

## Stability Test

Ask for a Stability test whenever an event mentioned on the Stability loss table. It is usually described in the form “A **n**-point Stability test”

1. The Difficulty Number for Stability rolls usually 4.
2. The player may choose to spend any number of points from the Stability pool, to add to the final die result. These points are lost.
3. The player rolls a single die and adds the points; if the result is equal to or higher than the Difficulty Number, no points are lost, otherwise **n** points.

### Stability Loss Table

Incident	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

### Cthulhu Mythos Stability and Sanity Loss Table

Revelation or Intuition	Stability Pool Loss	Sanity Pool Loss
Some aspect of the Mythos is behind this mystery; any specifics are either comfortably distant in space or time, or not immediately relevant to your larger concerns	2	0
This Mythos truth poses a clear and present danger to innocents; this truth goes deeper, reaches back farther, or has wider implications, than you previously believed	3	1
This Mythos truth poses a clear and present danger to you or your loved ones; this truth is global or epochal in scope	4	1
This Mythos truth shatters one of your Pillars of Sanity	6	2
This Mythos truth could destroy the world or is doing so right now, probably inevitably; this truth proves your Drive to be meaningless or doomed	8	3

## Coming Unstrung

If your Stability ranges from 0 to –5, you are **shaken**. You can still do your job, but seem distracted. You can’t spend points from the pools of your Investigative abilities. Difficulty Numbers for all General abilities increase by 1.

If your Stability ranges from –6 to –11, your mind is **blasted**. You also continue to suffer the ill effects of being shaken. The only actions you can do nothing, take flight or make attacks on any perceived dangers. Furthermore, you permanently lose 1 point from your Stability *rating*. Another character can snap you out of it with a Difficulty 3 Psychoanalysis roll and a 2-point spend.

When your Stability reaches –12 or less, you are **incurably insane**. You may commit one last crazy act or check out forever in a puddle of drool. If you survive you are hospitalized. Start a new Investigator.

			Damage Bonus	Keywords	
Melee Weapons	Unarmed	Punch or Kick	-2	bipod	requires a bipod to fire (or be prone)
	Clubs	Blackjack	-1	double-barreled	requires both shells but lets you use parenthetical damage at Point Blank or Close Ranges
		Nightstick	-1	full-auto	May add +2 points to Firearms pool, or +3 with a 50-100 round drum, but if you do you must reload;
		Heavy Club	+0		full-auto bonus once only per encounter
	Whips	Bullwhip	-1	incendiary	can ignite flammable materials at up to long range
	Blades	Knife	-1	jams	when used on full auto, if you roll a 1, your gun jams even if you hit your target
		Machete	+0	kickback	round after firing action must be Difficulty 3 Athletics test to remain upright
		Sword	+1	prone	firer must be prone (or have a bipod)
	Improvised Weapons	Improvised weapon (small)	-1	Pulp-only	Cars do not explode in Purist games without using an Explosive Device
		Improvised Weapon (large)	+0	reliable	-1 Difficulty on Tests to repair or un-jam
		Fireplace poker	+0	small	+1 Difficulty to search for firearm on person bearing it

## Simple Tests

A simple test occurs when the Investigator attempts a difficult action without active resistance from another person or entity.

1. Assigning a Difficulty Number ranging from 2 to 8. You may reveal the Difficulty number in Pulp games, except for Sense Trouble.
2. The player may choose to spend any number of points from the relevant ability pool, to add to the final die result. These points are lost.
3. The player rolls a single die and adds the points; if the result is equal to or higher than the Difficulty Number, the character succeeds.

## Contests

Contests are ongoing tests which occur when two characters actively attempt to thwart one another. Chases and auctions are examples.

1. Decide who goes first in order, first to flee, lowest rating, NPC, die roll.
2. Each participant takes turns to roll against a Difficulty, usually 4.
3. The player may choose to spend any number of points from the relevant ability pool, to add to the final die result. These points are lost.
4. The player rolls a single die and adds the points; if the result is equal to or higher than the Difficulty Number, the character succeeds.
5. The contest continues until a character fails a roll. The opponent wins.

## Combat

Determine an order of action, ranking all participants in the combat according to their present *pool* values in the fighting skills they'll be starting the fight with. Ties are broken in favor of characters with higher *ratings* in those skills. This order is always used.

1. When called upon to act, each combatant may strike at any opponent within range of his weapons.
2. The player may choose to spend any number of points from the current fighting pool (Scuffling, Weapons or Firearms) to add to the final die result. These points are lost.
3. For each attack (usually one), the participant rolls a single die and adds the points; if the result is equal to or higher than the opponents Hit Threshold, the participant succeeds.
4. The participant rolls damage, adjust according to weapon type and armor.

## Physical Injury and Death

### Hurt

If your pool is anywhere from 0 to -5, you are **hurt**, with a few superficial cuts and bruises. Investigative abilities spends are not permitted. The Difficulty Numbers of all tests and contests, including opponents' Hit Thresholds are increased by 1. Make a Consciousness roll.

**Conciousness roll:** You may deliberately strain yourself to remain conscious, reducing your Health pool by an amount of your choice. (You may not voluntarily reduce your Health pool below -11.) For each point you reduce it, add 1 to your die result. The Difficulty of the Consciousness roll is based on your Health pool *before* you make this reduction.

**First Aid:** When you are hurt a character with the First Aid ability can improve your condition. For every First Aid point spent, you regain 2 Health points — unless you are healing yourself, in which case you gain only 1 Health point. First Aid can only refill your pool to where you were before the incident in which you received this latest injury.

### Seriously Wounded

If your pool is between -6 and -11, you have been seriously wounded. You must make a Consciousness roll.

Whether or not you maintain consciousness, you are no longer able to fight. Until you receive First Aid, you will lose an additional Health point every half hour. A character with the First Aid ability can stabilize your condition by spending 2 First Aid points. However, he can't restore your Health points.

After you receive first aid, you must convalesce in a hospital or similar setting for period of forced inactivity is a number of days equal to the absolute value of your lowest Health pool score. (So if you were reduced to -8 Health, you are hospitalized for 8 days.) On the day of your discharge, your Health pool increases to half its maximum value. On the next day, it refreshes fully.

### Dead

When your pool dips to -12 or below, you are **dead**.

## Refreshing Abilities During Games

- **Investigative abilities** can only refresh between complete adventures, or major breakpoints in campaigns.
- **Creatures** Creatures not encountered for 24 hours refresh all but Health, which refreshes 1d6 per day. If a creature is encountered later in the same day it can refresh all but Health up to half their rating.
- Three **General pools** except Health, Sanity and Stability can be refreshed once per session, in a save haven.
- **Athletics, Driving, Firearms, Piloting, Riding, Scuffling** and **Weapons** refresh 24 hours after the last expenditure.
- **Health** refreshes 2 points per day of restful activity. (See **Injury** table for First Aid for wounded characters)
  - **Stability** can be recovered by following Drives (p. 73) Psychological Triage (see p. 79) or Confidence rolls (see p. 79)

Weapon Details			Ammo	Cost	Range				Notes and Keywords ( <b>bold</b> )
Type	Sub-Type	Weapon Name			Point Blank (3')	Close (30')	Near (120')	Long (300')	
Pistols	<b>Derringer</b>	Remington .41 Short double Derringer (1866)	2	\$20	+2	X	X	X	<b>small</b>
	<b>Light Pistol</b>	Webley & Scott Police Model .32 ACP automatic pistol	8	\$10	+2	+0	+0	X	
		TT-33 Tokarev 7.62mm automatic pistol (1933)	8	\$45	+2	+0	+0	X	Soviet military / police sidearm
		Nambu Type 14 8mm automatic pistol	8	\$40	+2	+0	+0	X	Japanese military sidearm
		Mauser "Broomhandle" 7.62 mm automatic pistol (1896)	10	\$50	+2	+0	+0	X	
		Colt Police Positive .32 revolver (1907)	6	\$15	+2	+0	+0	X	US Police sidearm
		Walther PPK .32 automatic pistol (1931)	7	\$70	+2	+0	+0	X	
	<b>Flare Gun</b>	Very 12-gauge flare pistol (1882)	1	\$30	+1	+2	X	X	<b>incendiary</b>
	<b>Heavy Pistol</b>	Colt M1911A1 .45 ACP automatic pistol (1926)	7	\$50	+3	+1	+1	X	reliable; US Military Sidearm
		Luger P08 9mm automatic pistol (1908)	8	\$50	+3	+1	+1	X	German military sidearm
		Walther P38 9mm automatic pistol (1938)	8	\$75	+3	+1	+1	X	German military sidearm
		FN Browning High-Power 9mm semi-automatic pistol (1935)	13	\$75	+3	+1	+1	X	
		Webley No. 1 Mk IV .455 SAA Revolver (1915)	6	\$25	+3	+1	+1	X	UK military sidearm
		Smith & Wesson .38 Special revolver (1902)	6	\$30	+3	+1	+1	X	US police sidearm
		Smith & Wesson Model 27 .357 Magnum revolver (1927)	6	\$80	+3	+1	+1	X	
Shotguns	<b>Light Shotgun</b>	Winchester M1912 20-gauge pump shotgun (1912)	5	\$50	+3	+0	+0	X	
		Remington M32 20-gauge shotgun (1932)	2	\$35	+3 (+4)	+0 (+1)	+0	X	<b>double-barreled</b>
	<b>Heavy Shotgun</b>	Winchester M1912 12-gauge pump shotgun (1912)	5	\$50	+3	+1	+0	X	
		Remington M32 12-gauge shotgun (1932)	2	\$35	+3 (+4)	+1 (+2)	+0	X	<b>double-barreled</b>
Rifles	<b>Light Rifle</b>	Remington M34 .22LR sporting rifle (1932)	20	\$45	+2	+0	+0	+0	
		Mannlicher-Carcano M1891 6.5mm bolt-action carbine (1892)	6	\$20	+2	+0	+0	+0	
	<b>Heavy Rifle</b>	Mauser 98K 7.92mm rifle (1935)	5	\$125	+3	+1	+1	+1	
		M1 Garand .30-06 rifle (1936)	8	\$120	+3	+1	+1	+1	
		Lee-Enfield MkIII .303 rifle (1907)	10	\$100	+3	+1	+1	+1	
	<b>Elephant Rifle</b>	Holland & Holand Double Express .600 elephant rifle (1903)	2	\$500	+4	+2	+2	+2	<b>kickback</b>
Machine & Submachine Guns	<b>Submachine Guns</b>	Thompson M1921 submachine gun (1921)	20,30,50 or 100	\$200	+3	+1	+1	X	<b>full-auto, jams</b> , see p. 65
		"Schmeisser" MP28 submachine gun (1928)	32	\$200	+3	+1	+1	X	<b>full-auto, jams</b> , see p. 65
	<b>Machine Gun</b>	Browning Automatic Rifle (BAR) .303 machine gun (1918)	20	\$500	+4	+2	+2	+2	<b>prone or bipod, full-auto</b> , see p. 65
Explosives	<b>Homemade</b>	Molotov cocktail	1	?	+1	+0	X	X	<b>incendiary</b>
		Pipe bomb	1	?	+2	+1	-1	X	
	<b>Dynamite</b>	Dynamite (stick)	1	?	+3	+2	-2	X	
		Dynamite (bundle)	1	?	+7	+4	-1	X	
	<b>Environmental</b>	Propane tank	1	?	+4	+2	+0	-2	<b>incendiary</b>
		Exploding car	1	?	+4	+2	+0	-2	<b>incendiary, Pulp-only</b>
		Firedamp, coal-dust, or mill-flour explosion	1	?	+6	+4	+1	-1	
		Gas Main	1	?	+9	+5	+0	X	<b>incendiary</b>
	<b>Military</b>	Rifle-Grenade	1	?	+3	+1	-2	X	
		Hand-Grenade	1	?	+3	+1	-2	X	
		Land mine	1	?	+8	+3	-1	X	
		Mortar shell or rocket attack	1	?	+6	+3	+0	X	<b>incendiary</b>
		Artillery strike or bomber attack	1	?	+17	+8	+1	-2	<b>incendiary</b>











