

Based on the work of Lynn Willis & Sandy Petersen

Call of Cthulhu[®] Roleplaying Game



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Level Progression

Abilities		Level	XP	Bad Save Bonus	Good Save Bonus	Defense Attack Bonus	Offense Attack Bonus	Defense AC Bonus	Offen: AC Bonu
Score	Modifier	1 st	0	+0	+2	+0	+1	+2	+0
1	-5	2 nd	1,000	+0	+3	+1	+2	+2	+0
2-3	-4	3 rd	3,000	+1	+3	+1	+3	+2	+0
4-5	-3	4 th	6,000	+1	+4	+2	+3	+2	+0
6-7	-2	5 th	10,000	+1	+4	+2	+4	+3	+1
8-9	-1	6 th	15,000	+2	+5	+3	+5	+3	+1
10-11	0	7 th	21,000	+2	+5	+3	+6/+1	+3	+1
12-13	+1	8 th	28,000	+2	+6	+4	+6/+1	+3	+1
14-15	+2	9 th	36,000	+3	+6	+4	+7/+2	+3	+1
16-17	+3	10 th	45,000	+3	+7	+5	+8/+3	+4	+2
18-19	+4	11 th	55,000	+3	+7	+5	+9/+4	+4	+2
20-21	+5	12 th	66,000	+4	+8	+6/+1	+9/+4	+4	+2
and so on		13 th	78,000	+4	+8	+6/+1	+10/+5	+4	+2
		14 th	91,000	+4	+9	+7/+2	+11/+6/+1	+4	+2
		15 th	105,000	+5	+9	+7/+2	+12/+7/+2	+5	+3
		16 th	120,000	+5	+10	+8/+3	+12/+7/+2	+5	+3
		17 th	136,000	+5	+10	+8/+3	+13/+8/+3	+5	+3
		18 th	153,000	+6	+11	+9/+4	+14/+9/+4	+5	+3
		19 th	171,000	+6	+11	+9/+4	+15/+10/+5	+5	+3
		20 th	190,000	+6	+12	+10/5	+15/+10/+5	+6	+4

DC Examples

Difficulty	DC
Very Easy	0
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30

Aging Effects

Age	Str/Con/Dex	Int/Wis/Cha
Middle (50 years)	-1	+1
Old (65 years)	-2	+1
Venerable (80 years)	-3	+1
Maximum Age	(+3d10 years)	

Profession Templates (add three more skills of your choice)

Agent (-1)	Antiquarian (-1)	Archaeologist (0)	Artis
Bluff	Appraise	Appraise	Bluff
Computer Use	Forgery	Climb	Craft
Forgery	Gather Information	Knowledge (archaeology)	Diplo
Gather Information	Knowledge (history)	Knowledge (history)	Innu
Hide	Knowledge (any one)	Knowledge (any one)	Knov
Innuendo	Knowledge (any one)	Research	Liste
Move Silently	Knowledge (any one)	Search	Perfo
Open Lock	Research	Speak Other Language	Sens
Sense Motive	Speak Other Language	Spot	Spot
Criminal (-1)	Detective (-1)	Dilettante (+1)	Doct
Bluff	Gather Information	Diplomacy	Comj
Disable Device	Hide	Drive	Diplo
Escape Artist	Intimidate	Gather Information	Heal
Forgery	Listen	Innuendo	Knov
Hide	Move Silently	Knowledge (art)	Knov (mec)
Innuendo	Open Lock	Knowledge (one city)	Knov
Move Silently	Search	Pilot	Liste
Open Lock	Sense Motive	Ride	Rese
Sleight of Hand	Spot	Speak Other Language	Spot
Priest/Clergyman (-1)	Professor (0)	Psychologist (0)	Sold
Concentration	Concentration	Bluff	Climb
Diplomacy	Diplomacy	Diplomacy	Hide
Knowledge (religion)	Gather Information	Gather Information	Jump
Knowledge (any one)	Knowledge (any one)	Heal	Liste
Knowledge (any one)	Knowledge (any one)	Knowledge (medicine)	Move
Listen	Knowledge (any one)	Knowledge (psychology)	Spot
Sense Motive	Research	Psychoanalysis	Swir
Speak Other Language	Speak Other Language	Research	Use I
Spot	Spot	Sense Motive	Wild
White-collar Work. (+1)	Writer/Reporter (-1)		
Bluff	Craft (photography)		
Computer Use	Craft (writing)		
Diplomacy	Diplomacy		
Forgery	Gather Information		
Intimidate	Innuendo		
Knowledge (any one)	Knowledge (any one)		
Listen	Knowledge (any one)		
Sense Motive	Research		
Spot	Sense Motive		

Money (x1d6 + profession modifier)

Era	Starting Money	Yearly Income
1901-1920	\$1,000	\$500
1921-1940	\$2,000	\$1,000
1941-1960	\$4,000	\$4,000
1961-1980	\$4,000	\$8,000
1981+	\$6,000	\$10,000

Driving Vehicles

Maneuver or Condition	DC
45-degree turn	10
90-degree turn	12
180-degree turn	25
Keeping to a narrow track	15
Avoiding a moving obstacle	20
Dirt or gravel road	+2
Wet surface	+4
Oily surface	+6
Icy surface	+8
Recovering from a collision	+10
Rain or snow	+2 to +4
Vision obscured	up to +10
20-30 mph	+2*
31-40 mph	+4*
41-50 mph	+6*
51-60 mph	+8*
Over 60 mph	+2 each 10 mph*

* Loss of windshield doubles penalties



Temp. Insanity Duration

d10 roll	Insanity Type	Duration
1-7	Short temporary	1d10+4 rounds
8-10	Longer temporary	1d10x10 hours

Short-Term Temp. Insanity

d%	Effect on character
01-20	Character faints
21-30	Character has a screaming fit
31-40	Character flees in panic
41-50	Character shows physical hysterics or emotional outburst
51-55	Character babbles in incoherent rapid speech or logorrhoea
56-60	Character gripped by intense phobia
61-65	Character becomes homicidal, harming the nearest person
66-70	Character has hallucinations or delusions
71-75	Character gripped by echopraxia or echolalia
76-80	Character gripped with strange or deviant eating desire
81-90	Character falls into a stupor
91-99	Character becomes catatonic
00	Roll on Table 45

Long-Term Temp. Insanity

d%	Effect on character
01-10	Character performs compulsive rituals
11-20	Character has hallucinations or delusions
21-30	Character becomes paranoid
31-40	Character gripped with intense phobia (Will save DC 20 to approach)
41-45	Character has strange sexual desires
46-55	Character develops an attachment to a "lucky charm"
56-65	Character develops psychosomatic blindness, deafness, or loss of limb usage
66-75	Character has uncontrollable tics or tremors (-4 to attacks, checks, saves)
76-85	Character has amnesia (Knowledge skill useless)
86-90	Character has bouts of reactive psychosis
91-95	Character loses ability to communicate via speech or writing
96-00	Character becomes catatonic

Indefinite Insanities

d%	Mental Disorder Type
01-15	Anxiety disorders
16-25	Dissociative disorders
26-30	Eating disorders
31-35	Impulse control disorders
36-45	Mood disorders
46-50	Personality disorders
51-55	Psychosexual disorders
56-70	Schizophrenia/psychotic disorders
71-80	Sleep disorders
81-85	Somatoform disorders
86-95	Substance abuse disorders
96-00	Other disorders

Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender	+2	-
Attacker on higher ground	+1	+0
Attacker prone	-4	-
Attacker invisible	+2*	+2*
Defender sitting or kneeling	+2	See Table 51
Defender prone	+4	See Table 51
Defender covering or stunned	+2*	+2*
Defender climbing	+2*	+2*
Defender surprised or flat-footed	+0*	+0*
Defender running	+0*	-2*
Defender grappling (attacker not)	+0*	+0*
Defender pinned	+4*	-4*
Defender has cover	See Table 51	
Defender concealed or invisible	See Table 52	

* No Dexterity bonus to AC

Sanity Loss Examples

Situation	Sanity Loss
Surprised to find mangled animal carcass	0/1d2
Surprised to find human corpse	0/1d3
Surprised to find human body part	0/1d3
Finding a stream flowing with blood	0/1d4
Finding a mangled human corpse	1/1d4+1
Awakening trapped in a coffin	0/1d6
Witnessing a friend's violent death	0/1d6
Meeting someone you know to be dead	1/1d6+1
Undergoing severe torture	0/1d10
Seeing a corpse rising from its grave	1/1d10
Seeing a gigantic severed head fall from sky	2/2d10+1

Recovering Sanity

Therapy	Sanity regained
Psychiatric Medications	1d3 per month, 50% chance of drug side effects
Psychoanalysis	1 per week, 1 loss if a "1" is rolled
Private care	1d3 per month, 5% chance of 1d6 loss
Institutionalization	1d3 per month, 5% chance of 1d6 loss
Level Gain	1d6



Two-Weapon Fighting

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Ambidexterity feat	-6	-6
Two Weapon Fighting feat	-4	-8
Off-hand weapon is light and Ambidexterity feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-6
Ambidexterity and Two-Weapon Fighting feats	-4	-4
Off-hand weapon is light, Ambidexterity and Two Weapon Fighting	-2	-2

Cover

Degree of Cover	Bonus to AC	Bonus to Reflex Saves
One-quarter	+2	+1
One-half	+4	+2
Three-quarters	+7	+3
Nine-tenths	+10	+4*
Total	-	-

* Save for half or no damage

Concealment

Degree of Concealment	Miss Chance
One-quarter	10%
One-half	20%
Three-quarters	30%
Nine-tenths	40%
Total	50% and must guess location

Combat Actions

No Action
Delay
Free Actions
Speak
Cease concentrating on a spell
Drop an item
Drop to the floor
Draw a weapon (if you're moving)
Move Actions
Move your speed
Climb (1/4 your speed)
Sheathe or holster a weapon
Open a door
Pick up an item or click on a flashlight
Retrieve a stored item
Move a heavy object
Stand up from prone
Draw a weapon (if you're not moving)
Attack Actions
Make a single attack
Ready
Concentrate to maintain a spell
Dismiss a spell
Bum's rush (as an attack)
Change form (for a shapeshifter)
Use touch spell on self
Escape a grapple
Feint
Heal a dying friend
Light a candle with a match
Use a skill that takes 1 action
Strike a weapon (attack)
Strike an object (attack)
Total defense
Full-Round Actions
Climb (1/2 your speed)
Use a skill that takes 1 round
Coup de grace
Bum's rush (as a charge)
Extinguish flames
Load a firearm
Use touch spell on up to 6 friends
Refocus (no move)
Escape from a net
Escape from a trap
Withdraw from melee
Varied Actions (one melee attack)



Melee Weapons

Weapon	Damage	Critical	Range Increment	Weight
Tiny Weapons				
Brass knuckles	1d3	x2	-	0.5
Knife, steak	1d3	x2	-	0.5
Razor, straight	1d3	x2	-	0.5
Stiletto/Switchblade	1d3	19-20/x2	-	0.75
Knife, commando	1d4	19-20/x2	10	1
Knife, hunting	1d4	19-20/x2	10	2.5
Knife, combat	1d4	19-20/x2	10	2.5
Small Weapons				
Sap	1d6 sub.	x2	-	3
Pocketknife/Scalpel	1d3	x2	-	0.5
Cleaver	1d4	19-20/ x2	5	1
Knife, butcher	1d4	19-20/ x2	5	1
Folding shovel	1d4	x2	-	2.5
Gun butt, pistol	1d4	x2	5	2
Knife, kukri	1d4	18-20/ x2	10	3
Hatchet/Tomahawk	1d6	x3	10	3.5
Nunchaku	1d6	x2	-	2
Medium-Size Weapons				
Croquet mallet	1d4	x2	-	2.5
Nightstick	1d4	x2	-	1.5
Fencing foil	1d4	18-20/ x2	-	2.5
Bayonet, hand-held	1d4	19-20/ x2	-	2.5
Crowbar/Tire iron/Fireplace poker	1d6	x2	-	3
Pick/Pickaxe	1d6	x4	-	6
Machete	1d6	19-20/ x2	-	2.5
Rapier	1d6	18-20/ x2	-	3
Saber, cavalry	1d6	18-20/ x2	-	3
Large Weapons				
Bat, baseball or cricket	1d6	x2	-	3
Bayonet, fixed to rifle	1d6	19-20/ x2	-	11.5
Gun butt, rifle or shotgun	1d6	x2	-	9
Shovel/Spade	1d6	x2	-	4
Axe, wood or fire	1d8	x3	-	6

Size and AC of Objects

Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Substance Hardness and HP

Substance	Hardness	HP (per inch of thickness)
Paper	0	2
Rope	0	2
Glass	1	1
Hard rubber	2	1
Plastic	1	2
Ice	0	3
Wood	5	10
Fiberglass	6	10
Stone	8	15
Iron	10	30

Weapon Hardness and HP

Weapon	Hardness	HP
Tiny blade	10	1
Medium blade	10	5
Small hefted weapon	5	2
Medium hefted weapon	5	5
Handgun	10	5
Rifle/Shotgun	10	8

DCs to Break Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break barred door	25
Burst chain bonds	26
Break down iron door	28

Random Diseases

d%	DC	Incubation	Damage
01-20	16	1d3 days	1d4 Str (ST or be blinded)
21-30	16	1 day	1d6 Wis
31-35	18	1 day	1d6 Con
36-40	14	1d4 days	1d4 Str
41-60	12	1d3 days	1d3 Dex, 1d3 Con
61-70	12	1 day	1d4 Int
71-75	20	1 day	1d6 Con
76-85	15	1d3 days	1d6 Str
86-90	13	1 day	1d8 Dex
91-00	14	1 day	1d4 Con (ST or 1 is permanent)

Poisons

Poison Type	Initial Damage	Secondary Damage
Injury DC 12	0	1d4 Dex
Injury DC 13	1 Con	1d2 Con
Injury DC 13	1d4 Str	1d6 Str
Injury DC 12	0	1d4 Con + 1d3 Wis
Injury DC 24	1d6 Str	1d6 Str
Injury DC 14	1d6 Str	1d6 Str
Injury DC 17	3d6 Con	3d6 Con
Injury DC 14	1 Con	Unconsciousness
Injury DC 15	1d6 Dex	1d6 Dex
Injury DC 17	1 Str*	2d6 Str
Injury DC 20	1d6 Con	2d6 Con
Contact DC 16	1 Dex	2d4 Dex
Contact DC 13	0	3d6 Con
Contact DC 26	3d6 Str	0
Contact DC 16	2d12 hp	1d6 Con
Contact DC 16	1d6 Dex	2d6 Dex
Contact DC 13	Paralysis	0
Contact DC 20	3d6 Con	3d6 Con
Ingested DC 15	0	Unconsciousness
Ingested DC 14	1d4 Int	2d6 Int
Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int
Ingested DC 13	1 Con	1d8 Con
Ingested DC 17	2d6 Str	1d6 Str
Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str
Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*
Inhaled DC 18	1 Con*	3d6 Con
Inhaled DC 15	1d4 Wis	2d6 Wis

Object Hardness and HP

Object	Hardness	HP	Break DC
Rope (1" diam.)	0	2	23
Bottle	1	1	12
Simple wooden door	5	10	13
Wooden pole	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Strong wooden door	5	20	23
Car door	6	10	28
Masonry wall (1' thick)	8	90	35
Hewn stone (3' thick)	8	540	50
Chain	10	5	26
Handcuffs	10	10	26
Iron door (2" thick)	10	60	28

Firearm Attacks

Rate of Fire	Attacks	Penalty
Standard	+1 att/round	-6
Multifire	+1 att/round	-4
Autofire	+2 att/round	-6
Rapid Shot feat	+1 att/round	-2
Multishot feat	Penalty reduced by 2	

Generic Armor

Armor	AC Bonus	Armor Check Penalty
Bullet resistant vest	+4	-1
Reinforced vest	+5	-2
Flak vest	+6	-3
Flak armor	+7	-4

Detecting Invisible Creatures

Condition	Listen DC
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check at -4
Running or charging	Move Silently check at -20
Distance	+1 per 10 feet
Obstacle: door	+5
Obstacle: stone wall	+15

Explosives

Explosive	Blast Radius	Damage
Dynamite	10	4d6
Fragmentation grenade	20	3d6
C-4	15	6d6
Pipe bomb	15	3d6

Generic Firearms

Weapon	Damage	Critical	Capacity	Range Increment
Handgun (9mm)	1d10	x3	9	20
Rifle (.30-06 bolt action)	2d10	x3	4	200
Shotgun (12-gauge pump-action)	3d6/2d6/1d6	x3	5	50
Submachine Gun (9x19mm sel. Fire)	1d10	x3	30	25

