

CALL of CTHULHU

Abilities Scores

- Strength (STR): fighting, lifting & toughness
- Dexterity (DEX): grace, precision & reflexes
- Willpower (WIL): charm, confidence & sanity

Ability Scores may be reduced due to Damage or Sanity Loss. 10 is average. 0 STR means death, 0 DEX means paralysis, 0 WIL means insanity.

Saves

A Save is a roll to avoid danger from a risky action or situation. It's an attempt to avoid something bad, be it getting lost, becoming insane or suffering a gruesome death. Roll d20. If you roll equal or under the appropriate Ability Score you pass.

Hit Protection (HP)

HP is a measure the investigator's ability to avoid life-threatening attacks. Damage is first dealt to HP before affecting STR.

Sanity Loss

When investigators encounter trauma, they must undergo a Sanity Check, a WIL Save. Success indicates they maintain control over their fears (for now), while failure results in losing 1 WIL (sometimes more) and entering a panic state befitting the situation.

Mental Disorders

Failing 3 Sanity Checks within a short period of time results in an investigator acquiring mental disorders. It could also exacerbate existing ones.

Insanity

Failed Sanity Checks initiate a downward spiral culminating in insanity once an investigator's WIL Score hits zero.

Healing

A quick rest in a safe location fully restores HP. Recovering Ability Scores requires medical attention or extended rest. Retreating to a safe location and spending time coping with a traumatic experience helps recover WIL.

Turns

Generally investigators take their turn before enemies. If there is a risk of being surprised, characters must each make a DEX Save or be unable to act on the first turn.

Combat

An attacker rolls a die dictated by their weapon. Their attack causes this much damage. When an investigator takes Damage they lose that many HP. If they have no HP left, they are wounded, and any remaining damage is removed from their STR. They must then pass a STR Save to avoid Critical Damage. Failure means they're dead or seriously injured and will die in the next hour if not attended.

Lucky Rolls

In situations dictated by luck or those that fall outside the Ability Scores, roll a d6. A high roll favors the Players. The Keeper decides what a specific value means for the situation at hand.

Horror

Critical Damage or failed Sanity Checks may trigger horrifying effects, such as instant death, limb amputation, mind possession or even the opening of portals to forbidden realms of eternal madness.

Creating an Investigator

- I. Roll 3d6 for each Ability Score in order. You may swap any two results
- II. Roll d6 for HP
- III. Choose a name, description and occupation

