



## Call Of Cthulhu Character Generator v1.2 - Skill Reference

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Accounting - Astronomy

Bargain - Block

Cartography - Cthulhu Mythos

Diagnose Disease - Drive Auto

Electrical Repair - Entertain

Fast Talk - Fortune Telling

Geology - Grapple

Handgun - Hypnotism

Impersonation - Intimidate

Jump

Kick

Law - Look Sincere

Machine Gun - Medecine

Natural History, Navigate

Occult - Own Language

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Ride - Roping

Scent - Swim

Throw - Treat Disease

Zen

Skill Categories

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## **Accounting, Ambush, Animal Lore, Anthropology, Appraise, Archaeology, Architecture, Art, Astrology, Astronomy**

### ***ACCOUNTING (10%) [IC2]***

Grants understanding of accountancy procedures, and reveals the financial functioning of a business or person. Inspecting the books, one might detect cheated employers, siphoned-off funds, payment of bribes or blackmail, and whether or not the financial condition is better or worse than claimed. Looking through old accounts, one could see how money was gained or lost in the past (grain, slave-trading, whist key-running, etc.) and to whom and for what payment was made.

### ***AMBUSH (10%) [TUO6]***

This is the skill of setting up a successful ambush. It differs from the Hide skill in that the ambush's sightlines must be kept open to the target while the person remains hidden, presenting an effective field of fire while trying to prevent your victim from having one. An Ambush skill can be modified (at the Keeper's option) by darkness, the lay of the land or street, and successful Hide and Sneak rolls (+10% to Ambush for each successful roll). A successful ambush roll assures that anyone attempting a Spot Hidden roll to find the ambusher must do so at half their normal chance, and that even if the Spot Hidden roll is made the ambusher may attack with firearms and ranged weapons normally while anyone firing at the ambusher does so at half their normal attack chance for the first round.

### ***ANIMAL LORE (00%) [TUO6]***

An investigator with this skill possesses the knowledge of hunters and woodsmen. A successful roll concerning a given creature will allow a few points of interest about that creature: are they likely to be threatening, are they in heat this time of year, are they poisonous, what their tracks look like, etc. A successful Animal Lore roll when tracking an animal (excluding humans) grants a 10% bonus to the Tracking roll, +20% if a critical success is achieved. This skill does not cover creatures of mythology or fantasy such as unicorns, basilisks, or the like, nor does it extend into the minute details of the naturalist or zoologist. Use Animal Lore to know if a snake with a triangular head is poisonous: use Zoology to know where the poison sacs are located and how to remove them.

### ***ANTHROPOLOGY (00%) [IC2]***

Enables the user to identify an individual's way of life from his behaviour. If the skill-user observes another culture from within for a time, or works from accurate records concerning an extinct culture, he or she may make simple predictions about that culture's mores and morals, even though the evidence may be incomplete. Studying the culture for a month or more, the anthropologist understands how the culture functions and in combination with Psychology, may predict the actions and beliefs of a representative from it. Essentially useful only with existing cultures.

### ***APPRAISE (05%) [TUO6]***

An investigator with this skill can estimate the value of objects such as gems, jewelry, objects d'art, and foreign currency, even old currency. In other words, anything really worth a lot of money not covered by other skills. The appraiser may also have limited knowledge of the item and its history, such as where a style of furniture originated and was common. Certain occupations may

specify a specialized choice of this skill which allows the appraisal of magical or occult items, or simply mundane specialties such as comic books or baseball cards. A critical result with this specialized skill can even estimate the value of Mythos items to certain institutions, such as Miskatonic University.

### **ARCHAEOLOGY (00%) [IC2]**

Allows dating and identification of artefacts from past cultures and the detecting of fakes. Having thoroughly inspected a site, the user might deduce the purposes and way of life of those who left the remains. Anthropology might aid in this. Archaeologists specialise in particular cultures and periods.

Although a long-standing archaeological interest in Egypt has been further spurred by the discovery of Tutankhamen's tomb in 1922, other parts of the world are now seeing scrutiny. Hiram Bingham discovers the Incan city of Machu Picchu in 1911, while in the early 1920s excavations at Mohenjo-Daro and Harappa lead to the discovery of the ancient Indus civilisation. Stonehenge is dated for the first time, to 4000 years ago, and by the end of the decade the remains of the prehistoric Shang civilisation are discovered at An-Yang in eastern China.

### **ARCHITECTURE (00%) [TUO6]**

An investigator with this skill has knowledge of architectural styles and possesses a keen eye for three-dimensional structures. He usually knows the average layout of, say, a Victorian house or a townhouse, and so he will understand the basic room layout when he enters. A successful roll can tell the investigator at a glance if a stairway, archway, floor, or ceiling is weak or treacherous. A successful roll and some time spent measuring will also tell an investigator who has been through the rooms of a house if the dimensions line up or if there is a secret corridor or room built in. An investigator with this skill also knows the best locations to place demolitions to destroy a building.

### **ART (05%) [IC2]**

Specify song, some musical instrument, painting, cooking, etc. - any non-literary art which a creative person might seriously pursue through life. With a success, the performance or creation is pleasing and the audience is satisfied. Failure indicates that the artist was off-key or inexpressive. Lovecraft's artists invoke the traditional muses, but the keeper might allow much wider definitions of 'art,' from baseball to juggling. The player should note the style or medium: opera singer, oil painter, etc. The investigator sheet contains blank spaces for different versions of this skill.

### **ASTROLOGY (02%) [TUO6]**

This minor skill assumes and professes to know and interpret the effects of the heavenly bodies and constellations on human affairs. This does not mean that the skill can tell an investigator anything at all about the future of another person. by astrological signs (unless, of course, the Keeper wishes to use this in a scenario it does mean that the investigator has a working knowledge of astrological principles. which can be invaluable when investigating an occurrence where ceremonies, gates and possible unwanted visitations are dependant on arcane astrological alignments and conditions. If possessing this skill and Fortune Telling. the Fortune Telling skill chance is raised by +10% when using astrological charts to portend. Astronomy knows the facts: Astrology holds the popular lore of the stars and the most common or significant conjunctions.

### **ASTRONOMY (00%) [IC2]**

The user knows or knows how to find out which stars and planets are overhead at a particular day or hour of day or night, when eclipses and meteor showers occur,

and the names of important stars. An academic might be able to calculate orbits or discuss stellar life cycles.

## **Bargain, Biology, Block**

### ***BARGAIN (05%) [IC2]***

The skill of obtaining something for an agreeable price. The bargainer must state the price at which he wishes to purchase the item and, for each 2% difference between that price and the asking price, he must subtract 1 percentile from his Bargain skill. The seller will not take a loss, no matter how well he or she bargains, but the keeper usually determines the bottom-line amount secretly.

By implication, use this skill in any negotiation which features an exchange of value, Combination rolls with Credit Rating, Fast Talk, or Persuade might help in bargaining.

A simple Bargain may be struck in a few minutes. A complex contract might take weeks, and Bargain might then work in combination with Law.

### ***BIOLOGY (00%) [IC2]***

The science of life, including botany, cytology, ecology, genetics, histology, microbiology, physiology, zoology, and so on. The investigator's understanding reflects the era of play. With this skill one might for instance develop a vaccine against some hideous Mythos bacterium, or isolate the hallucinogenic properties of a rare plant.

### ***BLOCK (DEX x2%) [IC2]***

A highly recommended optional skill, Block allows a character to use large objects for defence. Barstools, shotguns, lengths of pipe, a tree branch - anything that can be held up with two hands to intercept a blow may be used in conjunction with the Block skill. Successful use means the object intercepted the blow, although it should be noted that if damage exceeds the hit points of the item, it either breaks or is knocked loose and the remaining damage points inflicted on the character.

Like the Dodge skill, beginning skill is DEX x2, and may increase with successful use. It does not replace Parry skills used in conjunction with weapons designed for parrying, such as swords.

## **Cartography, Chemistry, Climb, Conceal, Contacts, Crafts, Credit Rating, Cryptography/Codes, Cthulhu Mythos**

### ***CARTOGRAPHY (00%) [TUO6]***

An investigator with this skill is a professional map maker who can jot quick and accurate notes and drawings down while exploring, and then transfer them into a legible and accurate map later on. Cartographers have a good sense of distance, direction, and topography of the area they are mapping. A player whose investigator has this skill should be allowed to map adventuring sites, underground lairs, and soon by the Keeper. Occasionally the Keeper should peruse the map. If there are any glaring or important errors on the map the player must make a skill roll (perhaps in secret). Success will require the Keeper to show the player the error on the map. Investigators with this skill can also read maps quickly, especially detailed topographical or even military maps.

### ***CHEMISTRY (00%) [IC2]***

A study of the composition of substances, the effects of temperature, energy, and pressure upon them, and how they affect one another. With Chemistry, one might create or extract complex chemical compounds, including simple explosives, poisons, gases, and acids, requiring at least a day or so with the proper equipment and chemicals. The user could also analyse an unknown substance, given proper equipment and reagents.

### ***CLIMB (40%) [IC2]***

Climb is self-explanatory. A successful Climb roll must be made every 10 to 30 feet, depending on the difficulty of the climb that the keeper perceives. Various conditions - surface, wind, day or night, rain, etc. - may be factors.

If an investigator needs to climb quietly, match the player's D100 roll against both Climb and Sneak. If succeeding in Climb but failing in Sneak, he or she climbed successfully, but made noise. If the Climb failed but the Sneak succeeded, he or she fell without important noise.

### ***CONCEAL ( 15%) [IC2]***

Allows the visual covering up, secreting, or masking of an object or objects, perhaps with debris, cloth, or other intervening or illusion-promoting materials, perhaps by making a secret panel or false compartment, or perhaps by repainting or otherwise changing an item's characteristics to escape detection.

With it, a person might be secreted from sight, but could not be disguised to evade even a cursory inspection. Larger objects of any sort should be increasingly hard to conceal. Things larger than elephants should not be concealable by a person, though they might be by a group.

### ***CONTACTS (Specialty) (00%) [TUO6]***

An investigator often has contacts in his profession or social circles which may prove to be an important asset in a campaign. The base chance of these contacts, which usually are established when the investigator is created, is EDU or INT or POW (whichever the Keeper feels is more suitable) x 2.

If, during a campaign, the Keeper feels an investigator has had exceptional experience in contacting certain individuals or professions outside of his normal professional domain, he may wish to grant the investigator a 10% base chance in that area. But an investigator should never have more than three or four contact areas at any one time during the game-it would just require too much time. Of course, for some NPCs, being a hub of a dozen or so contacts may be how they spend all

their time and make their living: sort of an information gathering merchant. This type of NPC would be worthwhile for investigators to cultivate or have on retainer.

Examples of some contact types include

*Academic* - Know individuals in a certain educational institution or field of academic study.

*Antiquarian* - Know respected authorities who may be able to date, identify, or research ancient items, art, cultures, etc.

*Commercial* - Know powerful personages in big business. May even have access to corporate facilities, funds, etc. Of course, most corporations will expect something in return for any non-informational assistance.

*Crime* - Knows a certain criminal element, usually specific, e.g. fences, pickpockets, con men, and so on. May have grown up with these individuals or served time with them.

*Government* - Has access to government files of a specific nature, assistance from a certain branch of the government, or even protection from certain agencies

*Historian* - Knows some authorities on history which may provide valuable information, adventure leads, or introductions to certain institutions with useful materials

*International Law Enforcement* - Similar to Law Enforcement: knows members of another country's law enforcement agency, such as Scotland Yard, Canadian Mounted Police, etc.

*Invention* - Knows other inventors in this great age of new ideas and new devices. Has access to the machinery needed to make his inventions and knows where he can buy or construct the unusual parts he may need.

*Labor/Union* - Knows people in the fledgling labor organizations or union movements. Roll a 1D100 upon investigator creation for degree of importance of contacts - could be a lot of hard-working Joes the investigator has worked with that know what's happening on the docks, in the factory, or whatever all the way up to a union organizer (01 or 02) who has vast contacts of his own in his particular labor field.

*Law Enforcement* - Knows a certain law enforcement element (usually specific by city, county, or region) of a certain type, such as homicide, detective squad, traffic department, and so on. Exceptional rolls indicate federal contacts.

*Legal* - Knows many individuals in the legal profession and can usually pull strings for various types of legal aid.

*Medical* - Has contacts with a certain area of the medical profession, a few doctors, or a specific hospital, or may even have access to pharmaceuticals or a lab.

*Military* - Knows individuals in the military which may provide information or, in exceptional cases, aid in situations which may affect the military or the nation.

*Occult* - Knows a few (1D6+2) individuals in the occult field which can be called upon for information, items, or aid.

*Parapsychology* - Similar to the occult field, but deals with areas more pertinent to psychic powers and spiritual entity problems

*Publishing/Writing* - May elect to either have contacts among writers or journalists (which means they may be able to use their contacts for information gathering or clarification), or in the publishing industry for either newspaper publishing (one newspaper connection only) or book publishing (one publishing house only). Book connections help make money producing cheap fiction, memoirs, exposes, etc. Newspaper connections allow the investigator access to the paper's research files (the "morgue"), photographic library, newshounds, and so on as long as the investigator is also contributing to the publisher.

*Religious* - Knows many members of his clergy across the country (maybe even the world) and is allowed access to his denomination's main library, files, and so on.

*Safari* - Knows various guides, booking agents, and dealers in the miscellaneous gear used in safaris.

*Shamanistic* - Knows 1D4 other shamans, where shamans would likely gather, and

where to obtain the basic components shamans need.

*Showbiz* - Has many contacts in the showbiz field and can usually contact them for pertinent information on the area in which they are familiar. With a critical success he can gain information from any other performer in his field he encounters.

*Social* - Has important contacts in the upper crust circles of society. This may help immensely if the investigator needs invitations to soiree interviews with nobility, or a patron.

*Sports* - Knows personages in a specific field of sports, usually very loyal and willing to help an old teammate or buddy.

*Streets* - This contact means the investigator has numerous friends and sources on the streets of a city of his choice which may be able to provide information on what is happening in town but is generally being kept quiet by the authorities or underworld. To create street contacts in a new city takes much time and effort on the part of the investigators.

*Street Youth* - This is similar to Streets but is youth-oriented. May be the BoyScouts, street gangs, or other youth-oriented organisations. Contacts with these organizations does not necessarily imply membership or complete trust.

*Unique* - A Unique Contact is quite unusual but may be beneficial for an investigator. Examples of Unique Contacts might include a Buddhist Monastery for a non-religious investigator where Sanity can be restored, a coven of Druids for a non-shaman investigator who have extensive Plant Lore, a vampire who is not evil but keeps in contact with others of his kind and provides information against them, and so forth.

### ***CRAFTS (Specialty) (05%) [TUO6]***

This is a catch-all skill for any unusual craft not found in a skill category. Possibilities include blacksmithing, leather working, jewelry - making carpentry, musical instrument crafting, bookbinding pottery, glassblowing etc. A different skill selection must be made for each craft desired.

### ***CREDIT RATING (15%) [IC2]***

Narrowly, how prosperous and confident the investigator seems to be. This is the investigator's chance to panhandle or get a loan from a bank or business, and it is also the chance for the investigator to pass a bad check or to blue past a demand for credentials.

In small towns everyone knows everyone, and Credit Rating amounts to an index of personal reputation as well as monetary worth. Thus Credit Rating might ebb and flow because of scandal or personal behaviour, while the loss or accumulation of money effects minor change or no change. As appropriate, the keeper may cause a character to make clear such distinctions.

### ***CRYPTOGRAPHY/CODES (01%) [TUO6]***

This skill is similar to Other Language, except that the language is that of spies and the military. A successful skill roll will break most normal codes, a critical roll breaks even multiple codes. The Keeper may assign negative modifiers for especially difficult codes.

### ***CTHULHU MYTHOS (00%) [IC2]***

Secrets man was not meant to know.



## **Diagnose Disease, Diagnose Poison, Disguise, Dodge, Drive Auto**

### ***DIAGNOSE DISEASE (05%) [Coc 3rd Edition]***

This allows the user to tell from what disease a given victim (including himself) suffers, including knowing whether or not someone is malingering. If the character has the Pharmacy or Treat Disease skills, he can double his normal chances for success in these skills by succeeding in Diagnose Disease on the ailment to be treated.

### ***DIAGNOSE POISON (05%) [TUO6]***

This allows the user to tell from what poison a given victim (including himself) suffers if the investigator has the Pharmacy and Botany skills (at least 25% in each), he can double his normal chances for success in Diagnose Poison. If the investigator has Pharmacy, Botany, and Diagnose Poison skills (at least 25% in each), he can double his normal chances for success with the Treat Poison skill, if he has it. Certain poisons are exotic and difficult to detect, the Keeper may assign them negative percentage values when these skills are being used (such as a -30% to Diagnose or Treat Poison for a rare South American poisonous frog)

### ***DISGUISE (00%) [IC2]***

This is the skill of using makeup, wigs, costumes, and other devices to alter one's appearance. Disguise can be used to make a person appear as someone else, even of a different race or sex. Injuries, scars, and other disfigurements can also be simulated.

Note that this skill only allows appearances to be altered. A knowledge of background, class values, or other details may be necessary to fully pull off a disguise. Actually impersonating a known person requires acting talent, voice control, and a good deal of luck.

### ***DISGUISE (10%) [TUO6]***

Knowledge of this skill allows an investigator to put on the appropriate costume, makeup, and prosthetics so he may pass as another individual or type of person. Certain percentage penalties may be assigned by the Keeper due to difficult disguises. A properly disguised investigator can sometimes gain vast information from unsuspecting sources (one of Sherlock Holmes' favorite tactics).

### ***DODGE (DEX x2%) [IC2]***

Allows an investigator to instinctively evade seen blows, thrown missiles, ambushes, and so forth. A character attempting Dodge may perform no attacks in that combat round, but may parry.

An investigator can try to dodge something if it can be seen coming from a distance - a rolling rock or swerving automobile, for instance - and can try to get out of the way.

Dodge can increase through experience, like other skills.

### ***DRIVE AUTOMOBILE (20%) [IC2]***

Anyone with this skill can drive a car or light truck, and make ordinary manoeuvres and cope with ordinary vehicle problems. If the investigator wants to lose a pursuer or trail someone, both participants might attempt Driving rolls until one fails and the other succeeds. Dangerous manoeuvres always call for Drive rolls.

**Drive Carriage** is a similar skill starting at 00%.



## Electrical Repair, Electrical Systems, Entertain

### ***ELECTRICAL REPAIR (10%) [IC2]***

Enables the investigator to repair or alter electrical equipment such as auto ignitions, electric motors, and burglar alarms. To fix an electrical device may require special parts or tools.

### ***ELECTRICAL SYSTEMS (00%) [TUO6]***

Knowledge of this skill is essential to recreate any electrical device, or wire electricity to a device or in a building. It is up to the Keeper to determine the time and cost involved, depending on what the investigator wishes to make or rewire. The investigator, if working on a mechanical device, also must have or work with someone who has Mechanical Systems. This skill could be used to repair damaged wiring, wire a lamp, or fix parts of a car.

### ***ENTERTAIN (Specialty) (00%) [TUO6]***

This skill separates the performance arts into a skill all their own while retaining the Art skill for painting, sculpting, drawing, and more intellectual pursuits. An investigator with this skill can get up in front of an audience and entertain them; the higher the skill's percentage chance the better the entertainer, though a skill roll must be made each time a performance is given. A successful skill roll indicates an entertaining performance, a Critical Success indicates a great performance (worth more money or spreading the investigator's fame or really captivating the audience), and a roll of 01 indicates an unbelievable performance or true genius. Like any other skill, this one cannot be performed again and again merely to increase the percentage chance, performances should be important in the context of the campaign. Examples of Entertainment forms include the following:

*Apparatus* - Designing, building, and performing the big magical tricks such as disappearing cabinets, sawing someone in two, sticking swords through someone in a trunk, and other major apparatus tricks. These tricks usually need extensive contraptions and an assistant who knows how the trick works.

*Balancer* - Requires a minimum DEX of 13. The investigator can use trapezes, walk wires and ropes, and climb precarious surfaces. The advantages to these are obvious in a campaign. Can be used in place of a generic DEX roll in appropriate situations. If a new investigator has 25% in Entertain (Balance), their Climb skill is increased by 10%.

*Contortions* - The investigator can use this skill for getting out of straitjackets, slipping between bars, or to manipulate his body through difficult passages. Escape artists use this skill in conjunction with Locksmith and Entertain (Sleight-of-Hand). A contortionist could wiggle out of ropes, get out of burlap sacks while bound, and other impressive feats. Harry Houdini is a famous example.

*Dance* - This skill can also be found as an Art skill if Entertain (Dance) is chosen rather than the accompanying Art (Dance) skill. The investigator dances only popular styles for the fun of it or to make money, but does not create new dance styles or do choreography and will never have a better skill rating than 60%.

*Juggle* - Requires a minimum DEX of 13. He can then toss around objects in the air easily. This skill (when begun at 25% or more) will also add 15% to the investigator's Throw skill and can be used in place of DEX to catch items if a roll is required.

*Lifting* - Similar to Pickpocket, someone using this skill successfully can actually strip someone of their tie, belt, shoulder holster, etc. before they know it if allowed to touch the target (such as measuring his body for alterations, helping him on with a coat, and so on).

*Play Instrument* - This skill can also be found as an Art skill. If this Entertain skill

option is chosen rather than the accompanying Art (Play Instrument) skill, the investigator plays an instrument only for the fun of it or to make money. but does not compose and will never have a better rating than 60%. Investigators with Entertain (Play Instrument) pull out the harmonica or the saxophone when spirits are low: those with Art (Play Instrument) would rather perform in a symphony.

*Sing* - This skill can be also be found as an Art skill. If this Entertain skill option is chosen rather than the accompanying Art skill. the investigator can sing but only for the fun of it or to make money, he can never record or develop a unique style and will never have a better rating than 60%. The investigator also is likely to know old standards and popular songs of the day.

*Sleight-of-Hand* - Requires a minimum DEX of 13. Doing coin tricks, making small objects disappear from right under a victim's nose, tearing up money or paper while actually retaining the original, tying trick knots or cutting rope when the actual rope is untouched, etc.

*Tumbler* - Allows investigator to tumble, do handstands, and generally throwhimselfaround without sustaining injury. If a new investigator has this skill at 25% he uses his DEX x3 for his initial Dodge skill and increases his Jump skill by 15%.

## **Fast Talk, Fist Aid, Fist/Punch, Forensics, Forgery, Fortune Telling**

### ***FAST TALK (05%) [IC2]***

Causes the target to agree as the user wishes. Without reflecting, the target signs the paper, allows the trespass, loans the automobile, or whatever else within reason is asked. But given a short time to think and a successful Idea roll, the target comes to his or her senses: the Fast Talk loses effect.

In a game minute or so, Fast Talk may pass off suspect goods and facts as reliable or as not worth bothering about. In contrast, Persuade and Bargain may take hours or days to conclude. Fast Talk is quick to take effect, but it can be used at most on a handful of people. Fast Talk will not work on targets whose minds are made up; use Persuade instead.

### ***FIRST AID (30%) [IC2]***

The percentage chance of awakening an unconscious or stunned comrade, setting a broken limb, treating burn damage, resuscitating a drowning victim, etc. First Aid has no effect on diseases or subtle physical ailments. nor on poisoning unless the keeper admits the roll. Treated with First Aid, an investigator's healing rate stays a 1 D3 points per week. Moved to a hospital and successfully treated with Medicine, that rate rises to 2D3 per week.

Failure in applying first Aid requires the user wait some reasonable amount of time to try again, but another practitioner could make his or her attempt in the next round.

A success with this skill allows the user to immediately heal 1 D3 hit points of a single attack or injury. Thus an investigator suffering multiple gunshot wounds might receive First Aid for each, as long as they were not incurred in the same attack. One could get more detailed in listing wounds and injuries, of course, but the bookkeeping might be tedious.

In the same or the succeeding combat round, an investigator who has just died may be returned to life if the emergency 1 D3 hit points raises his or her hit point total to at least +1.

A success with First Aid immediately awakens any victim of a knock-out attack and, if the keeper wishes anyone unconscious.

Once an investigator has had First Aid successfully applied to an injury, further applications either of First Aid or of Medicine have no effect. A new injury could be treated independently, however. An application of the skill takes a combat round, or as the keeper determines. See also Medicine.

### ***FIRST AID (30%) [TUO6]***

This skill is a redefinition. It differs in many ways.

The immediate heal rate for a single injury or attack varies, depending on the skill roll result:

A critical success heals back 2D6 hit points.

A normal success heals back 1D6+1 hit points.

A roll of 96-99 causes 1D6+1 hit points damage. A roll of 00 causes 2D6 hit points damage.

Once healed by First Aid further applications can provide further healing, as long as they do not exceed the damage sustained by the particular injury or attack and are applied by a different healer.

Only one investigator can administer First Aid to a patient each round unless the investigator is a Doctor or Nurse and is therefore used to healing as a team. Up to three of these medical personnel may apply healing to a patient per round: in such a situation, each assistant who succeeds in their roll adds 10% to the final roll of

the main one. A fumble subtracts 10%

***FIST/PUNCH (50%) [IC2]***

A self-explanatory skill, which might be depicted as a closed fist, a karate chop, a roundhouse punch, a violent slap, etc. one can use Fist/Punch to parry Kick and Head Butt. Martial Arts can add to its impact, and the knock-out nuts can be applied to it.

***FORENSICS (00%) [IC2]***

This skill represents the investigators working knowledge of current scientific detective skills. It includes such things as: the ability to properly collect and compare fingerprints; how to make ballistics checks; the value of blood samples; and numerous other techniques.

***FORENSICS (00%) [TUO6]***

This skill cannot be taken by an investigator unless he has the Physician skill at 50% first. This skill enables the investigator to determine through evidence found at, on or in the body the time of death, cause of death, and other details when examining a corpse. See the excellent Forensics article in CoC5 for more information.

***FORGERY (05%) [TUO6]***

An investigator with this skill may be able to forge or detect forgeries of all types of legal documents, papers, and related items. Art forgery is a separate skill and the investigator must first possess the appropriate Art (Painting) skill at 75%

***FORTUNE TELLING (00%) [TUO6]***

The investigator knows at least two traditional types of Fortune Telling, such as reading tea leaves, casting rune stones, using a ouiji board, reading tarot cards, etc. This does not mean the investigator can actually foretell the future, but a successful roll indicates he can dupe others into thinking he may be legit. This skill may also be useful in divining the truth in some ancient tomes from the charlatan tricks used by ancient mages. The investigator will also be wise to those who use similar methods, and can tell if they are giving a true (or traditional) reading or if they are giving different information for some hidden purpose.

## Geology, Grapple

### ***GEOLOGY (00%) [IC2]***

Enables an investigator to tell the approximate age of a rock stratum, recognise fossil types, distinguish many minerals and crystals, locate promising sites for drilling, evaluate soils, and anticipate volcanism, seismic, events, avalanches, and other such phenomena. Sherlock Holmes was expert in London-area soils, and could trace a man's movements by studying the dirt on his boots.

### ***GRAPPLE (25%) [IC2]***

A Grapple is a special personal attack, frequently chosen to harmlessly subdue an opponent. This attack may be parried by a countering successful Grapple or other attack by the target, but only in the first round of a back.

If a Grapple attack succeeds in the first round and is not neutralised, then the attacker holds the target and may thereafter exercise one of several options.

Immobilise the target by overcoming the target's STR with his or her own STR, using the Resistance Table. With a success, the target is held fast indefinitely, until the grappler attempts another action.

Knock down the target. If used, this option automatically succeeds.

Knock out the target in the first or a later round: see the knock-out rule.

Disarm the target. With successful Grapples in consecutive rounds, an investigator could Grapple to prevent a hand-to-hand attack in the first round and then seize the weapon or weapon hand in the second round.

Physically injure the target. The opponent already must be successfully grappled. The grappler must receive a second successful Grapple roll in the first round, or a successful Grapple in some later round. Success costs the target 1D6 hit points plus the attacker's damage bonus. Harm in subsequent rounds requires a new Grapple success in those rounds, and the injury done remains the same.

Strangle the target. Beginning in the round stated, the target begins to asphyxiate, as per the Drowning rules, and continues in subsequent rounds. the attacker needs no further Grapple rolls.

In either type of injury-making Grapple, the victim is caught and can escape only by successfully matching STR against STR on the Resistance Table on his DEX rank.

## **Handgun, Head Butt, Hide, History, Hypnotism**

### ***HANDGUN (20%) [IC2]***

Use for all pistol-like firearms when firing discrete shots.

### ***HEAD BUTT (10%) [IC2]***

The essential barroom brawl skill, Head Butt is applied to the belly of an opponent or else to his temple, crown, nose, chin, or back of the head. This personal attack can be made in cramped surroundings, and part of its effect comes from its surprising quickness. One cannot parry with Head Butt, but Martial Arts can add to its effect, and the knock-out rule can be applied to it.

### ***HIDE (10%) [IC2]***

As opposed to Conceal, Hide concerns the individual user's ability to escape detection in an unprepared position. Use this skill only in a pursuit situation, or when under surveillance or patrol. It lets the user choose objects, bushes, deep shadows, etc., in which to lurk for a while. Cover must be present. In an area being watched, the user can move while hiding. Figure the chance for successful movement by halving the Hide skill amount.

### ***HISTORY (20%) [IC2]***

Enables an investigator to remember the history of a country, city, or region, with particular reference to pertinent events. Lessen the chance if the investigator needs to remember a particularly obscure fact. A successful History roll might be used to help identify written forms of extinct human languages or to know some ancient technique.

### ***HYPNOTISM (00%) [IC2]***

To successfully hypnotise someone, the subject must be willing to undergo the treatment. If the hypnotist fails his roll, he is unable to hypnotise that character until his skill is somehow increased, at which time he may attempt it again. If the roll is successful, the subject is now hypnotised and can be hypnotised in the future by this same investigator automatically, without the necessity of making a roll.

Hypnosis can be used in several ways.

*AID TO PSYCHOANALYSIS:* if an investigator can successfully hypnotise a subject, the investigator may add 25 percentiles to his current Psychoanalysis score (provided he has 10 or more points to begin with) when treating this patient.

*POST HYPNOTIC SUGGESTION:* A subject can be implanted with a suggestion to perform a single specific action in response to a key word or event. Note that it is impossible to implant a suggestion that goes against the subject's basic nature. While a person can usually be made to do something foolish in public, they will not attack and try to kill someone - unless that is part of their normal behaviour pattern.

*MEMORY AID:* Often characters go insane upon witnessing some key event and suffer amnesia, forgetting about what may have taken place. Successful use of hypnosis can dredge up these buried memories.



## Impersonation, Intimidate

### ***IMPERSONATION (05%) [TUO6]***

This skill enables an investigator to convincingly portray someone else, even to mimicking that person's voice. Other skills may be required; Anthropology for impersonating someone from another culture, Disguise for appearing as the person, Other Languages for accents, technical skills for speaking with some type of expertise as an authority. None of these unusual impersonations can be ad-libbed. This skill can also be used to detect a deceptive impersonation by others. An investigator who possesses both Psychology and Impersonation, may first attempt his Psychology roll on the person he wishes to impersonate. If successful, it improves his Impersonation chance by 10% for any short-term use.

### ***INTIMIDATE (POWx1/2 %) [TUO6]***

The base chance of this skill is POW divided by 2, unless it is an initial skill because of a chosen profession, in which case the base chance equals POW. Intimidate is the ability to convince a targeted victim that the investigator can somehow harm him, and he therefore should cooperate. The implied harm could be either physical (hurt him), harm to his reputation (libel), or somehow emotional (guilt). Whereas Persuade takes a friendly approach, and Fast Talk is flim-flam, Intimidate uses concern and fear, and therefore is a little trickier for the investigator to use. It is hard to intimidate a powerful or innocent person, unless you know (or pretend to know) a dire secret of theirs or appear willing and capable of causing the target harm. Two intimidators acting on each other simultaneously continue until one fails while the other succeeds. Intimidate is much faster than Persuade, but can sometimes force an NPC into dire actions or dangerous reactions

## Jump

### ***JUMP (25%) [IC2]***

With a success, the investigator can leap up vertically and grab to his or her own height, safely leap down vertically to own height, jump horizontally from a standing start to own height across a gap, or run and jump horizontally to twice own height. If falling from a height, a successful Jump subtracts 1 D6 hit points from those lost to the injury.

## **Kick**

### ***KICK (25%) [IC2]***

Whether a straight-forward kick to the groin or the jaw, or an elegant flying kick, or a kick with both legs while lying on a floor, a Kick is powerful enough to do damage wherever it lands. A Kick may parry and Martial Arts may add to its effectiveness, but do not apply the knock-out rule to Kick except in special circumstances.

## **Law, Library Use, Listen, Locksmith, Look Sincere**

### ***LAW (05%) [IC2]***

Represents an investigator's chance of knowing a pertinent law, precedent, legal manoeuvre, or court procedure. In another country, halve the chance for success with this skill, unless he or she has spent 30-INT studying that nation's law.

### ***LIBRARY USE (25%) [IC2]***

In many ways it is the most important skill in the game. Library Use enables an investigator to find a given book, newspaper, or reference in a library or collection of documents, assuming that the item is there. Each use of this skill marks four hours of continuous search. An investigator rarely gets more than two tries per day.

This skill can locate a locked-case or rare-book special collection, but Fast Talk, Persuade, Bargain, Credit Rating, a bribe, or special credentials might be needed to get at the books.

### ***LISTEN (25%) [IC2]***

Measures the ability of an investigator to interpret and understand sound, including overheard conversations, mutters behind closed door, and whispered words in cafe. The keeper may use it to determine the course of an impending encounter: was your investigator awakened by that crackling twig?

### ***LOCKSMITH (00%) [IC2]***

The user may repair locks, make keys, or open locks with the aid of skeleton keys, picks, and other tools. Especially difficult locks may lower the chance for success. A locksmith can open car doors, library windows, Chinese puzzle boxes, etc., and penetrate simple alarm systems. Sophisticated safes, vaults, and other serious defensive systems are beyond this skill. Keepers might combine Locksmith with DEX or POW rolls to cover a variety of surreptitious situations.

### ***LOOK SINCERE (05%) [TUO6]***

This simple skill is rather disarming. It is the ability to look like you completely believe in what you are doing or saying. It can be used as a modifier for a number of other skills: Bargain, Fast Talk, Intimidate, Persuade, acting, and soon. It does not modify the chance for these skills to work but it does negate any ill effects from a critically failed roll (a 96-00). In other words, it prevents people from immediately seeing through the blarney being spied out. Look Sincere is rolled only once before an investigator approaches a target, no matter the other skill(s) used.

## **Machine Gun, Martial Arts, Mechanical Repair, Mechanical Systems, Medecine**

### ***MACHINE GUN (15%) [IC2]***

Use this skill whenever firing bursts from a bipod or tripod mount. If single shots are fired from a bipod, use the Rifle skill instead if it is higher.

### ***MARTIAL ARTS (00%) [IC2]***

Use when attacking with Fist/Punch, Head Bun, Kick, or Grapple. If the attack roll is equal to or less than the attacker's Martial Arts percentage, the attack does double damage. Thus Fist/Punch would do 2D3 plus normal damage bonus. Marital Arts doubles the damage done if the attack strikes home, but not any damage bonus

A person with Martial Arts may choose which aback to parry just before that attack, and does not need to make a parry statement at the beginning of the round. Even with Martial Arts, bullets and other projectiles cannot be parried.

### ***MECHANICAL REPAIR (20%) [IC2]***

This allows the investigator to repair a broken machine, or to create some new simple one. Basic carpentry and plumbing projects may be attempted. This is a companion skill to Electrical Repair, and both may be necessary to fix some devices. Special tools or parts may be required. Except for very simple locks, special tools are needed to pick locks. See the Locksmith skill.

### ***MECHANICAL SYSTEMS (00%) [TUO6]***

Knowledge of this skill is essential to recreate any mechanical device or to invent a new one. It is up to the Keeper to determine how long it takes to create an item and how much money it will cost in parts and material,dependingon what the investigator wishes to make. The investigator, if using electricity in the device, also must have or work with someone who has Electrical Systems. This is also the skill percentage that is used to alter or improve a mechanical device. It could be used for repairing gears, some parts of cars, or making a winch.

### ***MEDICINE (05%) [IC2]***

The user diagnoses and treats human frailties, injuries, diseases, poisonings, etc., and makes public health recommendations. If an era has no good treatment for a malady, any effort is limited, uncertain, or inconclusive. Failure in application requires that the user wait some amount of time to try again, but another practitioner could make his or her attempt in the next round.

In an emergency, the successful user of Medicine can immediately restore 1D3 hit points, one e per attack or injury.

In the same or the succeeding combat round, an investigator who has died may be returned to life if the emergency 1D3 hit points raises his or her hit point total to at least +1 .

An investigator successfully treated with Medicine heals at 2D3 hit points per game week.

A success with Medicine immediately awakens any victim of a knock-out attack and, if the keeper wishes, anyone unconscious.

The keeper may rule that a medical condition is not treatable. See also First Aid.

## **Natural History, Navigate**

### ***NATURAL HISTORY (10%) [IC2]***

Originally the study of plant and animal life in its environment. Even by the 1890s this study had long been divided into many separate academic disciplines. As a skill, it represents the knowledge of farmers, fishermen, inspired amateurs, and hobbyists. It identifies species and habits or milieu in a general way, and is able to guess at what is important to a particular species. What is known may or may not be accurate - this is the region of appreciation, tradition, and enthusiasm. Use Natural History to judge horseflesh at a county fair, or to decide whether a butterfly collection is excellent - or just excellently framed.

### ***NAVIGATE (10%) [IC2]***

Allows the user to find his or her way in storms, clear weather, in day, or at night. Those of higher skill are familiar with the astronomical tables, charts, and instruments. Rolled results for such a skill should be kept secret, a matter for the investigators to work out. one could also use this skill to measure and map an area - an island of many square miles, a passage, or the inside of a room.

## **Occult, Operate Heavy Machinery, Other Language, Own Language**

### ***OCCULT (05%) [IC2]***

This skill enables the user to recognise occult paraphernalia, words, and concepts, as well as identify grimoires of magic and occult codes when he sees them, and the skill can aid in their translation or understanding. Comprehending certain books may provide percentiles of Occult. Some occult books are noted in the Magic chapter. This skill does not apply to spell books, and magic of the Cthulhu Mythos, but as most of the more ignorant human worshipers of the Great Old Ones may believe in the conventional occult as well, it could prove of use.

### ***OPERATE HEAVY MACHINERY (00%) [IC2]***

Required to drive and operate a tank, back-hoe, steam shovel, or other large-scale construction machine. Once the skill is known, no skill roll is needed except for difficult or dangerous tasks, or bad or dangerous conditions. For very different sorts of machines, the keeper may decide to lower an investigator's nominal skill if the problems encountered are mostly unfamiliar ones: someone used to running a bull-dozer, for instance, will not be fully competent with a steam turbine in a ship's engine room.

### ***OTHER LANGUAGE (00 %) [IC2]***

Specify the language. No limit exists on the number which an individual can know. The skill represents the user's chance to speak, read, and write in a language other than his or her own. Ancient or unknown languages comparable to Aklo should not be chosen, but ordinary earthly languages may be. Occasionally the keeper may determine that a number of separate complex points exist in a document or speech, and call for several such language rolls, one for each point. Similarly, the keeper may momentarily reduce a user's skill in a language if archaic speech or writing in that language is encountered. Normally a single successful Other Language roll is needed to comprehend an entire book.

If an investigator has points in a particular Other Language, he or she always grasps the gist of normal conversation, though one needs INT X5 or better points in a second language to pass for a native speaker. Blank spaces exist on the investigator sheet for other languages.

To identify an unknown present day human language, use a History or Archaeology roll. To identify an alien language, use a Cthulhu Mythos or possibly an Occult roll.

### ***OWN LANGUAGE (EDUx5%) [IC2]***

Specify the language. In infancy and early childhood, most humans use a single language. For most people in the United States, that tongue is some dialect of American English. But whatever the tongue chosen by the player for the investigator's Own Language, the investigator's skill in Own Language automatically starts at EDU x5%: thereafter the investigator speaks, reads, and writes at that percentage or higher. Normally no skill roll is necessary to use Own Language. If a document is extremely difficult to read, or in an archaic dialect, the keeper may reduce the user's skill chance in that situation.

## **Persuade, Pharmacy, Photography, Physics, Physician, Pilot, Plant Lore, Psychoanalysis, Psychology, Publish/Writing**

### ***PERSUADE(15%) [IC2]***

Use Persuade to firmly convince a target of a particular idea or concept. Like Fast talk, Persuade may be employed without reference to truth. Unlike Fast Talk, Persuade's effect lingers indefinitely, for weeks or years perhaps, until events or another Persuade turn the target's mind in another direction. Since Persuade's effects are long-lasting, the successful application of the skill might take an hour or more, depending on what's being attempted.

### ***PHARMACY(00%) [IC2]***

The user recognises, compounds, and dispenses a wide variety of drugs and potions, natural and man-made, and understands side-effects and contraindications. He or she has a good knowledge of poisons and antidotes. The skill grants no ability to diagnose diseases or to prescribe medicines, though the user may be familiar with a range of symptoms and be able to select the right treatments for poisonings.

### ***PHOTOGRAPHY(10%) [IC2]***

Covers both still and motion photography. This skill allows one to take clear pictures, develop them properly, and perhaps enhance half-hidden detail. Failures are blurred or do not show what was desired.

### ***PHYSICS(00%) [IC2]***

Grants theoretical understanding of pressure, materials, motion, magnetism, electricity, optics, radioactivity and related phenomena, and some ability to construct experimental devices to test ideas. The degree of knowledge depends on the era of use. Practical devices such as automobiles are not the province of physicists, but impractical or experimental devices may be, perhaps in conjunction with Electronics or Mechanical Repair.

### ***PHYSICIAN (00%) [TUO6]***

This skill cannot be taken unless the investigator has the following skills: First Aid at 50% Diagnose Disease at 15%, Diagnose Poison at 15%, Treat Poison at 10% Treat Disease at 10%. The Physician skill heals the same way First Aid does, but the dice used are 8-sided instead of 6-sided. Patients successfully treated with Physician also have a weekly heal rate of 2D4 hit points. For game mechanics, Physician skill takes 1D4+1 rounds of undisturbed activity to complete. It should always be rolled rather than First Aid, unless the need is too urgent. If unsuccessful, the investigator may then revert to his First Aid skill and try that. The base chance of Physician is 20% if the skill is initial within an Occupation.

### ***PILOT(00%) [IC2]***

The air/water equivalent of Drive Automobile, this is the manoeuvre skill for flying or floating craft. An investigator might have several versions of this skill in the spaces on the investigator sheet, each starting at 00%. Without believable personal history explaining, for example, otherwise, the skill should be taken as relating only to craft of modest size.

Pilot Aircraft skills change from era to era. Pilot Boat does not change, and does not distinguish between sail and motor craft. The same sorts of modifying conditions - bad weather, bad visibility, or damage - apply to air and water craft.

A skill user with 1 or more point of skill can start and then set sail or take off on a calm day with good visibility. Require Pilot rolls for storms, navigation, by



instruments, low visibility, and other difficult situations.

**PILOT BOAT:** understands the behaviour of small motor and sailing craft in wind, storms, and tides, and can read wave and wind action to suggest hidden obstacles and approaching storms. Novice sailors may find difficult the mere docking of a rowboat.

**PILOT AIRCRAFT:** understands and is increasingly competent with a general class of aircraft, as summarised below. Upon any landing, even under the best conditions, a Pilot roll must be made. If conditions are good, double the chance for success. If conditions are bad, the pilot lands at his or her normal chance. Ordinarily, a failure represents only some sort of damage to the craft which must be re-paired before the next takeoff, but pilot and passengers walk away with minor injury. A result of 00 is a memorable disaster, with at least one death.

Each class of aircraft counts as a different skill, and should be listed independently, or as the keeper sees fit. The 1920s could include such possibilities as balloons, dirigibles, prop-powered aircraft, and gliders.

### ***PLANT LORE (00%) [TUO6]***

This is the general skill of the woodsman or herbalist, rather than the detailed knowledge of the botanist. An investigator with this skill knows the folklore and popular beliefs (right or wrong) concerning plants, typically those where the investigator grew up. Plant Lore tells you on what side of a tree moss grows, and whether you can eat a given root; Botany tells you why that root grows well here.

### ***PSYCHOANALYSIS (00%) [IC2]***

Enables the user to staunch temporary and indefinite insanity for a day or so. If the condition persists beyond that period, thereafter the unfortunate lapses, and only time heals the insanity. This emergency treatment takes up to an hour to perform, and can be applied just once per incident of insanity, no matter how many analysts are available.

Treatment by a psychotherapist can add Sanity points during indefinite insanity and possibly speed recovery. See the Sanity chapter.

Psychoanalysis cannot increase a person's Sanity points beyond POW x5, nor above 99-Cthulhu Mythos.

The skill refers to the range of emotional therapies, not just to Freudian procedures. Formal psychotherapy was little-known in the 1890s, though some procedures are as old as humanity. Often it was looked on as suspect charlatany in the 1920s. The common term then for an analyst or scholar of emotional disorders was 'alienist.'

### ***PSYCHOLOGY (05%) [IC2]***

A skill common to all humans, it allows the user to study an individual and form an idea of his or her motives and character. In general, the keeper should make the rolls for this skill and keep the results secret, announcing only the information, true or false, that the user gained by employing it. Players should not expect that this skill penetrates skilful deceit unless the investigators jar their opponent's confidence.

### ***PUBLISHING/WRITING (00%) [TUO6]***

An investigator with this skill knows all about writing and where to have his material published. He cannot be conned by an editor and underpaid or completely ignored. The investigator also knows how to type (and use word processing programs if playing Cthulhu Now). An investigator who has this skill and is published (he must take the timeout of the campaign to write his articles or stories) is considered a professional.



## Ride, Rifle, Romance, Rope, Roping

### ***RIDE (05%) [IC2]***

Intended to apply to saddle horses, donkeys, or mules on easy terrain. A camel might be ridden successfully at a lowered percentage chance. The skill also grants knowledge of basic care of the riding animal, riding gear, and how to handle the steed at the gallop.

Should a steed do something unexpected, such as rearing, then the investigator's chance of remaining seated equals his or her Ride. If an investigator falls from a mount, either because the animal has collapsed, fallen, or died, or because a Ride roll failed, he or she loses 1 D6 hit point in the accident. A successful Jump roll saves 1 D6 hit points.

Wielding a weapon effectively while riding takes both a weapon skill and a Ride in excess of 50%, and the keeper might apply modifiers to reflect the situation.

### ***RIFLE (25%) [IC2]***

Permits the user to fire any type of rifle, whether lever-action, bolt-action, or semi-automatic. When a military-style assault rifle is used in the 1990s to fire a burst, use this skill. When a shotgun fires a rifled slug, use this skill.

At the keeper's option, combine Rifle and Shotgun as a single skill differentiating only between pellet and slug ammunition.

### ***ROMANCE (10%) [TUO6]***

This influence skill is similar to Fast Talk and Persuade but it takes days, weeks, months, or even years for the romance to bloom (depending on the investigator's actions and who it is he is trying to romance). Quick flirtations may be advantageous for gaining brief information from waiters, witnesses, friends of victims, and so on. These quick flirtations are rolled using the normal, unadjusted skill chance To try and establish a deeper, loving relationship for the purpose of influencing an NPC within the game. the investigator must first tell the Keeper how much money, time, attention, and any especial touches he is putting into the effort The Keeper then determines how long this will take for the skill to work. As is obvious, this use of Romance is usually a campaign-long skill, not normally used for just a scenario, and the investigator is not considered to truly be involved (unless the victim makes a successful Romance roll to counter-influence the investigator).

The skill roll should only be made at the end of the outlay of effort and money and should be adjusted in +10% increments to the investigator's base chance according to how much the investigator put into it Once a successful roll has been made the target is in love with the investigator and will freely offer him or her time and a reasonable amount of money. If "unreasonable" demands are made (the family book of Cthulhu spells, more money, leaving a spouse, etc) a Romance roll always must be made. Remember, love can be blind and bountiful, but a lover scorned or discovering that he or she has been tricked can be a truly frightening and relentless enemy.

### ***ROPE (05%) [TUO6]***

This simple skill indicates that the investigator has worked with rope a lot in his life and knows innumerable knot types. A roll should only be made if unusual stress is put on the rope, otherwise the investigator's knot will perform as expected. An investigator with the Rope skill also adds +10% to his Climb skill when using rope, is allowed his normal Throw skill with a rope lasso, and can safely repel great distances very quickly using a rope and gloves. A dangerously frayed or cut rope never goes unnoticed if handled by someone with this skill

***ROPING (00%) [IC2]***

This is the ability to twirl and throw a rope, lassoing a target. It is a skill most common to Cowboys and mountain climbers and requires a well-worked rope for normal chances of success. A fresh, stiff rope from the store reduces the chances of success by as much as one half.

A thrown rope has a maximum range of STR X1 yard, if thrown laterally across the ground. Trying to throw a loop of rope vertically, trying to loop an overhead object, reduces the range by one half.

## **Scent, Scrounging, Set/Disarm Traps, Sneak, Shotgun, Sneak, Spot Hidden, Submachine Gun, Surgeon, Surveillance, Swim**

### ***SCENT (05%) [TUO6]***

Scent offers a couple of skills. It is used like Listen or Spot Hidden, but for clues and signals that are scent-oriented (a wisp of smoke or perfume when it should not be present is a good example). This skill also includes the ability to identify a known substance or familiar creature by its odor (even some people!). Animals such as dogs have the highest skill at this, but trained humans can be quite good. The Keeper may positively modify the Tracking skill if scent is involved.

The ability is reduced by half if the user is under the influence of alcohol, drugs, smokes tobacco, or is in close proximity to an overpowering odor, such as burning incense.

### ***SCROUNGING (05%) [TUO6]***

Occasionally an investigative team needs to obtain something quickly and with little hassle, be it a weapon, a vehicle, or an unusual item. This practice of foraging for needed items is called Scrounging and can almost be a profession in itself. Scrounging usually involves some type of barter, bribe, or felonious action. Like "borrowing" a car in an emergency). Therefore the Keeper should only allow it in pressing situations and not allow the investigators to turn into gangsters (unless that was their occupation). The hero of the television show *MacGyver* and James Garner's character in the movie *The Great Escape* are good examples of proficient, yet different, types of Scroungers.

### ***SET/DISARM TRAP (10%) [TUO6]***

A successful roll is required to set or disarm a trap which functions as described by the setter. Certain other skills, such as Mechanical or Electrical Systems, may also be required to set or disarm a trap completely (at the Keeper's discretion). If a roll is missed while the trap is being set, the trap will look good but will not work. Therefore this roll must be secretly made by the Keeper. If the roll is missed while disarming a trap, the trap will spring unexpectedly and act upon the person trying to disarm it.

### ***SHOTGUN (30%) [IC2]***

With this skill any scatter-gun can be fired. Since the load expands in a spreading pattern, the user's chance to hit does not decrease with range, but the damage done does. At ranges from 10-20 yards, 1D3 close-together targets can be hit with one round, and from 20-50 yards, 1D6 targets can be hit. The keeper decides whether the targets are close enough for this rule.

Double-barrelled shotguns can be sawn off, for purposes of concealment. See the firearms tables for data. In the United States, such weapons become illegal in the 1920s (1934 - federal law).

If firing a rifled slug, use the Rifle skill. At the keeper's option, combine Rifle and Shotgun as a single skill, differentiating only between pellet and slug ammo.

### ***SNEAK (10%) [IC2]***

The art of moving quietly, without alerting those who might hear. Used in combination with Hide, the investigator makes a single D100 roll the result of which is matched against the investigator's percentages in both skills. Use this combination when silent movement is necessary. See also Hide.

### ***SPOT HIDDEN (25%) [IC2]***

This skill allows the user to spot a secret door or compartment, hidden intruder, inconspicuous clue, interesting piece of evidence, concealed car, ambushers; or anything similar. One of the more important skills in the game, with a straightforward application.

***SUBMACHINE RUN (15%) [IC2]***

When firing any submachine gun, use this skill

***SURGEON (05%) [TUO6]***

This skill cannot be taken unless the investigator has Physician at 60% in most situations, First Aid and Physician must be used first to provide immediate help and then to diagnose the most pressing problem. Surgeon is an advanced Physician skill and has two additional aspects to it. First, it represents a physician's advanced ability to heal through surgery (actually taking the time to operate on some-one). The healing and harming dice become 10-sided instead of eight-sided, but only one physician can attempt Surgery at a time, though he may need others in attendance to assist. It also allows the investigator to repair major damage due to internal injuries. The Keeper may believe that so much damage was caused to the patient that, even though the amount of healing applied to him immediately stopped him from dying on the spot, he needs surgery as soon as possible to stop permanent internal injury. Surgeons can perform complex operations if the proper equipment, facility, and time is available. Also, some parasitic creatures bore inside their victims and can only be removed by a surgeon. The base chance for Surgeon if found within an Occupation is 20%

***SURVEILLANCE (05%) [TUO6]***

This skill allows the investigator to follow a person, car, or creature in an urban setting successfully as long as he keeps them barely in sight without being noticed. It also is the investigator's percentage chance of using the electronic or optic surveillance gear available to him in his time era for unusual requirements

***SWIM (25%) [IC2]***

The ability to stay afloat and moving in water or other liquid. Immersed, use a Swim roll to keep from drowning or to move through the medium. A failing Swim roll starts the drowning procedure. Someone drowning may receive a Swim roll attempt each round - with a success, he or she reaches the surface and breathes. With a second success, he or she can begin to move through the water. If the second Swim roll fails, drowning begins again.

## Throw, Track, Treat Disease

### ***THROW (25%) [IC2]***

To hit a target with a casual object, or to hit a target with the right part of the object thrown (such as the blade of a knife or hatchet), use Throw. A palm-sized object of reasonable balance can be hurled three yards for each STR point of the investigator which exceeds the objects siz. However, an object designed to be thrown can be hurled up to six yards for each STR point in excess of the objects siz, and perhaps bounce on for more. Keepers must choose the multiplier suitable to the actual object since, for instance, a baseball behaves differently than a javelin.

If the throw roll fails, then randomly determine where the object lands, using the closeness of the actual die roll result to the desired result to indicate nearness.

### ***TRACK (10%) [IC2]***

With Track, an investigator can follow a person, vehicle, or animal over soft earth and leaves. Subtract 10% from the chance for success for each day that passes since the tracks were made. Rain may make tracking impossible. A being cannot be tracked across water, over concrete, or at night except in unusual circumstances.

### ***TREAT DISEASE (05%) [CoC 3rd Edition]***

Successful use of this skill allows the sick person cared for by the user to recover and to be more or less comfortable. This skill will not help a victim recover if he has an extremely virulent disease, but the user will be able to tell that the victim belongs in the hospital. This skill is intended for use on mild illnesses, or recurrent severe ones such as malaria or influenza. If your investigator comes down with the bubonic plague, this skill will only help him to remain comfortable while he dies.

If this skill is used in a hospital, with proper equipment, access to drugs, and continual care, the skill may be able to treat even very severe diseases.

## Zen

### **ZEN (00%) [TUO6]**

Zen is a catch-all term that covers whatever the Keeper might want to develop as unusual, unexplained, personally-developed skills. The use of the term here is for any "mystical" power using one's own mental or physical resources, no matter the actual culture in which it is learned. Some abilities which may be attributed to Zen are altering one's breathing to simulate death or a fever, remaining unbelievably still, surviving on only a few hours sleep for days at a time, holding one's breath for an unbelievably long time, attacking a target even though totally blind, or even The Shadow's ability to cloud men's minds so he could not be seen.

Since Zen takes a long time to cultivate and may upset game balance, after completing a successful skill check roll at the end of an adventure the Keeper rolls a D4 instead of a D10 for advancement. It is suggested that the Zen skill percentage never exceed 50% for investigators.



## SKILL CATEGORIES

Taken from Call Of Cthulhu 5½ by Kim Eastland

Categorizing skills is a wonderful concept in CoC5 and makes some things work easier. An investigator who hasn't slept in 36 hours, for instance, might suffer a 10% penalty to any Perception or Thought skill; one who has been running for his life for the last hour may take a penalty to Physical skills

These categories are broad, and are here simply to allow the Keeper to determine appropriate effects in odd situations. An investigator fighting off a sleeping drug may suffer in one category, but not another. Don't immediately look this table up every time something happens to the investigator; instead, when the investigator attempts some skill in a situation where you think it might be difficult for some reason, check here to see if it would apply.

Skills in parentheses (Art, Entertain, and Zen) mean the category for that skill depends on what specialty is taken. Several skills appear in several categories. Most medical skills are listed in Thought, Perception, and Manipulation, for instance. A doctor needs to spot symptoms, decide what they represent, and may need to perform first aid. In all cases, feel free to move skills around in categories where they don't feel right to you; this table should serve as a basis for thought, not a dictatorial rule.

**Combat** - All physical attack skills (hand to hand & weapon), Ambush, Dodge, Throw, (Zen).

**Communication** - (Art), Bargain, Contacts, Credit Rating, (Entertain), Fast Talk, Hypnotize, Impersonation, Intimidate, Linguist, Look Sincere, Other Language, Own Language, Persuade, Psychology, Romance, (Zen).

**Manipulation** - (Art), Conceal, Crafts, Diagnose Disease, Diagnose Poison, Disguise, Drive, Electrical Systems, Electrical Repair, (Entertain), First Aid, Forensics, Forgery, Locksmith, Mechanical Systems, Mechanical Repair, Photography, Physician, Pick Pocket, Pilot, Rope, Scrounging, Set/Disarm Traps, Surgeon, Treat Disease.

**Perception** - (Art), First Aid, Forensics, Listen, Physician, Scent, Spot Hidden, Surgeon, Surveillance, Track, Treat Disease, Treat Poison, (Zen).

**Physical** - (Art), Climb, Dodge, (Entertain), First Aid, Forensics, Hide, Jump, Operate Heavy Machinery, Physician, Ride, Sneak, Surgeon, Swim, Throw, (Zen).

**Thought** - Accounting, Animal Lore, Anthropology, Appraise, Archeology, Architecture, (Art), Astrology, Astronomy, Botany, Cryptography/Codes, Cthulhu Mythos, Forgery, Fortune Telling, Geology, History, Hypnotize, Law, Library Use, Natural History, Navigate, Occult, Pharmacy, Physics, Plane Lore, Psychoanalysis, Publishing/Writing, (Zen), Zoology.

