

# Call of Cthulhu 7th Ed

Cheat sheet

## CHARACTERISTICS

<b>STR</b>	Muscle power of an investigator.
<b>CON</b>	Health, vigor and vitality.
<b>SIZ</b>	Height and Weight in a single number.
<b>DEX</b>	Speed, nimbleness and flexibility.
<b>APP</b>	Physical attractiveness and personality.
<b>INT</b>	Learning, remembering and solving.
<b>POW</b>	Force of will.
<b>EDU</b>	Formal and factual knowledge
<b>SAN</b>	Sanity. Ability to withstand horrors.
<b>HP</b>	Hit Points. Overall health.
<b>Luck</b>	How much fate is helping the character.

## SKILLS

Skills represent what is known within a certain era.

<b>01%-05%</b>	Novice: complete amateur.
<b>06%-19%</b>	Neophyte: Small amount of knowledge.
<b>20%-49%</b>	Amateur: Rudimentary training.
<b>50%-74%</b>	Professional. Bachelor's degree
<b>75%-89%</b>	Expert: Master's degree or Ph.D.
<b>90%+</b>	Master: Among the world's best in the skill

## SKILL ROLLS

Whenever there is uncertainty on whether your PC can perform an action or not, you make a Skill roll.

Roll d100 and compare it vs your Skill level.

**Regular difficulty:** Roll equal or below your Skill.

**Hard difficulty:** Roll equal or below 1/2 your Skill.

**Extreme difficulty:** Roll equal or below 1/5 your Skill.

## PUSHING THE ROLL

You can try to "push a roll" if you can explain how.

The pushed roll might require way more time and will always multiply the effects of failure.

Luck, Sanity and Combat rolls CANNOT be pushed.

## FUMBLES & CRITICALS

01% **Critical Success:** Something great happens.

96%-100% **Fumble:** Something very bad occurs.

## OPPOSED SKILL ROLLS

Both sides roll for their appropriate Skills.

A **Critical** success beats an **Extreme** success.

An **Extreme** success beats a **Hard** success.

A **Hard** success beats a **Regular** success.

A **Regular** success beats a **Failure** or **Fumble**.

In case of a tie, the side with the higher Skill wins.

## BONUS AND PENALTY DICE

Roll an extra die for the 'tens'.

**Bonus die:** Keep the best (lowest) number.

**Penalty die:** Keep the worst (highest) number.

## SPENDING LUCK

You can spend luck to alter the result of a roll. Luck, damage and sanity rolls cannot be altered with luck. Criticals, fumbles and firearms malfunctions cannot be bought off with Luck points.

## SANITY

Make a SAN roll when confronted by horror. If you lose a SAN roll, you suffer an involuntary reaction.

### SANITY LOSS

**5+ single roll** – Make INT roll. If failed, memory is suppressed. Is successful, PC goes temporarily insane.

**1/5 single day** – Indefinitely insanity.

**SAN 0** – Permanent insanity.

## COMBAT

**Surprise:** If surprised, the surprising side gets a free action. The other side may try to **LISTEN**, **SPOT HIDDEN** or use **PSYCHOLOGY** to avoid it.

### Order of Actions based on DEX rating (high to low) ACTIONS

**Attack (physical)** - Roll Brawling/Weapon skill. Other side can try to Fight back (Brawling/Weapon) or Dodge (Avoid the attack). If they do nothing, the attack succeeds automatically.

Attacker succeeds, roll damage. Defender succeeds, roll damage if Fighting back. Ignore result if Dodging.

**Attack (firearms)** - Roll Weapon skill. Check modifiers:

**Range-** x1 = Normal, x2 = Hard, x4 = Extreme

**Bonus die** - Aim, Point Blank, Large targets (Build+4)

**Penalty die** - Target diving, Fast moving, Partial concealment, Small target (Build -2), multiple shots, loading and firing or Firing into melee

**Extreme Damage:** If attack is an Extreme Success

Blunt weapon: Max Damage + Max Dmg Bonus

Penetrating weapon: Max damage+ Max Dmg bonus + one extra weapon damage.

