

Physical Injuries

ACID CONTACT

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

DROWNING, SUFFOCATION

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

EXPLOSION

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

FALLING

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

FIRE DAMAGE

Serious burns (total exceeding half hit points) cost APP, CON, or DEX as well as hit points.

- Small fire: 1D6 damage per round. Luck roll to prevent flaming clothes or hair. Luck roll or First Aid roll to put out fire on person.
- Large bonfire: 1D6+2 damage per round. Hair and clothes aflame.
- Room in flames: 1D6+2 damage per round. Luck roll each round or begin suffocating.
- Conflagrations: deadly, each a special case.

POISONING

Match poison's POT vs. target's CON on Resistance Table. See Sample Poisons, on facing page.

- If POT wins, poison takes effect, usually doing damage equal to full POT.
- If CON wins, damage equals half POT or less.

Investigator Income

For the 1890s, roll 1D10: 1 = \$500 + room & board, 2 = \$1,000, 3 = \$1,500, 4 = \$2,000, 5 = \$2,500, 6 = \$3,000, 7 = \$4,000, 8 = \$5,000, 9 = \$5,000, 10 = \$10,000.

For the 1920s, roll 1D10: 1 = \$1500 + room & board, 2 = \$2,500, 3 + 4 = \$3,500, 5 = \$4,500, \$6 = 5,500, 7 = \$6,500, 8 = \$7,500, 9 = \$10,000, 10 = \$20,000.

For the Present, roll 1D10: 1 = \$15,000, 2 = \$25,000, 3 = \$35,000, 4 = \$45,000, 5 = \$55,000, 6 = \$75,000, 7 = \$100,000, 8 = \$200,000, 9 = \$300,000, 10 = \$500,000.

The investigator also has property and other assets of value equal to five times yearly income: an investigator in the Present who makes \$55,000 has \$225,000 in assets. One tenth of that is banked as cash. Another one tenth is in stocks and bonds, convertible in 30 days. The remainder is in old books, a house, or whatever seems appropriate to the character.

Investigator Skill Categories

Some skills are in more than one category.

Communication—Art, Bargain, Craft, Credit Rating, Disguise, Fast Talk, Other Language, Own Language, Persuade, Psychology.

Manipulation—Art, Conceal, Craft, Disguise, Drive Auto, Electrical Repair, First Aid, Handgun, Locksmith, Mechanical Repair, Photography, Pilot, Rifle, Shotgun, Submachine Gun.

Perception—Art, Listen, Spot Hidden, Track.

Exertion—Art, Climb, Dodge, Hide, Jump, Machine Gun, Martial Arts, Operate Heavy Machine, Ride, Sneak, Swim, Throw.

Thought—Accounting, Anthropology, Archaeology, Art, Astronomy, Biology, Cthulhu Mythos, Geology, History, Law, Library Use, Medicine, Natural History, Navigate, Occult, Pharmacy, Physics, Psychoanalysis.

Signs & Sigils



ELDER SIGN



YELLOW SIGN



PNAKOTIC
PENTAGON



SIGN OF THE
DARK MOTHER



SIGN OF KOTH



SIGN OF EIBON

TEMPORARY INSANITY—5 or more Sanity points lost in a single roll. See below tables for possible insanities. *Short-term lasts for 1D10+4 combat rounds. Longer-term lasts for 1D10x10 game hours. Player must roll D100. If result is INT x5 or less, consult Temporary Insanity Tables.*

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

PERMANENT INSANITY—zero Sanity points reached. *Effects last for years, if not forever. Keeper and player consult to choose an appropriate mental disorder.*

Short Temporary Insanity

roll 1D10

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

Sample Sanity Losses

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

Longer Temporary Insanity

roll 1D10

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

Sample Poisons

poison	speed of effect	POT	symptoms
amanita	6-24 hours	15	violent stomach pains, vomiting, jaundice
arsenic	1/2 to 24 hours	16	burning pain, vomiting, violent diarrhea
belladonna	2 hours-2 days	16	rapid heartbeat, impaired vision, convulsions
black widow	2-8 hours	7	chills, sweating, nausea
chloral hydrate	1-3 minutes	17	unconsciousness for 1 hour; each added dose increases effect by 1 hour plus a 10% chance of respiratory failure
chloroform	1 round	15	unconsciousness, depressed respiration
cobra	15-60 minutes	16	convulsions, respiratory failure
curare	1 round	25	muscular paralysis, respiratory failure
cyanide	1-15 minutes	20	dizziness, convulsions, fainting
rattlesnake	15-60 minutes	10	vomiting, violent spasms, yellowish vision
Rohypnal, etc.	15-30 minutes	18	odorless, tasteless; unconsciousness or memory loss for 4-8 hours
scorpion	24-48 hours	9	intense pain, weakness, hemorrhaging
sleeping pills	10-30 minutes	6	normal sleep; each additional dose increases the chance for respiratory failure by 5%
strychnine	10-20 minutes	20	violent muscle contractions, asphyxiation