

Based on the work of Lynn Willis & Sandy Petersen

# Call of Cthulhu<sup>®</sup>

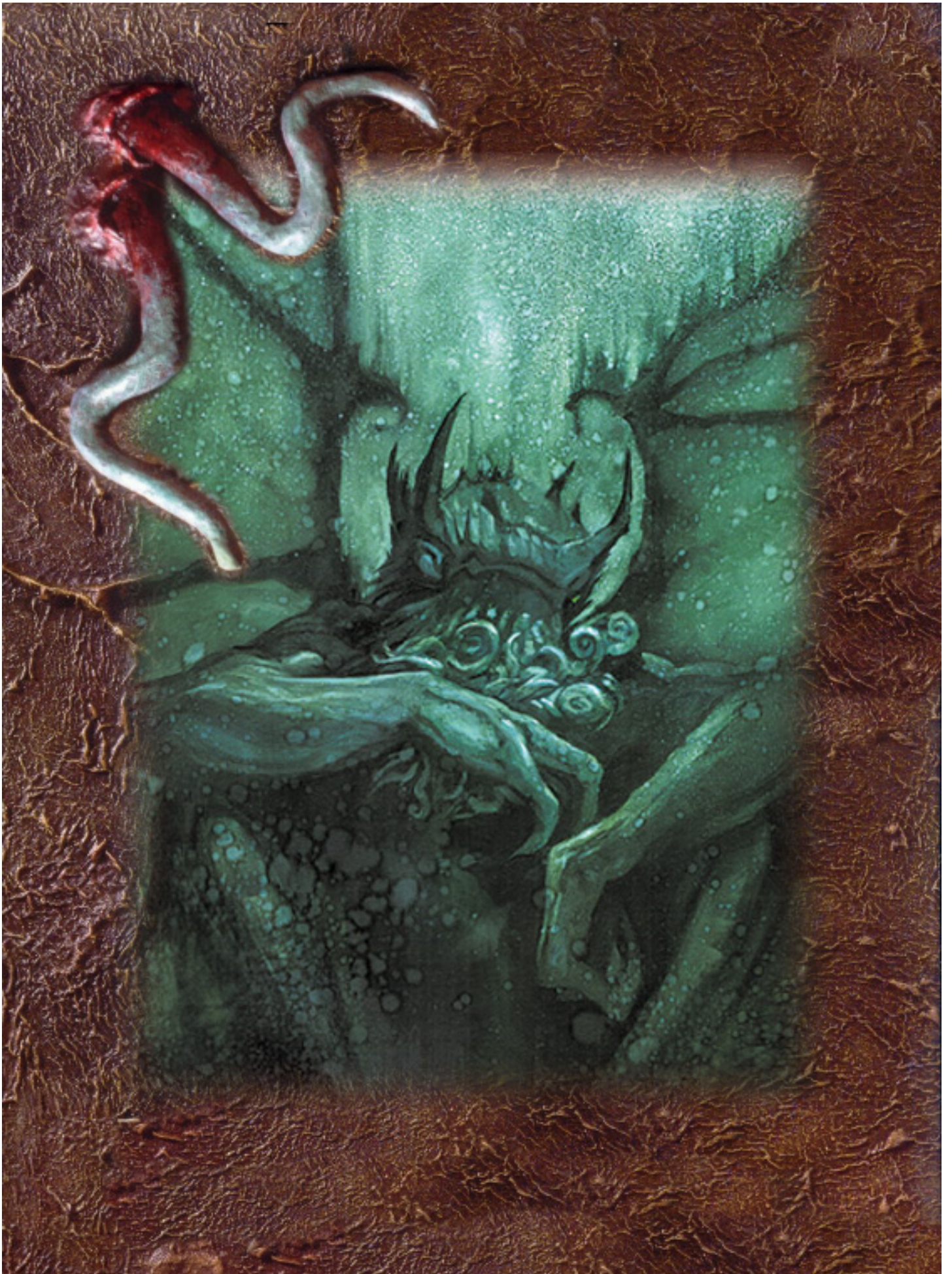
Roleplaying Game

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**Table 1: Abilities**

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5

and so on



**Table 2: Level Progression**

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

**Table 6: DC Ex.**

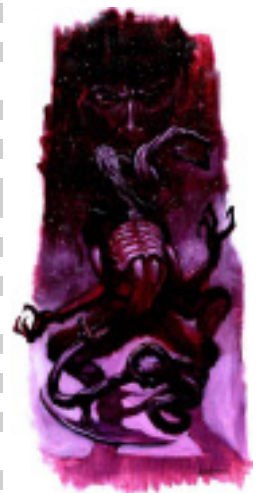
Difficulty	DC
Very Easy	0
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30

**Table 4: 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)	

**Table 3: Profession Templates** (add three more skills of player's choice)

<b>Agent (-1)</b>	<b>Antiquarian (-1)</b>	<b>Archaeologist (0)</b>	<b>Artist/Music. (-2)</b>	<b>Blue-Collar Work. (-1)</b>
Bluff	Appraise	Appraise	Bluff	Climb
Computer Use	Forgery	Climb	Craft (any one)	Craft (any one)
Forgery	Gather Information	Knowledge (archaeology)	Diplomacy	Disable Device
Gather Information	Knowledge (history)	Knowledge (history)	Innuendo	Drive
Hide	Knowledge (any one)	Knowledge (any one)	Knowledge (art)	Gather Information
Innuendo	Knowledge (any one)	Research	Listen	Operate Heavy Machinery
Move Silently	Knowledge (any one)	Search	Performance	Repair
Open Lock	Research	Speak Other Language	Sense Motive	Spot
Sense Motive	Speak Other Language	Spot	Spot	Use Rope
<b>Criminal (-1)</b>	<b>Detective (-1)</b>	<b>Dilettante (+1)</b>	<b>Doctor/Nurse (+2)</b>	<b>Parapsychologist (-2)</b>
Bluff	Gather Information	Diplomacy	Computer Use	Bluff
Disable Device	Hide	Drive	Diplomacy	Gather Information
Escape Artist	Intimidate	Gather Information	Heal	Knowledge (history)
Forgery	Listen	Innuendo	Knowledge (biology)	Knowledge (occult)
Hide	Move Silently	Knowledge (art)	Knowledge (medicine)	Knowledge (religion)
Innuendo	Open Lock	Knowledge (one city)	Knowledge (any one)	Listen
Move Silently	Search	Pilot	Listen	Search
Open Lock	Sense Motive	Ride	Research	Sense Motive
Sleight of Hand	Spot	Speak Other Language	Spot	Spot
<b>Priest/Clergyman (-1)</b>	<b>Professor (0)</b>	<b>Psychologist (0)</b>	<b>Soldier (-2)</b>	<b>Technician (+2)</b>
Concentration	Concentration	Bluff	Climb	Computer Use
Diplomacy	Diplomacy	Diplomacy	Hide	Craft (any one)
Knowledge (religion)	Gather Information	Gather Information	Jump	Disable Device
Knowledge (any one)	Knowledge (any one)	Heal	Listen	Knowledge (any one)
Knowledge (any one)	Knowledge (any one)	Knowledge (medicine)	Move Silently	Open Lock
Listen	Knowledge (any one)	Knowledge (psychology)	Spot	Operate Heavy Machinery
Sense Motive	Research	Psychoanalysis	Swim	Repair
Speak Other Language	Speak Other Language	Research	Use Rope	Research
Spot	Spot	Sense Motive	Wilderness Lore	Search
<b>White-collar Work. (+1)</b>	<b>Writer/Reporter (-1)</b>			
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			



**Table 7: Balance**

Surface	DC
6+ to 12 inches wide	10
2 to 6 inches wide	15
Less than 2 inches wide	20
Uneven floor	10
Surface angled	+5
Surface slippery	+5

**Table 8: Bluff**

Example	Modifier to Sense Motive
Target wants to believe you	-5
Bluff is believable/ doesn't affect target much	+0
Bluff is a little hard to believe/ puts the target at some risk	+5
Bluff is hard to believe or risky for the target	+10
Bluff is way out there	+20

**Table 9: Climb**

Wall or Surface	DC
Knotted rope and wall	0
Rope with wall/ knotted rope with no wall	5
Surface with ledges	10
Surface with handholds and footholds/ rope	15
Uneven surface with narrow handholds and footholds	20
Rough surface	25
Overhang or ceiling with handholds only	25
Perfectly smooth, flat, vertical surface	-
Chimney	-10
Corner	-5
Slippery surface	+5

**Table 5: 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

**Table 10: Computer Use**

Task	DC
Modify existing program	15
Create new program	20-30
Break into secured system	25

**Table 11: Concentration**

Distraction	DC
Vigorous motion	10
Violent motion	15
Casting on the defensive	15
Taking damage	15 + damage
Suffering continuous damage	15 + half of cont. damage
Spellcasting while grappled or pinned	25

**Table 12: Craft**

Item	DC
Very simple	5
Typical	10
High-quality	15
Complex or superior	20
Very complex	25

**Table 13: Demolitions**

Task	DC
Set explosive device	10
Disarm explosive	15
Build explosive from scratch	25
Disarm scratch-built explosive	Opposed

**Table 14: Disable Device**

Device	Time	DC
Simple	1 round	10
Tricky	1d4 rounds	15
Difficult	2d4 rounds	20
Wicked	2d4 rounds	25

**Table 15-1: Disguise**

Disguise	Modifier
Minor details only	+5
As different sex	-2
As different race	-2
As different age, per category	-2

**Table 15-2: Disguise**

Familiarity	Modifier to Spot
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

**Table 17: Escape Artist**

Restraint	DC
Ropes	Opponent's Use Rope +10
Net	20
Handcuffs	30
Tight space	30
Grappler	Opponent's Grapple check

**Table 22: Listen**

Sound	DC
People talking	0
Person walking trying to be quiet	10
Cat stalking	19
Per 10 ft from the listener	+1
Through a door	+5
Through a stone wall	+15

**Table 27: Search**

Task	DC
Ransack a drawer to find an item	10
Notice a typical secret door or trap	20
Notice a well-hidden secret door	30

**Table 29: Sleight of Hand**

Task	DC
Palm a coin-size object	10
Lift a small object from a person	20
Plant an object on a person	30

**Table 32: Swim**

Water	DC
Calm water	10
Rough water/ moderate current	15
Stormy water/ strong current	20
DC 20 each hour or take 1d6 subdual damage	

**Table 35: Wilderness Lore**

Task	DC
Get along in the wild	10
Gain bonuses against severe weather	15
Avoid getting lost or natural hazards	15

**Table 16: Drive**

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

**Table 20: Heal**

Task	DC
First aid	15
Immediate psychological help	15
Long-term physical care	15
Treat poison	Poison's DC
Treat disease	Disease's DC

**Table 23: Open Lock**

Lock	DC
Very simple	20
Average	25
Good	30
Amazing	40

**Table 26: Ride**

Task	DC
Guide with knees	5
Stay in saddle	5
Cover	15
Leap	15
Soft fall	15
Control mount in battle	20
Fast mount or dismount	20*

\*Armor check penalty applies

**Table 36: Track**

Surface or Condition	DC
Very soft surface	5
Soft surface	10
Firm surface	15
Hard surface	20
Every 3 targets being tracked	-1
Target is Fine	+8
Target is Diminutive	+4
Target is Small	+1
Target is Medium	+0
Target is Large	-1
Target is Huge	-2
Target is Gargantuan	-4
Target is Colossal	-8
Every 24 hours elapsed	+1
Every hour of rain elapsed	+1
Fresh snow cover	+10
Overcast or moonless night	+6
Fog or precipitation	+3
Moonlight	+3
Target hides trail	+5

**Table 18: Forgery**

Condition	Forgery Check Modifier
Document unknown to reader	-2
Document somewhat unknown to reader	+0
Document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting well known to reader	+2
Reader casually reviews the document	-2

**Table 19: Handle Animal**

Task	Time	DC
Handle domestic animal	Varies	10
"Push" domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD
Train a wild animal	2 months	20 + HD

**Table 21: Jump**

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running jump*	5 ft	+ 1ft/1 point above 10	Height + 6 ft
Standing jump	3 ft	+1 ft/2 points above 10	Height + 2 ft
Running high jump*	2 ft	+1 ft/4 points above 10	Height + 1 1/2 ft
Standing high jump	2 ft	+1 ft/8 points above 10	Height
Jump back	1 ft	+1 ft/8 points above 10	Height

\*Must move 20 feet before jumping

**Table 24: Performance**

Check Result	Performance
10	Routine
15	Enjoyable
20	Great
25	Memorable
30	Extraordinary

**Table 25: Psychoanalysis**

Task	DC
Immediate care	15
Long-term care	20

**Table 28: Sense Motive**

Task	DC
Hunch	20
Sense enchantment	25

**Table 31: Spot**

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

**Table 30: Spellcraft**

Task	DC
Identify spell being cast	15
Identify spell already in place	20
Decipher a written spell without learning it	25
Understand a strange or unique magical effect	30+

**Table 34: Use Rope**

Task	DC
Tie a firm knot	10
Tie a special knot	15
Tie a rope one-handed	15
Splice two ropes together	15

**Table 33: Tumble**

Task	DC
Treat a fall as 10 feet shorter	15
Tumble up to 20 feet, through areas adjacent to enemies	15
Tumble up to 20 feet, through areas occupied by enemies	25

**Table 38: Psychokinesis**

Task	DC
Opening a door	20
Turning a dial to a specific setting	25
Tying or untying a knot	30
Signing your name	35



### Table 39: Mind Reading

Circumstances	DC
Target touching you	15
Target within 30 feet	20
Target between 30 feet and 1 mile	25
Target between 1 and 25 miles	30
Target between 25 and 1,000 miles	35
Target more than 1,000 miles away	40
Target well known to you	-2
Target acquainted with you	+0
Target unknown to you	+2
Target is unwilling	+5
Target has Sensitive feat	-5
Target has Telepathy feat	-5

### Table 40: Remote Viewing

Location	DC
Less than 100 feet away	15
Between 100 feet and 1 mile	20
Between 1 and 25 miles	25
Between 25 and 1,000 miles	30
More than 1,000 miles away	35
Location well known to you	+0
Location you have seen once	+2
Location only described	+4
Location never seen	+6
Location unimaginable	+8

### Table 49: 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)

Disarm  
Grapple  
Trip

### Table 41: Telepathy

Circumstances	DC
Target touching you	15
Target within 30 feet	20
Target between 30 feet and 1 mile	25
Target between 1 and 25 miles	30
Target between 25 and 1,000 miles	35
Target more than 1,000 miles away	40
Target well known to you	-2
Target acquainted with you	+0
Target unknown to you	+2
Target is sleeping	-5
Target has Sensitive feat	-5
Target has Mind Reading feat	-5

### Table 42: 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

### Table 43: Temp. Insanity Duration

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

### Table 47: 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

### Table 48: 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

### Table 50: 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 cowering 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

### Table 44: Short-Term T. 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

### Table 45: Long-Term T. 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

### Table 46: 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	Somatiform disorders
86-95	Substance abuse disorders
96-00	Other disorders

### Table 51: 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

### Table 52: Concealment

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



**Table 53: 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

**Table 54: Substance Hard. 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

**Table 55: Weapon Hard. 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

**Table 56: 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

**Table 57: 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

**Table 59: Detecting Invisible Treat.**

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

**Table 63: Generic Firearms**

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

**Table 62: Melee Weapons**

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

**Table 60: 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)

**Table 61: 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

\* permanent

**Table 58: 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	

**Table 64: 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

**Table 65: Explosives**

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

