

CALL of CTHULHU

5TH EDITION (REVISED) - SYSTEM CHEAT SHEET

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CHARACTERISTICS

Strength
Constitution
Size
Intelligence
Power
Dexterity
Appearance
Education
Sanity

SKILL LIST

Accounting	Law
Anthropology	Library Use
Archaeology	Listen
Art	Locksmith
Astronomy	Machine Gun
Bargain	Martial Arts
Biology	Mechanical Repair
Chemistry	Medicine
Climb	Natural History
Computer Use	Navigate
Conceal	Occult
Craft	Operate Heavy Machine
Credit Rating	Other Language
Cthulhu Mythos	Own Language
Disguise	Persuade
Dodge	Pharmacy
Drive Auto/Horses	Photography
Electrical Repair	Physics
Electronics	Pilot
Fast Talk	Psychoanalysis
First Aid	Psychology
Fist/Punch	Ride
Geology	Rifle
Grapple	Shotgun
Handgun	Sneak
Head Butt	Spot Hidden
Hide	Submachine Gun
History	Swim
Jump	Throw
Kick	Track

GENERAL ROLLS

Idea Roll (INT x 5): Hunches, ability to interpret obvious.

Luck Roll (POW x 5): Being in the right place / having the right thing at the right time.

Know Roll (EDU x 5): General knowledge. Maximum 99.

ACTIONS

Automatic Actions: No roll, except under extraordinary circumstances.

Skill Check: d100 vs. Skill

- 00 = Always failure
- If success, check skill for later experience rolls. (Cthulhu Mythos cannot be checked.)

Characteristic Roll: Usually characteristic x 5 vs. d100.

Resistance Roll: Characteristic vs. characteristic.

- **Formula:** 50% + (active characteristic x 5) – (passive characteristic x 5)
- **Default:** Passive characteristic of 10 if not opposed by another character. (Effectively characteristic x 5 vs. d100.)
- **Table:** CoC 5th Edition, p. 50.

SPOT RULES FOR ACTIONS

Critical Success (01-05): Does not stack with impales.

Special Success: < 1/5 skill rating.

Fumble/Very High Failure (96-00): Complication.

Combination Rolls: Requires two skills; single roll must succeed against lower skill. (Succeeding against only the higher skill could be either partial success or failure.)

Dimness/Darkness/Invisibility:

- *Moonlight:* Skills at 1/2.
- *Complete Darkness:* All skills resolved as low multiplier of POW.

MOVEMENT

Investigators: 8 units per round

Chases: Gain/lose difference in rounds.

- **Long Race:** If same movement rate, CON vs. CON, DEX vs. DEX, Swim vs. Swim, etc. as resistance roll.

Abstract Positioning: Luck rolls determine investigators who are near/far, touching/untouched, etc.

COMBAT

Initiative: Highest DEX first (tie resolved with d100 roll).

- **First DEX Cycle:** Aimed/ready firearms.
- **Second DEX Cycle:** Hand-hand, drawn/shouldered firearms, those firing a second time.
- **Third Shot:** Guns rated for 3 shots per round at half shooter's DEX during Second DEX Cycle.

Hand-to-Hand:

- **Clubs:** STR 13 character can wield massive club for 1d10 damage.
- **Personal Attacks** (Fist/Punch, Head Butt, Kick, Grapple): If lower than Martial Arts skill = x2 damage.
- **Human Bite:** No damage. POW vs. POW breaks grapple.

Thrown Weapons: 1/2 damage bonus.

- **Range:** 6 yards x (object's size - thrower's STR)
- **Range (Other):** 3 yards x (object SIZ - thrower's STR)

INJURY

Magic Points

- 0 = Faint until 1 point regenerates.
- **Regenerate:** Fully in 24 hours (prorate lesser amounts of time).
- **POW Loss:** No effect on Magic Points.
- **POW Gain:** Magic Points immediately increase.

Hit Points

- ≤ 2 = Unconscious
- 0 = Character dies unless HP raised to 1+ by end of following round.
- **Shock:** If character loses half or more of current hit points in single wound, CON x 5 roll or fall unconscious.
- **CON/SIZ Loss:** Immediately reduced.

Healing

- **Natural Healing:** 1d3 hit points per week.
- **First Aid:** On failure, other characters can attempt aid.
 - Restore 1d3 hit points from single attack/accident.
 - Wakes up unconscious/stunned character.
- **Medicine:** Per First Aid and/or
 - Add +1d3 to natural healing.
- **Poison:** Use Pharmacy skill for First Aid.

SPOT RULES FOR COMBAT

Armor: Subtract damage stopped value from each attack.

Dodge: On success, attack misses.

- Cannot attack (but can parry) while dodging.
- Against guns, only first bullet may be dodged.
- *Dodge Option:* 3 dodges per round at full, $\frac{2}{3}$, $\frac{1}{3}$.

Impales: Attack test = $\frac{1}{5}$ skill rating = x2 damage.

- All non-blunt weapons (including firearms).
- Hand-to-hand weapons are stuck in target. Weapon skill test to successfully pull it free in next round.

Knock-Out Attack: Only performed with blunt/unarmed.

- Roll damage normally, then do resistance roll for damage vs. target's hit points.
- On success, target is knocked out for several rounds and suffers $\frac{1}{3}$ original damage (round down).
- On resistance failure, target takes full damage.
- Does not work against Mythos creatures. (May work against humanoids at GM's discretion.)

Parry: 1/round, specify target being parried. Use skill in weapon used to parry. On success, attack parried.

- **Damage to Weapon:** If damage exceeds parrying object's hit points in single blow, object breaks and excess hit points dealt to target.
- **Cannot Parry:** Knives without crossguards, blackjacks, rocks, etc. cannot parry. Bullets cannot be parried.
- **Parry w/Firearm:** Rifle, shotgun, or large submachine. Cannot attack in same round.
- **Parry w/Personal Attacks:** Cannot parry weapons. Character with Martial Arts doesn't declare until attack.
- **Parry w/Grapple:** Requires two tests (first grapples, second grabs the weapon).

Partial Concealment: Has no effect on attacker's chance to hit or Spot Hidden rolls.

Surprise:

- Defenders act at $\frac{1}{2}$ DEX.
- Defenders with unready guns can only fire once.
- **Extreme Surprise:** No defender attacks in first round. (Can still parry or dodge attacks from front/sides.)

Two-Weapons: Two weapons can be held in hand, but normal limits on attacks/parries still apply.

SPOT RULES FOR FIREARMS

Automatic Weapons (Burst Fire): +5% per shot fired (no more than double skill rating).

- Randomly determine # of shots that hit (1d8 for 8 shots, etc.). Roll damage for each bullet.
- Only first bullet per target can impale.
- **Multiple Targets:** Bullets in burst fire can be assigned to each target within the field of fire
- **Narrow Cone of Fire:** GM can apply ad hoc bonus to multiple targets in a narrow cone of fire (hallway, etc.); no more than double skill rating.

Big Targets: Every 10 SIZ above SIZ 30 = +5% to hit.

Extended Range:

- x2 Base Range = $\frac{1}{2}$ chance to hit
- x3 Base Range = $\frac{1}{4}$ chance to hit
- x4 Base Range = $\frac{1}{8}$ chance to hit

Malfunction/Jams: If roll is equal to or higher than the weapon's malfunction number, weapon cannot fire.

- *Fixing:* 1d6 combat rounds with Mechanical Repair or weapons skill test. On roll of 96-00, gun ruined.

Point-Blank Fire: If target closer than attacker's DEX, x2 chance to hit.

Precision Aim/Telescopic Sights: If fired once per round at $\frac{1}{2}$ DEX, each doubles point-blank and base ranges (stacks).

- **Laser Sight:** x4 base range

Reloading:

- 1 round: 2 shells, rounds, or clip
- 1 round: 1 shell/round and fire at $\frac{1}{2}$ DEX
- 2 rounds: machine gun belt
- **Antique Firearm:** History test to reload properly.

Shotguns: Fire two barrels at DEX. Or one barrel at DEX and one at $\frac{1}{2}$ DEX.

- 10-20 yards: 1d3 targets hit as single target.
- 20-50 yards: 1d6 targets hit as single target.

Two Handguns: Two handguns can be held and fired simultaneously. Resolve both as Unaimed Shots.

Unaimed Shots: x2 attacks per round. $\frac{1}{5}$ chance to hit

- If multiple targets, determine which gets hit randomly.
- If laser sight + Handgun 60%+, use normal hit chance.

GRAPPLE

Initiating Grapple: Can be parried with Grapple test.

Grapple Options:

- **Disarm:** Successful Grapple test.
- **Immobilize:** STR vs. STR
- **Injure:** Successful Grapple test, 1d6 + damage bonus.
- **Knock Down:** Automatically succeed.
- **Knock Out:** As knock-out attack.
- **Strangle:** Automatically start, use suffocation.

Escape Grapple: STR vs. STR. Combine STR of multiple grapplers on the same side.

SPOT RULES FOR INJURY

Acid:

- **Weak Acid:** 1d3-1 damage per round.
- **Strong Acid:** 1d4 damage per round.
- **Very Strong Acid:** 1d6 damage per round.

Drowning/Suffocation: Drowninng = failed Swim test.

- d100 vs. CON x (10 - # of previous tests, minimum 1)
- **Surprised Victim:** CON x (6 - # of previous tests)
- On failure, lost 1d6 hit points per round.

Explosion: -1d6 damage per radius of effect. Roll separately for each target.

- x2 charge = x1.5 damage/radius
- $\frac{1}{2}$ charge = $\frac{1}{3}$ damage/radius

Falling: 1d6 damage per 10 feet (-1d6 with Jump test)

Fire: GM-determined. Burn damage = $\frac{1}{2}$ hit points may cost APP or CON in addition to hit points.

- **Burning Clothes/Hair:** 1d6 damage per round
- **Bonfire:** 1d6+2 damage per round, automatically ignite clothes/hair
- **Average-Sized Burning Room:** 1d6+2 damage per round
- **Torch:** 1d6 damage. Target makes Luck roll to prevent clothes/hair from igniting.

Poison: Roll poison's Potency (POT) vs. target's CON; apply effects of poison.

Stun: 1d6 combat rounds, can only Parry or Dodge.

- GM declares Stun as incidental effect to knock-out attack, electrical shock, fall, critical hit, etc.

SPOT RULES FOR SKILLS

Bargain: -1 percentile per 2% difference in price. (Seller will not take loss.)

Climb: Test every 10-30 feet (per difficulty of climb).

Computer Use: ½ day or more.

Fast Talk: If target succeeds at Idea roll later, realize they've been fast talked.

Hiding: ½ chance of success if moving.

Jump:

- **Vertical + Grab:** Character's height.
- **Safely Leap Down:** Character's height.
- **Standing Jump:** Character's height.
- **Running Jump:** x2 character's height.

Law: ½ chance in foreign country. (30-INT months to study local laws and cancel penalty.)

Library Use: 4 hours per test.

Locksmith: Cannot open sophisticated safes, vaults, etc.

Machine Gun: Used for bipod/tripod mounted weapon. Use Rifle (if higher) when firing single shots.

Occult: Does not apply to spells, books, magic of Cthulhu Mythos.

Other Language: Generally comprehend entire book.

- May require multiple rolls for complex text/speech.
- INT x 5 ranks = pass as native speaker
- **Identify Unknown Language:** Know roll
- **Identify Alien Language:** Cthulhu Mythos or Occult roll

Own Language: Normally no skill roll required.

Pilot: If skill rating < 15%, Luck roll required for take-off/landing, docking, changing sails, etc.

- **Aircraft:** Landings always require Pilot test (x2 in good conditions). On failure, craft damaged. 00 = memorable disaster, with at least death of pilot.

Ride:

- **Falling From Mount:** 1d6 damage, -1d6 on Jump test
- **Wielding Weapon:** Requires weapon and Ride skill at 50%+.

Rifle/Shotgun: At GM's discretion, skills are interchangeable.

Sneak: Sneak rolls often combined with other tests (to perform those actions without being noticed).

Swim: On failure, start drowning. If drowning, success reaches surface and requires second test to begin moving through water.

Track: -10% per day since tracks were made.

- Rain may eradicate tracks.
- Cannot track across water, over concrete, or at night.

SKILL CLASSES / CATEGORIES

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

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

Perception: Art, Listen, Spot Hidden, Track

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

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

DRUGS / POISONS

Effect: Apply penalty to one or more skill classes for the duration of the drug.

OPTIONAL SKILL - HYPNOSIS

Hypnotizing: Affects one target at a time. On failure, hypnotist cannot hypnotize that character ever. On success, can hypnotize them with their permission at any time.

Hypnosis Effects:

- **Aid Psychoanalysis:** If hypnotist has 10+ rating in Psychoanalysis, add +25 to their rating.
- **Post-Hypnotic Suggestion:** Perform single particular action without apparent thought. (Cannot be contrary to normal behavior/desires.)
- **Memory Aid:** If original incident involved Sanity loss, the Sanity cost is paid again.
- **Alleviate Pain:** On success, roll POW vs. POW in order to overcome pain. (No mechanical effect listed in rules.)
- **Disinformation:** Alter memories of an incident.

END OF SESSION

Experience Roll: Roll d100 vs. all checked skills. If > skill level, add 1d10 to skill points.

- If any skill goes to 90%+, investigator gains +2d6 Sanity.
- Neither rule applies to Cthulhu Mythos.

SANITY & INSANITY

Sanity Roll: d100 vs. current Sanity points

- On failure, suffer sanity loss. (Some effects may cause lesser sanity loss on success.)
- **Temporary Insanity:** Loss of 5 Sanity in one roll = Idea roll. On failure, memory repressed. On success, roll or choose temporary insanity.
- **Indefinite Insanity:** Loss of 1/3 Sanity in 1 hour, go indefinitely insane for 1d6 months. (May not manifest until end of scenario.)
 - *Example:* Amnesia, depression, obsession, multiple personality, dissociative identity disorder, conversion disorder, intermittent explosive personality, anxiety disorder, dissociative symptoms.
- **Permanent Insanity:** 0 Sanity
- **Maximum Sanity:** 99 – Cthulhu Mythos
 - Each point of Cthulhu Mythos = -1 maximum sanity.

Maximum Sanity Loss: Cannot lose more than maximum possible loss from single type of creature/incident for a reasonable interval.

- Casting spells has no maximum sanity loss.

Mythos Sanity Loss: +5 Cthulhu Mythos from first incident. +1 Cthulhu Mythos from each additional incident.

EXAMPLE SANITY POINT COSTS

Sanity Loss	Situation
0/1d2	surprised to find mangled animal carcass
0/1d3	surprised to find corpse / body part
0/1d4	see a stream flow with blood
1/1d4+1	find mangled human corpse
0/1d6	awake trapped in coffin
0/1d6	witness a friend's violent death
0/1d6	see a ghoul
1/1d6+1	meeting someone you know to be dead
0/1d10	undergo severe torture
2/2d10+1	see gigantic severed head fall from sky
1d10/1d100	see Great Cthulhu

TREATMENT / RECOVERY

Increasing Sanity: Cannot increase above POW x 5 or maximum sanity.

- **Keeper Reward:** Ad hoc at end of scenarios.
- **Increasing POW:** Increases immediately (p. 72); does not increase Sanity (p. 93).
- **Increasing Skill to 90%+:** +2d6 sanity
- **Defeating Unnatural Enemies:** +1d6 (maximum equal to sanity lost to them)
- **Psychotherapy:** 1/month, Psychoanalysis test grants 1d3 sanity; 96-00 = -1d6 sanity (treatment with psychoanalyst permanently ends)
- **Psychiatric Medication:** 1/month, +1d3 sanity. Roll d100; 96-00 = rebel against medication, -1d6 sanity and stop taking drugs. Can avoid roleplaying symptoms of insanity as long as drugs are taken.

Treatment of Insanity:

- **Private Care:** Psychoanalysis @ 95%
- **Institutionalization:** Psychiatric medication.
- **Wandering/Homeless:** No sanity gained unless they can find a friend. 1/month roll Sanity+POW; on success, find a friend and gain +1 sanity per month.
 - *Survival:* 1/month, roll d100. 96-00, character dies from exposure, murder, or disease.

A SANITY LOSS GUIDE

Sanity Loss	Situation
1, 1d2	discomfort, slight confusion
1d3	fright, confusion, disgust
1d4	panic, disorientation, loathing
1d6, 1d6+1	nausea, stupefaction
1d8, 1d6+2, 2d4	shock
1d10	major shock
2d6, 2d8	mind-damaging horror
1d20, 2d10, 3d6	extreme horror
3d10	ye liveliest awfulness
d100	ultimate cosmic evil

TEMPORARY INSANITY

1d10	Result (1d10+4 rounds)
1	fainting or screaming fit
2	flees in panic
3	physical hysterics / emotional outburst (laughing, crying, etc.)
4	babbling, incoherent, rapid speech or logorrhea
5	intense phobia (possibly frozen in fear)
6	homicidal or suicidal mania
7	hallucination or delusions
8	echopraxia or echolalia (does/says what others around him do/say)
9	strange/deviant eating desire (dirt, slime, cannibalism, etc.)
10	stupor (assume foetal position, oblivious to events) or catatonia (can stand but has no will or interest; may be led or forced to simple actions)

1d10	Result (1d10 x 10 hours)
1	amnesia (memories of intimates usually lost first; languages and physical skills engaged, but intellectual skills absent) <i>or</i> stupor/catatonia
2	severe phobia (can flee, but sees object of obsession everywhere)
3	hallucinations
4	strange sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, etc.)
5	fetish (object, type of object, or person as a safety blanket)
6	uncontrollable tics, tremors, or inability to communicate via speech or writing
7	psychosomatic blindness, deafness, or loss of the use of limb/limbs
8	brief reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations)
9	temporary paranoia
10	compulsive rituals (washing hands, praying, walking in a particular rhythm, never stepping on cracks, checking one's gun constantly, etc.)

MYTHOS TOMES

Study: Make Other Language test (if necessary).

- On failure, lose Sanity but do not gain Cthulhu Mythos.
- On success, lose Sanity and gain Cthulhu Mythos.
- **Study Time:** Assume 30-hour weeks. 100 – Research Modifiers (below) = percentage of study time required.
 - INT - 14 = RM
 - EDU - 14 = RM
 - Language Skill / 5 = RM
 - Cthulhu Mythos / 5 = RM
 - Occult / 20 = RM
 - Library Rating = RM (see p. 125 for examples)
- **Reference:** After studying tome, spend 1d4 hours poring over, then roll Tome's Cthulhu Mythos x 5. On success, find relevant fact.

Skimming: Determine subject matter and what spells the tome contains.

- 1 hour per 100 pages.
- Lose ½ the tome's Sanity cost. (Counts towards total lost if book is later studied.)
- Does not increase Cthulhu Mythos.
- **Story Reference:** At GM's discretion, skimming may reveal plot-relevant spells or other information.

Discovered Editions: Original language version of work previously known only in translation = +3% Cthulhu Mythos.

Occult Books: Work similarly, but do not increase Cthulhu Mythos.

MAGIC

Learning Spell: Does not cost Sanity in itself.

- **Learning From Book:** After book has been studied, additional 2d6 weeks per spell (or GM-determined). Roll INT x 3.
- **Learning From Teacher:** 1 week per spell. Roll INT x 3.
- **Learning from Mythos-Entity:** Dream, telepathy, or hallucination. Idea roll to retain spell.
- **Learning Non-Mythos Magic:** Same as Mythos magic.

Casting Spell:

- **Sanity Cost:** Per spell. (Having 0 Sanity does not prevent casting.)
- **Magic Points / POW Cost:** Per spell.
- **Physical Components:** Required per spell.
- **Casting Time:** Per spell.
- **Spell Range:** Per spell (touch, 100 yards, or unaided sight). Telephone, internet, letter-bomb, cruise missile, telescope, microbe, and microwave transmission spells are forbidden contrivances (for some reason).
- **Resistance Table Matches:** Compare caster's magic points AFTER paying cost for spell to target's.

Sorcerous Power: These rules usually apply only to NPCs.

- **Casting Spell:** When spending magic points on spell, roll (21 - POW x 5); on success, gain 1d3 POW.
- **Lucky:** On Luck roll of 01, roll (21 - POW x 5); on success, gain 1d3 POW.
- **Magical Madness:** On character creation, trade 10 Sanity for 1 POW.
- **Gift from Mythos:** POW gifted by Mythos entities.