

Vade Mecum de Vestigio Cthulhus



CREDITS

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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 $1d6 +$ 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.

One investigator adds **pool points** to the other's test die roll.

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:

Fleers 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 bad 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 1d6 per day if not receiving special treatment.

Their other ability **pool points** refresh completely if they are not encountered again for 24 hours. If they are encountered again within 24 hours then they will refresh their **pool points** to half their ability **rating** but refresh no *Health* **pool points** that day.

Ability List By Families

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

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

General Abilities

Athletics
Conceal
Disguise†
Driving
Electrical Repair†
Explosives†
Filch
Firearms
First Aid
Fleeing
Health
Hypnosis
Magic
Mechanical Repair†
Piloting
Preparedness
Psychoanalysis
Riding
Sanity
Scuffling
Sense Trouble
Shadowing
Stability
Stealth
Weapons

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

Player Characters

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

Three other *General Ability* **pool points**, except *Health*, *Stability* and *Sanity*, can be refreshed fully once per session if the character is in a safe haven for at least one hour.

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.

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 action moves 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, saps, coshes, rolls of quarters or shillings tucked up in the fist and similar 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 <i>Surprised</i> :	+2
Attacker <i>Hurt</i> :	+1
Attacker <i>Shaken</i> :	+1
Attacker <i>Mind Blasted</i> :	+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 the 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 with this attack.

Fleeing from Ongoing Combat

Fleeing requires an *Athletics* or *Fleeing* 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 pool points*.

or

Allow flight, but the opponent with the highest damage modifier can deal one instance of damage to the flier. The flier must roll first in any ensuing chase contest.

Weapon Damage Modifiers

Unarmed:	-2
Blackjack:	-1
Nightstick:	-1
Fireplace poker:	0
Heavy club:	0
Bullwhip:	-1
Knife:	-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
Firing both barrels of a shotgun simultaneously at close range or nearer	+1

† all shotguns are considered heavy firearms at point-blank range irrespective of calibre

* all modifiers are cumulative

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 their target's *Hit Threshold* and they can not spend *Investigative Ability pool points*.

Optional rule > *hurt* characters can spend *Investigative Ability pool points* but must first pass a *Consciousness Test* (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).

Characters with no *First Aid pool points* left, can still restore 1 *Health pool point* to themselves or someone else once 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 higher than 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

Hit Threshold Modifiers

Amend by type of cover of target:

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

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, upto 500 yards, by spending 2 extra *Firearms* pool points (which are not added to the test die roll).

Incompetence

Attackers with zero *Firearms* rating suffer a -2 damage penalty.

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

Heavy Damage

Firearm damage is tripled for targets who 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.

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 heavy damage modifier for point-blank range.

If not a pistol, the winner can strike the loser with the firearm as if it were a club (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 per 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.

Firearm	Ammo	Damage Modifier by Range				Notes
		Point Blank	Close< 30 feet	Near< 120 feet	Long< 300 feet	
Remington .41 short double derringer (1866)	2	+2	•	•	•	⑧
Webley & Scott Police Model .32 ACP automatic pistol	8	+2	0	0	•	
TT-33 Tokarev 7.62mm automatic pistol (1933)	8	+2	0	0	•	
Nambu Type 14 8mm automatic pistol	8	+2	0	0	•	
Mauser "Broomhandle" 7.62 mm automatic pistol (1896)	10	+2	0	0	•	
Colt Police Positive .32 revolver (1907)	6	+2	0	0	•	
Walther PPK .32 automatic pistol (1931)	7	+2	0	0	•	
Very 12-gauge flare pistol (1882)	1	+1	+2	•	•	④
Colt M1911A1 .45 ACP automatic pistol (1926)	7	+3	+1	+1	•	⑦
Luger Po8 9mm automatic pistol (1908)	8	+3	+1	+1	•	
Walther P38 9mm automatic pistol (1938)	8	+3	+1	+1	•	
FN Browning High-Power 9mm semiautomatic pistol (1935)	13	+3	+1	+1	•	
Webley No. 1 Mk IV .455 SAA revolver (1915)	6	+3	+1	+1	•	
Smith & Wesson .38 Special revolver (1902)	6	+3	+1	+1	•	
Smith & Wesson Model 27 .357 Magnum revolver (1927)	6	+3	+1	+1	•	
Winchester M1912 20-gauge pump shotgun (1912)	5	+3	0	0	•	
Remington M32 20-gauge shotgun (1932)	2	+3 (+4)	0 (+1)	0	•	②
Winchester M1912 12-gauge pump shotgun (1912)	5	+3	+1	0	•	
Remington M32 12-gauge shotgun (1932)	2	+3 (+4)	+1 (+2)	0	•	②
Remington M34 .22LR sporting rifle (1932)	20	+2	0	0	0	
Mannlicher-Carcano M1891 6.5mm bolt-action carbine (1892)	6	+2	0	0	0	
Mauser 98K 7.92mm rifle (1935)	5	+3	+1	+1	+1	
M1 Garand .30-06 rifle (1936)	8	+3	+1	+1	+1	
Lee-Enfield MkIII .303 rifle (1907)	10	+3	+1	+1	+1	
Holland & Holland Double Express .600 elephant rifle (1903)	2	+4	+2	+2	+2	⑥
Thompson M1921 submachine gun (1921)	20, 30, 50 or 100	+3	+1	+1	•	③ ⑤
"Schmeisser" MP28 submachine gun (1928)	32	+3	+1	+1	•	③ ⑤
Browning Automatic Rifle (BAR) .303 machine gun (1918)	20	+4	+2	+2	+2	① ③

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 you 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 un-jam

⑧ **small:** +1 penalty to difficulty level for tests to search person for a concealed weapon

EXPLOSIVES

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

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.

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: $\frac{1}{2}$ top speed.

Non-off-road vehicle goes off-road: $\frac{1}{2}$ top speed.

Off-road vehicle goes off-road: $\frac{3}{4}$ 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 **Athletics** test to remain clinging on if their driver spends any **Driving pool points**.

Damage From Crashes

Characters inside a crashed vehicle sustain damage equal to the difficulty of the failed **Driving** test resulting in the crash, plus the modifiers below:

- 1 travelling at normal city speeds
- +2 travelling at higher speed
- 2 if seatbelts were worn
- +1 or +2 if hit by a larger vehicle
- 1 or -2 if hit by a smaller vehicle
- 3 if hit by a motorcycle
- +1 if crashed into a building

Credit Rating	Equivalent Social Strata	1930s Annual Income
0	Pauper / Charity Case	\$0-\$150
1	Working Poor	\$150-\$250
2	Working Class	\$250-\$1,250
3	Lower Middle Class	\$1,250-\$1,500
4	Middle Class	\$1,500-\$3,000
5	Upper Middle Class / Bourgeois	\$3,000-\$10,000
6	Upper Class / Wealthy	\$10,000-\$75,000
7+	Landed Gentry / Business Elite / Fabulously Wealthy	\$75,000 up

Damage From Impact

Characters hit by a vehicle sustain damage equal to the difficulty of the **Athletics** or **Sense Trouble** test that was failed resulting in the impact:

- +2 if the vehicle was travelling at normal city speeds
- +4 at higher speed
- +1 if the vehicle was larger than a car
- +2 if larger than a van
- 3 for a motorcycle

Firearms 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, appropriate 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.

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. **Filch**, **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**.



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** and **Sanity rating** can not be bought or reassigned.

Damage Modifier by Range

Explosive Device	Point Blank	Close< 30 feet	Near< 120 feet	Long< 300 feet
Molotov cocktail *	+1	0	•	•
Pipe bomb	+2	+1	-1	•
Dynamite (single stick)	+3	+2	-2	•
Dynamite (bundle)	+7	+4	-1	•
Exploding car or propane tank *	+4	+2	0	-2
Firedamp, coal-dust or mill-flour explosion	+6	+4	+1	-1
Gas main *	+9	+5	0	•
Hand-grenade or rifle-grenade	+3	+1	-2	•
Land mine	+8	+3	-1	•
Mortar shell or rocket attack * †	+6	+3	0	•
Artillery strike or bomber attack * †	+17	+8	+1	-2

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

† requires **Mechanical Repair** ability to use, not **Firearms**

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.

HAZARDS

Falling

Climbing characters must pass an *Athletics* test, the difficulty of which is a measure of how onerous the surface being scaled is. Failure results in a fall and damage equal to the difficulty of the test, plus the following modifiers:

through branches, awnings or slowing obstacles	-2
onto soil	+0
into water (poor entry)	+1
each additional [3m of height or 25kph of speed] after the first	+1
onto concrete or equivalent	+2
onto spikes or jagged rocks	+3

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 **Darkness Modifier 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.

Extreme Temperature

Unprotected investigators exposed to extreme temperature are classed as *hurt* (see the previous *Health* rules).

Electric Shock

Damage varies according to voltage:

Mild (e.g. brief contact with an ungrounded wire or unsafe electrical appliance) victim loses 1 *Health pool point* and is blown backward a short distance.

Moderate (e.g. a jolt from a cattle prod) victim loses 2 *Health pool points*.

If in combat, the victim can not act for up to the next 4 rounds due to being stunned.

At least one round is always lost but the other 3 may be recovered by paying 3 *Athletics pool points* per round.

If not in combat, the victim is stunned for roughly 2 minutes.

Extreme (e.g. lightning strike) victim loses ld6+4 *Health pool points*.

The Keeper should give the victim a chance to avoid accidental exposure (e.g. an *Athletics* or *Sense Trouble* test) or spot the danger beforehand (e.g. an *Electrical Repair* test to notice a high-tension wire).

Corrosive Substances

Once applied, acid or alkali does the same damage depending on the level of exposure for the listed number of rounds (or roughly every 30 seconds outside of combat).

Roll damage for the first application and use that same result for further damage increments.

For strong acids (e.g. sulfuric, nitric):

Minor exposure (an extremity, a quick splash) ld6-2 per round for 2 rounds. If the damage is less than 1 point then only the victim's clothing is smouldering.

Partial exposure (the face or up to half the victim's body) ld6-1 per round for 4 rounds.

Extensive exposure (over half the victim's body, or swallowed) ld6-1 per round for 6 rounds. Swallowed acid damages every 3 rounds for 18 rounds.

Weaker corrosives do less damage; subtract -1 or -2 from the damage roll for such substances.

Counteract caustics with the proper materials and a 1 *pool point* spend of *Chemistry* or *Medicine*. *First Aid* does not prepare for chemical burns.

At the Keeper's discretion, an acid attack might instead blind an investigator until counteracted.

Asphyxiation or Drowning

Characters with advance warning of immersion in water or an unbreathable atmosphere can hold their breath for two minutes (or 5 rounds of combat).

After that, they lose 1 *Athletics pool point* per round. At zero *Athletics pool points* they lose 1 *Health pool point* per round.

If rescued before they die, up to half this *Health* loss can be restored (minimum 2 *pool points*) with a 1 *pool point First Aid* spend by someone other than themselves.

Fire

The character suffers variable damage every round based on the amount of exposure to flame:

Minor (an extremity, a hand or foot) ld6-2 per round of exposure.

Partial (the face or up to half of body) ld6 per round of exposure.

Extensive (more than half of body) ld6+2 per round of exposure.

If only the character's clothes are on fire, the flames can be put out with a "drop and roll" action i.e. a successful difficulty 3 *Athletics* test.

Characters in a burning building or surrounded by fire may suffer from smoke inhalation which uses the asphyxiation and drowning rules.

Toxins and Disease

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/breathed in.

Poisons and diseases result in various effects to the victim at the discretion of the Keeper.

Some examples follow; each has a listed difficulty number in parentheses. If the victim fails a *Health* test of this difficulty the severe effect occurs otherwise the minor effect occurs.

Snake Venom (4)

onset: 15 mins (or 5 combat rounds).
minor: ld6+2 damage and victim is *hurt* until treated.

severe: initially -2 *Athletics pool points* and ld6+10 damage (cobra) or ld6+5 damage (rattlesnake) or ld6+15 damage (mamba), then -2 *Health pool points* and -1 *Athletics pool point* every hour until treated.

Spider Venom (4)

onset: 1-6 hours.
minor: ld6-1 damage.

severe: ld6+2 damage and victim is *hurt* until treated.

Plague (4)

onset: 1-6 days.

minor: victim is *hurt* and feverish for 3 days.

severe: initially victim is *hurt*, then ld6 damage and -2 *Athletics* every 3 days unless cured.

Heroin (7)

onset: 1 min (or 2 combat rounds).

minor: victim is *shaken* for 1-6 hours.

severe: victim is incapacitated by ecstasy for 1-6 hours.

Radiation 100-800 rads (4)

onset: 1-6 hours.

minor: ld6-2 damage.

severe: initially ld6-4 damage, then -2 *Athletics pool points* and ld6-2 damage every 3 days with the damage modifier increasing by +2 every interval.

Exhaustion

A character who exerts themselves without resting becomes exhausted.

The Keeper determines when this happens, but missing a night's sleep or continuing strenuous activity after losing *Stability* or *Health pool points*, likely leads to exhaustion.

An exhausted character suffers the effects of being *hurt* and can not refresh their *General Abilities* that automatically refresh after 24 hours (*Athletics*, *Fleeing*, *Driving*, *Piloting*, *Riding*, *Firearms*, *Scuffling* and *Weapons*).

A full night's sleep cures exhaustion.

Stimulants such as pep pills, continuous caffeine-intake, or chain-smoking stave off the exhaustion penalty for ld6 hours. Amphetamines, cocaine and other harder drugs offset it for 2d6 hours.

A character can take more stimulants to keep going, but every dose after the first costs ld6-2 *pool points* (minimum 1) of either *Health* or *Stability*.

Darkness Level

Darkness Modifier	Night	Dark	Pitch Black
Difficulty level of tests involving sight	+1	+2	+3
Difficulty level of <i>Stability</i> tests	•	•	+1
Opponent's <i>Alertness Modifier</i> *	-1	-2	-3
Opponent's <i>Stealth Modifier</i>	+1	+2	+3
Opponent's <i>Hit Threshold</i> (Point-Blank)	•	•	+1
Opponent's <i>Hit Threshold</i> (Close)	•	+1	+2
Opponent's <i>Hit Threshold</i> (Near and further)	+1	+2	+3

* only applied if the opponent is visually hampered by darkness

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

the same scene only results in the single, worst case *Stability* loss.

Mythos creatures or Mythos Entities at

a destabilising event can cause extra *Stability* pool point loss for a failed

test. The amount is specific for each (refer to creature or Entity 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 their

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* loss involving

the Mythos (or spellcasting) 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.

Ability tests suffer a +1 difficulty penalty

or +1 to a target's *Hit Threshold*.

Mind blasted investigators lose 1 point

from their *Stability* rating and may

suffer from *Shell Shock* after recovery.

If *mind blasted* by a *Stability* loss

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

investigation). A *Mythos Madness* may

also be induced instead of *Shell Shock*.

Psychological Triage

Characters with the *Psychoanalysis*

ability can treat other characters by

spending *Psychoanalysis* pool points.

The patient regains 2 *Stability* pool

points for every 1 *Psychoanalysis* pool

point spent.

Alienists can treat themselves but only

regain 1 *Stability* pool point for every

Psychoanalysis pool point spent.

Confidence Roll (Pulp Only)

Pulp > an investigator gains 1d6

Stability pool points if the Keeper

deems their roleplaying of a pool point

spend particularly impressive.

Usually only one *Confidence Roll* is

allowed per session per player.

Example Situations Requiring Stability Tests

	Stability Loss
You see a fresh corpse; you witness a killing	1
A human opponent attacks you with evident intent to do serious harm	2
You are in a car or other vehicle accident serious enough to pose a risk of injury	2
You experience a strong unnatural sensation such as intense déjà vu, missing time, or hallucinations	2
You witness acts of torture	2
A human opponent attacks you with evident intent to kill	3
You kill someone in a fight	3
You see a particularly grisly murder or accident scene	3
You see a supernatural creature from a distance	3
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	3
You see hundreds of corpses; you witness a large battle	4
You see a supernatural creature up close	4
You spend a week in solitary confinement	4
You learn that a friend, loved one, or Source of Stability has been violently killed	4
You discover the corpse of a friend, loved one, or Source of Stability	5
You are attacked by a supernatural creature, or by a friend, loved one, or Source of Stability	5
You witness a clearly supernatural or impossible killing	5
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	5
You kill someone in cold blood; you torture someone	5
You see a friend, loved one, or Source of Stability killed	6
You are tortured for an hour or longer	6
You discover that you have committed cannibalism	6
You are possessed by some outside force, but remain conscious while it operates your body unspeakably	7
You speak with someone you know well who you know to be dead	7
You are attacked by a single gigantic supernatural creature or by a horde of supernatural creatures	7
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	8
You kill a friend, loved one, or Source of Stability	8

SANITY

Maximum Rating

A character's *Sanity rating* must immediately be reduced down 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 investigation).

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 above right for guidance).

Encountering a major Mythos Entity causes *Sanity* and *Stability pool point* loss. Refer to the Trail of Cthulhu Rulebook pg. 86 for the exact amount for each Entity.

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.

Cthulhu Mythos Stability and Sanity Loss Table

Revelation or Intuition	Stability Pool Loss	Sanity Pool Loss
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	2	0
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	3	1
This Mythos truth poses a clear and present danger to you or your loved ones; this truth is global or epochal in scope	4	1
This Mythos truth shatters one of your Pillars of Sanity	6	2
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	8	3

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 needed 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.

TOMES

Skimming

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

To get the clue or *Special 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 half this time.

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

Poring Over

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.

Anagnorisis (Optional Rule)

Purist > Keepers can determine that a particular plot point 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 must end up retiring from active duty.

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 a 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 madresses as a communal effort with all present players or use the following rules:

Delusion

The character is plagued by hallucinations and may also suffer delusions of identity or mind control

Their speech may be slurred and disorganized. Their social affect is flat and they scare people by inappropriate giggling, jerking or for no apparent reason.

Add 1 to the cost of all *Technical* spends and 2 to the cost of all *Interpersonal* spends. Add 2 to the difficulty of all *General Ability* tasks that last more than a few minutes (not including combat or chases).

The Keeper should supply increasingly impossible and surrealistic hallucinations relating to the events of the campaign.

The character must pass a difficulty 4 *Stability* test to resist believing in and responding to them.

Homicidal Mania

The character reacts impulsively, usually angrily, to any sign of disrespect, neglect or crowding. They experience sudden mood swings, ranging from fear of being left alone to chronic boredom to rage against themselves or their so-called friends.

They must spend 1 additional *pool point* to use any *Interpersonal Ability* besides *Interrogation*, *Intimidation* or *Streetwise*.

When they perceive an insult, neglect or violation of their personal space, they must pass a difficulty 4 *Stability* test to restrain from lashing out verbally or physically.

Megalomania

What does it mean to pass through the very mirror of reality? Are you chosen by the hidden gods, or are you humanity's last best hope against them? Either way the character's exalted viewpoint exempts them from mere human concerns. They, of all people, should be in the spotlight.

Add 1 to the cost of all *Interpersonal Ability* spends. *Stealth* tests also suffer a +1 difficulty penalty.

Multiple Personality Disorder

When stressed the character must pass a difficulty 5 *Stability* test, otherwise an alternate identity (with its own personality, memories, subset of their primary identity's abilities and possible ability test bonuses or penalties) takes control. The alternate identity may very well have a different *Drive* than the primary.

The Keeper decides which "alter" appears based on the triggering situation. The Keeper also decides whether the player retains control of their investigator's behavior whilst the alter is manifesting.

The alter remains in control for 1-6 hours or until another stressful situation arises. In the latter case, a new alternate personality takes

control (this may be the primary if that personality is best suited to deal with this current crisis).

It is only when the character is in their primary identity that *Stability* tests to avoid a personality switch occur.

Obsession

The character fixates on an object or concept associated with their trauma. The player and Keeper should decide on the character's obsession based on the trigger event.

If the character is obsessed with an object they cannot be without it.

If presented with an opportunity to indulge their obsession, they must pass a difficulty 4 *Stability* test to resist.

If their object of obsession is destroyed or lost, or an obsessive concept proved irrelevant, they lose 1d6+3 *Stability pool points*.

Paranoia

The character's fear of unseen enemies, looming danger and betrayal by their companions has surpassed all normal levels.

Their nervousness and asides about "The Cult" add 1 to the cost of all *Interpersonal* spends. Their thought patterns tangle adding 1 to the cost of all *Academic* spends. However they can now spend *Stability pool points* on *Stealth* tests.

The Keeper and players can call for the character to take a difficulty 4 *Stability* test at a stressful moment. Failure results in the character taking ridiculous, time-consuming countermeasures against detection, accusing allies of betraying them and giving their fears full rein.

Phobia

The character has an irrational terror of some object, state of being or activity that they relate to their trauma. When faced with their phobia trigger they must pass a difficulty 4 *Stability* test to prevent themselves fleeing in terror.

If they have to flee, but can't, they collapse into a foetal position.

Selective Amnesia

The character forgets the traumatic experience that caused their mental illness. Refund all *Stability* and *Sanity* lost due to the causal incident but make a note of these amounts for later reference.

The character's mind is now hiding from the dangerous past incident. This may affect recollection of their name, friends and life up to the immediate aftermath of the trauma.

The player and Keeper together should create a lost period that works for the game. Relinquishing control over the character's past gives the Keeper *carte blanche* to weave all manner of horrific or dangerous hooks therein. The character cannot recall anything from their blanked period or their trigger incident.

They gain "Mystery" as an additional *Drive*; focused on discovering the truth of their lost past. The character must pass a difficulty 4 *Stability* test to resist following any presented lead concerning such possible information.

They must pass a difficulty 4 *Stability* test to act first in a contest with someone they don't recognize - "What if they're important to me somehow?"

If the character eventually recalls their lost past and causal trauma they immediately lose the refunded *Stability* and *Sanity* of the trigger incident or they enter an amnesiac fugue state, wandering around not knowing anything about themselves including how to fire a weapon.

If cured, amnesia does not return. If the character succumbs to another mental illness they instead develop a second-stage mental illness of *Obsession*, *Delusion* or *Paranoia*. ("They are conspiring to erase my memories," is a good start on the latter two.)

Mental Illness & Substance Abuse

Heavy drinking or sedative use (such as marijuana) gives the character 1 *pool point* to spend on the *Stability* tests related to avoiding their stress complications from a mental illness.

However they also suffer a +1 or +2 difficulty penalty (the Keeper rolls or decides) to *General Ability* tests whilst intoxicated.

Using any drug regularly for this purpose can lead to a physical or psychological addiction if the Keeper so decides.

Going through withdrawal from a physiologically addictive substance such as heroin or alcohol takes four weeks. During this time the character is *shaken*.

They must make one *Stability* test per week at difficulty level 4. Failure causes relapse. If the character is in a position where they can not get a fix they reduce their *Health* by the amount of failure of the *Stability* test. Any relapse restarts the four-week clock.

Temporary Psychological Triage

Characters acting erratically due to mental illness can be temporarily snapped back to lucidity when another character treats them by spending 2 *Psychoanalysis* *pool points* (1 for an Alienist).

The patient will then 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.