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.

- Charms, 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

Rounds

- Bonus Die: Roll an additional “tens” die, use the lowest result.
- Penalty Die: Roll an additional “tens” die, use the highest result.

Multiple bonus and penalty dice can apply at once, but they cancel each other out to find a net modifier.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Critical Success</td>
</tr>
<tr>
<td>1/5 Skill (under or equal)</td>
<td>Extreme Success</td>
</tr>
<tr>
<td>1/2 Skill (under or equal)</td>
<td>Hard Success</td>
</tr>
<tr>
<td>Under Skill (or equal)</td>
<td>Regular Success</td>
</tr>
<tr>
<td>Over Skill</td>
<td>Failure</td>
</tr>
<tr>
<td>96+</td>
<td>If Skill is under 50%: Fumble</td>
</tr>
<tr>
<td>100</td>
<td>Fumble</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>SAN lost</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>5+ in a roll</td>
<td>Make INT roll; if you fail, you suppress the memory; otherwise go Temporarily insane for d10 hours</td>
</tr>
<tr>
<td>1/5 in a day</td>
<td>Indefinitely insane. Lasts until cured over a period of months.</td>
</tr>
<tr>
<td>Reach 0</td>
<td>Permanently insane, become an NPC.</td>
</tr>
</tbody>
</table>

Combat

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 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

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

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 dice. 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 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.
- **Fixing a jam**
  - **Firearms:** 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 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

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

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

**First Aid**
First Aid supplied within an hour of the wound 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 after the stabilization. Can only be used once per “combat” (instance of damage) on a particular character.

**Medicine**
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) on a particular character. 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. Major wound unchecked when you get an Extreme success or current HP rise 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.**