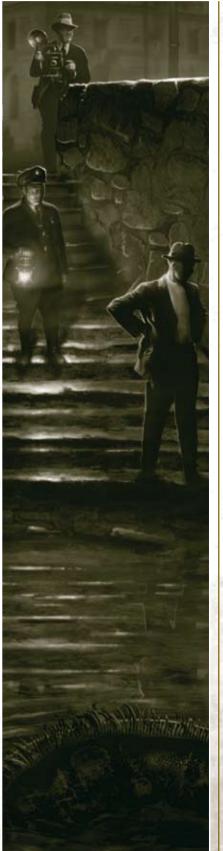
# Condensed Rules For TRAIL OF CTHULHU BY KENNETH HITE







# CREDITS

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Based on *Trail of Cthulhu* written by Kenneth Hite, featuring the GUMSHOE system by Robin D. Laws and illustrated by Jérôme Huguenin.

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## Contents



CREDITS1
CONTENTS
BUILDING      AN INVESTIGATOR      3      Abilities      3      Occupations      3      Credit Rating Equivalency      6      Character Sheet
GAME MECHANICS
Contest
Stealth Modifiers & Surprisell Combatll Determine the Combat Round Orderll
Perform the Ability Tests
Attacks
Handguns
Damage From Crashes
Hazards

100 K
Electric Shock
Darkness
Darkness Modifier
Table
Exhaustion
Extreme Temperature
Corrosive Substances
Poison & Disease
Health
Consciousness Test
Hurt
First Aid
Seriously Wounded
Death
Stability
Stability Test
Example Stability
Loss Table
Acting Against Drives
Coming Unstrung
Shaken
Mind Blasted21
Permanently Insane
Recovering Stability
Acting Within a Drive
Psychological Triage
Confidence Roll
Downtime
Anagnorisis or
The Big Reveal
Sanity
Denying the Mythos
Fainting
Losing Pillars of Sanity22
False Sanity
Mental Illness
Shell Shock
Mythos Madness
Mental Illness
& Substance Abuse25
Temporary
Psychological Triage25
Curing Mental Illness25
Recovering Ability
Pool Points25
Player Characters25
Non-Player Characters26
Improving Investigators26
GUMSHOE Clues
& Special Benefits26
Core Clues
Inconspicuous Clues
Simple-Search Clues
Special Benefits
Tomes
Magic
Learning Spells
Casting Spells
Version Notes

2

# 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 investigator from the list starting 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*.

### Investigative Abilities

Comprised of 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

Ability List By Families

Technical

Art Astronomy Chemistry Craft Evidence Collection Forensics Locksmith Outdoorsman Pharmacy Photography General Abilities Athletics Conceal Disguise<sup>†</sup> Driving Electrical Repair<sup>†</sup> Explosives<sup>†</sup> Filch Firearms First Aid Fleeing Health **Hypnosis** Magic Mechanical Repair<sup>†</sup> Piloting Preparedness Psychoanalysis Riding Sanity Scuffling Sense Trouble Shadowing Stability Stealth Weapons

† Some *General Abilities* can be used as *Investigative Abilities* in certain circumstances. They are always bought and built as *General Abilities*.

### Alienist

#### **Occupational Abilities:**

Biology, Languages (German or 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

### 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

### **Condensed Rules**

## 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 investigator's abilities with build points.

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

Each player gets 65 build points to spend on their investigator'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 I build point buys 2 rating points in that ability.

Non-occupational abilities are bought at l rating point for l 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 rating 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 I and further rating points are bought as above.

In a Purist campaign *Health* and *Stability* rating can only be bought to a maximum of l2 each.

Buy your *Athletics* rating before your *Fleeing* rating. Once your *Fleeing* rating reaches twice your *Athletics* rating (or you purchased no *Athletics* rating at all) then spending further build points on *Fleeing* buys 2 rating points per 1 build point spent. Thus if you have a final starting *Athletics* rating of 1, purchasing a *Fleeing* rating of 6 would cost just 4 build points (2 build points to raise *Fleeing* to 2, which is twice *Athletics* rating, then 2 further build points now buys 4 *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* rating points down from your occupation's base starting level to buy extra build points for use on other *Investigative Abilities* on a l to l basis.

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

Keepers may wish to place ceiling or floor 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 is, you must have one other *General Ability* with at least half that rating e.g. if *Firearms* is your highest *General Ability* with a rating of 9, then you must have one other *General Ability* with a rating of at least 5.

### **Condensed Rules**

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

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

Your investigator 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 *General Ability* tests 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 extra benefits or skills peculiar to that occupation which you should note on your character sheet. See the Trail of Cthulhu Rulebook (pg. 10-18) for details. Fill in your investigator's *Hit Threshold.* This will be 3 or, if your investigator has an *Athletics* rating of 8 or higher, it will be 4.

If your investigator has the *Languages* ability then they understand 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 investigator is fluent in as long as the Keeper agrees.

In a Pulp campaign you can choose to incorporate *Sources of Stability* for your investigator. For every 3 full rating points of *Stability* you start with you may 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 players' investigators 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 scientific laws of the universe

Staunch moral principles

Aesthetics and the truth inherent in great art

Epicureanism - living life to the fullest

Family honour

The purity of your bloodline

Choose a *Drive* for your investigator from the following:

Adventure Antiquarianism Arrogance Artistic Sensitivity Bad Luck Curiosity Duty Ennui Follower In The Blood 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 investigator and make suitable notes. These should not conflict with your occupation, *Drive*, *Sources of Stability* or *Pillars of Sanity*.

Investigator:	TRAIL OF	CITICLIC
Occupation:	BY KENNI	
Appearance:		
	Interpersonal Abilities	General Abilities
	Assess Honesty	Athletics
	Bargain	Conceal
Drive:	Bureaucracy	Disguise
	Cop Talk	Driving
	Credit Rating	Electrical Repair
Sanity Rating: Of Which is False:	Flattery	Explosives
	Interrogation	Filch
Pillars of Sanity:	Intimidation	Firearms
	Oral History	First Aid
	Reassurance	Fleeing
	Streetwise	Hypnosis
		Magic
k	Academic Abilities	Mechanical Repair
Sanity Points: 🕅 1 2 3 4 5 6 7 8 9 10 🔤	Accounting	Piloting
	Anthropology	Preparedness
	Archaeology	Psychoanalysis
	Architecture	Riding
Stability Rating:	Art History	Scuffling
	Biology	Sense Trouble
Sources of Stability:	Cryptography	Shadowing
	Cthulhu Mythos	Stealth
	Geology	Weapons
	History	
	Languages 🖗	Technical Abilities
Stability Points: 读 -11 -10 -9 -8 -7 -6 -5 -4 -3		Art
-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13		Astronomy
		Chemistry
14 15 16 17 18 19 20 21 22 23 24 25		Craft
	Law	Evidence Collection
	Library Use	Forensics
Mental Disorders:	Medicine	Locksmith
	Occult	Outdoorsman
	Physics	Pharmacy Dhata ang ha
	Theology	Photography
	Occupational Benefits and Dedicate	ed Pools:
Health Rating: Hit Threshold:	a	
	20	
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-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13		
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KNOWN CONTACTS Name Location Notes  EQUIPMENT Item Cost Notes  Knows Kno	IN	VESTIGATOR BACKGRO	OUND and PERSON	ALITY	
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# Game Mechanics

# Tests, Challenges & 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 investigator 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 with a valid 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 l less than they spend e.g. 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 investigator is designated the lead and all other investigators in the piggyback group must spend I 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 l 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 or creature tests before a player character.

If player characters tie, the player who arrived the latest 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.

### **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 barricaded 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 cooperative tests or test individually but simultaneously (whichever method is appropriate to the task).

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



**Condensed Rules** 

### Example Continuing Challenge

Two investigators are trying to shift 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 l on the test die roll, failing the standard test difficulty level of 4. Their 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 l2 (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 & 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) for any immediately subsequent *General Ability* test after being surprised. This will only last for up to l 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

In fights where only two combatants are involved the individual that initiated the combat (the aggressor) acts first and the defender acts second in each combat round.

If unsure who initiated combat or when more than two combatants are involved, use the following rules to determine combat round order:

Non-surprised characters act in order of highest rating in their tested fighting ability to lowest.

If a tie for rating, the character with the highest tested ability pool points acts first.

If that is tied, a player character acts before an opponent (with earlier arriving players to the game session acting before later arriving players).

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.

### Condensed Rules

## 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:	+]

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 I (or 2 if the target has an *Athletics* rating of 8 or higher).

In a Purist game only rifles can be used for long range shots.

In a Pulp game an attacker may use a pistol at long range or a rifle beyond long range, up to 500 yards, but to do so must spend 2 extra *Firearms* pool points (which are not added to the test die roll).

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.

If the attacker is testing against the *Firearms* ability and has a zero rating (not zero current pool points) and rolls a natural I they have accidentally shot themself 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 ld6 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
Fireplace poker	0
Heavy club	0
Bullwhip	-1
Knife	-1
Machete	0
Sword	$+\mathbf{l}$
Small improvised weapon	-l
Large improvised weapon	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 fare when their *Health* pool points reach zero or less i.e. they can become *hurt* and *seriously wounded*.

## Fleeing From Combat

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

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 fleer. The fleer must also roll first in any ensuing chase contest.

### Condensed Rules

		Damage Modifier by Range				
		Point	Close<	Near<	Long<	
Firearm	Ammo	Blank	30 feet	120 feet	300 feet	Notes
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	•	$\bigcirc$
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	
Mannlichter-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	•	35
"Schmeisser" MP28 submachine gun (1928)	32	+3	+1	+1	•	35
Browning Automatic Rifle (BAR) .303 machine gun (1918)	20	+4	+2	+2	+2	13

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

**reliable:** -1 bonus to difficulty level for tests to repair or un-jam

**③ small:** +1 penalty to difficulty level for tests to search person for a concealed weapon

### **Condensed Rules**

### 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. If the attack is successful and causes the victim's *Health* pool points to fall within the range -l to -ll it also forces a *Consciousness Test* on the victim (see the Health section following).

A victim's *Health* pool points can not fall below -ll 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 the relevant damage modifier 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 I on a *Firearms* ability test die roll 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, for **one round only** in each separate combat encounter, can claim 2 free **pool points** to use in their *Firearms* test(s) or 3 free **pool points** with higher capacity drums (50 bullets or over). If these extra pool points are claimed then the weapon must be reloaded after firing as per the reloading rules above.

If these extra pool points are claimed then a natural I on the *Firearms* ability test die roll means an automatic weapon has jammed after firing. Fixing a jammed weapon takes one round and requires a successful *Mechanical Repair* ability test of difficulty level 4.

In a Pulp game, when using the automatic weapon in this way, multiple targets can be attempted to be hit in the same round as long as they 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  $2^{nd}$  and  $3^{rd}$  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. I 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.

### Condensed Rules

## VEHICLES

## Vehicles Under Fire

People under fire inside a vehicle have the firearms cover bonuses (listed earlier) applied to their *Hit Threshold*.

Characters firing on a moving vehicle suffer a +2 *Hit Threshold* penalty to their test rolls if they specifically target the vehicle's fuel tank, engine block or tyres.

A vehicle's fuel tank has an *Armour Point* value of 2 against bullets, the engine block an *Armour Point* value of 4 and the tyres of 0.

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

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

A Keeper may ask passengers riding on the running boards of a vehicle to pass an *Athletics* test to remain clinging on if their driver spends any *Driving* pool points.

## Damage from Vehicle Accidents

#### **Damage From Crashes**

Characters inside a crashed vehicle sustain damage equal to the difficulty of the failed *Driving* ability test which resulted in the crash, plus any of the following modifiers where relevant:

- +l if travelling at normal city speeds
- +2 if travelling at higher speeds
- -2 if seatbelts were worn
- +1 or +2 if crashed into a larger vehicle
- -1 or -2 if crashed into a smaller vehicle
- -3 if crashed into a motorcycle
- +l if crashed into a building

#### **Damage From Impact**

Characters hit by a moving vehicle sustain damage equal to the difficulty of the failed *Athletics* or *Sense Trouble* test that resulted in the impact, plus any of the following modifiers where relevant:

- +2 if the vehicle was travelling at normal city speeds
- +4 if travelling at higher speeds
- +l if the vehicle was larger than a car
- +2 if the vehicle was larger than a van
- -3 if the vehicle was a motorcycle



### Vehicle Pursuits

#### **Top Speed Modifiers**

Motorcycles with added sidecar:½Non-off-road vehicle goes off-road:½Off-road vehicle goes off-road:¾

½ top speed.½ top speed.¾ top speed.

#### **Driving Contests**

A difference of 10 mph or more in the effective top speeds of chase vehicles forces a +l difficulty penalty on the driver of the slower vehicle for their *Driving* ability tests.

A difference of 30 mph or more forces a +2 difficulty penalty.

The Keeper may rule that local traffic conditions, twisty narrow streets or other considerations obviate these penalties.

Or, if more dramatically appropriate, they may rule that a much faster vehicle speeds away ending the scene rather than performing the *Driving* contest.

A Keeper may ask passengers riding on the running boards of a vehicle to pass an *Athletics* test to remain clinging on if their driver spends any *Driving* pool points during a *Driving* contest.

### **Condensed Rules**

Generic Firearm Damage Modifiers<sup>\*</sup>

,		
Light firearm	0	
Heavy firearm <sup>†</sup>	$+\mathbf{l}$	
Any firearm at point-blank range	+2	
Firing both barrels of a shotgun simultaneously at close range or nearer	+1	
† all shotguns are considered heavy firearms at point-bla range irrespective of calibr	nk	
* all modifiers are cumulat	ive	Γ
		-

Explosives

Explosives do ld6 damage plus the modifier for range as listed in the **Explosive Device Table** below.

Investigators who are about to be the victim of an explosive boobytrap should be allowed a difficulty 4 *Sense Trouble* ability test.

Success means they managed to throw themself and their companions from point-blank range to close distance when calculating damage from the explosion. Note: firing a rifle-grenade requires a *Firearms* ability test. Using mortars, rockets or artillery requires a *Mechanical Repair* test.

# Throwing Objects

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

2
3
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):	+l	
Near (across the street):	+2	

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

	Damage Modifier by Range				
	Point	Close<	Near<	Long<	
Explosive Device	Blank	30 feet	120 feet	300 feet	
Molotov cocktail *	+1	0	•	•	
Pipe bomb	+2	+1	-1	•	
Dynamite (single stick)	+3	+2	-2	•	
Dynamite (bundle)	+7	+4	- 1	٠	
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 *requires Mechanical Repair* ability to use, not *Firearms*

# 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 plus any of the following modifiers where relevant:

through branches, awnings or slowing obstacles: -2

onto soil: +0

into water (poor entry): +l

onto concrete or equivalent: +2

onto spikes or jagged rocks: +3

each additional [ 3m of height or 25kph of speed ] after the first: +l

## Fire

Characters exposed to flame suffer variable damage, every round, based on the amount of exposure:

*Minor* (an extremity, a hand or foot) ld6–2 per round of exposure.

*Partial* (the face or up to half of body) ld6 per round of exposure.

*Extensive* (more than half of body) ld6+2 per round of exposure.

If only the character's clothes are on fire, the flames can be put out with a "drop and roll" action i.e. a successful difficulty 3 *Athletics* test.

Characters in a burning building or surrounded by fire may suffer from smoke inhalation which uses the asphyxiation rules (overleaf).

### Condensed Rules

## Asphyxiation

A character with advance warning of immersion in water or an unbreathable atmosphere can hold their breath for two minutes (or 5 combat rounds).

After that, they lose l *Athletics* pool point per round. At zero *Athletics* pool points they start to lose l *Health* pool point per round.

If they are rescued before they die, up to half of their lost *Health* pool points can be restored (minimum 2) by someone other than themself spending I pool point of *First Aid*.

### **Electric Shock**

Damage from electrocution varies according to the voltage the character experiences:

*Mild* (e.g. brief contact with an ungrounded wire or unsafe electrical appliance) the victim loses l *Health* pool point and is blown backward a short distance.

*Moderate* (e.g. a jolt from a cattle prod) the victim loses 2 *Health* pool points.

If in combat, the victim can not act for up to the next 4 rounds due to being stunned. At least one round is always lost, but the other 3 may be recovered by the victim paying 3 *Athletics* pool points per round.

If not in combat, the victim is stunned for roughly 2 minutes.

*Extreme* (e.g. lightning strike) the victim loses ld6+4 *Health* pool points.

The Keeper should give the victim a chance to avoid accidental exposure (e.g. an *Athletics* or *Sense Trouble* test) or spot the danger beforehand (e.g. an *Electrical Repair* test to notice a high-tension wire).

### 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 use senses other than sight heavily will not be affected by darkness. Creatures which do rely primarily on sight, including humans, will experience the modifier effects listed in the **Darkness Modifier Table** below.

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

## Exhaustion

A character who goes for too long or faces extreme danger, without resting, becomes exhausted. The Keeper determines when this happens, but missing a night's sleep or continuing strenuous activity after losing *Stability* or *Health* pool points, likely leads to exhaustion.

Regardless of their *Health* pool points an exhausted character suffers the effects of being *hurt* (see the following Health section).

They can not refresh their General Abilities that automatically refresh after 24 hours (Athletics, Fleeing, Driving, Piloting, Riding, Firearms, Scuffling and Weapons).

A full night's sleep cures exhaustion.

Stimulants such as pep pills, continuous caffeine-intake, or chain-smoking stave off the exhaustion penalty for ld6 hours.

Amphetamines, cocaine, and other harder drugs offset it for 2d6 hours.

A character can take more stimulants to keep going, but every dose after the first costs ld6-2 pool points (minimum l) of either *Health* or *Stability*.

2	Darkness Level		
Darkness Modifier	Night	Dark	Pitch Black
Difficulty level of tests involving sight	+1	+2	+3
Difficulty level of <i>Stability</i> tests	•	•	+1
Opponent's Alertness Modifier *	-1	-2	-3
Opponent's Stealth Modifier	+1	+2	+3
Opponent's Hit Threshold (Point Blank)	•	•	+1
Opponent's Hit Threshold (Close)	•	+1	+2
Opponent's <i>Hit Threshold</i> (Near and further)	+1	+2	+3
Opponent's <i>Hit Threshold</i> (Near and further) * only applied if the opponent is visually l	-		

### Condensed Rules

## Extreme Temperature

Unprotected characters exposed to extreme temperatures are classed as *hurt* (see Health section on opposite page).

## **Corrosive Substances**

Once applied, an acid or alkali does the same damage, depending on the victim's level of exposure, for the listed number of rounds (a round being approximately every 30 seconds if not in combat).

Roll damage for the first application and use that same damage result for each increment.

For strong acids (e.g. sulfuric, nitric):

*Minor exposure* (an extremity or a quick splash) ld6-2 per round for 2 rounds.

If the damage is less than l point then only the victim's clothing is smouldering.

*Partial exposure* (the face or up to half the victim's body) ld6-l per round for 4 rounds.

*Extensive exposure* (over half the victim's body or swallowed) ld6+l per round for 6 rounds. Swallowed acid damages every 3 rounds for 18 rounds.

Weaker caustic substances do less damage; subtract -l or -2 from the damage roll for such chemicals.

Counteract corrosives with the proper materials and a l pool point spend of *Chemistry* or *Medicine* (*First Aid* does not prepare for treatment of chemical burns).

At the Keeper's discretion, an acid attack might instead blind an investigator until counteracted.

## Poison & Disease

Keepers may allow a successful *First Aid* test (or *Outdoorsman* test for natural poisons) to remove the toxin at the moment it is ingested/ injected/applied/breathed in.

Poisons and diseases result in various effects to the victim at the discretion of the Keeper.

Some example poison and disease effects are listed below. Each has a number shown in parentheses.

After the stated onset time after first exposure, the victim must make a *Health* test of this difficulty.

If they fail the test they succumb to the listed severe effect, otherwise they experience the minor effect.

#### Snake Venom (4)

onset: 15 mins (or 5 combat rounds).

minor: ld6+2 damage and victim is *hurt* until treated.

severe: initially -2 *Athletics* pool points and ld6+5 damage (rattlesnake) or ld6+10 damage (cobra) or ld6+15 damage (mamba), then -2 *Health* pool points and -1 *Athletics* pool point every hour until treated.

Spider Venom (4)

onset: I-6 hours.

minor: ld6-l damage.

severe: ld6+2 damage and victim is *hurt* until treated.

### Plague (4)

onset: 1-6 days.

minor: victim is feverish and *hurt* for 3 days.

severe: initially victim is feverish and *hurt*, then ld6 damage and -2 *Athletics* pool points every 3 days unless cured.

#### Anthrax (6)

onset: 2-8 days.

minor: ld6 damage.

severe: victim is *hurt* and incurs ld6+3 damage and -3 *Athletics* pool points every day unless cured.

#### Heroin (7)

onset: l minute (or 2 combat rounds).

minor: victim is *shaken* for I-6 hours.

severe: victim is incapacitated by ecstasy for 1-6 hours

### Curare (7)

onset: 15-30 minutes (or 5-10 combat rounds).

minor: ld6+3 damage.

severe: ld6+5 damage and total paralysis for l-6 hours.

### Cyanide (7)

onset: I-3 minutes (or I-6 combat rounds).

minor: ld6+2 damage. severe: ld6+20 damage.

Radiation 100-800 rads (4)

onset: 1-6 hours.

minor: ld6-2 damage.

severe: initially ld6-4 damage, then -2 *Athletics* pool points and ld6-2 damage every 3 days with the damage modifier increasing by +2 every interval.

### Condensed Rules

# Health

## Consciousness Test

Whenever a character receives damage that causes their *Health* pool points to cross from +l to 0 or from -5 to -6 they must pass a *Consciousness Test* or faint.

The difficulty level of the test is the positive value of the amount of *Health* pool points they currently are below zero e.g. a character with -3 *Health* pool points must make a test against difficulty level 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). However reducing *Health* pool points to -6 or less will result in the character immediately becoming *seriously wounded*.

### Hurt

Characters with between 0 and -5 *Health* pool points are classed as *hurt*.

*Hurt* characters suffer a +l difficulty level penalty to ability tests (or +l to their target's *Hit Threshold*).

*Hurt* characters can not spend *Investigative Ability* pool points.

Optional rule: *hurt* characters can spend *Investigative Ability* pool points by first passing 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.

## First Aid

*First Aid* can only restore *Health* pool points to characters if they are *hurt*.

Each *First Aid* pool point spent by another character restores 2 *Health* pool points to the wounded character (3 pool points if treated by a Doctor or a Nurse).

Each *First Aid* pool point spent by the wounded character themself restores 1 *Health* pool point (2 if they are a Doctor or a Nurse).

A character with no *First Aid* pool points remaining can still restore l *Health* pool point to themself or another character once per scene.

*First Aid* can not restore *Health* pool points to a level higher than before the latest damaging incident began.

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

## Seriously Wounded

Characters with between -6 and -ll *Health* pool points are classed as *seriously wounded*.

*Seriously wounded* characters can taker no further action whatsoever, even if conscious.

A *seriously wounded* character will continue to lose l *Health* pool point every half-hour unless stabilised.

Another character can stabilise the *seriously wounded* character 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 *Health* pool points 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.

## STABILITY Stability Test

A character facing a traumatic event must make a *Stability* test against difficulty level 4. Failure of the test results in a loss of *Stability* pool points.

If the character recognises the destabilising event involves the Mythos the difficulty level will be 5.

A character may sacrifice *Stability* pool points to add to the test roll. If this reduces their current *Stability* pool points to zero or less they will immediately become *shaken* (0 to -5 *Stability*) or *mind blasted* (-6 to -11 *Stability*).

Typical incidents 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. This extra loss is specific to each creature type. Keepers should refer to the Trail of Cthulhu Rulebook (pg. 127-159) for these extra amounts.

If a destabilising incident does not involve supernatural or Mythos phenomena then characters with relevant past experience may claim a -l bonus to the difficulty of the *Stability* test e.g. military veterans seeing comrades expire or surgeons seeing open wounds. Sensitive characters are subject to a +l difficulty penalty.

In a Pulp campaign, characters who successfully pass as many *Stability* tests against experiencing a supernatural or lesser Mythos creature as the *Stability* test

## 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

Condensed Rules

difficulty level that creature requires, may then claim a -l bonus to the difficulty level of subsequent *Stability* tests against experiencing that same type of creature. This bonus can not reduce any *Stability* test difficulty level to less than 2.

If a character experiences multiple traumatic events within the same scene, which result in more than one *Stability* test failure, then the character only suffers the loss from the single, failed test with the greatest *Stability* loss in that scene.

## 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 themself 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*.

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

Shaken characters can not spend Investigative Ability pool points.

Optional rule: *shaken* characters can spend *Investigative Ability* pool points by first passing a *Stability* test of difficulty equal to the positive value of *Stability* pool points they currently are below zero. Players can choose to sacrifice *Stability* pool points to add to the test die roll (this does not make this test difficulty worse, but would make subsequent tests more difficult). However reducing *Stability* pool points to -6 or less will result in the character immediately becoming *mind blasted* (see below).

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

#### **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 lose I point permanently 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 (or spellcasting) then their *Sanity* will also be affected (see the Sanity section overleaf). 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 l 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 another character spending *Psychoanalysis* pool points.

The patient regains 2 *Stability* pool points for every 1 *Psychoanalysis* pool point spent.

Alienists can treat themselves but only regain l *Stability* pool point for every *Psychoanalysis* pool point spent.

### **Condensed Rules**

#### **Confidence Roll**

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

During play, if a player has paid a pool point in an ability and their accompanying roleplaying is deemed impressive by the other players, then the Keeper can award a confidence boost.

The player's character will regain ld6 *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*.

## Anagnorisis or The Big Reveal

This is an optional Purist rule. Keepers can determine that a particular plot device of an 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.

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

Any character that does not go insane immediately must end up retiring from active duty. Life with the knowledge they carry is now too hard for them.

## 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 with 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* due to failing a *Stability* test involving the Mythos (or spellcasting) then their *Sanity* rating reduces by I with an equivalent I *Sanity* pool point loss.

If a character becomes *mind blasted* due to failing a *Stability* test involving the Mythos (or spellcasting) then their *Sanity* rating reduces by 2 with an equivalent 2 *Sanity* pool point loss. If they have previously lost l *Sanity* rating due to being *shaken* by a Mythos event during this investigation then this loss is just 1 further *Sanity* rating and pool point.

At the end of a successful adventure of a Pulp campaign wherein the players "defeated the Mythos" lost *Sanity* pool points can be awarded by the Keeper. I or 2 points is advised but no more than 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 an investigator's *Sanity* rating was damaged, then pool points and rating recover by I. This is the investigator "denying" to themself the event ever occurred. The player has to invent a "false memory" to explain the lost time. The Keeper may force a mental illness on the investigator.

If the investigator subsequently uses their *Cthulhu Mythos* ability to discover information about the specific horror they have "denied" then their *Sanity* rating and pool points are reduced back down by l.

## 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 to l.

A character can not choose to faint to avoid *Sanity* loss brought on from a large *Stability* loss during spellcasting.

## 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 +l modifier to the difficulty level of all subsequent *Stability* tests.

### Condensed Rules

A lost *Pillar of Sanity* can be replaced with a new one 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 and pool points.

The patient must undergo three successful, contiguous *Psychoanalysis* sessions.

Each *Psychoanalysis* session is made between adventures. Each is performed as a precursor before starting a 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 successful, contiguous sessions will result in the patient's *Sanity* rating and pool points increasing by half the amount required to reach the lesser of either the patient's original, undamaged *Sanity* rating or [10 minus their current *Cthulhu Mythos* rating ].

This *Sanity* increase is called a *False Sanity* bonus.

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

# 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 (or spellcasting) would result in one of the various madnesses listed in the section Mythos Madness (see below).

## Shell Shock

If a character who develops *Shell Shock* encounters a subsequent incident 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 guidance on how to play each form of madness as a collaborative effort with all participating players, or use the following rules:

#### Delusion

The character is plagued by hallucinations, both visual and auditory. They may also suffer from delusions of identity ("I am Coco Chanel!") or mind control ("The radio is drinking my thoughts.").

Their speech may be slurred and disorganized, even breaking down into completely aphasic "word salad." Their social affect is flat and they scare people, by inappropriate giggling, or jerking or for no apparent reason.

Add I to the cost of all *Technical* spends and 2 to the cost of all *Interpersonal* spends. Add 2 to the difficulty of all *General Ability* tasks that last more than a few minutes (not including combat or chases).

The Keeper should supply hallucinations of an increasingly surrealistic and impossible nature connected with the events of the campaign. The character must pass a difficulty 4 *Stability* test to resist believing in and responding to them.

#### Homicidal Mania

The character reacts impulsively, usually angrily, to any sign of disrespect, neglect or crowding. They experience sudden mood swings, ranging from fear of being left alone to chronic boredom to rage against themself or their socalled friends.

They must spend I additional pool point to use any Interpersonal Ability besides Interrogation, Intimidation or Streetwise.

When they perceive an insult, neglect or violation of their personal space, they must pass a difficulty 4 *Stability* test to restrain from lashing out verbally or even physically.

#### Megalomania

What does it mean to pass through the very mirror of reality? Are you chosen by the hidden gods, or are you humanity's last best hope against them? Either way the character's exalted viewpoint exempts them from mere human concerns. They, of all people, should be in the spotlight.

Add I to the cost of all *Interpersonal Ability* spends. *Stealth* tests also suffer a +I difficulty penalty.

#### **Multiple Personality Disorder**

When stressed the character must pass a difficulty 5 *Stability* test to prevent an alternate identity (with its own personality, memories, subset of their "primary" identity's abilities and possible ability test bonuses or penalties) from taking control.

The Keeper decides which "alter" appears based on the triggering situation. The Keeper also decides whether the player retains control of their investigator's behavior whilst the alter is manifesting.

The alter remains in control for I-6 hours or until another stressful situation arises. In the latter case, a new alternate personality takes control (this may be the primary if that personality is best suited to deal with this current crisis).

It is only when the character is in their primary personality that *Stability* tests to avoid a personality switch occur.

The longer a character suffers multiple personality disorder, the more alternate identities may surface.

### Condensed Rules

The player should collaborate with the Keeper to create their alternate identities. They should reflect different aspects of the character (e.g. a helpless child, a ghoul-like cannibal, a wise but feeble priest). The alters' histories and natures may reflect the original traumatic trigger moment e.g. if the character became *mind blasted* upon discovering the mutilated corpse of an old cultist enemy, the new persona might share the enemy's personality, general history, and imagined appearance.

An alter may very well have a different *Drive* than the primary.

#### Obsession

The character fixates on an object or concept associated with their trauma (e.g. blood, tentacles, a weapon, a religious doctrine). The player and Keeper should decide on the character's obsession based on the trigger event.

If the character is obsessed with a physical object they cannot be without it.

When presented with an opportunity to indulge their obsession, they must pass a difficulty 4 *Stability* test to resist.

If their object of obsession is destroyed or lost, or an obsessive concept proved irrelevant, they immediately lose ld6+3 *Stability* pool points.

#### Paranoia

The character's fear of unseen enemies, looming danger and betrayal by their companions has surpassed all normal levels.

Their obvious nervousness and asides about "The Cult" add I to the cost of all *Interpersonal* spends. Their thought patterns tangle adding I to the cost of all *Academic* spends. However they can now spend *Stability* pool points on *Stealt*h tests. The Keeper and players can call for the character to take a difficulty 4 *Stability* test at a stressful moment. Failure results in the character taking ridiculous, time-consuming countermeasures against detection, accusing allies of betraying them to "The Cult" or otherwise giving their fears full rein.

#### Phobia

The character has an irrational terror of some object, state of being or activity that they relate to their trauma. Enclosure-related phobias (claustrophobia or agoraphobia) are most common, but many others exist.

When faced with their phobia trigger they must pass a difficulty 4 *Stability* test to prevent themselves fleeing in terror. If they have to flee, but can't, they collapse into a foetal position.

#### **Selective Amnesia**

The character forgets the traumatic experience that caused their mental illness. Refund all *Stability* and *Sanity* lost due to the causal incident but make a note of these amounts for later reference.

Their mind is now hiding from the dangerous past incident. This may affect recollection of their name, friends and life up to the immediate aftermath of the trauma.

The character-specific nature of amnesia and the myriad story and symbolic possibilities of an amnesiac investigator means the player and Keeper should together create a lost period that works for the game.

Relinquishing control over the character's past gives the Keeper carte blanche to weave all manner of horrific or dangerous hooks therein.

The character cannot recall anything from their blanked period or their trigger incident.

### **Condensed Rules**

They gain "Mystery" as an additional *Drive*; focused on discovering the truth of their lost past. The character must pass a difficulty 4 *Stability* test to resist following any presented lead concerning such possible information.

They must pass a difficulty 4 *Stability* test to act first in a contest with someone they don't recognize – "What if they're important to me somehow?"

If the character eventually recalls their lost past and causal trauma they immediately lose the refunded *Stability* and *Sanity* of the trigger incident; or they enter an amnesiac fugue state, wandering around not knowing anything about themself including how to fire a weapon.

If cured, amnesia does not return. If the character succumbs to another mental illness they instead develop a second-stage mental illness of *Obsession, Delusion* or *Paranoia.* ("They are conspiring to erase my memories," is a good start on the latter two.)

## Mental Illness & Substance Abuse

Heavy drinking or sedative use (such as marijuana) gives the character l pool point to spend on the *Stability* tests related to avoiding their stress complications from a mental illness.

However they also suffer a +l or +2 difficulty penalty (the Keeper rolls or decides) to *General Ability* tests whilst intoxicated.

Using any drug regularly for this purpose can lead to a physical or psychological addiction if the Keeper decides so.

Going through withdrawal from a physiologically addictive substance such as heroin or alcohol takes four weeks. During this time the character is *shaken*.

They must make one *Stability* test per week at difficulty level 4. Failure causes relapse. If the character is in a position where they can not get a fix they reduce their *Health* by the amount of failure of the *Stability* test.

Any relapse restarts the four-week clock.

## Temporary Psychological Triage

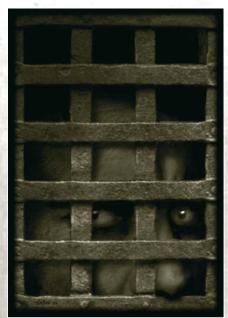
Characters acting erratically due to mental illness can be temporarily snapped back to lucidity when another character treats them by spending 2 *Psychoanalysis* pool points (I for an Alienist).

The patient will then act lucidly for the remainder of the scene or until their next *Stability* pool point loss (whichever occurs first).

## **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.



# 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, Fleeing, Driving, Riding, Piloting, Firearms, 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 for at least one hour.

*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 setting 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." I or 2 pool points is recommended but no more than the largest potential *Sanity* loss encountered in the adventure or campaign.

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

**Condensed Rules** 

## Non-Player Characters

NPCs and creatures refresh *Health* pool points at ld6 per day if they are not receiving special treatment.

Their other ability pool points refresh completely if they are not encountered again for 24 hours. If they are encountered again within 24 hours then they will refresh their pool points to half their ability rating but refresh no *Health* pool points that day.

# MPROVING NVESTIGATORS

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 l to l 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 & Special Benefits

All **GUMSHOE** games use 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 the Keeper ensures that the players obtain core clues.

Core clues do not cost a 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.

Note that core clues can also be delivered to players by the methodology outlined for inconspicuous clues or simplesearch clues (below).

## 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

Keepers can award investigators Special Benefits which cost Investigative Ability pool points. The nature of Special Benefits can vary extensively.

Some examples are:

A limited number of pool points in a particular ability (e.g. spending a *Library Use* pool point doing general research might result in an award of I floating pool point that the player can convert into any *Academic Ability*, as required, at a later date).

Information concerning the current investigation that is not a core clue.

Gaining a contact (e.g. spending a pool point in *Geology* allows the investigator to call on their old college lecturer who can help with *Chemistry* inquiries).

Other examples are given in the Trail of Cthulhu Rulebook (pg. 53).

*Special Benefits* can be offered by the Keeper or proposed by the player themself. The Keeper may need to negotiate with the player regarding the exact nature of their proposed *Special Benefit* and its pool point cost so as not to award a particularly overpowered or implausible *Benefit*.

If a *Special Benefit* is not particularly rewarding or does not allow the player's investigator to appear exceptional then the cost to the player for the *Benefit* can be zero pool points.



### **Condensed Rules**

# 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 l 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, shaman, (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.

## 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 I pool point in that ability to the lead caster.

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

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).



# VERSION NOTES

This document makes use of the latest GUMSHOE rule changes published after the first edition of the Trail of Cthulhu Rulebook.

As such, it does not mirror exactly the rules as described in that book.

The differences are:

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

The introduction of rules for surprise advantage, fleeing from combat, darkness effects, exhaustion effects, electric shock damage and damage from vehicle accidents.

Optional rules for *Investigative Ability* pool point spends by *shaken* or *hurt* characters.

A minor change to the ordering of combat rounds with multiple combatants.

Changes to *First Aid* and *Psychoanalysis* use.

Updates and additions to hazard and mental illness rules.

The concepts of Non-core clues, Zero-point clues and Pointspend clues have been subsumed into *Special Benefits*.

Kooper's Investigator Ability Matrix								
Keeper's Investigator Ability Matrix Player								
Investigator								
Occupation								
Drive								
Sanity								
Stability								
Health								
Accounting								
Anthropology <sup>A</sup> Archaeology <sup>A</sup>								
Architecture <sup>A</sup>								
Art <sup>T</sup>								
Art History <sup>A</sup>								
Assess Honesty <sup>I</sup>								
Astronomy <sup>T</sup>								
Athletics								
Bargain <sup>I</sup>								
Biology <sup>A</sup>								
Bureaucracy <sup>I</sup> Chemistry <sup>T</sup>								
Conceal								
Cop Talk <sup>I</sup>								
Craft <sup>T</sup>								
Credit Rating <sup>I</sup>								
Cryptography <sup>A</sup>								
Cthulhu Mythos <sup>A</sup>								
Disguise								
Driving								
Electrical Repair								
Evidence Collection <sup>T</sup>								
Explosives Filch								
Firearms								
First Aid								
Flattery <sup>I</sup>								
Fleeing								
Forensics <sup>T</sup>								
Geology <sup>A</sup>								
History <sup>A</sup>								
Hypnosis								
Interrogation <sup>I</sup>								
Intimidation <sup>1</sup> Languages <sup>A</sup>								
Law <sup>A</sup>								
Library Use <sup>A</sup>								
Locksmith <sup>T</sup>								
Magic								
Mechanical Repair								
Medicine <sup>A</sup>								
Occult <sup>A</sup>								
Oral History <sup>I</sup> Outdoorsman <sup>T</sup>								
Outdoorsman <sup>1</sup> Pharmacy <sup>T</sup>								
Phormacy <sup>T</sup> Photography <sup>T</sup>								
Physics <sup>A</sup>								
Piloting								
Preparedness								
Psychoanalysis								
Reassurance <sup>I</sup>								
Riding								
Scuffling								
Sense Trouble								
Shadowing Staalth								
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Streetwise <sup>I</sup> Theology <sup>A</sup>								
Weapons								
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L		I		1		ademic I - Internersonal T - Technical		

General Abilities Investigative Abilities: A - Academic, I - Interpersonal, T - Technical

# I Had Studied The Trail For Weeks...

...it had been difficult to decipher. I was exhausted from the mental toll it had exacted and I wanted to give up. I did not realise, however, that it had infected my mind with an insidious drive to understand and so I was compelled to continue.

## The Trail Lead Here...

...to a sombre crypt in a forgotten New England graveyard, but it wasn't just the dead that awaited me within. Oh no, the trail had foretold that what I *needed* was inside.

## I Followed The Trail Inside...

...and spent hours searching frantically amongst the dust, the coffins, the urns. Why was I doing this? Had I finally lost my mind? I broke open a casket and was rewarded, not just with the stench of putrescence, but with what I had been seeking for all this time!

## The Trail was a Book...

...an ancient text so blasphemous it had been buried amongst rotting flesh. I read it feverishly and, within minutes, I understood *everything!* All of the universe's hidden secrets were condensed within this tome. I now know how the cosmos truly functions and my mind rejoices with the power this knowledge brings. What I must do now is share this gift, this forgotten lore, with others so that we can prepare the world for the coming of our *True Masters...* 

## Now You Hold The Book...

...a book that will show you *exactly* how to follow the trail – the Trail of Cthulhu. Dare you open the book?

