Investigator

Name

Description

Drive

Occupation

Occupation Benefits

Madness & Shock

Sanity

Lose at least 1 when *shaken*, 2 when *blasted* by Mythos.

X	1	2	3	4
5	6	7	8	9	10

Pillars of Sanity

Sources of Stability

Stability

X	-11	-10	-9	-8
-7	-6	-5	-4	-3
-2	-1	0	1	2
3	4	5	6	7
8	9	10	11	12

Shaken: difficulties +1, no investtigative spends. *Blasted*: fight or flight only, lose 1 permanent Stability.

Health

X	-11	-10	-9	-8
-7	-6	-5	-4	-3
-2	-1	0	1	2
3	4	5	6	7
8	9	10	11	12

Hurt: as for Shaken; test for Consciousness vs absolute value of Health. *Seriously Wounded*: 2nd cons. test, no actions possible.

Investigative 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

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

Refresh 24 hours after last spend.

* Double as Investigative Abilities

Notes & Equipment

The **keeper** is GM. **Investigators** are the player characters. The **Cthulhu Mythos** is an awareness of the cosmos at large that wrecks the mind by sheer alienness.

Investigative Abilities give you core clues automatically. In a given scene, the Keeper may tell the player a clue, e.g., "Your Chemistry tells you this is no known metal" or the player may trawl for clues: "I use Cop Talk to buddy up to the constable for rumors." Several abilities may each get the clue: figure out that insane mosaic with Art, Occult, Theology, etc. An **ability pool** of 1 point is competent; 5 points, world-class.

Point Spends of 1 or 2 points from the Investigative pool give access to special benefits or to supplementary clues (cutting red tape, making a contact, finding a tome) either planned by the keeper or suggested by a player. Spent Investigative points **refresh** between adventures.

General Abilities cover actions with a strong element of the uncertain. **Test** an ability by a 1d6 roll against a **difficulty**, typically 4. Each point spent from the pool adds +1 to the roll but depletes your pool and is lost no matter the outcome. Refresh up to 3 General abilities once per game session, given an hour in safety; some refresh 24 hours after last use; remaining abilities refresh between investigations.

Piggybacking happens when investigators act together, e.g. a hike or sneaking around. One investigator leads, spends points, and rolls. The others spend 1 each: these are not added to the leader's roll but give them the benefit of his success. Everyone who cannot pay 1 point increases the difficulty +2.

Cooperation is possible on some tasks, e.g. breaking down a door or performing a ritual. Here, each assistant spends X points and adds X—1 to the leader's roll.

For **Contests** between characters, each makes a test. The first to fail loses the contest. The keeper determines first actor; generally fleers roll before chasers; the lowest pool goes first in simultaneous acts.

Characters act in order of pool size. An action other than an attack drops you to the end of the order. Roll Weapon against Weapon, Firearm/Firearm, etc., vs a **hit threshold**. Yours is 3, or 4 if your Athletics is 8+. Cover will raise or lower the threshold in a firefight. Automatic weapons add 2 or 3 to the Firearms pool (depleted in a single burst) and may be used to hit multiple targets within 10m. Roll to hit each. With Firearms 5+, you can spend 1 point to fire two guns; +1 difficulty to hit a second target in the same round.

On any hit, roll 1d6 for damage modified by the weapon. Subtract armor from damage.

Hand attacks	—2
Small and improvised weapons	—1
Bat, machete, pistol	0
Axe, heavy gun	+1

Additional, stacking modifiers:

Giving both barrels; autofire burst	+1
Hitting at point-blank range	+2
"Fish in a barrel"	**x3**

Subtract damage from your Health pool. You are **hurt** at 0 to —5. Penalties: all difficulties are +1; investigative spends are impossible; make a test versus a difficulty equal to absolute value of Health to stay conscious. At —6 to —11 you are **seriously wounded** with no actions possible; make a 2nd consciousness test. You are dead at —12. Point spends from Health add to consciousness tests at the cost of further damage.

Each point spent from First Aid heals someone else 2 or yourself 1; recover 2 points per day of rest. 2 points of First Aid stabilize someone wounded but restore no Health; convalesce for days equaling the absolute value of Health, then recover half your maximum Health.

Stability protects you from shock. Test Stability vs 4 for ordinary horror, vs 5 for Mythos events. If you fail, lose a stated amount from your Stability pool. Some Mythos threats cause Stability loss even on a success! Point spends from the Stability pool may be worthwhile against far greater loss from a failed test.

You are **shaken** when Stability is between 0 and —5 (penalties as for hurt), **blasted** at —6 to —11 (fight or flight only, lose 1 permanent Stability); and permanently gaga at —12.

Blasted investigators may gain a **madness** like a delusion or an obsession, and/or become **shell shocked**: when facing the source of fear again, test Stability; on failure, you freeze up for 15 minutes and are shaken for 24 hours, but lose no Stability. Refresh *someone else's* stability by 2 with a Psychoanalysis spend; refresh your own by 1d6 with an appropriate investigative spend *and* roleplaying that wows your friends.

Each investigator has a **drive** leading him into situations normal people avoid; fighting the drive costs up to 4 Stability or 1/3 the current pool, whichever is worse; following the drive refreshes 1 or 2 points.

For every 3 points of Stability, you may name one person as a **source of stability** whom you may need to spend time with to refresh Stability between investigations.

Sanity is the ability to believe in any part of the human world. You permanently lose points from the Sanity pool when failing Stability tests against Mythos threats. The worst phenomena cost some Sanity even on a success. At 0, the ability to act in a normal frame of reference is gone.

Use the **Cthulhu Mythos** investigative ability to gain cosmic clues… at cost to both pools, with no test. Once you have points in Mythos, maximum Sanity equals 10 minus Mythos. **Denial** of a Mythos event when there is no evidence remaining shaves 1 Sanity point off of loss; or you can **faint** at first blush, lose only 1 Sanity, *and* gain some clue on recovery. While the keeper will not *kill* fainters, all else goes.

For every 3 points, define one **pillar of sanity** that the investigator centers his psyche on, like patriotism, art, natural law, etc. Losing 3 points at once can be roleplayed as a pillar "crumbling." With Sanity 2 or less, no pillars are possible and *all* stability tests are +1 difficulty.