Credits

Author: Tony Williams.

Layout: Tony Williams based on the original Trail of Cthulhu layout by Jérôme Huguenin.

Based on Trail of Cthulhu written by Kenneth Hite, featuring the GUMSHOE system by Robin D. Laws and illustrated by Jérôme Huguenin.

This document is published with special permission Pelgrane Press Ltd., and may be redistributed for non-commercial use, but not hosted other than at pelgranepress.com
Tests and Spends

Test Difficulty Levels
Very easy 2.
Standard difficulty 4.
Extremely hard 8.

Investigators with zero rating in the tested General Ability (except the fighting abilities Scuffling, Weapons and Firearms) will automatically fail rolling for a test.

Simple Test
For success k6 = the number of pool points spent, must be equal to or greater than the test difficulty.
A failed test can only be repeated if the subsequent amount of pool points spent is greater than the previous attempt and the player can provide a valid reason.

Co-operative Test
This test applies where only two investigators co-operate in a goal.

Pool points are added at 1 less than they spend.
The investigator making the roll can spend their own pool points to add at the normal rate.

Piggyback Test
Applies to two or more investigators participating in a group activity that is not a Co-operative Test.

One investigator is the lead. All others must spend 1 pool point in the tested ability which are not added to the die roll.
Those that can’t (because of no pool points remaining, or a zero rating) each add a -2 penalty to the die roll.
The lead can spend their own pool points to add to the die roll at the normal rate.

Contest
Used when one character tries to thwart the actions of another which pitches an ability of one against an ability of the other.
The Keeper decides which ability is tested for each character and the difficulty for each character.
The order of testing is:
Flers test before pursuers or, if not a contest of pursuit;
Characters test in order of rating in their tested ability, lowest first to highest last.
If tied, an NPC or creature tests before an investigator.
If investigators tie, the player who arrived the latest to the game session goes first.

Each character in turn follows the Simple Test procedure.
The process is repeated until one character fails. The first to fail loses the overall contest.

Zero Sum Contest
Used to single out one investigator from a group. The Keeper informs the players if they will be testing for a good or had outcome.
A General Ability is assigned to the test and players can choose to spend pool points to add to their die roll.
Pool point spends are kept secret from each other until after the dice are rolled.
For a beneficial outcome the player with the highest die roll plus pool point spend wins, and for a detrimental outcome the lowest result “wins.”
Ties are broken by further pool point spends if the players wish, or the Keeper decides.

Continuing Challenge
This requires the players to pass a series of tests successfully to complete the entire task.
The Keeper assigns a General Ability to the test series and an overall difficulty representing the cost of performing the entire task (typically 8+).
Each individual test in the series has the standard difficulty of 4.
Players can test in turn (individually or simultaneously), or via a Co-operative Test (as appropriate to the task).
Each successful individual test roll reduces the overall task difficulty by the die points and pool point spend.
Failed test roll die points and pool point spends are disregarded, but still add to the time required to complete the task.
The task is complete when the overall difficulty is reduced to zero.

General Spend
Some tasks have no chance of failure but require effort to achieve.
The task is assigned a General Ability pool point total that one or more players may spend pool points towards to complete.

Pool Point Refresh
Non-Player Characters
NPCs and creatures refresh Health pool points at k6 per day if not receiving special treatment.
Their other ability pool points refresh to half their rating in the first 12 hours of non-expenditure and to their rating in the next 12 hours.

Investigative Abilities
Comprised of Academic, Interpersonal, and Technical abilities.

Academic
Accounting
Anthropology
Archaeology
Architecture
Art History
Biology

Cthulhu Mythos
Cryptography
Geology
History
Languages
Law
Library Use
Medicine
Occult
Physics
Theology

Academic
Accounting
Anthropology
Archaeology
Architecture
Art History
Biology

Cthulhu Mythos
Cryptography
Geology
History
Languages
Law
Library Use
Medicine
Occult
Physics
Theology

Hypnosis

Magick

(examples)

Player Characters
Athletics, Driving, Firearms,
Fleeing, Piloting, Riding, Scuffling
and Weapons pool points refresh
fully 24 hours after their last use.

Three other General Ability pools, except Health, Stability and Sanitary, can be refreshed fully once per session if the character is in a safe harbor.

Investigators recover 2 Health pool points per day of rest as long as they are not seriously wounded.

Seriously wounded characters must be hospitalised to recoup Health pool points (see the Health rules).

During an adventure Stability pool points can be recovered by Psychological Triage, by following Drives or with a Confidence Roll (see the Stability rules).

Between adventures a character’s Stability pool points recover to their rating. In a Pulp campaign investigators are assumed to be reconnecting with their Sources of Stability.

Investigative Ability pool points only refresh between adventures or campaign break points.

Ability List By Families

Interpersonal
Assess Honesty
Bargain
Bureaucracy
Cop Talk
Credit Rating
Flattery
Interrogation
Intimidation
Oral History
Reassurance
Streetwise

Technical
Art
Astronomy
Chemistry
Craft
Evidence Collection
Forensics
Locksmith
Outdoorsman
Pharmacy
Photography

*Some General Abilities can be used as Investigative Abilities in some circumstances. They are always bought and built as General Abilities.
**Combat**

**Surprise**
 Investigators surprise adversaries by passing a difficulty 4 **Stealth** test (apply any **Alertness Modifier** the adversary possesses).

Investigators are surprised when failing a difficulty 4 **Sense Trouble** test (apply any **Stealth Modifier** the adversary possesses).

Surprise forces a -2 difficulty penalty to any subsequent test, or -2 to a target’s **Hit Threshold** for the following combat round only.

**Combat Round Order**
 For 2 combatants the individual that initiated the combat acts first, the defender acts second.

If unclear on who acted first, or for more than 2 combatants:

- Non-surprised characters act in order of highest rating in their tested fighting ability to lowest.

- If a tie for rating, the character with the highest tested ability pool points acts first.

- If tied, a player character acts before an opponent (earlier arriving players to the game session act before later players).

Any surprised characters act last.

Once set, the combat round order remains the same, except:

- Anyone who performs a non-attack move acts to last place.

- Anyone who joins after the fight begins, joins in last place.

**Target Choice**
 Characters with zero rating in their tested fighting ability must state their target at the start of each combat round and can not alter this choice when it is their turn to attack.

All other characters can choose any target in range when it is their turn.

---

**Blackjacks**
Blackjacks, brass knuckles, coshes, saps, rolls of quarters or shillings tucked up in the fist, and similar life-preserving gear do -1 damage, rather than -2 as for a normal fist attack.

Using them is a test of **Scuffling**, not **Weapons**.

In a purely **Scuffling** combat the blackjack user goes last.

---

**Hit Threshold Modifiers**
Target’s cover against firearms:
- Open Terrain: -1
- Partial or Soft Cover: 0
- Hard Cover: -1

**Attack Test**
Attacks against downed or helpless opponents, or those already held at gunpoint are automatic successes.

The difficulty of each attack test is the target’s **Hit Threshold** plus the following modifiers:
- **Attacker Surprised:** +2
- **Attacker Hurt:** +1
- **Attacker Shaken:** +1
- **Attacker Mind Blasted:** -1

**Damage Calculation**
Successful attacks cause:
- 1d6 damage - any relevant **Armour Point** value of the target + weapon damage modifier.

Attackers with zero rating in the tested fighting ability suffer a -2 damage penalty.

**“Non-Lethal Damage” Attack**
An attacker can declare a **Scuffling** attack a “non-lethal damage” attack. If target’s **Health pool points** fall within the range -1 to -11 they must pass a **Consciousness Test** or faint.

The target’s **Health pool points** can not fall below -11 by this attack.

---

**Weapon Damage Modifiers**

| Unarmed | -2 |
| Blackjacks | -1 |
| Nightstick | 0 |
| Fireplace poker | 0 |
| Heavy club | 0 |
| Bullwhip | 1 |
| Machete | 0 |
| Sword | 1 |
| Small improvised weapon | -1 |
| Large improvised weapon | 0 |

**Generic Firearm Damage Modifiers**

| Light firearm | 0 |
| Heavy firearm | -1 |
| Any firearm at point-blank range | -2 |

* all gunshots are considered heavy firearms at point-blank range irrespective of calibre

**Fleeing from Ongoing Combat**
Fleeing requires an **Athletics** or **Fleeting** test of difficulty 3 plus the number of enemies being fled from.

Success means the character flees. Remaining enemies can choose to pursue but must roll first in the ensuing chase contest.

Failure means opponents have the choice to either:
- Prevent the character fleeing by spending 3 **Athletics** or **Fleeting** points, or
- Allow flight, but the opponent with the highest damage modifier can deal one instance of damage to the fleeer. The fleeer must roll first in any ensuing chase contest.

---

**Health**

**Consciousness Test**
When an investigator’s **Health pool points** cross from -1 to 0 or -5 to -6 they must pass a **Consciousness Test** or faint.

The difficulty is the positive value of the amount of **Health pool points** they are below zero.

Players can spend **Health pool points** (thus lowering their **Health pool** further) to add to the test die roll (this does not make this test difficulty worse, but would make subsequent tests more difficult).

**Hurt (0 to -5 Health)**
A hurt character’s tests suffer a -1 difficulty penalty or -1 to a target’s **Hit Threshold**.

A hurt character must first pass a **Consciousness Test** in order to spend **Investigative Ability pool points** (failure of this test will not result in the character fainting).

**Seriously Wounded (-6 to -11 Health)**
A seriously wounded character can take no further action whatsoever, even if conscious.

Seriously wounded characters will continue to lose 1 **Health pool point** every half hour until stabilised.

Stabilisation is by another character passing a difficulty 3 **First Aid** test (difficulty 2 if a Doctor or Nurse) but they can not restore any **Health pool points** to the seriously wounded character.

To recover **Health, seriously wounded** characters must be hospitalised for a number of days equal to the negative value of their **Health pool points**.

On discharge from hospital **Health pool points** recover to half **Health rating**. Next day they recover fully.

**Recovering Health via rest**
Investigators recover 2 **Health pool points** per day of rest as long as they are not seriously wounded.

NPCs and creatures usually recover 1d6 **Health pool points** per day.

**First Aid**
*First Aid* can only restore **Health pool points** to hurt characters.

Each **First Aid pool point** spent by another character restores 2 **Health pool points** to the hurt character (3 if treated by a Doctor or Nurse).

Each **First Aid pool point** spent by the hurt character themselves restores 1 **Health pool point** (2 if a Doctor or Nurse).

If a character has no **First Aid pool points** left, they can still restore 1 **Health pool point** to themselves or someone else per scene.

**First Aid** can not restore **Health pool points** to a level higher than before the latest damage occurred.

Purist ⇒ **First Aid** can not restore **Health pool points** to a third of the character’s rating.

**Defeating Adversaries**
“Defeat” can be anything the Keeper wishes it to mean; killed, subdued, knocked unconscious, dissipated or some other result.

Non-human adversaries are “defeated” when their **Health pool points** reach zero.

Pulp ⇒ human adversaries are “defeated” when their **Health pool points** reach zero.

Purist ⇒ human adversaries become hurt and seriously wounded and are susceptible to **Consciousness Tests**.

**Human Death**
Investigators (and human opponents under Purist rules) die at -12 **Health pool points**.
FIREARMS

Disarming Opponents
Both protagonists engage in a Scuffling contest; the winner takes the firearm.

If a pistol, the winner can apply one shot of damage to the loser including the damage modifier for point-blank range.

If not a pistol, the winner can apply damage as if it were a club striking the loser (damage modifier: 0).

Multiple Handguns (Pulp Only)

Pulp characters with a Firearms rating of 5+ can use a pistol in each hand by spending 1 Firearms pool point each combat round (which is not added to the test die roll).

If firing on multiple targets the second target’s Hit Threshold increases by +2.

Automatic Firearms
Attacker can claim 2 free Firearms pool points once only for combat encounter (3 free pool points for 50- bullet capacity drums).

If the free Firearms pool points are claimed the automatic weapon must be reloaded after firing.

If the free Firearms pool points are claimed a natural 1 on any Firearms test die means the weapon has jammed after firing. Fixing requires a combat round and a successful difficulty 4 Mechanical Repair test.

Pulp: If the free Firearms pool points are claimed multiple targets can be fired on in the same combat round but must be at close range or nearer:

Each target requires a separate Firearms test.

Each target after the first gets a Hit Threshold bonus of (Total Targets Fired Upon - 1).

The same target can not be fired on multiple times in the same combat round.

Hit Threshold Modifiers
Amend by type of cover of target:

- Open Terrain: -1
- Partial or Soft Cover: -0
- Hard Cover: -4

If target is charging from less than five feet away, in the open, then Hit Threshold is reduced to 1 (or 2 if the target has an Athletics rating of 8+).

Long Range
Purist: only rifles can be used for long range shots.

Pulp: pistols can be used at long range or a rifle beyond long range, up to 500 yards, by spending 2 extra Firearms pool points (which are not added to the test die roll).

Incompetence
Attacker with zero Firearms rating suffers a -2 damage penalty.

If they roll a natural 1 for their Firearms test they have shot an ally or themselves.

Triple Damage
Firearm damage is tripled for targets that are:

- Helpless at point-blank range
- Charging towards the attacker in the open, from less than five feet away

Running Out of Ammunition
Purist: keep track of how many shots have been fired per clip, or optional rule that a natural 1 on a Firearms test means that the gun ran out and did not fire.

Pulp: should only run out if dramatically appropriate.

Reloading
Takes one combat round.

Optional rule: reloading under stress requires a successful difficulty 3 Firearms test.

<table>
<thead>
<tr>
<th>Firearm</th>
<th>Ammo</th>
<th>Damage Modifier by Range</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remington .41 short double derringer (1866)</td>
<td>2</td>
<td>+2</td>
<td>•</td>
</tr>
<tr>
<td>Webley &amp; Scott Police Model .32 ACP automatic pistol</td>
<td>8</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>TT-33 Tokarev 7.62mm automatic pistol (1933)</td>
<td>8</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>Nambu Type 14 8mm automatic pistol</td>
<td>8</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>Mauser “Broomhandle” 7.62 mm automatic pistol (1896)</td>
<td>10</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>Colt Police Positive .32 revolver (1907)</td>
<td>6</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>Walther PPK .32 automatic pistol (1931)</td>
<td>7</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>Very 12-gauge flare pistol (1882)</td>
<td>1</td>
<td>+1</td>
<td>+2</td>
</tr>
<tr>
<td>Colt M1911A1 .45 ACP automatic pistol (1926)</td>
<td>7</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Luger Po9 9mm automatic pistol (1908)</td>
<td>8</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Walther P38 9mm automatic pistol (1938)</td>
<td>8</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>FN Browning High-Power 9mm semiautomatic pistol (1935)</td>
<td>13</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Webley No. 1 Mk IV .455 SAA revolver (1915)</td>
<td>6</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Smith &amp; Wesson .38 Special revolver (1902)</td>
<td>6</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Smith &amp; Wesson Model 27 .357 Magnum revolver (1927)</td>
<td>6</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Winchester M1912 20-gauge pump shotgun (1912)</td>
<td>5</td>
<td>+3</td>
<td>0</td>
</tr>
<tr>
<td>Remington M1920 20-gauge shotgun (1932)</td>
<td>2</td>
<td>+1(+6)</td>
<td>0</td>
</tr>
<tr>
<td>Winchester M1912 12-gauge pump shotgun (1912)</td>
<td>5</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Remington M1923 12-gauge shotgun (1932)</td>
<td>2</td>
<td>+1(+6)</td>
<td>+1(+2)</td>
</tr>
<tr>
<td>Remington M1944 .22LR sporting rifle (1932)</td>
<td>20</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>Mannlicher-Carcano M1891 6,5mm bolt-action carbine (1892)</td>
<td>6</td>
<td>+2</td>
<td>0</td>
</tr>
<tr>
<td>Mauser 98K 7,92mm rifle (1935)</td>
<td>5</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>M1 Garand .30-06 rifle (1936)</td>
<td>8</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Lee-Enfield MKIII .303 rifle (1907)</td>
<td>10</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Holland &amp; Holland Double Express .600 elephant rifle (1903)</td>
<td>2</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>Thompson M1921 submachine gun (1921)</td>
<td>30, 10, 50 or 100</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>“Schmeisser” MP28 submachine gun (1928)</td>
<td>32</td>
<td>+3</td>
<td>+1</td>
</tr>
<tr>
<td>Browning Automatic Rifle (BAR) .303 machine gun (1918)</td>
<td>20</td>
<td>+4</td>
<td>+2</td>
</tr>
</tbody>
</table>

1. **bipod/prone**: requires a bipod to fire (or the user to be prone with the weapon)
2. **double-barreled**: when firing both shells simultaneously use parenthetical damage bonus at point-blank or close range
3. **full-auto**: may add 2 bonus points to your Firearms pool, or 3 bonus points with a 50-100 round drum, but if you do must reload after firing; full-auto bonus only once per encounter
4. **incendiary**: can ignite flammable materials at up to long range
5. **jams**: when used on full-auto, if you roll a natural 1 your gun jams, even if you hit your target
6. **kickback**: must pass a difficulty 3 Athletics test to remain upright after firing
7. **reliable**: -1 bonus to difficulty level for tests to repair or re-load
8. **small**: +1 penalty to difficulty level for tests to search person for a concealed weapon
**Hazards**

**Falling**
Climbing characters must pass an **Athletics** test, the difficulty of which is a measure of how enormous the surface being scaled is.

Failure results in a fall and damage equal to the difficulty of the test.

Falling onto something bad such as spikes or concrete adds -2 damage.

**Poison**
Keepers may allow a successful **First Aid** test (or **Outdoorsman** test for natural poisons) to remove the poison at the moment it is ingested/injected/applied.

Poison results in various effects to the target at the discretion of the Keeper.

**Darkness**
Creatures with highly developed senses other than sight e.g. dogs will not be affected by darkness.

Creatures which do rely primarily on sight e.g. humans will suffer the modifier effects listed in the table below.

Characters with flashlights treat the darkness as one level lighter but suffer a -1 penalty to their **Hit Threshold** due to accenting their position in the dark.

---

**Asphyxiation or Drowning**
Characters who cannot breathe must make an **Athletics** test each round.

The difficulty begins at 3 and increases by 1 each round.

As soon as a test is failed the character suffers 1d6 damage each round, which will be negated if the character is resuscitated.

**Fire**
Falling into a fire causes 1d6 damage to any human character.

If a character is set on fire they receive 1d6 damage each round until extinguished.

A burning character can “drop and roll” to extinguish the flames themselves with a successful difficulty 3 **Athletics** test.

Entering a burning building causes 1d6 damage each round and also causes asphyxiation as described above.

**Extreme Temperature**
Unprotected investigators exposed to extreme temperatures are classified as **hurt** (see the **Health** rules).

---

**Acid**
Once an acid is applied to a target, roll for damage and apply this same damage each successive round until the acid is treated by someone with the **Chemistry** or **Medicine** ability (not **First Aid**).

The damage roll is as follows:
- **Weak Acid**: 1d6-2
- **Strong Acid**: 1d6
- **Very Strong Acid**: 1d6-1

The Keeper may decide that a successful acid attack merely blinds an investigator until treated.

---

**Anagnorisis (Optional Rule)**

| Purist | Keepers can determine that a particular plot device of an adventure is the **Big Reveal** (something “Earth Shattering” about the Mythos). Any **Stability pool point** loss resulting from a failed **Stability** test brought on by the **Big Reveal** is triple the normal amount with a minimum of 8 pool points. Any **Sanity pool point** loss from encountering a Mythos Entity as part of the **Big Reveal** is doubled.

Any character that does not go insane immediately must end up retiring from active duty.

---

**Creatures**

**Alertness and Stealth Modifiers**
A creature’s **Alertness Modifier** is added to the difficulty level of any test that involves furtive abilities directed against the creature e.g. **Flee**, **Stealth**, **Shadowing**.

Its **Stealth Modifier** is added to the difficulty level of any test that involves trying to detect the creature e.g. **Sense Trouble**.

---

**Explosives**
Explosives do 1d6 damage plus the modifier for range as listed in the Explosive Device Table above.

- Note: firing a rifle-grenade requires a **Firearms** test. Firing mortars, rockets or artillery requires a **Mechanical Repair** test.

Investigators about to be the victim of an explosive booby-trap should be allowed a difficulty 4 **Sense Trouble** test.

Success means they managed to throw themselves and their companions from point blank range to close range when calculating damage from the explosion.

---

**Lethal Firearms (Optional Rule)**
Used to increase the danger of firearms. Any successful **Firearm** damage on a human, causing the victim’s **Health pool points** to fall to zero or less, immediately causes 6 extra **Health pool points** to be lost.

---

© 2017 Pelgrane Press Ltd. All rights reserved. *Teat of Cthulhu* is published by arrangement with Chaosium, Inc. *Teat of Cthulhu* is a trademark of Pelgrane Press Ltd. Pelgrane Press Ltd. is co-owned by Simon Rogers and Catharina Tobin.

---

<table>
<thead>
<tr>
<th>Explosive Device</th>
<th>Damage Modifier by Range</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Point Blank</td>
</tr>
<tr>
<td>Molotov cocktail*</td>
<td>+1</td>
</tr>
<tr>
<td>Pipe bomb</td>
<td>+2</td>
</tr>
<tr>
<td>Dynamite (single stick)</td>
<td>+3</td>
</tr>
<tr>
<td>Dynamite (bundle)</td>
<td>+7</td>
</tr>
<tr>
<td>Expanding car or propane tank*</td>
<td>+4</td>
</tr>
<tr>
<td>Firedamp, coal-dust or mill-foul explosion</td>
<td>+6</td>
</tr>
<tr>
<td>Gas main*</td>
<td>+9</td>
</tr>
<tr>
<td>Hand-grenade or rifle-grenade</td>
<td>+3</td>
</tr>
<tr>
<td>Land mine</td>
<td>+8</td>
</tr>
<tr>
<td>Mortar shell or rocket attack*</td>
<td>+6</td>
</tr>
<tr>
<td>Artillery strike or bomber attack*</td>
<td>+17</td>
</tr>
</tbody>
</table>

* incendiary: can ignite flammable materials at up to long range

---

**Throwing Objects**
Throwing rocks, grenades, dynamite, Molotovs or similar requires an **Athletics** test. The difficulty depends on the distance to the target:

- Point Blank: 2
- Close (same room): 3
- Near (across the street): 5

Trying to hit an exact spot on the target adds the following penalties to the difficulty:

- Point Blank: +1
- Close (same room): +1
- Near (across the street): +2

If the thrown item is not designed to be thrown or is unaerodynamic e.g. dynamite or Molotovs, then the difficulty is increased further by +1
**VEHICLES**

**Top Speed Modifiers**
Motorcycles with added sidecar: ½ top speed.
Non-off-road vehicle goes off-road: ½ top speed.
Off-road vehicle goes off-road: ¾ top speed.

**Driving Contests**
A difference of 10 mph or more in the effective top speeds of chase vehicles forces a -1 difficulty penalty on the driver of the slower vehicle for their *Driving* tests.
A difference of 30 mph or more forces a -2 difficulty penalty.

The Keeper may rule that local traffic conditions, twisty narrow streets, or other considerations obviate these penalties.
Or, if more dramatically appropriate, they may rule that a much faster vehicle speeds away ending the scene rather than performing the *Driving* Contest.
A Keeper may ask passengers riding on the running boards of a vehicle to pass an *Athenetics* test to remain clinging on if their driver spends any *Driving* pool points.

**Damage From Crashes**
Characters in a crashed vehicle sustain damage equal to the difficulty of the failed *Driving* test which resulted in the crash:
-1 travelling at normal city speeds
-2 travelling at higher speed
-2 if seatbelts were worn
-1 if crashed into larger vehicle
-1 if crashed into smaller
-3 if crashed into motorcycle
-1 if crashed into building

**FIREFARMS vs VEHICLES**
People under fire inside a vehicle have the cover bonuses described in the *Firearms* rules applied to their *Hit Threshold*.

Characters firing on a moving vehicle suffer a -2 *Hit Threshold* penalty to their test rolls if they specifically target the vehicle's engine block, fuel tank or tyres.

A vehicle's engine block has an *Armour Point* value of 4 against bullets, the fuel tank 2 and the tyres 0. If the fuel tank or engine block are damaged, driving difficulties will result. Any damage a tyre sustains causes it to burst.

The driver of a vehicle under fire may spend 1 *Driving pool point* per round to prevent damage occurring to the engine block, fuel tank or tyres. They may not use any other ability whilst doing this.

**TOMES**

**Skimming**
Tomes can provide investigators with clues or *Benefits*.

To get the clue or *Benefit* the investigator must skim the tome.

To skim the tome the investigator must be able to read the language in which it is written.

Skimming takes one hour per 100 printed pages or per 10 handwritten pages in the tome.

A 1 pool point spend in *Library Use* will halfl this time.

A 2 pool point spend in *Library Use* reduces this time to a few minutes.

**Porbing**
Tomes can also provide investigators with resources such as spells or *Cthulhu Mythos* rating points.

To get the resource the investigator must pore over the tome.

To pore over the tome the investigator must be able to read the language in which it is written.

Poring over a tome takes as long as the Keeper deems necessary in order to obtain the resource.

See the Trail of *Cthulhu Rulebook* pg. 105-109 for specific details of major *Mythos* tomes.

**MAGIC**

**Learning Spells**
Besides tomes, investigators can learn spells during an adventure from other sources e.g. instructors, shamans, (in)human instructors or a *Mythos* revelation.

Learning a spell in this way will take a time period as decided by the Keeper and will require a successful *Stability* test of difficulty particular to the spell (usually 4).

Learning spells via communicating with *Mythos* powers will not usually require a *Stability* test since the act of confronting the *Mythos* will already have forced some level of *Stability* test.

Some spells may also require pool points in other abilities to be spent in order to learn the spell, or to reduce the learning time, or to help reduce the learning *Stability* test difficulty level.

**Casting Spells**

Spells can be incantations or rituals. Either type can take a variable time to cast as per the spell description.

Incantations require a successful *Stability* test to cast and possibly other ability pool points. The difficulty of the *Stability* test and any other pool point spends will be peculiar to each incantation spell.

Rituals require the caster to partake in a *Stability* contest of difficulty particular to the spell. The antagonistic contest roll makes use of the pool points to add to the die roll. The *Inertia* pool points will be specific to the ritual spell. There may also be other ability pool points involved in casting specific to the ritual.

A failed casting will still cost half the required pool points that a successful casting would have.

---

<table>
<thead>
<tr>
<th>Credit</th>
<th>Equivalent Social Strata</th>
<th>1830s Annual Income</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Pauper / Charity Case</td>
<td>$0-$850</td>
</tr>
<tr>
<td>1</td>
<td>Working Poor</td>
<td>$150-$250</td>
</tr>
<tr>
<td>2</td>
<td>Working Class</td>
<td>$250-$1,250</td>
</tr>
<tr>
<td>3</td>
<td>Lower Middle Class</td>
<td>$1,250-$5,000</td>
</tr>
<tr>
<td>4</td>
<td>Middle Class</td>
<td>$5,000-$30,000</td>
</tr>
<tr>
<td>5</td>
<td>Upper Middle Class / Bourgeois</td>
<td>$30,000-$80,000</td>
</tr>
<tr>
<td>6</td>
<td>Upper Class / Wealthy</td>
<td>$80,000-$75,000</td>
</tr>
<tr>
<td>7+</td>
<td>Landed Gentry / Business Elite / Fabulously Wealthy</td>
<td>$75,000 up</td>
</tr>
</tbody>
</table>

---

**Assisting Spellcasters**
Other characters who also know the spell can assist the lead caster by donating pool points as per the *Co-operative Test* mechanism.

Any character who does not know the spell can still assist by sacrificing 3 of their own ability pool points which donates 1 pool point in that ability to the lead caster.

**Sanity Loss from Spellcasting**
Anyone involved in casting a spell who ends up losing enough *Stability* pool points to make them shaken or mind blasted will suffer associated Sanity loss as per the rules for *Stability* loss from witnessing a *Mythos* horror (see the *Sanity* rules).

See the Trail of *Cthulhu Rulebook* pg. 100-124 for specific spell details.

---

**INVESTIGATOR IMPROVEMENT**

Pulp: at the end of each adventure the Keeper may award 2 build points to an investigator for each session they participated in.

Players can use these to improve the investigator’s existing ability ratings or buy rating points in new abilities on a 1 to 1 exchange rate. Up to 2 rating points can also be reassigned between existing ratings.

Credit Rating, *Cthulhu Mythos* or *Sanity* rating can not be bought or reassigned.

---

© 2017 Pelgrane Press Ltd. All rights reserved. *Trail of Cthulhu* is published by arrangement with Chaosium, Inc. *Trail of Cthulhu* is a trademark of Pelgrane Press Ltd. Pelgrane Press Ltd. is co-owned by Simon Rogers and Cathriona Tobin.
**Stability**

**Stability Test Difficulty**
Standard difficulty is 4.
If known to involve the Mythos then 5.
Previous experience relevant to a non-Mythos/non-supernatural incident gives a -1 difficulty bonus.
Susceptible investigators suffer a -1 difficulty penalty.

Investigators with no remaining **Pillars of Sanity** suffer a -1 difficulty penalty.

*Pulp* > For encounters involving supernatural or lesser Mythos creatures only; after passing a number of *Stability* tests equal to that creature’s test difficulty, a player can claim a -1 difficulty bonus to future *Stability* tests against the same type of creature (to a minimum difficulty of 2).

**Stability Loss**
Failing multiple *Stability* tests within a short space of time only results in the worst case *Stability* loss.

Mythos creatures at a destabilising event can cause extra *Stability pool point* losses for a failed test. The amount is specific for each type of creature (refer to creature write-up).

**Drives**
Acting against a *Hard Driver* causes the loss of 4 *Stability pool points* or one third of current *pool points* (whichever is greater).

Acting against a *Soft Driver* results in a 2 *pool point Stability* loss.

Acting within the nature of a *Hard Driver* gains 2 *Stability pool points*.

Acting within the nature of a *Soft Driver* gains 1 *Stability pool point*.

A Mythos revelation can cause a *Drive* to become meaningless. A character can no longer gain *Stability pool points* by acting within a meaningless *Drive* but will still lose *pool points* if they act against it.

---

**Shaken (0 to -5 Stability)**

*Shaken* investigators’ ability tests suffer a -1 difficulty penalty or -1 to the target’s *Hit Threshold*.

*Shaken* investigators can not spend *Investigative Ability pool points*.

Optional rule > *Shaken* investigators can spend *Investigative Ability pool points* if they first pass a *Stability* test of difficulty equal to the positive value of *Stability pool points* they are below 0.

If *shaken* by a *Stability* test involving the Mythos then *Sanity rating* and *pool points* reduce by 1.

**Mind Blasted (-6 to -11 Stability)**

*Mind blasted* investigators can do nothing except gibber, attack perceived threats in a frenzied manner or flee.

Tests suffer a -1 difficulty penalty or -1 to the target’s *Hit Threshold*.

*Mind blasted* investigators lose 1 point from their *Stability rating* and may suffer from *ShellShock* after recovery.

If *mind blasted* by a *Stability* test involving the Mythos then *Sanity rating* and *pool points* reduce by 2 (or a further 1 if previously *shaken* by the Mythos during this session). A *Mythos Madness* may also be induced instead of *Shell Shock*.

**Psychological Triage**

Characters with the *Psychoanalysis* ability can treat other characters. The treatee must pass a *Psychoanalysis* test of difficulty 4 (3 for Clergy or Alienists).

If passed, the treatee makes a *Psychoanalysis pool point* spend (disregarding any voluntary spend used to pass the test) and the patient regains 2 *Stability pool points* for every 1 *Psychoanalysis pool point* of this spend.

Alienists can treat themselves but only regain 1 *Stability pool point* for every *Psychoanalysis pool point* spent.

If the test roll fails, another attempt can not be made until the patient loses further *Stability pool points*.

---

### Example Situations Requiring Stability Tests

<table>
<thead>
<tr>
<th>Situation</th>
<th>Stability Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>You see a fresh corpse; you witness a killing</td>
<td>1</td>
</tr>
<tr>
<td>A human opponent attacks you with evident intent to do serious harm</td>
<td>2</td>
</tr>
<tr>
<td>You are in a car or other vehicle accident serious enough to pose a risk of injury</td>
<td>2</td>
</tr>
<tr>
<td>You experience a strong unnatural sensation such as intense déjà vu, missing time, or hallucinations</td>
<td>2</td>
</tr>
<tr>
<td>You witness acts of torture</td>
<td>2</td>
</tr>
<tr>
<td>A human opponent attacks you with evident intent to kill</td>
<td>3</td>
</tr>
<tr>
<td>You kill someone in a fight</td>
<td>3</td>
</tr>
<tr>
<td>You see a particularly grisly murder or accident scene</td>
<td>3</td>
</tr>
<tr>
<td>You see a supernatural creature from a distance</td>
<td>3</td>
</tr>
<tr>
<td>You witness an obviously unnatural, but not necessarily threatening, omen or magical effect e.g. a wall covered in horrible insects, a talking cat, or a bleeding window</td>
<td>3</td>
</tr>
<tr>
<td>You see hundreds of corpses; you witness a large battle</td>
<td>4</td>
</tr>
<tr>
<td>You see a supernatural creature up close</td>
<td>4</td>
</tr>
<tr>
<td>You spend a week in solitary confinement</td>
<td>4</td>
</tr>
<tr>
<td>You learn that a friend, loved one, or Source of Stability has been violently killed</td>
<td>4</td>
</tr>
<tr>
<td>You discover the corpse of a friend, loved one, or Source of Stability</td>
<td>5</td>
</tr>
<tr>
<td>You are attacked by a supernatural creature, or by a friend, loved one, or Source of Stability</td>
<td>5</td>
</tr>
<tr>
<td>You witness a clearly supernatural or impossible killing</td>
<td>5</td>
</tr>
<tr>
<td>You witness or experience an obviously unnatural, and threatening, omen or magical effect e.g. a cold hand clutches your heart, a swarm of bees pours out of your mouth</td>
<td>5</td>
</tr>
<tr>
<td>You kill someone in cold blood; you torture someone</td>
<td>5</td>
</tr>
<tr>
<td>You see a friend, loved one, or Source of Stability</td>
<td>6</td>
</tr>
<tr>
<td>You are tortured for an hour or longer</td>
<td>6</td>
</tr>
<tr>
<td>You discover that you have committed cannibalism</td>
<td>6</td>
</tr>
<tr>
<td>You are possessed by some outside force, but remain conscious while it operates your body unspeakably</td>
<td>7</td>
</tr>
<tr>
<td>You speak with someone you know well who you know to be dead</td>
<td>7</td>
</tr>
<tr>
<td>You are attacked by a single gigantic supernatural creature or by a horde of supernatural creatures</td>
<td>7</td>
</tr>
<tr>
<td>You see a friend, loved one, or Source of Stability killed in a particularly gruesome manner or in a way you are helpless to avert</td>
<td>8</td>
</tr>
<tr>
<td>You kill a friend, loved one, or Source of Stability</td>
<td>8</td>
</tr>
</tbody>
</table>
Sanity

Maximum Rating
A character’s Sanity rating must immediately be reduced to {10 minus their Cthulhu Mythos rating} if it ever exceeds that value.

Excess Sanity pool points will be lost if they exceed the new rating.

Ways of Losing Sanity
If a character is shaken by failing a Stability test involving the Mythos (or spellcasting) then Sanity rating and pool points reduce by 1.

If a character is mind blasted by failing a Stability test involving the Mythos (or spellcasting) then Sanity rating and pool points reduce by 2 (or a further 1 if previously shaken by the Mythos during this session).

Using the Cthulhu Mythos ability may cause Sanity and Stability pool point loss. The amount depends on the Mythos revelation gained (refer to the table at right for guidance).

Mitigating Loss (Purist Only)
Purist characters can choose to faint rather than suffer the full Sanity pool point loss of a Mythos horror. Fainting reduces the Sanity pool point loss to 1.

A player can not choose to have their investigator faint to avoid Sanity loss brought on during spellcasting.

Permanent Insanity
Investigators who reach 0 Sanity pool points or 12 Stability pool points become permanently insane.

Losing Pillars of Sanity
If a Mythos revelation specifically targets one of an investigator’s Pillars of Sanity it will “shatter” costing 6 Stability pool points and 2 Sanity pool points.

For every three pool points of Sanity investigators lose they may choose to have one of their Pillars of Sanity “crumble from within.” It is too late for a player to declare a Pillar “crumble from within” if it is “shattered.”

Investigators with no remaining Pillars of Sanity suffer a -1 difficulty penalty to Stability tests.

A meaningless Drive or a lost Pillar of Sanity can be replaced with a new one using the Ongoing Psychoanalysis procedure.

Regaining Sanity by Denial
If no physical proof remains of contact with the Mythos at the end of an adventure wherein a investigator’s Sanity rating was damaged, then rating and pool points recover by 1.

This is the investigator “denying” to themselves that the event ever occurred. The player has to invent a “false memory” to explain the missing time and the Keeper may force a Mental Illness on the investigator.

If the investigator subsequently uses their Cthulhu Mythos ability to recall information about the specific horror they have previously “denied” then their Sanity rating and pool points are reduced back down by 1.

Sanity Rewards (Pulp Only)
Pulp > lost Sanity pool points can be awarded by the Keeper at the end of a successful adventure wherein the players “defeated the Mythos.”

1 or 2 pool points is recommended but no more than the single largest Sanity loss encountered.

Ongoing Psychoanalysis
Lost Sanity can be restored by undergoing 3 contiguous, successful Psychoanalysis sessions. Each session happens as a precursor to starting a new adventure.

During this entire process the patient’s Stability pool points must remain above zero and they must refrain from using their Cthulhu Mythos ability.

At each session the person treating the patient must pass a Psychoanalysis test of difficulty: Pulp > 4

Purist > the greater of 4 or 2 x patient’s Cthulhu Mythos rating.

After the third successful session the patient’s Sanity rating and pool points increase by half the amount required to reach the lesser of either the patient’s original, undamaged Sanity rating or {10 minus current Cthulhu Mythos rating}. This is called a False Sanity bonus.

Any subsequent Sanity pool point or rating loss of 2 or more, from a single incident, immediately causes the loss of all False Sanity bonuses.

MENTAL ILLNESS

Shell Shock
If a character with Shell Shock has an encounter that reminds them of the original event that brought about their Shell Shock they must make a difficulty 4 Stability test.

Failure does not result in any loss of Stability pool points but the character will freeze up and be helpless for 15 minutes and for a further 24 hours will suffer the effects of being shaken.

Mythos Madness
The Keeper chooses a relevant madness from the list below:

- Delusion
- Homicidal Mania
- Megalomania
- Multiple Personality Disorder
- Obsession
- Paranoia
- Phobia
- Selective Amnesia

See the Trail of Cthulhu Rulebook pg. 77-79 for roleplaying madnesses.

Temporary Lucidity
Characters acting erratically due to Mental Illness can be made lucid temporarily. Another character can try to treat them by passing a Psychoanalysis test of difficulty 3.

If passed, the treater spends 2 further Psychoanalysis pool points (if they are an Alienist) and the character will act lucidly for the remainder of the scene or until their next Stability pool point loss (whichever occurs first).

Curing Mental Illness
The Ongoing Psychoanalysis procedure can be used to cure a patient of a Mental Illness once.

If the Mental Illness returns due to subsequent Stability pool point loss, it can never be cured again.

Cthulhu Mythos Stability and Sanity Loss Table

<table>
<thead>
<tr>
<th>Revelation or Intuition</th>
<th>Stability Pool Loss</th>
<th>Sanity Pool Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2</td>
<td>0</td>
</tr>
<tr>
<td>Some aspect of the Mythos is behind this mystery; any specifics are either comfortably distant in space or time, or not immediately relevant to your larger concerns</td>
<td>This Mythos truth poses a clear and present danger to innocents; this truth goes deeper, reaches back farther, or has wider implications, than you previously believed</td>
<td>3</td>
</tr>
<tr>
<td>This Mythos truth poses a clear and present danger to you or your loved ones; this truth is global or epochal in scope</td>
<td>This Mythos truth shatters one of your Pillars of Sanity</td>
<td>6</td>
</tr>
<tr>
<td>This Mythos truth could destroy the world or is doing so right now, probably inevitably; this truth proves your Drive to be meaningless or doomed</td>
<td></td>
<td>8</td>
</tr>
</tbody>
</table>

© 2017 Pelgrane Press Ltd. All rights reserved. Trail of Cthulhu is published by arrangement with Chaosium, Inc. Trail of Cthulhu is a trademark of Pelgrane Press Ltd. Pelgrane Press Ltd. is co-owned by Simon Rogers and Catherine Tobin.