

Call of Cthulhu Cheat Sheet

The Combat Round - Core Flow

Declaration of Intent

The Keeper asks, "What is your character doing?" Players should describe their actions narratively (e.g., "I'm trying to knock the gun out of his hand") rather than using game terms.

The Keeper then determines the appropriate action and skill roll.

Establish Order of Attack

Combatants act in order of their **DEX** (Dexterity) characteristic, from highest to lowest.

Readied Firearms: A character with a firearm already drawn and aimed may act at **DEX + 50** in the initiative order.

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Movement Actions



MOVE

A simple move. Players can move equal yards to their **MOV** stat.

Cost: 1 Move Action



SPRINT

Travel up to 5x your **MOV** stat in a single turn. If your **MOV** is 8 or more, opponents using firearms against you get +1 penalty die.

Cost: 1 Move Action, +1 Penalty Die on your own firearm attacks this turn.

Gain: 5x movement distance.



TAKE COVER

Position yourself behind partial or full cover.

Cost: 1 Move Action

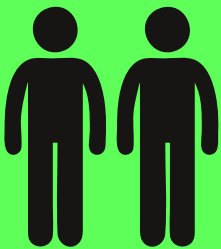
Gain: +1 Penalty Die on opponent's ranged attacks (partial cover) / Immunity to ranged attacks (full cover).



PERFORM ACTION

Use an item, apply first aid, pick a lock, etc. May require a skill roll.

Cost: 1 Combat Action



ASSIST ACTION

Help another player, granting them a bonus die on their skill roll.

Cost: 1 Combat Action

Gain: +1 Bonus Die for assisted player.



HOLD ACTION

Hold your turn to act later in the round based on a trigger. May grant a bonus die for your action if your reasoning is sound.

Cost: 1 Turn

Gain: Potential +1 Bonus Die on next action.

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Movement Actions



FLEE

Spend your entire turn to disengage from combat and escape the immediate area.

Cost: 1 Turn

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Melee and Throw Actions



BRAWL

An unarmed attack (punch, kick). An extreme success deals maximum damage.

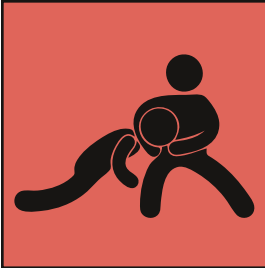
Skill: Fighting (Brawl) | **Cost:** 1 Combat Action | **Damage:** 1D3 + DB



USE WEAPON

Attack with a melee weapon. An extreme success deals maximum damage. An edged weapon causes an Impaling Strike on an extreme success.

Skill: Fighting (Weapon) or Fighting (Brawl) for simple items | **Cost:** 1 Combat Action



FIGHTING MANEUVER

A non-damaging physical action like a disarm, push, or grab. Opposed by the defender. Your success may be modified by comparing your Build to the target's.

Skill: Fighting (Brawl/Weapon) | **Cost:** 1 Combat Action, plus potential penalty dice based on Build difference.



OVERWHELM (MELEE ONLY)

If multiple attackers target one opponent who has already evaded, all further melee attacks against them this round get a bonus die.

Skill: Fighting (Brawl/Weapon) | **Cost:** 1 Combat Action | **Gain:** +1 Bonus Die

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Firearm Actions



FIRE WEAPON

A single shot from a firearm. An extreme success is an Impaling Strike (except for flamethrowers).

Skill: Firearms | **Cost:** 1 Combat Action



AIM WEAPON

Spend your entire turn aiming. If you don't move or take damage before your next turn, your first shot gets a bonus die.

Cost: 1 Turn

Gain: +1 Bonus Die on next turn's shot.



MULTIPLE SHOT (HANDGUNS/BURST)

Fire a volley of bullets. The number of bullets in a volley equals your Firearms skill divided by 10 (minimum 3). **A success hits with half the volley; an extreme success hits with all.**

Cost: 1 Combat Action per volley. Each successive volley in a single turn adds a penalty die.



RELOAD WEAPON

Loading fresh ammunition. Takes 1 action for clips or 2 shells, and 2 actions for a heavy weapon belt.

Cost: 1 or 2 Combat Actions.



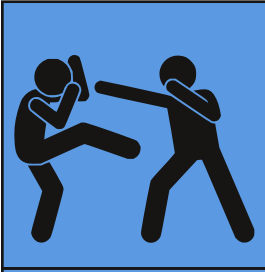
SINGLE BULLET RELOAD

Load a single bullet and fire it in the same turn.

Cost: +1 Penalty Die for the combat roll.

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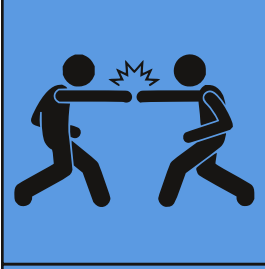
Evasive Actions



DODGE MELEE

Attempt to avoid a melee attack or maneuver. Opposed roll vs. the attacker's Fighting skill.

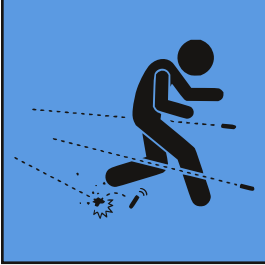
Skill: Dodge | **Cost:** 1 Evasive Action



FIGHT BACK

Block or parry a melee attack and counter-attack in the same motion. Opposed roll vs. the attacker's Fighting skill. If you win, you avoid the attack and inflict damage.

Skill: Fighting (Brawl/Weapon) | **Cost:** 1 Evasive Action



DIVE FOR COVER (FIREARMS ONLY)

React to being shot at by diving for cover. Make a Dodge roll. If successful, the attacker gets a penalty die.

Skill: Dodge | **Cost:** 1 Evasive Action and you forfeit your next combat round.

Gain: Attacker receives +1 Penalty Die.

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General Combat Modifiers



SURPRISE ATTACK

If the target is unaware, the attack may be an automatic success or gain +1 Bonus Die.



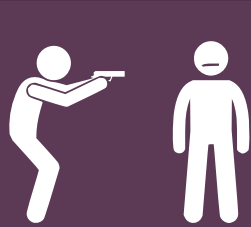
IMPALING STRIKE/SUCCESS

On an extreme success with an edged or firearm weapon, the attack deals Full Damage + Full DB + another full Damage Roll.



TARGET ARMOUR

Damage taken is reduced by the target's armor value.



POINT BLANK RANGE

Firing at a target within 1/5 of your **DEX** in feet grants +1 Bonus Die.



TARGET IN COVER

A target that is at least half-obscured imposes +1 Penalty Die on the attacker.



FIRING INTO MELEE

Shooting at a target engaged with an ally imposes +1 Penalty Die. A fumble hits the ally.

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General Combat Modifiers



WEAPON MALFUNCTION/FUMBLE

A roll of 96+ (if skill <50) or 100 is a failure with an unintended consequence, such as a jammed weapon.

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Damage, Wounds, & Effects



REGULAR DAMAGE

Damage from a single attack that is less than half your max **HP**.

Effect: Reduces **HP**. At 0 **HP**, you fall unconscious but are stable. You cannot die from regular damage.



MAJOR WOUND

Damage from a single attack that is equal to or more than half your max **HP**.

Effect: You tick the "Major Wound" box, fall prone, and must make a **CON** roll to avoid falling unconscious.



ZERO HIT POINT

You are unconscious.

If you have a **Major Wound** ticked: You are now **DYING**.



DYING

You are unconscious and at death's door.

Effect: At the end of every round, you must make a **CON** roll. A single failure means you die. This continues until you are stabilized with **First Aid**.



DEATH

Occurs if a single attack deals more damage than your max **HP**, or if you fail a **CON** roll while Dying.



KNOCK-OUT BLOW

A successful maneuver with a blunt weapon can render a target unconscious with only 1 **HP** of damage.

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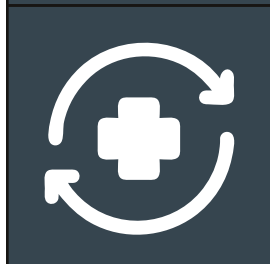
Healing & Recovery



FIRST AID (within 1 hour)

On Wounded: A success heals 1 **HP**.

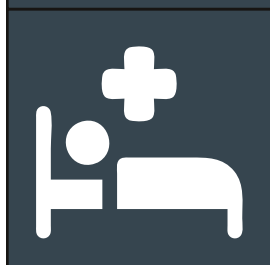
On Dying: A success stabilizes the patient, giving them 1 temporary **HP** and stopping the round-by-round **CON** rolls for death.



MEDICINE (takes 1 hour*)

On Wounded: A success heals 1D3 **HP**.

On Stabilized Patient: After First Aid, a success heals an additional 1D3 **HP** and makes them fully stable (no more hourly **CON** rolls).



REGULAR DAMAGE RECOVERY

Heal 1 **HP** per day of rest.



MAJOR WOUND RECOVERY

Failure: No healing.

Success: Heal 1D3 **HP**.

Extreme Success: Heal 2D3 **HP**.

Modifiers: Get +1 Bonus Die for a good environment (hospital) and/or +1 Bonus Die for successful medical care that week. Get +1 Penalty Die for a poor environment.

Ending the Major Wound: The "Major Wound" is erased when you roll an Extreme Success on recovery OR your HP returns to at least half of your maximum. You then revert to healing 1 HP per day.