

CONDENSED RULES FOR
TRAIL OF CTHULHU
BY KENNETH HITE



Pelgrane Press

TRAIL OF CTHULHU

Condensed Rules



CREDITS

Publisher:	Simon Rogers
Author:	Tony Williams
Layout:	Tony Williams
GUMSHOE System:	Robin D. Laws
Trail of Cthulhu:	Kenneth Hite
Artwork:	Jérôme Huguenin



TRAIL OF CTHULHU

Contents



CREDITS.....	1	Hazards.....	15
CONTENTS.....	2	Falling.....	15
BUILDING		Asphyxiation.....	15
AN INVESTIGATOR.....	3	Fire.....	16
Abilities.....	3	Poison.....	16
Occupations.....	3	Acid.....	16
Alienist.....	3	Extreme Temperature.....	16
Antiquarian.....	3	Darkness.....	16
Archaeologist.....	3	Health.....	17
Artist.....	3	Consciousness Test.....	17
Author.....	4	Hurt.....	17
Clergy.....	4	Seriously Wounded.....	17
Criminal.....	4	Death.....	17
Dilettante.....	4	First Aid.....	17
Doctor.....	4	Stability.....	17
Hobo.....	4	Stability Test.....	17
Journalist.....	4	Example Stability	
Military.....	4	Loss Table.....	18
Nurse.....	4	Acting Against Drives.....	19
Parapsychologist.....	4	Coming Unstrung.....	19
Pilot.....	4	Shaken.....	19
Police Detective.....	4	Mind Blasted.....	19
Private Investigator.....	4	Permanently Insane.....	19
Professor.....	5	Recovering Stability.....	19
Scientist.....	5	Acting Within a Drive.....	19
Credit Rating Equivalency.....	6	Psychological Triage.....	19
Character Sheet.....	7	Confidence Roll.....	20
GAME MECHANICS.....	9	Downtime.....	20
Tests, Challenges		Sanity.....	20
and General Spends.....	9	Denying the Mythos.....	20
Simple Test.....	9	Fainting.....	20
Co-operative Test.....	9	Losing Pillars of Sanity.....	20
Piggyback Test.....	9	False Sanity.....	21
Contest.....	9	Recovering Ability	
Example Pursuit		Pool Points.....	21
Contest.....	10	Player Characters.....	21
Zero Sum Contest.....	10	Non-Player Characters.....	21
General Spends.....	10	Mental Illness.....	21
Continuing Challenges.....	10	Shell Shock.....	21
Example Continuing		Mythos Madness.....	22
Challenge.....	11	Temporary	
Alertness Modifiers,		Psychological Triage.....	22
Stealth Modifiers and		Curing Mental Illness.....	22
Surprise.....	11	Anagnorisis or	
Combat.....	11	The Big Reveal.....	22
Determine the Combat		Improving Investigators.....	22
Round Order.....	11	GUMSHOE Clues and	
Perform the Ability Tests.....	12	Special Benefits.....	22
Apply Damage.....	12	Core Clues.....	22
Fleeing From Combat.....	12	Zero Spend Clues.....	22
Firearms Table.....	13	Point Spend Clues.....	22
Special Combat Rules.....	14	Inconspicuous Clues.....	23
Vehicles Under Fire.....	15	Simple-Search Clues.....	23
Throwing Things		Special Benefits.....	23
and Explosives.....	15	Tomes.....	23
Explosive Devices Table.....	15	Magic.....	23
		Learning Spells.....	23
		Casting Spells.....	24
		Version Notes.....	24

Building an Investigator

Trail of Cthulhu investigators are defined by their abilities. Abilities are divided into two groups; *General Abilities* and *Investigative Abilities*.

Investigative Abilities are further subdivided into three groups; *Academic*, *Interpersonal* and *Technical* (see the table below).

The exact nature of each ability is described in the Trail of Cthulhu Rulebook (pg. 28-48).

Choose an occupation for your character from the list on the right.

Copy the blank character sheet on page 7 and mark an asterisk on your copy next to each ability listed as an *Occupational Ability* under your chosen occupation.

Note that *Credit Rating* can not be chosen when free choice is allowed for *Occupational Abilities*.

Ability List By Families

Investigative Abilities

Investigative abilities comprise 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.

Alienist

Occupational Abilities:

Biology, Languages (German and Latin), Library Use, Medicine, Pharmacy, Psychoanalysis, Assess Honesty, and any other two Interpersonal abilities.

Credit Rating: 3-4

Antiquarian

Occupational Abilities:

Architecture, Art History, Bargain, History, Languages, Law, Library Use, and any one Investigative ability as a personal specialty.

Credit Rating: 2-5

Archaeologist

Occupational Abilities:

Archaeology, Athletics, Evidence Collection, First Aid, History, Languages, Library Use, Riding, and any two other Investigative abilities.

Credit Rating: 4-5

Artist

Occupational Abilities:

Architecture, Art, Art History, Craft, Disguise, Flattery, Photography, Assess Honesty, and any two Academic or Interpersonal abilities as personal specialties.

Credit Rating: 1-4

TRAIL OF CTHULHU

Condensed Rules

Author

Occupational Abilities:

Art, History, Languages, Library Use, Oral History, Assess Honesty, and three other abilities as personal specialties or left over from previous jobs.

Credit Rating: 1-3

Clergy

Occupational Abilities:

History, Languages (Latin, Greek, Aramaic, or Hebrew), Library Use, Psychoanalysis, Assess Honesty, Reassurance, Theology, and one other Interpersonal ability.

Credit Rating: 2-5

Criminal

Occupational Abilities:

Bargain, Intimidation, Locksmith, Scuffling, Sense Trouble, Shadowing, Stealth, Streetwise, and one other Interpersonal or Technical ability as a personal specialty.

Credit Rating: 0-4

Dilettante

Occupational Abilities:

Credit Rating, Flattery, Riding, and any five abilities you choose.

Credit Rating: 3+

Doctor

Occupational Abilities:

Accounting, Biology, First Aid, Forensics, Languages (Latin), Medicine, Pharmacy, Assess Honesty, Reassurance.

Credit Rating: 4-6

Hobo

Occupational Abilities:

Athletics, Bargain, Filch, Outdoorsman, Sense Trouble, Stealth, Streetwise.

Credit Rating: 0

Unless the Keeper allows you to permanently change your Occupation (if you get married, or drafted, for example), you may never put any points into Credit Rating.

Journalist

Occupational Abilities:

Cop Talk, Disguise, Evidence Collection, Languages (for foreign correspondents), Oral History, Photography, Assess Honesty, Reassurance, Shadowing, and one other Interpersonal ability.

Credit Rating: 2-4

Military

Occupational Abilities:

Athletics, Firearms, Intimidation, Outdoorsman, Scuffling, Weapons.

Army/Marines: add Conceal, Driving, Stealth.

Corpsman/Medic: add First Aid, Medicine, Reassurance.

Engineers/Heavy Weapons: add Driving, Explosives, Mechanical Repair.

Navy: add Astronomy, Mechanical Repair, Piloting.

Officer (any branch): add Bureaucracy, Riding or Piloting, Reassurance.

Credit Rating: 2-5 (officers)
2-4 (enlisted)

Nurse

Occupational Abilities:

Biology, First Aid, Medicine, Pharmacy, Assess Honesty, Reassurance. At the Keeper's discretion, a nurse who has to deal with hospital paperwork might have Bureaucracy; one who has to deal with arrogant doctors might have Flattery.

Credit Rating: 2-4

Parapsychologist

Occupational Abilities:

Anthropology, Electrical Repair, Library Use, Mechanical Repair, Occult, Photography, Assess Honesty, Sense Trouble.

Credit Rating: 2-3

Pilot

Occupational Abilities:

Astronomy, Driving, Electrical Repair, Mechanical Repair, Piloting, Sense Trouble.

Credit Rating: 2-3

Police Detective

Occupational Abilities:

Athletics, Cop Talk, Driving, Evidence Collection, Firearms, Interrogation, Law, Assess Honesty, Sense Trouble.

Credit Rating: 3-4

Private Investigator

Occupational Abilities:

Accounting, Disguise, Driving, Law, Locksmith, Photography, Assess Honesty, Reassurance, Scuffling, Shadowing.

Credit Rating: 2-3

Professor

Occupational Abilities:

Bureaucracy, Languages, Library Use, any one Interpersonal ability, and any three Academic abilities (including, for these purposes, Astronomy and Chemistry).

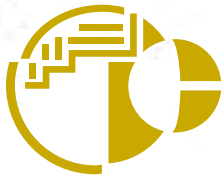
Credit Rating: 3-5

Scientist

Occupational Abilities:

Electrical Repair, Evidence Collection, Languages, Library Use, Photography, and any two of the following: Astronomy, Biology, Chemistry, Cryptography, Forensics, Geology, or Physics.

Credit Rating: 3-5



Players buy **rating points** for their character's abilities with build points.

Players receive two distinct sets of build points; one to spend only on their character's *General Abilities* and another to spend only on their *Investigative Abilities*.

Each player gets 65 build points to spend on their character's *General Abilities*.

The Keeper determines how many build points a player can have to spend on *Investigative Abilities* depending on how many player characters will be involved in the upcoming scenario.

Typical build point amounts for *Investigative Abilities* are 24 build points per character in a scenario with 2 investigators, 18 build points per character in a scenario with 3 investigators and 16 build points per character in scenarios with 4 or more investigators.

Optional rule: before using any build points, players may trade points amongst themselves. 3 *General Ability* build points may be traded for 1 *Investigative Ability* build point or vice versa.

Ability **rating points** are bought by spending the two sets of build points as described below, and the final **rating** for each ability is marked on the character sheet.

Any *Occupational Ability* (those marked earlier with an asterisk) can be bought at half price, so spending 1 build point buys 2 **rating points** in that ability.

Non-occupational abilities are bought at 1 **rating point** for 1 build point spent.

All ability **ratings** start at zero and further **rating points** are purchased as described above, apart from the following abilities:

Cthulhu Mythos rating points can not be bought (they are gained during game play) unless the Keeper decides otherwise.

Sanity rating starts at 4. Further points are bought by spending build points as per the above rules. *Sanity rating* can only be bought to a maximum of 10 minus *Cthulhu Mythos rating*.

Stability and *Health* start at 1 and further **rating points** are bought as above.

In a Purist campaign *Health* and *Stability rating* can only be bought to a maximum of 12 each.

Buy your *Athletics rating points* before your *Fleeing rating points*. Once your *Fleeing rating* reaches twice your *Athletics rating* (or you built your final *Athletics rating* as zero), spending further build points on *Fleeing* buys 2 **rating points** per 1 build point spent. Thus, if a character has a final starting *Athletics rating* of 1 then purchasing a *Fleeing rating* of 6 would cost just 4 build points (2 build points to raise *Fleeing* to 2, which is twice the *Athletics rating*, then 2 further build points now buys 4 more *Fleeing rating points*).

Your *Credit Rating rating* starts at the lowest level listed under your occupation and further **rating points** are then bought up to the ceiling level listed for your occupation. After hitting your ceiling, further **rating points** cost 2 build points each.

Alternatively you may sacrifice *Credit Rating points* down from your occupation's base starting level to buy extra build points for use on other *Investigative Abilities* on a 1 to 1 basis.

Your final *Credit Rating rating* corresponds to a social stratum as shown in the table overleaf.

Keepers may wish to place ceiling caps on players' final *Credit Rating rating* to avoid millionaire hobos or other idiosyncratic results.

After you have spent your build points the following rule must apply: whatever your highest *General Ability rating* ends up being, you must have at least one other *General Ability* that is at least half that **rating** e.g. if *Firearms* is your highest *General Ability*, with a **rating** of 12, then you must have one other *General Ability* with a **rating** of at least 6.

TRAIL OF CTHULHU

Condensed Rules

Credit Rating	Equivalent Social Strata
0	Pauper / Charity Case
1	Working Poor
2	Working Class
3	Lower Middle Class
4	Middle Class
5	Upper Middle Class / Bourgeois
6	Upper Class / Wealthy
7+	Ruling Gentry / Business Elite / Fabulously Wealthy

If the Keeper allows, you may withhold build points and spend them during the adventure to add ability **ratings** as required.

Your character begins adventuring with as many **pool points** in each ability as the **rating** you have assigned to the ability.

Ability **pool points** will fluctuate during the course of an adventure but your **rating** in an ability remains the same as when built (unless something exceptional happens to alter it).

You will spend **pool points** on ability tests, to obtain GUMSHOE clues or to buy *Special Benefits* (all described later).

Further **pool points** can not be spent after reaching zero **pool points** in an ability, except for *Health* and *Stability* **pool points** which can reach as low as -12.

Spent **pool points** can be replenished by various means described later but never to a value exceeding your **rating** in the ability.

Each occupation will also have specific extra benefits or skills which you should note on your character sheet. See the Trail of Cthulhu Rulebook (pg. 10-18) for details.

Fill in your character's *Hit Threshold*. This will be 3 or, if your character has an *Athletics* **rating** of 8 or higher, it will be 4.

If your character has the *Languages* ability then your character understands one extra language foreign to their mother tongue for each **rating point** of the *Languages* ability.

Note which languages these are in the spaces under the *Languages* ability on the character sheet. Some occupations dictate which languages these will be, otherwise you may choose which languages your character is fluent in as long as the Keeper agrees.

In a Pulp campaign you can choose to incorporate *Sources of Stability* for your character. For every 3 full **rating points** of *Stability* you start with, you may now name a person and give a brief description of their relationship to you. These are your *Sources of Stability*. These *Sources of Stability* should not be other player characters and, in game terms, should still be alive i.e. they are living NPCs.

For every 3 full **rating points** of *Sanity* you start with, you must choose a *Pillar of Sanity*.

Pillars of Sanity are not concrete things or people, but are abstract concepts such as "religious faith" or "love of the mother country."

You can choose from some examples below or make up your own:

Human dignity and value

The virtue of nature and the environment

The absolute truth of the physical laws of the universe and scientific knowledge

Staunch moral principles

Aesthetics or the truth inherent in great art

Epicureanism - living life to the fullest

Family honour

The purity of your bloodline

Choose a *Drive* for your character from the following list:

Adventure

Antiquarianism

Arrogance

Artistic Sensitivity

Bad Luck

Curiosity

Duty

Ennui

In The Blood

Follower

Revenge

Scholarship

Sudden Shock

Thirst For Knowledge

See the Trail of Cthulhu Rulebook (pg. 19-23) for details of each.

Think of the backstory, personality, age and appearance of your character and make suitable notes. These should not conflict with your occupation, *Drive*, *Sources of Stability* or *Pillars of Sanity*.

Equip your character and note the items down on your character sheet.

TRAIL OF CTHULHU

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Investigator:

Occupation:

Appearance:

Drive:

Sanity Rating:

Of Which is False:

Pillars of Sanity:

Sanity Points: ✱ 1 2 3 4 5 6 7 8 9 10

Stability Rating:

Sources of Stability:

Stability Points: ✱ -11 -10 -9 -8 -7 -6 -5 -4 -3
-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25 

Mental Disorders:

Health Rating:

Hit Threshold:

Health Points: ☠ -11 -10 -9 -8 -7 -6 -5 -4 -3
-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25 

Interpersonal Abilities

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

General Abilities

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

Academic Abilities

Accounting
Anthropology
Archaeology
Architecture
Art History
Biology
Cryptography
Cthulhu Mythos
Geology
History
Languages 

Technical Abilities

Art
Astronomy
Chemistry
Craft
Evidence Collection
Forensics
Locksmith
Outdoorsman
Pharmacy
Photography

Occupational Benefits and Dedicated Pools:

WEAPONS and EXPLOSIVES

Weapon or Explosive	Ammo	Damage Modifier by Range				Notes
		Point Blank	Close	Near	Long	

INVESTIGATOR BACKGROUND and PERSONALITY

KNOWN CONTACTS

Name	Location	Notes

EQUIPMENT

Item	Cost	Notes

MYTHOS TOMES, SPELLS and ARTEFACTS

Item	Notes

Game Mechanics

TESTS, CHALLENGES AND GENERAL SPENDS

If investigators attempt a physical task, for which a possibility exists that they may fail, they will need to attempt a test die roll.

The Keeper will associate the test with one of the *General Abilities* most appropriate to the task being attempted.

The Keeper will also assign a difficulty level to the test; a very easy task will be difficulty level 2, an extremely hard task difficulty 8.

If any investigator has a zero **rating** in the tested *General Ability* (except the fighting abilities; *Scuffling*, *Weapons* and *Firearms*) then they will automatically fail if they are required to roll for any of the following types of test;

Simple Test

The player has the choice to spend **pool points** in the ability being tested (if their character has any remaining) before rolling a six-sided die.

To succeed at the test, the die roll result plus the number of **pool points** spent, must be equal to or greater than the difficulty level of the test.

If a test is failed, it can only be tried again if the subsequent amount of **pool points** spent is greater than on the previous attempt and the player can justify the further attempt through a valid roleplaying reason.

Co-operative Test

This test only applies where it is feasible for two (and only two) investigators to co-operate in a goal e.g. breaking down a door.

One of the investigators helps the other, who is making the die roll, by spending **pool points** in the tested ability and donating them as a bonus to the other player's roll.

However **pool points** are donated at 1 less than they spend i.e. spending 3 **pool points** gives a +2 bonus to the die roll.

The investigator actually making the test roll can also spend any of their own **pool points** in the tested ability to add to the die roll at the normal rate before rolling the die.

Piggyback Test

When two or more investigators participate in a group activity that is not a co-operative test they are tested as a piggyback group.

One player is designated the lead and all other players in the piggyback group must spend 1 **pool point** in the tested ability. The spent points are not added to the test die roll.

Before rolling, the lead player can also spend any of their own **pool points** in the tested ability to add to the die roll at the normal rate.

Players in the piggyback group who can not spend 1 **pool point** (either because they have no remaining **pool points** in the tested ability or they have a zero **rating**) each force a -2 penalty to the test die roll.

An example of a piggyback test would be a group of investigators attempting to sneak out of a cultist lair testing against the *Stealth* ability.

Contest

A contest is used when one character tries to thwart the actions of another character which pitches the ability of one against the other. Examples are a car chase testing *Driving* ability or a foot chase testing *Athletics/Fleeing* abilities.

The Keeper determines which ability is being tested for each character and the difficulty level of each character's test.

The order of testing is then determined:

Fleers test before pursuers or, if not a pursuit contest:

The character with the lowest **rating** in their tested ability goes first.

If tied, an NPC tests before a player character.

If player characters tie, the player who arrived last to the game session goes first.

Each character attempts a test roll (and can choose to spend any available **pool points** in their tested ability to add to the die roll before rolling).

The process is repeated until one of the test rolls is failed. The first character to fail loses the overall contest.

TRAIL OF CTHULHU

Condensed Rules

Example Pursuit as a Contest

A Deep One pursues an investigator through the sewers.

The investigator has to test *Fleeing* or *Athletics* ability at difficulty level 4.

The Deep One handles sewers better than a human so the difficulty level for its test is 3. It tests against *Athletics*.

The investigator is the fleer so tests first, then the Deep One tests, and they continue in that way.

If the investigator fails first, they are caught. If the Deep One fails first, the investigator escapes.

Zero Sum Contest

A zero sum contest is used to single out one investigator from a group to whom something good or bad is about to happen.

A *General Ability* is assigned to the test and players can choose to spend any available **pool points** in the ability to add to their die roll.

The players are informed by the Keeper if they will be testing for a good or bad outcome before deciding on any **pool point** spend.

Player **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 (if any) wins, and for a detrimental outcome the lowest result "wins."

Ties are broken by further **pool point** spends if the players so wish, or the Keeper decides.

General Spends

Some tasks will have no real chance of failure but will require some effort to achieve.

These should be assigned a **pool point** spend in a *General Ability* that one or more players may contribute **pool points** towards communally to complete.

An example would be digging a large pit requiring 6 *Athletics* **pool points** to be spent.

Continuing Challenges

Some tasks, such as breaking down a door or moving a heavy object, will take more time than a single test represents.

For these tasks the players will have to successfully pass a series of tests to complete the overall task.

The Keeper assigns an appropriate *General Ability* to the tests and an overall difficulty level representing the cost of performing the task unaided (typically 8 or higher).

However each individual test in the series will have the standard difficulty level of 4.

Players can test in turn, use co-operative tests or test individually but simultaneously (whichever method is appropriate to the task).

Each successful individual test roll in the series reduces the overall difficulty level assigned to the task by the die points and **pool point** spend for that test.

Failed test roll die points and **pool point** spends are disregarded, but a failed test still adds to the time required to complete the task.

When the overall task difficulty level is reduced to zero, the task is complete.



Example Continuing Challenge

Two investigators are trying to push a stone sarcophagus across the floor to blockade the door against some pursuing ghouls.

The Keeper assigns a difficulty level of 20 for moving such an enormous object, testing against *Athletics*, and decides that the investigators will test individually but simultaneously. The ghouls will arrive in 3 rounds.

In the first round, the first investigator spends 2 *Athletics* pool points but only rolls 1 on the test die roll, failing the standard test difficulty level of 4. His points will not count in this round.

The second investigator spends 3 *Athletics* pool points and rolls 5, easily passing the standard test difficulty level of 4.

The overall task difficulty has now fallen to 12 (20 -3 -5) and so the investigators have dragged the sarcophagus not quite halfway in the first round. Meanwhile the ghouls are getting nearer...

ALERTNESS MODIFIERS, STEALTH MODIFIERS AND SURPRISE

Adversaries to player characters may have an *Alertness Modifier* or a *Stealth Modifier*.

The *Alertness Modifier* is added to the difficulty level of any test roll made by a player that involves furtive abilities directed against the adversary e.g. *Filch*, *Stealth*, *Shadowing*.

The *Stealth Modifier* is added to the difficulty level of any test roll made by a player that involves trying to detect the adversary e.g. *Sense Trouble*.

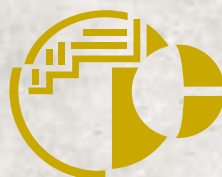
Player characters can surprise adversaries by passing a difficulty level 4 *Stealth* ability test (any *Alertness Modifier* the adversary possesses will apply).

Conversely, player characters can be surprised by adversaries on failing a difficulty level 4 *Sense Trouble* ability test (any *Stealth Modifier* the adversary possesses will apply).

Surprised characters will suffer a +2 difficulty level penalty (or +2 to the *Hit Threshold* of targets) to any immediately subsequent *General Ability* test after being surprised. This will only last for up to 1 round.

Keepers should never reveal the difficulty level of a *Sense Trouble* ability test to players.

Keepers can choose to reveal other ability test difficulty levels, or not, depending on what suits their style of play.



COMBAT

Combat is broken into a series of attack tests called combat rounds.

Each character involved in the combat makes their attack test(s) in turn within a round. Rounds are then repeated until the result of the combat is finalised.

Attacks against downed or helpless opponents, or those already held at gunpoint, do not need to be tested, otherwise:

Using a gun is a test against *Firearms* ability.

Using a hand weapon is a test against *Weapons* ability.

Using no weapons, or small hand weapons used to improve hand-to-hand combat (such as brass knuckles or a cosh), is a test against *Scuffling* ability.

Determine the Combat Round Order

Non-surprised characters act in the combat round in order of highest *rating* in the tested fighting ability to lowest.

If a tie for *rating*, a player acts first before an NPC.

If that is tied, the character with the highest tested ability *pool points* acts first.

If that is tied, then determine who acts first randomly.

Any surprised characters act last in the combat round order.

Once the combat round order is set it remains the same throughout the entire combat, except:

Anyone who decides on an action other than attacking a target moves to last in the order.

Anyone who joins after the fight begins, joins last in the order.

Perform the Ability Tests

Characters who have a zero **rating** (not zero current **pool points**) in the fighting ability which they will test have to state their chosen target at the beginning of the combat round and can not alter this choice when it is their turn to act.

All other characters can choose any target in range when it is their turn to act in the combat round.

The difficulty level of each attacker's test will be equal to their chosen target's **Hit Threshold**.

If firearms are being used, amend the target's **Hit Threshold** by the type of cover the target has:

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

If a target is charging from less than five feet away, in open ground, towards an attacker who is using a firearm then the **Hit Threshold** of the target is reduced to an absolute 1 (or 2 if the target has an **Athletics rating** of 8 or higher).

The attacker decides whether to spend any **pool points** from the tested fighting ability, if available, to add as a bonus **before** rolling a six-sided die.

In a Pulp game, if an attacker is trying to use a pistol at long range or a rifle over 500 yards, then the attacker needs to spend 2 extra **Firearms pool points** which are not added to the test die roll.

In a Purist game long range shots are not allowed.

If the attacker is testing against the **Firearms** ability and has a zero **rating** (not zero current **pool points**) and rolls a natural 1 they have accidentally shot themselves, or an ally, as determined by the Keeper.

If the attacker's test die roll, plus any spent **pool points**, equals or exceeds their target's **Hit Threshold** then calculate and apply damage to the target's **Health pool points**.

Apply Damage

A successful attack test causes 1d6 damage plus a damage modifier particular to the type of weapon used and range of the target.

For scuffles and hand weapons the following damage modifiers apply:

Unarmed:	-2
Blackjack:	-1
Nightstick:	-1
Heavy club:	0
Bullwhip:	-1
Knife:	-1
Machete:	0
Sword:	+1
Small improvised weapon:	-1
Large improvised weapon:	0
Fireplace poker:	0

See the table opposite for the damage modifiers for firearms.

If the attacker has a zero **rating** (not zero current **pool points**) in the fighting ability that was tested, the damage is reduced by 2 points.

If the damage was inflicted by a firearm on a target who was charging towards the attacker across open ground from less than five feet away then the damage is tripled.

If the damage was inflicted by a firearm on a target who was helpless at point-blank range then the damage is tripled.

If the target has a relevant **Armour Point** value it is subtracted from the damage total.

The final damage total is subtracted from the target's **Health pool points**.

Adversaries are "defeated" when their **Health pool points** reach zero.

"Defeated" can be anything the Keeper wishes it to mean; killed, subdued, knocked unconscious, dissipated or some other result.

In a Purist game **human** adversaries follow the rules laid out in the **Health** section (following) for determining how they react when their **Health pool points** reach zero or less.

Fleeing From Combat

Fleeing from an ongoing fight requires a test against **Athletics**.

The difficulty level of the test is 3 plus the number of enemies being fled from e.g. to flee from 4 foes is a difficulty level 7 test.

A successful test means the character disengages from the fight and flees. The remaining enemies can choose to pursue but they must roll first in the ensuing chase contest.

A failed test means opponents have the choice to either;

Prevent the character fleeing by blocking their exit, tackling the fleeing character or some similar action. This requires a spend of 3 **Athletics pool points**.
or

Allow the victim to flee. The opponent with the highest damage modifier can automatically deal one instance of damage to the flier. The flier must also roll first in any ensuing chase contest.

TRAIL OF CTHULHU

Condensed Rules

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 level 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

The Following Special Rules May Apply During Combat

“Non-Lethal Damage” Attacks

An attacker engaged in a *Scuffling* attack can declare a “non-lethal damage” attack which forces a *Consciousness Test* on the victim (see the *Health* section following) if the attack is successful and causes the victim's *Health pool points* to fall within the range -1 to -11.

A victim's *Health pool points* can not fall below -11 when suffering a “non-lethal damage” attack.

Disarming Opponents

Firearms can be wrested from targets. Both protagonists partake in a *Scuffling* ability contest.

The winner takes control of the firearm and can, if the firearm is a pistol, choose to apply one shot of damage to the loser including all relevant bonuses for point-blank range.

If the firearm was not a pistol, the winner of the contest can choose to apply damage as if the firearm were a heavy club striking the target.

Ammunition

In a Purist game, either keep track of how many shots have been fired per clip, or use the optional rule that a natural 1 on a *Firearms* ability test means that the gun ran out of ammunition and did not fire.

In a Pulp game players should only run out of ammunition if dramatically appropriate.

Reloading

Reloading a spent firearm takes one round.

Optional rule: reloading under stress requires a successful *Firearms* ability test of difficulty level 3.

Automatic Firearms

An attacker using automatic weapons, in the first combat round only, receives 2 extra *pool points* to use in their *Firearms* ability test(s) or 3 extra *pool points* with higher capacity drums (50 bullets or over).

Automatic firearms must be reloaded after each firing as per the reloading rules above.

A natural 1 on the *Firearms* ability test means an automatic weapon has jammed after firing. Fixing a jammed weapon takes one round and requires a successful *Mechanical Repair* ability test against difficulty level 4.

In a Pulp game multiple targets can be attempted to be hit by a single attacker using an automatic weapon in the same round as long as the targets are no further away than close range.

Each target requires a separate *Firearms* ability test to hit.

Each target, after the first, gets a *Hit Threshold* bonus of { Total Targets Fired Upon - 1 }. Thus if an attacker shoots 3 targets in the same round the 2nd and 3rd targets both get a *Hit Threshold* bonus of +2.

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

Using Multiple Handguns

In a Pulp game characters with a *Firearms rating* of 5 or higher can use two pistols in each combat round. 1 extra *Firearms pool point* must be spent each round to do this which is not added to the test die roll.

If firing on multiple targets with the two pistols, the second target's *Hit Threshold* increases by +2.

Lethal Firearms

This is an optional rule used to increase the danger of firearms. Any successful attack on a human with a firearm that causes the character's *Health pool points* to drop to zero or less, immediately causes an extra 6 *Health pool point* loss.

Vehicles Under Fire

Characters firing on a moving vehicle suffer a +2 *Hit Threshold* modifier 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 an *Armour Point* value of 2 and the tyres of 0.

Any damage the tyres sustain causes them to burst. If the fuel tank or engine block are damaged appropriate driving difficulties will result.

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

A character involved in a car crash, sustains damage equal to the difficulty level of the *Driving* test that was failed which resulted in the crash, +1 point if travelling at normal city speeds, +2 points for higher speeds, -2 points if safety devices (e.g. seatbelts) were in use.

A character hit by a vehicle sustains damage equal to the difficulty level of the *Athletics* or *Sense Trouble* test that was failed which resulted in the accident, +2 points for a vehicle travelling at normal city speeds, +4 points for higher speeds.

THROWING THINGS AND EXPLOSIVES

Throwing rocks, grenades, dynamite, Molotovs or similar requires an *Athletics* ability test. The difficulty is set by the range of the target:

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

Specifying that you are trying to hit an exact spot on the target adds the following modifiers to the difficulty level:

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

If the thrown object is not aerodynamic or not designed to be thrown, such as dynamite or Molotovs, then the difficulty level is increased further by +1

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

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

Player characters who are about to be the victim of an explosive booby-trap should be allowed a *Sense Trouble* ability test of difficulty level 4. Success means they managed to throw themselves and their companions from point-blank range to close distance when calculating damage from the explosion.

HAZARDS

Falling

Climbing characters must make an *Athletics* ability test, the difficulty level of which will be a measure of how onerous the surface being scaled is.

Failing the test results in a fall causing damage equal to the difficulty level of the test.

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

Asphyxiation

Characters who can not breathe must make an *Athletics* ability test each round.

The difficulty level of the test begins at 3 and increases by 1 each round.

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

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

TRAIL OF CTHULHU

Condensed Rules

Fire

Falling into a fire causes 1d6 damage to an investigator.

If an investigator is set on fire they receive 1d6 damage each round until extinguished.

If the investigator has the *Athletics* ability they can “drop and roll” to extinguish the fire themselves with a successful difficulty level 3 test.

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

Poison

Keepers may allow a successful *First Aid* ability test (or *Outdoorsman* ability 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.

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.

Extreme Temperature

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

Darkness

GUMSHOE grades darkness into three levels:

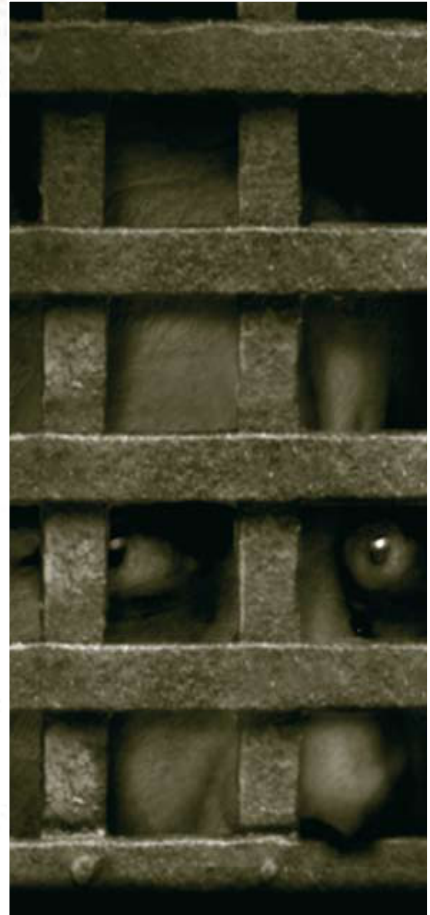
Night is the darkness of a normal city at night, an interior room during daytime with its lights off, or the countryside in bright moonlight.

Dark is the darkness of a city street at night with no streetlights, a building at night with its lights off, or the countryside at night with no moon.

Pitch Black is total darkness, with no light source, such as the interior of a buried coffin or an underground crypt.

Creatures, such as dogs, which depend primarily on senses other than sight will not be affected by darkness. Creatures which do rely primarily on sight, including humans, will experience the modifier effects listed in the table below.

Characters with flashlights treat the darkness as one level lighter e.g. *Pitch Black* becomes *Dark*. However they suffer a -1 penalty to their *Hit Threshold* due to highlighting their position in the dark.



Keepers should ensure that darkness does not make getting a core clue require a [pool point](#) spend. However, if it is a visual clue, the investigator may have to wait for suitable light to interpret it.

Darkness Modifier	Darkness Level		
	Night	Dark	Pitch Black
Difficulty level of tests involving sight	+1	+2	+3
Difficulty level of <i>Stability</i> tests	•	•	+1
Own <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

HEALTH

Consciousness Test

If a character's **Health pool points** drop to below zero they must pass a *Consciousness Test* or faint.

The difficulty of the test is the positive value of the amount of **Health pool points** they are below zero i.e. a character with -3 **Health pool points** must make a test against difficulty 3.

Players can choose to 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

A character with between 0 and -5 **Health pool points** is classed as *hurt*.

Any tests a *hurt* character makes, suffer a +1 difficulty level penalty (or +1 to the target's *Hit Threshold*).

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

A *hurt* character can have **Health pool points** restored by someone with the *First Aid* ability.

Each *First Aid pool point* spent by another character can restore 2 **Health pool points** to the wounded character.

Each *First Aid pool point* spent by the wounded character themselves, restores 1 **Health pool point**.

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 damaging incident began.

In a Purist game **Health pool points** can not be restored by *First Aid* to higher than a third of the character's **Health rating**.

Seriously Wounded

A character with between -6 and -11 **Health pool points** is classed as *seriously wounded*.

The character must pass another *Consciousness Test* or faint.

The character can take no further actions whatsoever, even if conscious.

A *seriously wounded* character will continue to lose 1 **Health pool point** every half-hour, until stabilised.

Another character can stabilise the *seriously wounded* character's **Health pool point** loss by passing a difficulty 3 *First Aid* test (difficulty 2 if the character is a Doctor or Nurse) but can not restore any **Health pool points** to the *seriously wounded* character.

To recover, a *seriously wounded* character must be hospitalised for a number of days equal to the negative value of their **Health pool points**. Thus a character with -8 **Health pool points** must be hospitalised for 8 days.

On the day of discharge from hospital a character's **Health pool points** recover to half their **Health rating**. The following day they are fully recovered.

Death

If a character reaches -12 **Health pool points** they die.

First Aid

Note that *First Aid* can only be performed on characters if they are *hurt* or *seriously wounded*.

STABILITY

Stability Test

When a character faces a traumatic event they must make a *Stability* test against difficulty level 4.

If the character recognises the destabilising event involves a Mythos horror the difficulty level of the test will be 5.

A character may sacrifice **Stability pool points** to add to the test roll, but may not reduce their current **Stability pool points** below -11.

Failure of the test will result in loss of **Stability pool points**.

Typical scenarios requiring *Stability* tests and their resultant **pool point** loss are listed in the *Example Stability Loss Table* overleaf.

The presence of Mythos creatures at a destabilising event can cause extra **Stability pool point** loss if the *Stability* test is failed. The extra amount is specific to each type of Mythos creature. Keepers should refer to the *Trail of Cthulhu Rulebook* (pg. 127-159) for these amounts.

Characters with previous experience relevant to a destabilising incident (that does not involve supernatural or Mythos phenomena) may claim a -1 bonus to the difficulty level of the *Stability* test. For example: surgeons seeing open wounds or military veterans seeing comrades expire.

In a Pulp campaign, if a character successfully passes as many *Stability* tests against experiencing a supernatural or lesser Mythos creature as the *Stability* test difficulty level that creature requires, they may then claim a -1 bonus to the difficulty level of subsequent *Stability* tests against experiencing that same type of creature.

TRAIL OF CTHULHU

Condensed Rules

Example Stability Loss Table

	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 - 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 - 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 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

This bonus can not reduce any *Stability* test difficulty level to less than 2.

Multiple traumatic events within a short space of time only result in the worst case scenario *Stability* loss if a character fails multiple *Stability* tests.

Acting Against Drives

If the Keeper decides a character is acting against the nature of their *Drive* they will lose *Stability pool points*.

Acting against a *Hard Driver* results in an automatic 4 *pool point* loss or, if greater, one third of the character's current *pool points*.

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

Hard Drivers are scenario plot points which a character with a particular *Drive* would find irresistible.

For example a character with the *Drive* of "Revenge" is faced with the murderer of the character for whom they are seeking revenge. Letting the murderer escape by taking no action would be acting against a *Hard Driver*.

Soft Drivers are scenario plot points which a character with a particular *Drive* would find attractive but not irresistible.

For example a character with the *Drive* of "Antiquarianism" hears that an NPC has a fine collection of curios and books. Refusing to ask to examine them would be acting against a *Soft Driver*. The character refusing to accept an available antique for themselves would be considered more a *Hard Driver*.

Coming Unstrung

Shaken

If a character's *Stability pool points* fall to between 0 and -5 they are classed as *shaken*.

Shaken characters can not spend *Investigative Ability pool points* unless they first pass a *Stability* test.

The difficulty of the test is the positive value of the amount of *Stability pool points* they are below zero. Characters can choose to sacrifice *Stability pool points* (thus lowering their *Stability pool* further) to add to the test die roll (this does not make this test difficulty worse, but would make subsequent tests more difficult).

Any tests a *shaken* character makes, suffer a +1 difficulty level penalty (or +1 to the target's *Hit Threshold*).

If a character becomes *shaken* due to failing a *Stability* test brought about by a Mythos horror then their *Sanity* will also be affected (see the *Sanity* section later).

Mind Blasted

If a character's *Stability pool points* fall to between -6 and -11 they are classed as *mind blasted*.

Mind blasted characters suffer the effects of being *shaken* as above.

Mind blasted characters permanently lose 1 point from their *Stability rating*.

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

If a character becomes *mind blasted* due to failing a *Stability* test brought about by a Mythos horror then their *Sanity* will also be affected (see the *Sanity* section later).

If a *mind blasted* character does eventually regain their *Stability* they may be left with a permanent mental disorder at the Keeper's discretion (see the *Mental Illness* section later).

Permanently Insane

If a character's *Stability pool points* reach -12 they are *permanently insane*.

Recovering Stability

Acting Within a Drive

During an adventure, if a character's behaviour is reinforcing their *Drive*, the Keeper may award *Stability pool points* (not exceeding the character's *Stability rating*).

Acting within the nature of a *Hard Driver* results in a 2 *pool point* gain.

Acting within the nature of a *Soft Driver* results in a 1 *pool point* gain.

If a character has their *Drive* declared meaningless by a Mythos revelation they can no longer gain *Stability pool points* by acting within their *Drive*. Unfortunately they still lose *Stability pool points* if they act against the meaningless *Drive*.

A meaningless *Drive* can be replaced with a new one using the psychological procedure described later under *False Sanity* in the *Sanity* rules section.

Psychological Triage

Characters can be treated by other characters with the *Psychoanalysis* ability.

The treater tests against a difficulty level of 4 (3 for Clergy and Alienists).

TRAIL OF CTHULHU

Condensed Rules

Success means the patient regains 2 **Stability pool points** for every 1 **Psychoanalysis pool point** the treater sacrifices beyond any points applied to pass the test roll.

Alienists can treat themselves and regain **Stability pool points** on a 1 to 1 basis.

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

Confidence Roll

In a Pulp game, if the Keeper allows, there can be one single **Confidence Roll** per player per session.

A player has to come up with an impressive rationale to explain the confidence boost and pay an amount of **pool points** in a relevant ability determined by the Keeper.

They will regain 1d6 **Stability pool points**.

Downtime

Between adventures a character's **Stability pool points** recover to their maximum i.e. equal to their **Stability rating**.

In a Pulp campaign investigators will be assumed to be spending downtime reconnecting with their **Sources of Stability**.



SANITY

A character's **Sanity rating** must immediately be reduced downwards to { 10 minus their **Cthulhu Mythos rating** } if it ever exceeds that value. This may result in a loss of **Sanity pool points** if they exceed the new **rating** total.

A character who reaches zero **Sanity pool points** becomes *permanently insane*.

Using the **Cthulhu Mythos** ability will cause **Sanity** (and **Stability**) **pool point** loss, the amounts determined by the type of revelation or insight gained. Keepers should refer to the Trail of Cthulhu Rulebook (pg. 76) for guidance.

Encountering a major Mythos Entity causes **Sanity** (and **Stability**) **pool point** loss. Keepers should refer to the Trail of Cthulhu Rulebook (pg. 86) for the exact figures for each Entity.

If a character becomes *shaken* (0 to -5 **Stability pool points**) due to failing a **Stability** test brought about by a Mythos horror then their **Sanity rating** is permanently reduced by 1.

If a character becomes *mind blasted* (-6 to -11 **Stability pool points**) due to failing a **Stability** test brought about by a Mythos horror then their **Sanity rating** is permanently reduced by 2 (although if they have previously lost 1 **Sanity rating point** due to being *shaken* by a Mythos event during this adventure this loss is just 1 further **rating point**).

In a Pulp campaign 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 **points** is advised but no more than the number of **points** equal to the largest potential sanity loss encountered in the adventure.

In a Purist campaign no **Sanity pool points** are awarded at the end of an adventure.

Denying The Mythos

If no physical proof remains of contact with a Mythos horror at the end of an adventure wherein a character's **Sanity rating** was damaged, then it recovers by 1. This is the character "denying" to themselves the event ever happened.

If the character subsequently uses their **Cthulhu Mythos** ability to discover information about the specific horror they have previously "denied" then their **Sanity rating** is reduced back down by 1.

Fainting

In a Purist game a character can choose to faint rather than suffer the full **Sanity pool point** loss of a Mythos horror. Fainting reduces the **Sanity pool point** loss from a Mythos experience to 1.

A character can **not** choose to faint to avoid sanity loss brought on from a large **Stability** loss during spell casting.

Losing Pillars of Sanity

If a Mythos revelation is specifically targeted against one of a character's **Pillars of Sanity**, that **Pillar** will "shatter" costing the character 6 **Stability pool points** and 2 **Sanity pool points**.

For every three **pool points** of **Sanity** a character loses they may choose to have one of their **Pillars of Sanity** "crumble from within."

It is too late for a character to declare a **Pillar** "crumble from within" if it is "shattered."

A character with no remaining **Pillars of Sanity** suffers a -1 modifier to the difficulty level of all subsequent **Stability** tests.

A *Pillar of Sanity* can be restored using the psychological procedure described below under *False Sanity*.

False Sanity

A character with the *Psychoanalysis* ability can attempt to improve a patient's lost *Sanity rating points*.

The patient must undergo three consecutive and successful *Psychoanalysis* sessions.

Each *Psychoanalysis* session can only be made between adventures. Each is made as a precursor before starting the new adventure.

The patient's *Stability pool points* must always remain above zero during the entire course of this treatment.

The patient must not use their *Cthulhu Mythos* ability during the entire course of this treatment.

Each session involves the person treating the patient needing to pass a *Psychoanalysis* test of difficulty level 4 or, in a Purist game, twice the patient's *Cthulhu Mythos rating* whichever is greater.

Three consecutive and successful *Psychoanalysis* tests will result in the patient's *Sanity rating* increasing by half the amount required to reach the lesser of either the patient's original *Sanity rating* or { 10 minus current *Cthulhu Mythos rating* }

A *Sanity rating* increase obtained in this way is called a *False Sanity* bonus.

Any subsequent *Sanity pool point* or *rating point* loss the patient suffers of 2 points or greater, from a single incident, also causes any and all *False Sanity rating points* to be immediately lost.

RECOVERING ABILITY POOL POINTS

Player Characters

Pool points can only refresh to a maximum level equal to the character's *rating* in the ability.

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

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

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

Health pool points refresh at 2 points per day of rest as long as the character is not *seriously wounded*. A *seriously wounded* character must be hospitalised to recoup *Health pool points* (see the earlier *Health* section).

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

Between adventures a character's *Stability pool points* recover to their maximum.

In a Pulp campaign lost *Sanity pool points* can be awarded by the Keeper at the end of a successful adventure or campaign wherein the players "defeated the Mythos." 1 or 2 points is recommended but no more than a number equal to the largest potential sanity loss encountered in the adventure or campaign.

In a Purist campaign no *Sanity pool points* are awarded at the end of an adventure.

Non-Player Characters

NPCs and creatures refresh *Health pool points* at 1d6 per day if they are not receiving special treatment.

Their other ability *pool points* refresh up to half their maximum value in the first 12 hours of non-expenditure and to their maximum value in the following 12 hours.

MENTAL ILLNESS

If a character becomes *mind blasted* (see the earlier *Stability* section) they may acquire a mental illness if the Keeper so rules.

Becoming *mind blasted* from a *Stability pool point* loss brought on by a non-Mythos event would result in *Shell Shock* (see below).

Becoming *mind blasted* from a *Stability pool point* loss brought on by a Mythos-related event would result in one of the various madnesses listed under the section *Mythos Madness* (overleaf).

Shell Shock

If a character who develops *Shell Shock* encounters a subsequent event that reminds them of the original event that brought about their *Shell Shock* then they must make a *Stability* test of difficulty level 4.

Failure of this test does not result in any loss of *Stability pool points*, but the character will freeze up and be helpless for 15 minutes.

They will also suffer the effects of being *shaken* (as described in the *Stability* rules section) for a further 24 hours.

Mythos Madness

The Keeper chooses the most relevant madness from the following list to apply to the character based on the circumstances that brought on the debility (or a disorder can be chosen from the list randomly):

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

See the Trail of Cthulhu Rulebook (pg. 77-79) for suggestions on how to play each form of madness.

Temporary Psychological Triage

Characters acting erratically due to mental illness can be temporarily snapped back to lucidity by another character with the *Psychoanalysis* ability.

The treater must spend 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.

Curing Mental Illness

The same method used to give *False Sanity* to a character (see the earlier *Sanity* rules section) can be used to cure a mental illness once.

If the mental illness returns due to subsequent *Stability* pool point loss, it can never be cured again.

ANAGNORISIS OR THE BIG REVEAL

This is an optional Purist rule.

Keepers can determine that a particular plot device of the 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.

If a Mythos Entity is part of the *Big Reveal* the usual *Sanity* pool point loss from encountering the Entity is doubled.

Any characters that do not immediately go insane as a result of the *Big Reveal* must end up retiring from active duty. Life with the knowledge they carry is now too hard for them.

IMPROVING INVESTIGATORS

In a Pulp campaign, at the end of each adventure, the Keeper may award 2 build points for each session a character participated in.

Players can use these build points to improve a character’s existing ability ratings or buy rating points in new abilities on a 1 to 1 exchange rate.

Players can also reassign up to 2 rating points between existing ability ratings.

Credit Rating, Cthulhu Mythos or *Sanity* ratings can not be altered in this manner.

GUMSHOE CLUES AND SPECIAL BENEFITS

Any GUMSHOE game uses the following clue types (linked to *Investigative Abilities*) to give information to the players:

Core Clues

Clues which steer the players from each key scene to the next.

It is imperative that the Keeper ensures players obtain core clues.

Core clues do not cost the player any pool points to obtain but do require use of an *Investigative Ability* in which the player has a non-zero rating and the player must choose to engage that ability in the scene to get the clue.

Keepers should be flexible with which *Investigative Ability* is required in order to get a core clue into the players’ hands.

Zero Spend Clues

Non-core clues that are associated with a particular *Investigative Ability* but cost the player no pool points to obtain.

However the player must have a non-zero rating in the ability and choose to engage that ability in the scene to get the clue.

Point Spend Clues

Non-core clues that require the player to spend 1 or 2 pool points in a particular *Investigative Ability* and require the player to say they are using that ability in the scene to get the clue.

TRAIL OF CTHULHU

Condensed Rules

Inconspicuous Clues

A clue that requires no **pool points** to obtain but does require a non-zero **rating** in a particular *Investigative Ability*.

However the investigator will be awarded the clue if they are just present at the scene without having to state they are using the ability.

Simple-Search Clues

Clues that require no **pool point** spend and are not associated with any particular ability but which will be given to any player who states they are searching the particular scene or object that holds the clue.

Special Benefits

Players can also be awarded *Special Benefits* by the Keeper by spending *Investigative Ability* **pool points**.

The nature of *Special Benefits* can vary extensively. Some examples are given in the Trail of Cthulhu Rulebook (pg. 53).

TOMES

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.

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

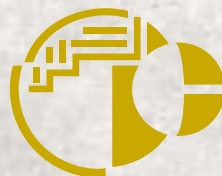
Learning Spells

Besides tomes, investigators can learn spells during an adventure from other sources e.g. inscriptions, shamen, (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 level 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.



TRAIL OF CTHULHU

Condensed Rules

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 point* spends. The difficulty level 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 level particular to the ritual spell. The antagonistic contest roll makes use of *Inertia pool points* to add to the contest die roll. The *Inertia pool points* will be specific to the ritual spell. There may also be other ability *pool point* costs involved in casting specific to the ritual.

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

Other characters who also know the spell can assist the lead caster by donating *pool points* as per the co-operation test mechanism described earlier.

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.

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 earlier *Sanity* section).

See the Trail of Cthulhu Rulebook (pg. 110-124) for specific spell details.

VERSION NOTES

These condensed rules make use of the latest GUMSHOE changes seen in *Night's Black Agents* and the 2nd edition of *The Esoterrists*. As such, they do not mirror exactly the rules as described in the 1st edition of the Trail of Cthulhu Rulebook.

Changes include;

The introduction of *Zero Sum Contests*, *General Spends* and *Continuing Challenges*.

The introduction of surprise advantage and the rules for the effects of darkness.

Changes to the rules for ordering contests and combat rounds.

Rules for fleeing from combat.

Shaken or *hurt* characters can now spend *Investigative Ability pool points* if they first pass a *Stability* or *Consciousness* test.

Some changes to *First Aid* rules.

Some additional vehicle rules.



