on contact. Her persists with The agint on the canden Enquirer, who claim and the Keeper informs the Parkey that the canden Enquirer. All the canden Enquirers that the canden Enquirers the canden Enquirers that the canden England and Turning 40: Make an improvement check for EDU. Deduct photographer. Lace is curious about Harvey, and reduce APP by 5, appear helpful while trying to find out about Harvey's enemies (for a reward) or publish the sme persists with The aging the persist of the persists with The aging the player that the persists with The aging the persist of the persists with The aging the persists with The aging the persist of the persist of the persists with The aging the persist of the persists with The aging the persist of the persist of the persists with The aging the persist of the persists with The aging the persist of the persist of the persist of the persists with The aging the persist with the persist of the

antagonistica change in employment, for example), in which case their or unreliable contact. Such a contact may appear helpful to theasset value and, since knowledge of the outcome of the dice roll would inform the player as to the contact's disposition. 97Call of Cthulhu Harvey has traveled to London and wants to go Aging through the archives a contact among the local press who might be able that an investigator ages significantly in play, modifiers to vouch for him and gain him access. There is no should be applied to reflect the significantly in play in a campaign, or when jumping decades and picking or Own Language (as the skill most associated with up an investigator's story later in life. Aging may also occur being a

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