

Call of Cthulhu 7th Edition Combat

Cheatsheet v1.4

Skill Checks

Combined Skill Rolls

Some rolls may be compared to more than one skill.

Opposed Rolls

Both sides make the appropriate roll; the best Level of Success prevails; cannot be Pushed; the higher raw skill/ability score wins tie. Charm, Fast Talk, Intimidate and Persuade can be opposed by the same skill or Psychology.

Against an NPC's skill or characteristic

- **Below 50:** Regular difficulty required
- **Above 50:** Hard difficulty required
- **Equal to or above 90:** Extreme difficulty required

Rolls

- **Bonus Die:** Roll an additional "tens" die, use the lowest result.
 - **Penalty Die:** Roll an additional "tens" die, use the higher result.
- Multiple **bonus** and **penalty dice** can apply at once, but they cancel each other out to find a net modifier.*

Roll	Effects
01	Critical Success
1/5 Skill (under or equal)	Extreme Success
1/2 Skill (under or equal)	Hard Success
Under Skill (or equal)	Regular Success
Over Skill	Failure
96+	If Skill is under 50%: Fumble
100	Fumble

On a success with no Luck points used, check the skill box.

Spend Luck

You can spend as many points as you have, even purchasing a higher level of success or a critical. *Can't escape a Fumble by spending Luck. No skill check is earned if Luck is spent. Cannot spend Luck on Luck rolls, damage rolls, SAN rolls.*

Pushing the Roll

Justify how/why you could try again. Failing a Pushed roll is typically dire. *Only skills, can't push Luck, SAN, SAN loss, Combat, Damage rolls and opposed roll. Can't Push a Roll and then spend Luck.*

Sanity (SAN: POW at start; Max SAN: 99 - Cthulhu Mythos Skill)

- When confronted by horror, roll 1D100 equal to or under SAN for minimal SAN loss. Fail and lose greater SAN loss. A fumble results in the maximum of SAN lost.
- Any time you fail a SAN roll, you suffer some involuntary reaction like jump, cry out, startle, lash out, freeze...
- First instance of Mythos-related insanity adds 5 points to Cthulhu Mythos. Further episodes add 1 point.

SAN lost	Effects
5+ from one source	Make INT roll; if you fail, you suppress the memory; otherwise go Temporarily insane for d10 hours
1/5 in a day	Indefinitely insane. Lasts until cured over a period of months.
Reach 0	Permanently insane , become an NPC.

Dexterity and the Order of Attack

Determine the order of attack by ranking the combatants' DEX from highest to lowest. On a draw, the higher combat skill goes first. *Readied firearms or casting an instantaneous spell gain +50 DEX for initiative.*

Surprise Attack

Keeper may allow a Listen, Spot Hidden or Psychology roll to avoid the surprise attack; Use attacker's Stealth skill to determine Success Level required; Surprise attacks are either automatically successful or require a skill roll with a Bonus die (Firearms and Thrown weapons always require a skill roll).

Melee (Brawl) Attacks

Attacks	Effects
Fight Back	Highest level of success wins. Draw = initiator wins. Both fail = no damage inflicted.
Dodge	Attacker wins with higher level of success. Draw = defender wins. Both fail = no damage inflicted.
Do Nothing	Attack is either an automatic success or gets a bonus die (as if a Surprise Attack); failure may only occur on a Fumble.
Flee	May trigger a Chase based on the Move rate of each combatant.

Fighting Maneuver

- Decide what outcome you're trying for (disarm, knock down, push off a cliff, pin, etc.).
- Compare Build; for each point bigger the target is, add a penalty die to attacker's roll; if difference is 3 or greater, you can't do the Maneuver; *no Bonus if attacker's Build is larger than defender.*
- Target declares Dodging, Fighting Back or a Maneuver and makes an opposed roll against attacker. If successful, the desired outcome occurs.
- A successful Fighting Maneuver can put the target at an ongoing disadvantage (e.g., pinned or held), resulting in either a Penalty or Bonus die against the target on subsequent attacks. To escape from a pin/hold/grapple, the target needs to make their own Fighting Maneuver on a subsequent round.

Extreme Damage/Impales

Attacker score an Extreme success (not when Fighting Back)

- **Blunt weapons:** max weapon damage + max damage bonus
- **Penetrating weapons:** max weapon damage + max damage bonus + one extra weapon damage roll

Outnumbered

Once you've fought back or Dodged a Brawl attack during a combat round, any subsequent Brawl attacks on you get a Bonus die. *Does not apply when a single creature is using multiple Brawl attacks against you.*

Ranged and Thrown weapons

You can Fight Back against a thrown weapon only if you're within DEX/5 feet of the attacker. You can always Dodge a thrown weapon. Half the attacker's damage bonus is applied to thrown and missile weapons.

Firearm attacks

You cannot Dodge or Fight Back against firearm attacks.

Ranged and Firearms weapons

- **Base range:** Requires a Regular success to hit
- **Long range (base x 2):** Requires a Hard success to hit.
- **Extreme range (base x 4):** Requires an Extreme success to hit.

At very long range, when only an Extreme success will hit the target, an impale only occurs with a critical hit (a roll of 01).

Bonus dice

Aiming: Take a round to aim. Lost advantage if damages or move.

Point blank: 1/5 of DEX in feet of the target.

Large Target: Build 4 or more.

Penalty dice

Cover: At least half of the target

Fast-Moving Target: Target if moving at full speed (MOV 8+)

Reloading Firearms: Reload 1 round in a chamber and shot.

Handguns, Multiple shots: Firing 2 or 3 shots in a round. 1 penalty for each shot.

Firing into melee: Firing into melee. A fumble hit an ally.

Small Target: Build -2 or less.

Dive for Cover: Successful Dodge roll. Doing this sacrifices target's next attack; if you Dive for Cover, you can still Dodge a subsequent Brawl but can't Fight Back.

Automatic Fire

Divide firearms skill by 10 round down. You fire volleys of bullets with this number of bullets in each volley (min. 3 bullets). Determine how many bullets you want to fire (up to magazine size). Roll to hit for each volley. Each volley after the first suffers an additional penalty die. After 2 penalty dice, increase the success level required to hit. Roll damage for each volley and multiply by number of bullets in the volley.

Multiple targets

Waste one bullet per meter/yard between targets. On a successful hit, half of the shots fired hit. On an Extreme success, all shots fired hit the target and the half impale. If the difficulty was Extreme, it's just a normal hit, not an impale.

Malfunctions

Equal or is higher than the weapon's malfunction number.

- **Revolver, break-open gun or bolt-action rifle:** Do not fire

- **Lever-action:** Jam

Fixing a jam takes 1D6 rounds and a Mechanical Repair or a Firearms skill success. A fumble can hit an ally or the wielder.

Armor

Reduce damage received. *Note that armor will not reduce damage from magical attacks, poison, drowning, etc.*

Chases

Make a CON or Drive roll to determine if there is a modifier to your MOV rating. If the adjusted MOV of the fleeing character is higher than the pursuer, then the fleeing character gets away. Otherwise initiate the chase (see separate chase rules).

Magic

 (Magic equal 1/5 of POW at the start of the game)

Casting a new spell for the first time require a POW (Hard) success. Can be pushed. Check failing a pushed casting roll on page 178.

- Regain 1 magic point per hour.

Wounds and Healing

If damage greater than max HP are taken in one attack, you die.

Major Wound

Single attack that do more or equal to 50% of max HP. Target falls prone and makes a CON roll to avoid unconsciousness.

Zero Hit Points (Unconscious)

- If HP fall to zero while you have a Major Wound, you are unconscious and **Dying**.

Dying

Make a CON roll at the end of each round. If you fail you die.

First Aid

Within an hour of the wound it restores 1 HP; if Dying, the application stabilizes (stops the CON checks each round) and gives 1 temp HP, but additional CON checks for slipping back into dying are required each hour unless Medicine is successfully used. *Can only be used once per "combat" (instance of damage).*

Medicine

Restores 1D3 HP if used on the same day as the wound; if used later, requires Hard success. Must be used on a stabilized dying character to prevent him from lapsing back into Dying status. *Can only be used once per "combat" (instance of damage). You can have both First Aid and Medicine used on the same wounds.*

Recovery

If no Major Wound, recover 1 HP per day; otherwise make a CON check for removal of Major Wound each week. Standard success adds 1D3 HP/week; Extreme success adds 2D3. Uncheck a Major wound on an Extreme success or if current HP is above half of full value.

- **Comfortable environment or Medical care:** Add a bonus die.
- **Poor environment or doctor's fumble:** Add a penalty die.

Development Phase

Improvement Checks

For each checked skills, roll 1D100. If over your skill or over 95 add 1D10 to your skill. Add 2D6 SAN if a skill attains 90%.

Activities

- **Check Credit:** Check if credit change (p. 96).
- **Use contacts:** Roll the most appropriate skill (p. 97).
- **Recovering Luck:** Make a Luck improvement check.
- **Training:** Improve a skill for each 4 months of study.
- **Aging:** Check if age change (p. 98).
- **Keeper Award Sanity:** SAN Improvement roll.
- **Reduce Sanity limits:** Keep track of the SAN lost to any given Mythos entity. Reduce those numbers by 1 (p. 169).
- **Psychotherapy:** Doctor's Psychoanalysis Roll. Add 1D3 on a success. Lose 1D6 on a Fumble. Can remove phobia or mania. Need a psychoanalysis success and a SAN Roll Success. A Fumble on one roll remove 1D6 SAN.
- **Self-Help:** On a successful SAN Check add 1D6 SAN. On a failure lose 1 SAN. **Key Connection**, add a bonus dice and remove an **Indefinite Insanity** on a success. On a failure, lose the **Key Connection**.
- **Private Care:** Each month Roll 1D100; 01-95: Add 1D3 SAN. Successful SAN roll cure the investigator. 96-100: Remove 1D6 SAN.
- **Institutionalization:** Each month Roll 1D100; 01-50: Add 1D3 SAN. Successful SAN roll cure the investigator. 51-95: No progress. 96-100: Remove 1D6 SAN.

Call of Cthulhu 7th Edition Chasses

Extended Cheatsheet v1.4

Insanity

Phases of Insanity

Regardless of whether it's temporary or indefinite, character who goes insane goes through two stages of insanity:

Insanity Phase 1

- Bout of Madness; character loses all self-control; Keeper may take control of character or dictate actions to player.
- Character can't lose further SAN during the Bout.
- Bout lasts d10 rounds or longer.
- Afterwards, character's backstory is permanently altered in some way - appearance, behaviour, beliefs, traits, phobias, important possessions, etc. can be gained, lost or altered.
- Check table on page 157 if you played the madness or on page 159 if you summarized it.

Insanity Phase 2

- Ongoing roleplaying effects of the insanity.
- If the investigator suffers even a single point of SAN loss during this phase, it results in another immediate Bout of Madness.
- Lasts for the remainder of the duration (e. g., d10 hours or indefinitely).

Phobic and Manic

- An investigator being exposed while insane suffers one penalty die on all dice rolls.
- Successful Psychoanalysis Roll allow to ignore the phobia or mania.
- Samples of Phobias and Manias are on page 160 and 161.

Reality Check Rolls (Sanity Roll)

Failure: lose 1 SAN. This will immediately induce a bout of madness if the investigator is suffering underlying insanity. Any delusions are not dispelled.

Success: the investigator sees through any delusions, and the Keeper must describe what the investigator genuinely perceives.

Mythos Tomes

Initial Reading

- Takes a few days.
- Language Roll, see page 237-239 for the difficulty. On a success:
 - Add the first value to the Cthulhu Mythos (CMI).
 - Reduce the Max Sanity point of the investigator.
 - Lose the SAN value (no Roll).

Full Study

- Investigator must know the language.
- Sanity Roll or lose the Sanity value.
- If the investigator's Cthulhu Mythos is lower than the Mythos Rating add the second value of the book's Cthulhu Mythos (CMF). Else add the first value (CMI).
- Each subsequent study will take twice as long as the previous one. Apply the same SAN lost and Cthulhu Mythos increase.

Books as References

- 1D4 hours
- Book's Cthulhu Mythos Rating Roll

Vehicle Reference Charts is on page 145 and Vehicular Collisions table is on page 147.

Speed Roll

- **Foot:** CON Roll; Extreme Success +1 MOV; Fail -1 MOV
 - **Vehicle:** Drive Auto Roll; Extreme Success +1 MOV; Fail -1 MOV
- If the pursuer's adjusted MOV rating is equal to or greater than that of the fleeing character, a chase is established.

The Chase Round

- Place the pursuers and the fleeing characters.
- Position hazards and barriers.
- Allocate each participant a number of movement actions.
- Determine DEX order.

Movement Actions

- Slowest participant gets one movement action.
- Add 1 action for each MOV point higher than the slowest participant.

Actions in a Chase Round (can't push rolls)

- **Move Forward** to location.
- **Move Forward (vehicle)** 2 or 3 locations with 1 penalty die.
- **Move Forward (vehicle)** 4 or 5 locations with 2 penalty dice.
- **Initiate one attack** using the Fighting, Firearms, or Drive Auto skill.
- **Moving and attacking** with ranged attack; 1 penalty die.
- **Cast a spell, other actions or delay action.**
- **Creating Hazards** require a movement action, a skill roll or both.
- **Dodging and fighting back** are free actions

Hazards

- **Cautious approach:** 1 movement action buys 1 bonus (up to 2).
- Failing to negotiate an obstacle or taking damage reduce movement actions by 1D3 but still move to the location.

Barriers

Samples of Barriers HP are on page 138.

- Failing to pass the barrier stop the movement and can wreck the vehicle.
- Vehicle inflicts 1D10 damage per point of build.
 - Vehicle inflicting damage get half the HP of the barrier in damage.

Conflict

- **Vehicle:** Use Drive Auto for Fighting and Dodging.
- Vehicle inflicts 1D10 damage per point of build. Each 10 damages reduce vehicle build by 1 (round down). The vehicle inflicting damage get half the damage (round down) but never more than the target
- Character can Dodge or Fight back a vehicle.

Using Fighting Maneuvers in a Chase

Cause 1D3 movement actions lost and can also cause damage.

Vehicle: Higher Build add penalty dices up to 2. 3 larger is impossible.

Passengers

- **Drivers and passengers** gain the protection from the vehicle.
- Passengers can assist the driver with Spot Hidden or Navigate giving one less penalty dice.

Ranged Attacks During a Chase

- **Tires:** 1 penalty die; 3 armor and can only be damaged by impaling weapons. 2 damages needed to bursts the tire. Vehicle lost 1 build.
- **Driver** suffering a **Major damage** need a Hazard Roll (hard) to keep control.