

LUCK

USING LUCK

Adjust skill or characteristic rolls: (cost: 1 for 1).

Ignore a weapon fumble or firearm malfunction: (cost: 10) the roll is still a failure, but the more dire effects (*e.g.* a weapon breaking or a firearm jamming) are avoided.

Halve Sanity point loss: (cost: double the Sanity point loss) a hero with the Resilient talent can also apply its effect to the Sanity loss, after first halving the loss.

Avoid unconsciousness: (cost: 1, doubling each round thereafter) this can be used when a hero fails a CON roll to remain conscious, or if they suffer automatic unconsciousness.

Recover damage: (cost: 20) gain an immediate 1D6 hit points.

Avoid certain death: (cost: all, at least 30) the hero gains 1D6+1 hit points and returns in the next scene.

Luck cannot be spent on: Luck rolls, damage rolls, pushed rolls, Sanity rolls, skill improvement checks, or avoiding a non-combat natural 100.

In addition, heroes only receive skill experience checks for skill roll successes made without spending Luck points.

RECOVERING LUCK

At the start of each session, each player makes a Luck Recovery roll. The player rolls 1D100 and, if the roll is higher than their current Luck score, they gain 2D10+10 points, if it is lower, they gain 1D10+5 points.

Luck can never exceed 99, for any reason.

COMBAT

ESCAPING MELEE

When a character wishes to withdraw from melee, they must make a Dodge roll opposed by their attackers Fighting skill. On a success they have stepped away from the melee, on a failure the fleeing character can try again next round.

KNOCKOUTS

A character can knock out a target, as a fighting manoeuvre using a blunt attack. If successful the target is rendered unconscious and suffers 1 hit point of damage.

This can be used on any opponent with a skull or similar vulnerable spot (*e.g.* humans, deep ones, ghouls, *etc.*, but not a shoggoth).

LYING PRONE

A character can lie prone to make themselves harder to hit with firearms, and to provide a stable base for firing. But melee attacks gain 1 bonus die.

WOUNDS AND HEALING

Heroes recover 2 hit points per day and ignore the Major Wound rules.

DODGING

If a character reacts to an attack by dodging, their roll can affect their next action:

On a fumble: the character has stumbled out of position and takes a penalty die on their next action.

On a critical: the character has stepped into prime position and takes a bonus die on their next action.

DUAL WIELDING

A character may attack with two guns or two melee weapons, one in each hand, in a single round. All attacks are made with a penalty die, and the chance of a fumble is increased:

If the roll required is 50+: a fumble occurs on 96–100.

If the roll required is 50-: a fumble occurs on 90–100.

Fists count as melee weapons for the purpose of dual-wielding.

FIREARM MODIFIERS

Target is diving for cover: (Dodge success) penalty

Target is partially concealed: penalty

Target is fully concealed: raise difficulty

Target is moving at full speed: (MOV 8+) penalty

Target is small: (Build 2-) penalty

Target is large: (Build 4+) bonus

Target is prone: (ignore if in point blank range) penalty

Point-blank range: (within DEX/5 in feet, does not apply to large weapons like rifles) bonus

Aiming for 1 round: bonus

Loading and shooting in the same round: penalty

Firing 2+ shots with a handgun: penalty on all shots

Firing into melee: penalty

Firing while running: penalty

Firing while prone: bonus

Using a mounted weapon: bonus

Using two weapons: penalty on all attacks

MOVEMENT

In melee:

- Characters may move their MOV in yards and attack normally.
- Characters may move their MOV \times 5 in yards and make one melee attack at the end of the round.

With firearms:

- To take advantage of the +50 DEX for readied firearms, it has to be fired before any movement.
- Characters may move their MOV in yards and attack normally.
- Characters may move their MOV \times 5 in yards but must fire while moving, and the Keeper may rule that the shots take place later in the DEX order.

PSYCHIC POWERS

Using psychic powers costs magic points. If the psychic does not have enough magic points, they should make a CON roll:

On success: the psychic remains conscious and any excess magic point cost is taken from their hit points.

On failure: the psychic falls unconscious with all their magic points used up, and the ability fails to work.

CLAIRVOYANCE (00%)

The psychic may ask the Keeper a specific question about an object, person, location, or physical event; to sense ghosts or invisible Mythos entities; to identify the rough whereabouts of a missing object or person; to detect whether a specific event occurred in a certain place; and so on.

The psychic concentrates for 1D6 rounds, spending 1D6+1 magic points, and making a Clairvoyance roll. On failure, the roll can be pushed by spending an additional 5 magic points. Information revealed may be vague or incomplete.

A target may resist being read, raising the difficulty level. Certain objects may assist in a reading, reducing the difficulty.

If the psychic detects or makes contact with a Mythos presence, they make a Sanity roll as if they have seen it.

DIVINATION (00%)

The psychic may ask the Keeper a specific yes-or-no question about the future. The Keeper may give additional information at their discretion.

The psychic concentrates for 1D10 rounds, spending 1D6 magic points, and making a Divination roll.

MEDIUM (00%)

The psychic is able to communicate with spirits and possibly even Mythos entities, becoming a channel for an outside intelligence to communicate.

The psychic concentrates for 1D10 rounds, spending 1D10 magic points, and making a Medium roll.

The Keeper arbitrates the nature and content of such psychic conversations. If a malevolent force hijacks the situation, the medium may attempt an opposed POW roll to cast them out. On failure, the entity may be able to control the medium's body for 1D10 rounds, until the medium falls unconscious. Such events are likely to call for Sanity rolls.

PSYCHOMETRY (00%)

The psychic is able to detect impressions and emotions from a physical non-living object (*e.g.* a book, a house, or a cigarette case). Unlike Clairvoyance, the psychic does not ask a specific question.

The psychic must touch the object and concentrate for 1D10 minutes, spending 1D6+4 magic points, and making a Psychometry roll.

Strong emotions come first, followed by more specific impressions. The information returned is vague.

TELEKINESIS (00%)

The psychic is able to move any inanimate objects that an average person could easily lift and throw at the cost of 1 magic point per item. The psychic is able to move such objects slowly or quickly, allowing them to be hurled into combat as a weapon:

Outside of combat: the psychic makes a Telekinesis roll, spending 1 magic point, to move the object in any direction up to 5 meters.

During combat: the psychic makes a combined Telekinesis and Throw roll, spending 1 magic point, to throw the object for (usually) 1D4 to 1D6 damage. The target may try to Dodge, if aware of the attack.

Telekinesis can also be used to defend against physical attacks, acting as invisible armour. The psychic must succeed in a Telekinesis roll and spend magic points 1 for 1 to gain temporary armour points.

Rolls for combat and armour cannot be pushed.

WEIRD SCIENCE

A hero may try to build a gadget not normally available if they have the appropriate knowledge, skills, tools, facilities, and components. Normally a single or combined skill roll will be required to determine the success of the manufacture.

Ideally each weird science gadget should have a single function *e.g.* a gadget created to transport people to the moon cannot also be used to send people elsewhere.

Some guidelines for difficulty levels are:

Regular: performs a simple non-destructive function; or replicates a skill roll at a 40% chance of success.

Hard: performs a complex or destructive function; or replicates a skill roll at a 60% chance of success; or provides a bonus die to a specific skill roll (with 1D4 uses).

Extreme: performs a highly complex or bizarre function; or replicates a skill roll at a 90% chance of success; or provides a bonus die to a specific skill roll (with 1D10 uses); or does anything Mythos-related.

The time required to construct a gadget varies based on the complexity. *e.g.* a simple gadget may take 1D10+5 hours to build, a complex gadget 1D10+5 days or months, and a highly complex gadget 1D10+5 years.

After the time required to construct the gadget has elapsed, the hero may make the appropriate skill roll or rolls to determine if their work has been successful. A failure means the device does not work, and more time must be spent on it. The roll may be pushed, but a failed pushed roll should have dramatic and probably explosive consequences.

MYTHOS SCIENCE

Many Mythos artefacts fall into the broad category of “weird science,” but they are not designed for humans, are not easy to use, and are often dangerous to the user. Humans have no way of really understanding these devices, but replicating their effects to some degree may be possible.

Heroes with an insane augmented skill may be able to operate or devise Mythos-like gadgets.

CHANGES TO SKILLS

COMPUTER USE (00%)

This skill is no longer just modern day, it's now available in the 1920s and 1930s.

This is the province of scientists and inventors, and it's highly unlikely anyone outside such professions would have any skill at all (or even know how to turn a computer on). These computers fill entire floors, and consist of row upon row of glass tubed valves, jumbles of wires, flashing lights, *etc.* Programming is done by adjusting dials and feeding in punched cards. Computers are strange, primitive, and nobody really understands them.

Suggested uses for these early computers are:

- Predicting the percentage chance of specific events.
- Decoding ciphers or translating ancient texts.
- Powering the brains of servant robots.
- Solving complex mathematical problems.

Timescales for operations are in hours or days, rather than minutes.

CTHULHU MYTHOS (00%)

The optional "spontaneous use of Cthulhu Mythos" rule is now standard.

The suggested difficulty level for reasonable uses is Regular. Alternatively, if the character is trying to affect a target that is resisting them, treat this as an opposed roll between the caster's Cthulhu Mythos and the target's POW. The keeper must also decide on a cost in magic points and Sanity points, by judging from similar skills. The consequences for failing a pushed roll are the same as for failing a pushed spell casting roll.

Some examples of spontaneous Cthulhu Mythos use are:

To cause physical harm to one target: the caster chooses a number of magic points, loses half that many Sanity points, and makes an opposed roll. On a success the target takes damage equal to the number of magic points expended.

To banish a monster: the caster spends magic points equal to one fifth of the monsters POW and 1D4 Sanity points, then makes an opposed roll.

To commune with the recently deceased: costs the caster 10 magic points plus 1D10 Sanity points. The effect lasts 1D6 rounds.

To commune with the long-term dead: costs the caster 15 magic points plus 1D10 Sanity points. The effect lasts 1D4 rounds.

To create a physical ward: costs the caster variable magic points and Sanity points. Each magic point invested acts as if armour, on a one-for-one basis. Such a ward does not prevent mental and psychic attacks, nor Mythos spells.

To comprehend Mythos languages: costs the caster 8 magic points plus 1D6 Sanity points. This ability to read and understand lasts for around 1 hour.

FIRST AID (30%)

Treatment recovers 1D4 hit points, rather than just 1.

HYPNOSIS (30%)

The user induces a trance state in a target causing them to experience heightened suggestibility, relaxation, and possible recall of forgotten memories. This is an opposed roll between the user's Hypnosis skill and the target's POW or Psychology (if the target is willing and compliant, the hypnotist only needs to succeed in their Hypnosis roll). Only one target at a time can be affected by hypnosis. Use of hypnosis for devious or malignant purposes should always come at the cost of Sanity points.

Some possible uses for hypnosis are:

To alleviate pain: making the target ignore physical pain, performing as if uninjured for 1D6 rounds. After this period, the target may suffer hit point loss or fall unconscious with pain.

To alleviate mental trauma: eliminating the effects of a phobia or mania. Minimum 1D6 sessions to fully cure someone.

To implant a post-hypnotic suggestion: prompt the target to perform a single particular action, in the near future, without recognizing that they are doing it.

To aid recollection: hypnosis may recall suppressed memories, but may also cost Sanity points. The target should make an Intelligence roll: if successful, they fully recall the memory and suffer the appropriate Sanity loss.

To aid concentration: the target can diligently focus on a specific subject. The Keeper grants an appropriate bonus to the target (*e.g.* reducing reading time, giving a bonus die).

To freeze a target: the target's attention can be fixed on an object (*e.g.* a watch), even during combat, so they are unable to do anything else. If the hypnotist or target take damage, the effect is broken. If the hypnotist fails their roll, the target gets an immediate surprise attack on them.

To alter memories: the target is not aware of the specific alteration and loses the original memories.

MEDICINE (01%)

Treatment recovers 1D4 hit points, rather than just 1D3; in addition to any First Aid received.

PSYCHOANALYSIS (01%)

This skill covers "dime store" emotional therapy (*e.g.* a shoulder to cry on, or a slap to the face) as well as professional care. Dime store psychoanalysis by a non-medically trained person can recover 1D3 Sanity points, and reduce the duration of a temporary insanity by half. Failure loses 1D6 Sanity points and the patient can never be treated by that person again.

The skill can also be used to temporarily ignore the effects of a phobia or mania for 1D6 minutes, *e.g.* allowing a claustrophobe to hide in a brook cupboard. Similarly, it can also be used to allow a delusional hero to see through their hallucination briefly.

PULP TALENTS

Roll Physical Talent

- 1 **Keen Vision:** gain a bonus die to Spot Hidden rolls.
- 2 **Quick Healer:** natural healing is increased to +3 hit points per day.
- 3 **Night Vision:** in darkness, reduce the difficulty level of Spot Hidden rolls and ignore penalty dice for shooting in the dark.
- 4 **Endurance:** gain a bonus die when making CON rolls (including to determine MOV rate for chases).
- 5 **Power Lifter:** gain a bonus die when making STR rolls to lift objects or people.
- 6 **Iron Liver:** may spend 5 Luck points to avoid the effects of drinking excessive amounts of alcohol (negating penalty applied to skill rolls).
- 7 **Stout Constitution:** may spend 10 Luck points to reduce poison or disease damage and effects by half.
- 8 **Tough Guy:** soaks up damage, may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.
- 9 **Keen Hearing:** gain a bonus die to Listen rolls.
- 0 **Smooth Talker:** gain a bonus die to Charm rolls.

Mental Talent

- 1 **Hardened:** ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.
- 2 **Resilient:** may spend Luck points to shrug-off points of Sanity loss, on a one-for-one basis.
- 3 **Strong Willed:** gains a bonus die when making POW rolls.
- 4 **Quick Study:** halve the time required for Initial and Full Reading of Mythos tomes, as well as other books.
- 5 **Linguist:** able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.
- 6 **Arcane Insight:** halve the time required to learn spells and gains bonus die to spell casting rolls.
- 7 **Photographic Memory:** can remember many details; gains a bonus die when making Know rolls.
- 8 **Lore:** has knowledge of a lore specialisation skill (*e.g.* Dream Lore, Vampire Lore, Werewolf Lore, *etc.*). Note that occupational and/or personal interest skill points should be invested in this skill.
- 9 **Psychic Power:** may choose one psychic power (Clairvoyance, Divination, Medium, Psychometry, or Telekinesis). Note that occupational and/or personal interest skill points should be invested in this skill.
- 0 **Sharp Witted:** able to collate facts quickly; gains a bonus die when making Intelligence (but not Idea) rolls.

Combat Talent

- 1 **Alert:** never surprised in combat.
- 2 **Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out melee combat.
- 3 **Fast Load:** choose a Firearm specialism; ignore penalty die for loading and firing in the same round.
- 4 **Nimble:** does not lose next action when “diving for cover” versus firearms.
- 5 **Beady Eye:** does not suffer penalty die when “aiming” at a small target (Build -2), and may also fire into melee without a penalty die.
- 6 **Outmanoeuvre:** character is considered to have one point higher Build when initiating a combat manoeuvre.
- 7 **Rapid Attack:** may spend 10 Luck points to gain one further melee attack in a single combat round.
- 8 **Fleet Footed:** may spend 10 Luck points to avoid being “outnumbered” in melee combat for one combat encounter.
- 9 **Quick Draw:** does not need to have their firearm “readied” to gain +50 DEX when determining position in the DEX order for combat.
- 0 **Rapid Fire:** ignores penalty die for multiple handgun shots.

Miscellaneous Talent

- 1 **Scary:** reduces difficulty by one level or gains bonus die (at the Keeper’s discretion) to Intimidate rolls.
 - 2 **Gadget:** begins the game with one weird science gadget.
 - 3 **Lucky:** regains an additional 1D10 Luck points when Luck Recovery rolls are made.
 - 4 **Mythos Knowledge:** begins the game with a Cthulhu Mythos skill of 10 points.
 - 5 **Weird Science:** may build and repair weird science devices.
 - 6 **Shadow:** reduces difficulty by one level or gains bonus die (at the Keeper’s discretion) to Stealth rolls, and if currently unseen is able to make two surprise attacks before their location is discovered.
 - 7 **Handy:** reduces difficulty by one level or gains bonus die (at the Keeper’s discretion) when making Electrical Repair, Mechanical Repair, and Operate Heavy Machinery rolls.
 - 8 **Animal Companion:** begins the game with a faithful animal companion (*e.g.* dog, cat, parrot) and gains a bonus die when making Animal Handling rolls.
 - 9 **Master of Disguise:** may spend 10 Luck points to gain a bonus die to Disguise or Art/Craft (Acting) rolls; includes ventriloquism. Note that if someone is trying to detect the disguise their Spot Hidden or Psychology roll’s difficulty is raised to Hard.
 - 0 **Resourceful:** always seems to have what they need to hand; may spend 10 Luck points (rather than make a Luck roll) to find a certain useful piece of equipment (*e.g.* a flashlight, length of rope, a weapon, *etc.*) in their current location.
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INSANITY

Roll Bout of Madness (Real-Time) (duration: 1D10 rounds)

- 1 **Amnesia:** the hero loses the ability to use their Pulp Talents.
 - 2 **Crazy Plan:** the hero pursues an ill-conceived plan which either benefits the enemy or harms the hero or their allies.
 - 3 **Rage:** the hero goes on a spree of uncontrolled violence and destruction, targeting allies and foes alike.
 - 4 **Gloat:** the hero is compelled to boast, gloat, or exclaim their plans aloud.
 - 5 **Relax:** the hero is convinced that the threat is negligible and relaxes.
 - 6 **Flee in Panic:** the hero is compelled to get as far away as possible, even if this requires taking the only vehicle.
 - 7 **Show Off:** the hero becomes an attention-seeking maniac, possibly prone to foolhardy acts.
 - 8 **Alter Ego:** the hero's personality is replaced by their mirror image.
 - 9 **Phobia:** the hero gains a new phobia (permanently), and the hero imagines that the trigger is present (temporarily).
 - 0 **Madness:** the hero gains a new mania (permanently), and the hero imagines that the trigger is present (temporarily).
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Bout of Madness (Summary) (duration: 1D10 hours)

- 1 **Amnesia:** the hero comes to their senses in an unfamiliar place, with no memory of who they are and lacking their Pulp Talents. The memories return slowly over time. The Pulp Talents return in a time of crisis (*e.g.* when someone's life is threatened) with a successful Luck roll; if unsuccessful, the hero can try again in 1D10 rounds.
 - 2 **Robbed:** the hero comes to their senses having been robbed. They are unharmed. If they were carrying a Treasured Possession, make a Luck roll to see if it was stolen. Everything else of value is missing.
 - 3 **Battered:** the hero comes to their senses to find themselves battered and bruised. Hit points are reduced by half. They have not been robbed.
 - 4 **Violence:** the hero comes to their senses having gone on a spree of violence or destruction, which they may not remember. They may have killed.
 - 5 **Ideology/Beliefs:** the hero comes to their senses having manifested one of their Ideology and Beliefs in an extreme, crazed, and demonstrative manner.
 - 6 **Significant People:** the hero comes to their senses having tried to get as close to a Significant Person, or act upon the relationship in some way, as possible.
 - 7 **Institutionalised or Apprehended:** the hero comes to their senses in a high-security psychiatric ward or police cell.
 - 8 **Flee in Panic:** the hero comes to their senses somewhere far away.
 - 9 **Phobia:** the hero gains a new phobia (permanently), and the hero comes to their senses having taken every precaution possible to avoid it.
 - 0 **Mania:** the hero gains a new mania (permanently), and the hero comes to their senses having fully indulged in it.
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SANITY ROLLS

Sanity costs are written in the form "x/Y SAN". On success, the hero loses x points, on failure the hero loses y points.

Losing Sanity points always causes the hero to lose self-control for a moment, *e.g.* jumping in fright or gasping in terror. A fumbled Sanity roll causes the maximum Sanity point loss.

Some examples of sanity costs are:

Surprised to find a mangled animal carcass: 0/1D2

Surprised to find a corpse or body part: 0/1D3

See a stream flow with blood: 0/1D4

Find a horrifically mangled human corpse: 1/1D4+1

Awake trapped in a coffin: 0/1D6

Witness a friend's violent death: 0/1D6

See a ghoul: 0/1D6

Meet someone you know to be dead: 1/1D6+1

Undergo severe torture: 0/1D10

See a corpse rise from its grave: 1/1D10

See Great Cthulhu: 1D10/1D100

PHOBIAS AND MANIAS

While sane, a phobia or mania is just a roleplaying hook. But while the hero is suffering from an underlying insanity, direct exposure to the source of a phobia causes panic, and exposure to the source of a mania causes obsession.

For phobias, actions other than fighting or fleeing the source suffer a penalty die. For manias, acting in ways which do not indulge the mania suffer a penalty die.

DELUSIONS AND REALITY CHECKS

The Keeper may present a hero suffering underlying insanity with delusional sensory information. Being told directly by another hero that they are hallucinating does not dispel it, only a Psychoanalysis roll may do that.

To see through a delusion, a player may make a Sanity roll. On failure, they suffer 1 point of Sanity damage and have a bout of madness.

INSANITY AND CTHULHU MYTHOS

The first time a hero has a period of insanity brought on by a Mythos source, they gain 5 points of Cthulhu Mythos.

Subsequent instances grant 1 point of Cthulhu Mythos.

DEALING WITH INSANITY

Consumption Level	Duration	Temporary Immunity	Impairment
Low: <i>e.g.</i> 1–4 shots	1 hour	None	None.
Medium: <i>e.g.</i> 5–8 shots	3 hours	2 points	Roll impairment.
High: <i>e.g.</i> 9–14 shots	4 hours	4 points	Roll impairment.
Extreme: <i>e.g.</i> 15+ shots	6+ hours	6 points	Roll impairment. In addition, all rolls suffer from a penalty die.

DUTCH COURAGE

A hero may drink alcohol with the aim of numbing their minds to Sanity-blasting horrors. Determine if the hero has drunk a low, medium, high, or extreme amount of alcohol and consult the inebriation table for the effects.

There are three effects which a hero can obtain:

Temporary immunity: after making a Sanity roll, if the loss is below the immunity threshold, the result is ignored. If the loss is higher than the immunity threshold, the Keeper notes it down but the Sanity is not lost immediately. When the alcohol wears off, the hero makes an INT roll: on success, the hero remembers everything and loses the full Sanity recorded by the Keeper; on failure, the hero only partially remembers and so only takes half the Sanity damage.

Roll impairment: make a CON roll: if failed, all skill and characteristic roll difficulties for the duration of the drunkenness are increased by one level.

All rolls suffer from a penalty die: this applies for the duration of the drunkenness even if the hero succeeds their CON roll. When extremely inebriated, nobody can avoid all consequences.

GETTING USED TO THE AWFULNESS

Once a hero has lost as many Sanity points for seeing a particular sort of monster as the maximum possible, they cannot lose any more to that source for a while. *e.g.* a hero will not lose more than 6 Sanity points for encountering Deep Ones (0/1D6) even if a hundred were seen at once.

A player should record their Sanity points lost to any particular Mythos entity. At every hero development phase, these recorded numbers are all reduced by 1.

PSYCHOANALYSIS

Psychoanalysis, even by a non-medically trained person, can recover some Sanity points.

See the “Changes to Skills” section.

TREATMENT

Temporary insanity lasts 1D10 hours, or until a good night’s sleep in a safe place, so treatment is not useful. Indefinite insanity lasts until treated.

After each month of treatment, safe from further trauma, the player rolls 1D100 to determine how well they have recovered.

Private care:

If the result is 01–95: add 1D3 Sanity points. Then make a Sanity roll; on success, the investigator is cured of their insanity; on failure, the investigator can try again next month.

If the result is 96–100: lose 1D6 Sanity points, and next month’s roll is skipped.

Institutionalisation:

If the result is 01–50: add 1D3 Sanity points. Then make a Sanity roll; on success, the investigator is cured of their insanity; on failure, the investigator can try again next month.

If the result is 51–95: no progress has been made.

If the result is 96–100: lose 1D6 Sanity points, and next month’s roll is skipped.

If the institution is particularly low, the chances of success may be lower.

INSANE TALENTS

Roll	Insane Talent
01	Insane Strength: gain a bonus die to a STR roll. If failed, the Keeper chooses: the hero is injured (1D3+DB damage) or the thing the hero was working on breaks.
02	Insane Dexterity: gain a bonus die to a DEX roll. If failed, the Keeper chooses: the hero is injured (1D4 damage) or the thing the hero was working on breaks.
03	Insane Power: gain a bonus die to a POW roll. If failed, the Keeper chooses: the hero passes out, or the effect they were trying to achieve is dangerously greater than intended.
04	Insane Constitution: when damage is suffered, the hero may make a CON roll to halve the damage. If failed, they take the damage and fall to the ground incapacitated for 1D3 rounds.
05	Insane Appearance: gain a bonus die to an APP roll, or any roll that could be affected by their appearance, such as Charm or Fast Talk. If failed, they suffer some social disgrace or consequence.
06	Insane Recall: gain a bonus die to an EDU, Know, or skill roll when trying to remember information that the hero might feasibly know. If failed, lose a point of Sanity and suffer a bout of madness; if not already insane, they are now temporarily insane.
07	Insane Speed: gain a bonus die to a CON roll when entering a chase to increase their speed by 1 (2 on an Extreme success). If failed, the hero loses 1D3 rounds of movement.
08	Insane Driver: gain a bonus die to all Dive rolls for one chase. If a roll fails, the hero loses control of the vehicle somehow.
09	Insane Language: the hero temporarily grasps all modern languages (or one archaic or Mythos language) for a short time: enough to conduct an initial reading of a tome, have a conversation, or listen to a speech. The effective skill in the language is 75%. If a skill roll is required for the use of the new language, a failure means the hero forgets their native tongue for 1D6 days, replacing it with the new language being used at the time.
10	Insane Accuracy: gain a bonus die to all Firearms rolls until their gun is empty or the hero misses a shot. A missed shot will hit something they do not want to hit, dealing damage as if it were an Extreme success.
11	Insanely Intimidating: gain a bonus die to Intimidate rolls. If failed, the Keeper chooses: they fly into a violent rage, or they are belittled and shamed.
12	Insanely Hard to Hit: gain a bonus die on all Dodge rolls in the current combat until they fail a Dodge roll. Such a failure indicates moving into the blow, treating the attack as an Extreme success.
13	Insane Sense of Direction: ask the Keeper which direction to go to reach a specific objective, then roll Luck. If failed, the hero walks into a trap or dangerous encounter.
14	Insane Understanding: ask the Keeper a specific question about the plot, which the Keeper answers honestly. Then this talent is lost.
15	Insane Vision: gain a bonus die to a Spot Hidden roll. If failed, the Keeper chooses: their eyes become painful and sensitive (leaving them blind for 1D10 rounds) or they have visual delusions for the next hour.
16	Insane Hearing: gain a bonus die to a Listen roll. If failed, the Keeper chooses: a sudden noise leaves them deaf for 1D10 minutes, or they have auditory delusions for the next hour.
17	Insane Stealth: gain a bonus die to a Stealth roll. If failed, the Keeper chooses: they break something or cause a commotion.
18	Insane Brutality: roll all melee damage twice and take the highest result. Once they start hitting, they cannot stop until they deliver a killing blow, are rendered unconscious, or someone makes a successful Hard Fast Talk, Charm, or Intimidate roll on them (only one person may attempt one of these on the hero in any one combat round).
19-00	Insane Skill Augmentation: augment one of their skills (agreed with the Keeper) with some aspect of the Cthulhu Mythos, affecting the scope of what can be achieved with the skill.

USING AUGMENTED SKILLS

For a mundane use of the skill, the player makes a roll as usual.

For a supernatural use of the skill, the player agrees on a goal with the Keeper. The player then makes a combined roll for that skill and Cthulhu Mythos:

Extreme success on the skill: the goal has been partially achieved.

Regular success on Cthulhu Mythos: the goal has been partially achieved.

Both: the goal has been fully achieved.

Whenever a player uses an augmented skill, they lose Sanity points (regardless of whether they are successful or not), unless they are already insane. Failing a pushed roll should have severe consequences and cost at least 1D6 Sanity.

Some possible uses for augmented skills are:

Appraise: the hero can divine the item's history, beyond what any normal person could hope to glean.

Astronomy: the hero is able to foretell events by reading the stars, akin to astrology (but accurate).

Brawl: the hero's shadow can fight alongside them at the same skill level.

Climb: the hero can climb like a spider, even across smooth surfaces.

Disguise: the hero is able to insinuate themselves into a NPC's life. The target believes the hero to be a friend or relative who they have always known.

Firearms: the hero develops either the ability to or a weapon that allows them to shoot around corners or through walls as if the wall did not exist.

MYTHOS TOMES AND PULP MAGIC

Roll	Failed Casting Effect
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- | | |
|----|--|
| 01 | Epic thunder and lightning. |
| 02 | Temporary blindness for 1D6 rounds (adjust difficulty levels for rolls/apply penalty dice). |
| 03 | Strong winds appear from nowhere (make Luck rolls to hold onto any fly-away items like papers and books). |
| 04 | Bright green slime extrudes from walls, floor, window, <i>etc.</i> (0/1D3 Sanity point loss). |
| 05 | Bizarre hallucinations of the Keeper's choosing (Sanity point loss as appropriate). |
| 06 | Small animals in the vicinity explode (0/1D3 Sanity point loss). |
| 07 | Caster's hair turns white. |
| 08 | Loud, disembodied screaming (0/1 Sanity point loss). |
| 09 | Eyes bleed for 1D4 rounds (adjust difficulty levels for rolls/apply penalty dice). |
| 10 | Foul smell of brimstone. |
| 11 | Earth shakes and walls are rent asunder. |
| 12 | The caster's hand is withered and burned (temporarily: penalty die applied to all DEX and skill rolls requiring use of the hand; or permanently: reduce DEX and all skills requiring the use of the withered hand by 20 points) and lose 1D2 hit points. |
| 13 | Blood rains from the sky for 1D6 rounds. |
| 14 | The caster ages unnaturally (2D10 years). |
| 15 | Caster's skin is permanently turned translucent (1/1D4 Sanity point loss to see the caster). |
| 16 | Caster gains 1D10 POW but also loses 1D10 Sanity points. |
| 17 | A Mythos monster is accidentally summoned. |
| 18 | The Keeper picks two spells at random, both activate. |
| 19 | The caster and everyone nearby is transported to another place. |
| 00 | A Mythos deity is accidentally called. |
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INITIAL READING

The Keeper describes the appearance of the book, and the reader should be able to swiftly ascertain if it's written in a language they understand (05% in a Language skill, or a roll at 01%).

The reader can then make an Initial Reading, possibly with a suitable Language skill roll with difficulty determined by the age and condition of the book. For example:

Regular: a book printed in the last century in good condition.

Hard: a handwritten manuscript, especially an old one.

Extreme: an ancient mouldering tome, containing a mix of print and handwritten annotation.

For most books, the Initial Reading takes an evening of study (approximately 6 uninterrupted hours).

On success, the reader gains the CMI score in Cthulhu Mythos points, loses the Sanity cost (no roll required), gets some idea of the contents of the book and any spells it contains, and knows how long a full study will take.

On failure, the reader may still gain some information, but no Sanity points are lost and no Cthulhu Mythos is gained. A failed roll may be pushed, but consequences for failure should be dramatic.

FULL STUDY

The reader spends half of the usual full study time examining the book, and makes an appropriate Sanity roll. The tome's Mythos rating is then compared with the reader's Cthulhu Mythos: if higher, they gain the CMF score in Cthulhu Mythos points; otherwise, they only gain the CMI score in Cthulhu Mythos points.

A tome can be repeatedly studied to gain more Cthulhu Mythos points, but the study time doubles at each instance.

Only one tome can be studied at a time.

USING TOMES AS A REFERENCE

Once a full study has been completed, a tome can be used to provide a specific fact about the Mythos. The reader spends 1D4 hours reading the book, then makes a skill check with the book's Cthulhu Mythos Rating as the target.

On failure, the book either does not contain the information, or the reader failed to locate it.

LEARNING A SPELL

From a Mythos tome: once an initial reading has been completed, the reader can spend 1D6 hours studying a spell. Usually success is automatic, but the Keeper may ask for a Hard INT roll. On failure, the reader has not learned the spell, and may either push the INT roll, or set the book aside and try again the next day.

From another person: someone who knows a spell can teach it in 1D4 hours. No rolls are required.

From a Mythos entity: at will, any suitable Mythos entity can teach a spell by telepathy. The spell is instantly learned, but causes a loss of 1D6 Sanity points.

CASTING A SPELL

When first casting a spell, the user must make a Hard POW roll. On success, they cast the spell, and do not need to make the roll on subsequent uses. On failure, the roll can be attempted once more (at any time) but with the costs multiplied by 1D6, and this counts as a pushed roll.

If the pushed roll fails, or the user does not want to push it, they must learn the spell again.

HOUSE RULES

POINT-BUY

You can pick your characteristics and luck scores by distributing up to 550 points across them all.

Each value must be within range of the dice rolls:

STR, CON, DEX, APP, POW: 15–90, from $5 \times 3D6$

SIZ, INT, EDU, Luck: 40–90, from $5 \times (2D6+6)$

Core characteristic: 70–95, from $5 \times (1D6+13)$

REFERENCES

COMBAT

Concealment and Cover:

PC65, KR127

Dodging:

PC70

Dual Wielding:

PC71

Escaping Melee:

PC63

Firearm Modifiers:

PC65, KR409

Knockouts:

PC65, KR125

Lying Prone:

PC65

Movement:

KR127

Wounds and Healing:

PC66

LUCK

Recovering Luck:

PC62

Using Luck:

PC60–62

SANITY

Bouts of Madness:

PC74–76, KR156–158

Delusions and Reality Checks:

KR162–163

Dutch Courage:

PC72–73

Getting Used to the Awfulness:

KR169

Insanity and Cthulhu Mythos:

KR163–164

Institutionalisation:

KR165

Phobias and Manias:

KR159–162

Private Care:

KR164

Psychoanalysis:

PC38, KR164

Sanity Rolls:

KR154–155

Temporary and Indefinite Insanity:

KR155–156

Underlying Insanity:

KR158–159

SKILLS

Insane Skill Augmentation:

PC76–80

Psychic Powers:

PC83–85

Pulp Skill Changes:

PC35–38

Weird Science:

PC86–88

TALENTS

Insane Talents:

PC76–78

Pulp Talents:

PC24–26

TOMES AND MAGIC

Casting a Spell:

PC83, KR177–179

Failed Casting Effects:

PC82, KR178

Full Study:

PC81, KR174–175

Initial Reading:

PC81, KR173–174

Learning a Spell:

PC81–83, KR176–177

Using Tomes as a Reference:

KR175