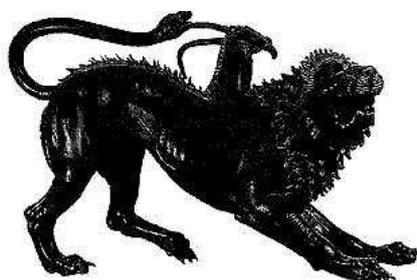
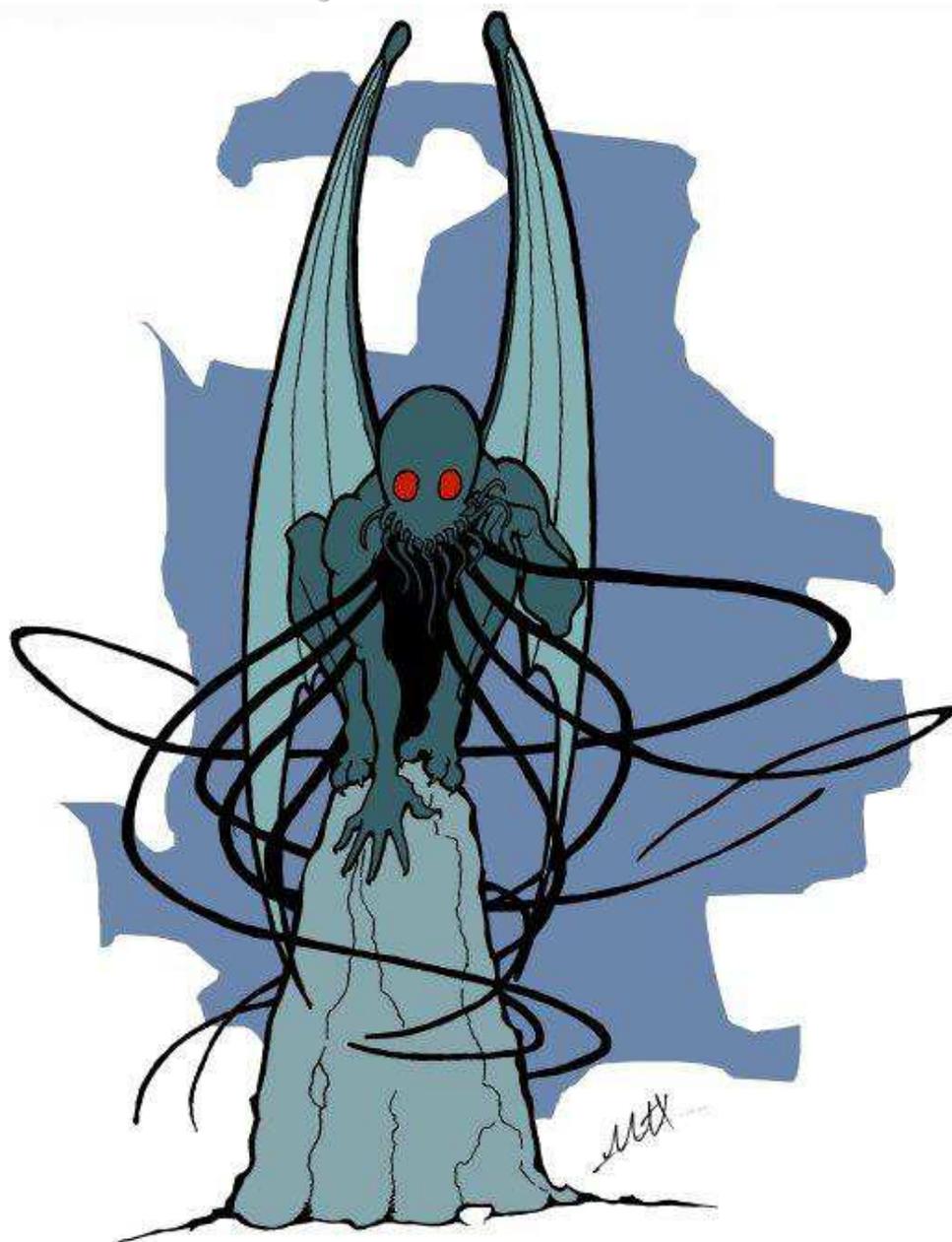


# MAD CTHULHU

Chaosium Call of Cthulhu<sup>®</sup> alternative rule system

By Riccardo Mattioli



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## Game System introduction

This system has been devised to allow a fast and renewed use of previously published Call of Cthulhu® D100 supplements.

Despite being completely different from the original D100 system *Mad Cthulhu's* mono D10 system can be used to play CoC adventures without the need of a massive conversion.

A Game Master (GM) can just quickly convert the adventure every time he runs into monsters, npcs, weapons, skill test and so on.

The *Mad Cthulhu's* system "vision" was to allow a group of players to play the ever green CoC adventures with a simpler, quicker but at the same time more realistic rule system without changing the chances of dying or going mad trying to solve a Lovecraft's mystery.

To reach this goal *Mad Cthulhu* tried to keep the original game balance using the same range of damage, hit points, characteristic and skills rate of success.

Mechanics: *Mad Cthulhu* system uses only D10s and usually a single D10 is needed for every kind of roll.

Nearly the same result could be obtained rolling 2d6 (or specific built narrative six sided dice) considering a single 6 as a zero (good thing because it's usually better to roll low) and a double 6 as a critical failure.

The following rules have been play tested since January 2013 using the mono D10 version.

I wish to thank the following players who have experienced this system of rules: Gabbulillo, Sgabr, Bruno, Sore, and many others who have tried the system. In particular, Nadia, Alexander, Mauro, and Matteo who weekly for over a year still

patiently put up with me as a Game Master of Mad Cthulhu.

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## Character creation

A character is defined by the ten following characteristics:

- ✧ Melee (ME), Ballistic (BA), Strength (ST), Toughness (TO) and Agility (AG).
- ✧ Intelligence (IN), Perception (PE), Willpower (WP), Fellowship (FE), Luck (LU).

The first nine characteristics start with a value of 2; Luck starts with a value of 0 (zero). Normal people (npc) have a score of 0 in Luck and 3 in every other characteristic. During character creation the player must assign 15 points among the ten characteristics as she prefers with a maximum of 3 to each.

The final characteristics should range from 2 to 5 (0 to 3 for Luck).

- ✧ **Melee** and **Ballistic** are used to determine the success of combat skills.
- ✧ **Strength** modifies the running speed, melee combat damage and Athletics skill roll.
- ✧ **Toughness** determines Hit Points and stamina checks.
- ✧ **Agility** is used for initiative, dodge and several skills.
- ✧ **Intelligence** represents memory and modifies all Advanced Skills.
- ✧ **Perception** is used together with the most investigative skills (Awareness, Library Use, Search and Scrutiny).
- ✧ **Willpower** is rolled to resist the mental shock caused by Mythos, Supernatural or Mundane horrors but also to calculate the amount of Mana.
- ✧ **Fellowship** is needed to interact with NPCs.
- ✧ **Luck** determines both Fortune temporary points and the group Fortune roll.



## Skills

Players must choose (it's better to say propose) a profession for their characters.

Every career offers 6 correlated skills among which a player can assign 10 points. A player can pick 3 skills as hobbies and distribute 5 points among them.

A skill can never be higher than 4.

For a career or hobby skill without assigned points the player writes 0 (zero) because a roll involving an unknown skills is subject to a -2 penalty (if it s a basic skill) or cannot be tried at all (if it is an advanced skill).

Optional Rule: a character can chose to renounce to 1 career skill and/or 1 hobby skill to get 1 more point to distribute among the remaining skills. (11 points for career's skills and/or 6 for hobbies).

In any case, both Education (advanced skill) and Unharmred Combat (basic skill) count as known skills so there is never a -2 penalty even if they are not chosen as career skills or hobbies.

Illiterate characters may have Ride (farmer), Pilot boat (fishermen) or similar menial skills instead of Education.

Some careers or hobbies can be defined using a Focus; a Focus is both a specialization and a limit to a certain skill and can be used to give more depth and detail to a professional skill or hobby.

A skill with a Focus receives a +2 bonus for checks related to the focus but a -2 penalty for every other topic.

In case of a Focus rolls are never made with the standard skill value.

Ex. A Coroner with IN 4 and Medicae 2 (Focus Corpse) must roll against 8 to study

a cadaver but to cure a wound and other actions related the living his skill value is 4.

**Sample Skill Focuses:**

**Athletics:** run, endurance, heavy weight, climb, swim.

**Awareness:** listen, spot.

**Biology:** zoology, botanic, molecular biology.

**Charm:** bargain, diplomacy.

**Chemistry:** fuels, explosives, drugs.

**Deceive:** lie, impersonate.

**Drive:** car, bicycle, truck.

**Education:** music, gossip, arts.

**Hide:** self, objects.

**History:** local, ancient.

**Language:** written, spoken, ancient.

**Library use:** newspapers, books.

**Locksmith:** doors, safes.

**Medicacae:** corpse, first aid, pharmacy.

**Navigate:** sea, wilderness.

**Ride:** horse, camel, sledge, cart.

**Scrutiny:** lies, emotions.

**Search:** clues, objects.

**Stealth:** shadowing, move silently.

**Tech Knack:** mechanic, electric.

**Weapon - Unarmed:** grapple.

**Mad Cthulhu** system tried to keep the same terms for skills and characteristics commonly used in FFG rpg games in order to avoid unnecessary descriptions.

Not every occupation should have one or more focuses and not every skill can have a focus. For example focusing on a heavy caliber pistol or other combat related skills should not be allowed if not strictly background related and it should be granted only if not unbalancing.

The following skills need to be clarified:

**Awareness:** how you perceive the environment. Used to avoid ambush, listening to conversations and seeing far or in low light/bad weather.

**Biology:** see Wikipedia...

**Charm:** used to persuade and to bargain prices. **Deceive:** it includes guile, fast talk and disguise.



**Earth Science:** see Wikipedia...

**Economy:** it includes accounting, politics and geography.

**Education:** it's the general culture of the character, arts, music, gossips *and most important of all the ability to comprehend a written text in his/her native language.*

**Language:** the ability to understand a foreign language (written and spoken) even a dead one (as Latin).

**Library Use:** it's needed to browse books and newspapers. **Navigate:** also called orientation.

**Physics:** see Wikipedia...

**Ride:** it includes animal handling and driving animal pulled vehicles (ex. cart).

**Scrutiny:** it's used to perceive emotions and discover lies.

**Search:** used to actively find something as clues, hidden objects and tracks.

**Tech Knack:** it's the ability to use, fix and modify mechanical or electric items.

**Weapon - Throwing:** spears, daggers, stones, hand grenade, etc.

## Sample occupations (tab. 1)

**Archeologist:** Anthropology, Archeology, Education, History, Language (choose one), Search.

**Coroner:** Biology (molecular), Chemistry, Law, Library use, Medicae (corpse), Search.

**Detective:** Charm, Drive, Law, Search, Scrutiny, Weapon - Pistol.

**Dilettante:** any advanced skill, any advanced skill, any basic skill, any basic skill, Education, none (+1 point).

**Driver/Pilot:** Awareness, Chemistry (fuels), Drive/Pilot, Navigate, Tech knack, none (+1 point).

**Journalist:** Awareness, Charm, Education, History (local), Library use (newspapers), Scrutiny.

**Lawyer:** Charm, Deceive, Education, Law, Library Use, Scrutiny.

**Medic:** Biology (molecular), Chemistry (pharmacy), Library use, Medicae, Psychiatry, Scrutiny.

**Medium:** Charm, Deceive, Hide (object), Occult, Physics, Scrutiny.

**Policeman:** Athletic, Awareness, Law, Scrutiny, Weapon - Pistol, Weapon - Unharmmed.

**Private Eye:** Awareness, Law (penal), Scrutiny, Search, Stealth, Weapon - Pistol.

**Professor (History):** Archeology, Charm, Education, History, Library Use (books), Scrutiny.

**Professor (Science):** Astronomy, Charm, Earth Science, Education, Physics, Scrutiny.

**Thief:** Awareness, Deceive, Hide (self), Locksmith, Search (objects), Stealth.

## Skill Check

On appropriate occasions a Game master can ask a player to test a specific character's skill.

The check is successful if the result of rolling 1D10 is equal to, or less than sum of the given skill and the related characteristic.

The test can be easily modified by applying a penalty from -1 to -3 to the skill in case of difficult checks or adding an equal (+1/+3) bonus for simpler checks.

## Other stats

### Wounds

A character's health is measured in Wounds.

Wounds score is  $3 + \text{Toughness} \times 3$ . So a normal human has 12 wounds and a player character can range from 9 to 18.

When a character receives more damage than his remaining wounds (he goes under zero) he starts to die.

Every round he takes 1 damage until he is stabilized (Medicare Skill check). Otherwise he dies when he takes more negative damage than is Toughness score.

Wounds recover at a rate of 1/day unless treated with successful Medicare skill check each day; in this case the character heals wounds equal to his Toughness.

### Mana

The magical power of a character is his Mana score.

Usually Mana is  $3 + (\text{Willpower} \times 3)$  but a high score of Mythos rises the amount of Mana (+3 Mana every 10 Mythos points).

Mana is used to fuel spells and if spent or drained is regained at a rate of 1/hour.

### Fatigue

Humans have a fatigue threshold score of 2.

There are two main causes for taking fatigue:

✧ If a character loses half of his maximum wounds score he takes 1 fatigue. The loss is cumulative; an investigator takes 2 fatigue and passes out if he loses all wounds.

✧ If a character fails a Strength based skill check (running, swimming, bashing a door, climbing) he must check his

Toughness+4 vs 1D10 roll. Failure means he gets 1 fatigue.

When the fatigue points reach the threshold (2 fatigue points for normal humans) the character passes out.

Resting 1 hour allows a Toughness roll with a +4 bonus or less if the environment is hostile (resting on a glacier during winter season is not as comfortable as sleeping on a bed).

A fatigued character (1 point fatigue) receives a -1 penalty to each skill roll.

## Fortune

Maximum Fortune is equal to the Luck score.

A Fortune point can be used to reroll any kind of check failed by a character.

Spent Fortune points are refreshed at the end of the "scenario" or at the end of the chapter in case of long campaigns as the famous *Masks of Nyarlathotep* or similar.

Group Fortune depends on the number of characters and on their Luck scores.

For a standard group made of less than 4 characters the Group Fortune is calculated adding their Luck; If the group is made of less characters add 1 for each or if the group is larger subtract 1 for each.

A two players' Group Fortune will be their cumulative Luck +2 and a five players' Group Fortune will be their cumulative Luck -1.

Group Fortune is checked rolling 1D10 when the Game Master wants to see if they were lucky or not.

Bonuses or penalties can be assigned to the roll if the event is more or less likely to happen.

Being based on Luck score Group Fortune never decreases even if single players spend fortune points.

Samples Group Fortune check:

- ✧ Is there a free taxi around to be taken to flee from the approaching gangsters?
- ✧ There will be a doctor among the nearby Mardi Gras visitors so to save a bleeding character stabbed to death by a cultist?

## Mythos

When an investigator reads an occult book related to Cthulhu's mythos or during character advancement (see Advancement rules) he increases his Mythos score which represents the character knowledge of creatures and forbidden lore.

Reading a book increases Mythos score by the same amount of Cthulhu Mythos points used in CoC supplements.

A high score reduces the severity of the Shock Roll (see Insanity rules) and increases the character's Mana because mythos knowledge aligns the investigators with the magical world only prepares them for some of the horrors he'll witness.

Increasing Mythos also increases Insanity score by the same amount.

Ex. A 6<sup>th</sup> CoC edition *Necronomicon* written in latin add +16 to Mythos and Insanity scores.

### Mythos (tab. 2)

#### Points Effect

10	+1 Mythos check and -1 Shock roll
20	+2 Mythos check and -2 Shock roll
30	+3 Mythos check and -3 Shock roll
40	+4 Mythos check and -4 Shock roll
50	+5 Mythos check and -5 Shock roll
60	+6 Mythos check and -6 Shock roll
70	+7 Mythos check and -7 Shock roll
80	+8 Mythos check and -8 Shock roll
90	+9 Mythos check and -9 Shock roll
100	+10 Mythos check and -10 Shock roll

Mythos' checks are made rolling 1d10 against the first digit of Mythos score.; if the

character already had experienced the same creature or cult he can add a +3 modifier to the score.

All the mythos related topic encountered during the game must be registered on the character sheet, for example if a character reads a book concerning a certain divinity and he meets a creature their names must be written in the Mythic Knowledge section of the sheet.



Ex: an investigator reads Necronomicon, the GM decides that in the book there are enough information about Azathoth, Nyarlathotep and Cthulhu so he allow the player to register their names in the row +1.

In the future the character will add +1 to his Mythos score when checking his knowledge about the three abovementioned godlike creatures.

If the same investigator survives a scenario strongly related with cultists of Cthulhu, the GM could ask the player to move the name of Cthulhu from the +1 to the +2 row because

the character knowledge of this specific topic has increased.

Reading certain books very focused on specific divinities or creatures could allow to write their names directly in the +2 or +3 row.

Ex. "The king in yellow" = Hastur (+2) or the complete collection of "Revelations of Glaaki" = Glaaki (+3).

Mythic Knowledge rows also reduces the amount of Insanity points taken from encountering Mythos creatures. (see following chapter).

## Insanity

Becoming insane is an everyday risk for an investigator.

An Insanity check is made by rolling 1D10 and comparing the result with the character's WP score adding a bonus related to the font of the insanity.

The bonus can vary from +4 (for seeing a human corpse) to +0 (for witnessing Cthulhu walking again).

Insanity score starts from ZERO and can increase to a maximum of 100 before the character becomes forever and completely mad.

Successfully ending a scenario (solving a mystery, thwarting cultist plans and similar) decreases an investigator's insanity to the lower step.

Extraordinary success or a long psychoanalysis treatment can further reduce the insanity score.

At the same time severe failure can increase the insanity score.

After a month of psychoanalytic or psychiatric treatment the analyst/doctor can check his IN+ Psychiatry skill. If successful the character decreases his insanity score by 1D5. With a roll of a natural 10 the analyst/doctor has critically failed and the patient's insanity increases by 1D5.

When a character gets a Phobia she suffers a permanent derangement until successfully

treated in an Asylum (see Insanity table).

<b>Insanity (tab. 3)</b>			
Reason	CoC max insanity	WP Bonus	Insanity points success/failure
Natural	1D4	4	0/1*
Preternatural	1D6	3	0/1D5
Minor Mythos	1D10	2	1/1D5+3
Major Mythos	1D20	1	2/1D10+5
Greater Mythos	1D100	0	1D5/1D10+30

\* 1/3 sanity loss if related to close friends and relatives.

Subtract Mythic Knowledge row number from received Insanity points that cannot be reduced below 1.

Ex. An investigator well read (row 2) about Night Gaunt (Minor Mythos) will receive the usual 1 insanity point increase if he pass the WP check but if he fail the increase of insanity (1d5+3) will be reduced by 2.

Deranged characters can also be institutionalized in an Asylum.

The chance of healing from mental distress depends on the quality of the institute.

After a 3 month period the Game Master rolls a 1D10 on the Asylum table.

Add +1 per Asylum rank (standard +0; quality max +3); top quality institutes should be both very rare and expensive.

<b>Asylum (tab. 4)</b>	
Level	Effect
1-2	Insanity increase (+1D5).
3-6	No results.
7-9	Progresses, +2 next roll if remains 3 more months.
10-11	One phobia (or one level of phobia) healed.
12-13	As above, and insanity decrease (-1D5).

Some Phobias could apply characteristic or skills modifiers which the Game Master could worsen instead of adding different insanities.

Ex. Paranoia (-1 Fellowship, +1 Awareness) could become Severe Paranoia (-2 Fellowship, +2 Awareness).

Ex. Obsessive-Compulsive (-2 Awareness, +1 Search); Histrionic disorder (+1 Fellowship, -1 Willpower).

Phobias modifier should always be a bane not a boon for the receiving character and certain bonus should be more than balanced by the penalty.

Of course a certain kind of character can use a skill or characteristic more often than others so in the end a Phobia could have some usefulness.

<b>Madness (tab. 5)</b>		
Points	Effects (steps)	Madness
5	Shock Roll	-
10	Shock Roll	-
15	Shock Roll	-
20	Shock Roll	Phobia
25	Shock Roll	-
30	Shock Roll	-
35	Shock Roll	Phobia
40	Shock Roll	-
45	Shock Roll	-
50	Shock Roll	Phobia
55	Shock Roll	-
60	Shock Roll	Phobia
65	Shock Roll	-
70	Shock Roll	Phobia
75	Shock Roll	-
80	Shock Roll	Phobia
85	Shock Roll	-
90	Shock Roll	Phobia
95	Shock Roll	-
100	Shock Roll	Irrevocable and complete madness

Every 5 insanity points a character's Insanity reach a Step he must roll on the Shock table adding +1 for each *additional* step he obtained thank to the insanity he just got.

Ex. An investigator failing an Insanity check after seeing Cthulhu gets 1d10+30 for a total of 34 insanity points.

The character had already 3 insanity points so the new score is 37. He gets 7 on the Shock roll and adds 6 (six additional steps after the first one) before checking on the Shock Table. The result is a catatonic investigator for one hour or more.

Shock* (tab. 6)			
Result	State	Description	Duration**
1-2	Shaken	Half action	1 round
3-4	Hysterical	Malus -1 Skill check	1 round
5-6	Panicked	As Hysterical, but also for a friend***	1 round
7-8	Scared	Flee	1 round
9-10	Stupefied	No action	1 round
11	Frenzied	Attacks enemy or destroy things around	1 round
12	Obsessed	Malus -1 Skill check	1 ora
13	Frightened	Flee	1 ora
14	Catatonic	No action, helpless	1 ora
15	Hopeless	Suicide, attacks himself	1 round

\* subtract Mythos score modifier.  
 \*\* once the duration expires, the investigator must roll again WP with the same modifier, failure means he can try again after the same time, and so on.  
 \*\*\* a panicked investigator clutch to an ally, slowing both.

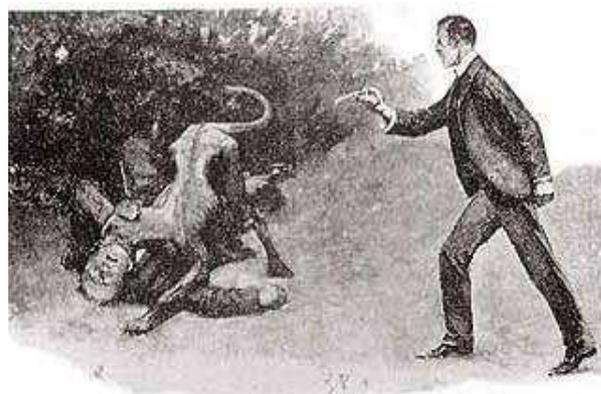
## Combat

*Initiative* is rolled before the combat starts adding Agility to 1D10.

Readied ranged weapons act first followed by melee weapons so initiative is only used to determine who acts first among the same category.

Ex. Marc hears a noise and enters a room with a readied pistol. He doesn't try to move silently (no Stealth skill) so he cannot surprise the cultist inside. Marc's initiative is 5 because he rolls 2 and adds his AG 3. The cultist is quite fast (AG 5) and rolls 8 for a total initiative of 13 but is armed with an axe so Marc will go first. If the combat is still going on when Marc empties his pistol, the cultist will act first because his initiative is higher.

Ex. If the above mentioned cultist were armed with an unreadied ranged weapon he would have acted second only in the first round. In the second and following rounds his higher initiative would have allowed him to attack before Marc.



Every round a character has 2 *actions* which can be used as following:

- ✧ Attack (only one action can be spent in this way).
- ✧ Movement (both actions can be used to move).
- ✧ Evasion (both actions can be kept to evade).

**Attack** means checking one of the Weapons skills (Melee, Pistol, Rifle, Throwing and Unharmed).

Melee and Unharmed attacks use the Melee characteristic and always get a +1 modifier to ME.

Ex. The cultist has Melee 3 and Weapon - Melee skill 1 so thanks to the abovementioned +1 bonus he needs to roll 5 or less.

Pistol and Rifle weapons skills add to the Ballistic characteristic and get modifies related both to the distance from the target and to the weapon used.

If the target is at *point blank distance* (equal to the attacking character's Ballistic score in meters) there is a +3 BA bonus.

If the target is farther than point blank but *inside the weapon range* there is no modifier.

If the target is *beyond range* there is a -3 penalty to BA.

No attacks can be tried beyond the weapon range \*2.

Throwing weapons work as firearms but use Agility to attack and their range is calculated adding Strength to a specific value.

**Movement** can be normal or sprinted.

With normal movement a character can move of 1 or 2 distance units if he spends one or both his actions.

When sprinting a character uses both his actions and moves 4 distance units.

To be able to sprint a character must check Athletics skill and in case of failure he must check his Toughness+4 or get a fatigue point.

A distance unit is approximately 5 meters.

Ex. a character can :

- ✧ Walk (mov.1) and attack or evade.
- ✧ Walk with both his actions (mov 1+1=2)
- ✧ Sprint and attack or evade (mov. 3 and athletics check +3)
- ✧ Sprint with 1 action) and walk with 1 action (mov.3+1=4 and athletics check +3)
- ✧ Sprint with both actions (mov. 3+3= 6 and athletics check +0)

Harsh conditions can apply a penalty (-1/-3) to Athletics (ground covered by snow, mud or simply wet) or Toughness check (high temperature)

A *Move action* allow a normal human to walk 1 distance unit or to sprint 3 unit but different ages could modify that rate (an old man could non sprint at all or a child or a dwarf could run at a reduced speed (2).

In the same way an horse, dog or fast monster should have at least a sprint move o 4 units or more.

Also huge creatures or with strange shape (as a slime) could not be able to sprint but they could possess an higher (2+) normal movement rate. Ex. The colossal Cthulhu could walk at the same sprinting movement of a human and the last one sooner or later will start to get fatigue.

**Evasion** can be tempted in order to parry a melee attack (if possible) or to dodge an incoming attack. Both action must be declared before the attack is rolled.

In order to parry a character needs to have a melee weapon and must check his Weapon Skill; tiny weapons cannot be used to parry and attacks from giant sized creatures cannot be parried.

In order to dodge a character rolls 1D10 and must score less than or equal to his Agility; to dodge firearms attacks at point blank range apply -3 to the Agility score.

Both actions can be kept to evade but only one evasion can be opposed to an attack.

Ex. An investigator can move 1 unit (5 meters) and attack, attack and keep the other to evade, moving and dodging, just evading doing nothing else or double moving. In the latter case he could also try to sprint with the risk of becoming tired.

## Damage

Melee and Throwing weapons add Strength or part of it to the weapon damage; Fractions are rounded down.

Some ranged weapons also have a Penetration value which can overcome part of an eventual target armor bonus.

## Critical damage

If an attack deals at least 10 damage the target is forced to roll TO+4 or die.

Every 5 damage over 10 reduce the bonus to the TO check.

Ex. If a heavy rifle shot deals 15 damage the target he must roll TO+3 or less.

This mechanic replaces CoC impale's rule; every weapon can deal Critical Damage but creatures immune to CoC impale's rule are immune to Critical hits.

### Melee weapons (tab. 7)

Weapon	Dmg	Pen	ST max	Size	Rarity
No weapon (disarmed)	0	0	½	Tiny	N/A
BLUNT small (improvised weapon)	1	0	½	Tiny	Plenty
BLUNT medium (hammer, walking staff)	1D5	0	Full	Normal	Common
BLUNT two handed (large club, maul)	1D5	0	Full+ ½	Big	Scarce
EDGE small (knife, dagger)	1D5	0	½	Tiny	Common
EDGE medium (large dagger, hatchet)	1D5	0	Full	Normal	Scarce
EDGE large (sword, woodman's axe, javelin)	1D10	0	Full	Big	Rare
EDGE Two Handed (claymore, battle axe)	1D10	0	Full+½	Huge	Very rare

### Throwing weapons (tab. 8)

Weapon	Dmg	Pen	ST max	Range	Size	Rarity
BLUNT Small (stone)	1	0	½	ST×3	Tiny	Plenty
EDGE small (throwing dagger)	1D5	0	½	ST×2	Tiny	Scarce
EDGE medium (large dagger, hatchet)	1D5	0	½	ST	Normal	Scarce
EDGE large (javelin)	1D10	0	½	ST×4	Big	Rare
TNT stick (special: <i>Explosive</i> )	3D10	0	0	ST×3	Tiny	Scarce
Molotov cocktail (special: <i>Incendiary</i> )	1D10	0	0	ST×2	Normale	Common

### Ballistic weapons (tab. 9)

Weapon	Dmg	Pen	Ammo	Range	RoF	Size	Rarity
Pistol Light Caliber (Derringer Rev. or .22 Short Auto)	1D10	0	1 R / 6 A	15	1 R / 3 A	Tiny	Rare
Pistol Medium Caliber (.38 Rev.or 9 mm auto)	1D10+2	1	6 R / 8 A	15	2	Normal	Scarce
Pistol Heavy Caliber	1D10+4	2	6 R / 7 A	15	1	Normal	Rare
Rifle Light Caliber (cal.22)	1D10+2	1	6	50	1	Big	Scarce
Rifle Heavy Caliber (cal.30-06 bolt action)	1D10+6	3	5	110	½	Big	Rare
Shotgun Light Caliber (gauge 16 or 20)	1D10+2†	0	2	10†	2	Big/Nor	Scarce§
Shotgun Medium Caliber (gauge 12)	2D10+4‡	0	2 B / 5 P	10‡	2 B / 1 P	Big/Nor	Scarce§
Shotgun Heavy Caliber (Elephant gun)	1D10+10	5	2	100	1	Huge	Very rare
Submachine Gun (Thompson)	1D10+2	1	20/30/50	20	1/Burst 4	Normal	Rare
Machine Gun (Gatling)	1D10+6	3	200	100	Burst 8	Huge	Military use
Hunting bow	1D10	0	1	15	1	Big	Rare

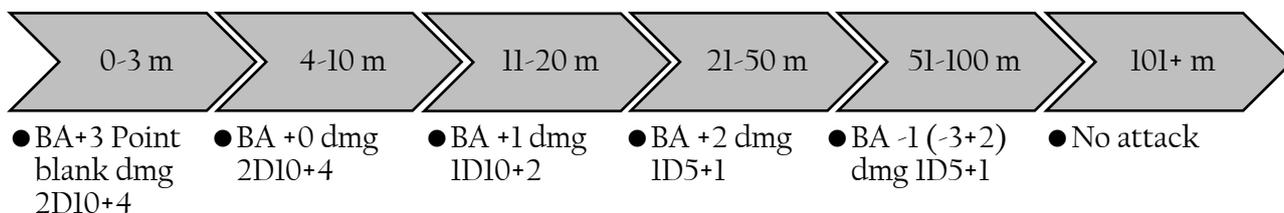
§ In rural areas the rarity of shotguns goes from Scarce to Common.

*Pistols* can be A (automatic) or R (revolver); auto pistols tend to be less common and more expensive.

*Shotguns* can be B (with barrels) or P (pump), if sawed off, the range is reduced to ½ but the weapon's size is decreased to normal. Shotguns can use solid slugs which deal 1D10+8 damage with penetration 4 for Medium cal. and 1D10+4 with penetration 2 for light caliber. Range doesn't reduce damage nor improve BA.

† Damage for Light cal. Shotgun: range 10 = 1D10+2; range 20 = 1D5+1; range 50 = 2.

‡ Damage for Medium cal. Shotgun: range 10 = 2D10+4; range 20 = 1D10+2; range 50 = 1D5+1.



Firing a *Burst* applies a -3 penalty but allows a very high rate of fire.

A Burst is composed of 5 bullets and if successful the attacker must roll 1D5 to check how many bullets hit the target.

Ex. A Tommy gun can fire a single shot at BA +0 or 4 five bullets bursts at BA -3.



Damage from *explosives* is reduced by 1D10 every 5 meters and can stun (see stunning attack).

Targets hit by Molotov Cocktails or flame throwers *continue to burn* for 1D5 damage until the fire is extinguished.

Shotguns increase the chance of hitting at long distances: +1 BA range 20; +2 BA range 50.

Ex. An investigator with BA 3 fires a medium shotgun at point blank range (within 3 meters) with +3 BA dealing 2D10+4. Firing from 11 to 20 meters the damage will be 1D10+2 but he'll get a +1 to BA.

If the same weapon fires from 21 to 50 the damage will decrease to 1D5+1 but the BA modifier will raise to +2. Shooting from 51 to 100 will keep the damage to 1D5+1 but the BA modifier will decrease to -1 (+2 for shotgun and -3 for long distance).

*Size* modifiers to Hide skill check: tiny +3, normal +0, big -3, huge weapons cannot be hidden.

*Reloading* takes a full round to load 2 ammo or a single clip.

*Rarity* is not ruled by a mechanic; it should be used by the Game Master to judge if an object is available or not.

## Special Attacks

### Called Shot

A specific body part or object can be aimed at taking a -3 penalty to Ballistic or Melee.

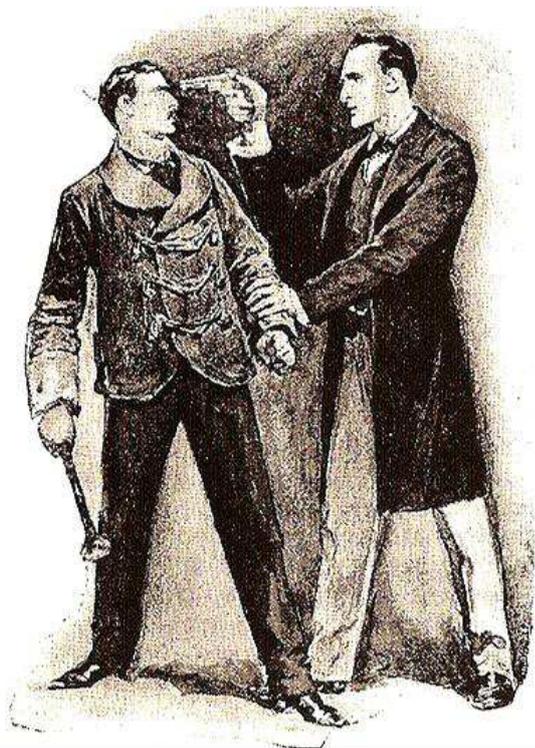
Targeting a vital area (as heart or head for humanoids or animals) reduces the critical hit threshold to 5 damage.

Ex. A heavy rifle shot aimed at the head dealt 15 damage. The target must pass a TO +2 or die.

## Stunning Attack

Any Blunt weapon can be used to incapacitate an opponent. To stun the attack receives a -3 penalty to Ballistic or Melee.

If the stunning attack is successful the target must check TO +4 reduced by -1 every 5 damage dealt or pass out. Taking into consideration the weapon used and the damage done the GM should decide how long the target is incapacitated.



## Combat modifiers

### Surprise

If a target is surprised (unaware of the attack) it cannot dodge and the attacker's BA or ME receive a +1 bonus.

### Aiming

An attacker may forfeit the move action in order to aim; Aiming adds a +1 bonus to the BA or ME for the single attack.

Aiming is an optional rule because, despite being realistic, compared to CoC it slightly

changes the probability of hitting so it could modify the balance of some scenarios.

## Modifiers (tab. 10)

+3	Point blank with throwing or ballistic weapon.
+2	Shotgun 21 - 50 m.
+1	Aim, Surprise, Shotgun 11 - 20 m; Melee attack.
-3	Long range shot, Burst, Called Shot, Stunning Attack.

## Magic

In order to learn a spell a character must read a mystical tome; not every occult book contains spells but if some enchantment is explained the reader must pass two steps:

- 1) Read the tome by checking Education (if it is written in the character's native tongue) or Language skill.  
If successful, at the end of step 1, the character raises his Mythos and Insanity score if the book was related to Cthulhu & Co.
- 2) Learn the spell by checking Intelligence with a modifier related to the book version. Original version gives a +3, second edition or translation +2, third edition or translation +1 and so on.  
Ex. Al Azif should add +3, Greek Version +2, Latin Necronomicon +1, English versions +0.

If old editions of CoC are played, the spell multiplier can be used as modifier to the roll.  
Ex. A tome with \*3 multiplier becomes +3 to Intelligence check.

If learning magic may be difficult, casting a spell is usually automatic but some spells need to check the target's resistance before affecting him (ex. To damage, enchant or bind a creature).

To resist the spell the victim must roll 1D10 with a base difficulty of 5 modified by the

difference between the wizard's and the target WP.

Ex. A warlock with WP5 tries to Dominate an investigator with WP 4.

The player must roll ID10 and score 4 or less. If the investigator is also able to cast a spell which requires a resistance check and he uses it, the same warlock will have to roll 6 or less because his WP is 1 higher than the investigator's WP.

*The same mechanic could be used to confront different kind of characteristics.*

For example an attacker grabs a target to hold him. To free himself the victim must roll ID10 with base difficulty 5 modified by the difference between his strength and the attacker's.



## Advancement

Most investigators lose their life or sanity quite early but a few manage to increase their skills and also accumulate a great amount of forbidden knowledge slowly becoming as

learned as the most famous sages and the most infamous warlocks.

At the end of a scenario if the group has been successful the Game Master may allow the investigators to increase one of their stats by 1.

It is the GM that decides which stats (Skills or Mythos) the investigators can choose from among.

The GM should consider what things the characters could have learnt during the scenario.

To rise a stat a character doesn't need to pass a similar skill check.

In the example 1 even a character without Navigation could have learned something about orientation.

At the same time fighting a few rounds should not be enough; the scenario should be strongly dependant on combat to be allowed to rise Weapon stats.

## Examples:

- ✧ At the end of a search for a lost temple in Central America the GM could offer his players to raise by 1 just one of the following skills Archeology, Language (Spanish), Athletics (because they walked a lot and endured a wet and hot climate) but also Anthropology (if they dealt with natives), Search (if they followed tracks of a precedent expedition) and Navigation (to find a path).
- ✧ The investigators escaped from an asylum in Boston where the insane broke free after killing the doctors. The GM would offer his gamers to increase one skill among: Medicine (they used drugs to calm unhinged), Psychiatry (they learnt about madness), Weapon Unarmed (they wrestled to bind the patients), Scrutiny (to interrogate the patients).

✧ If to solve the mystery of an abandoned house the investigators browsed several occult books and diaries written by an adept of a forbidden cult, the GM could offer them to raise 1 from among Library Use, Occult, Search (the house has many hidden alcoves) and perhaps Stealth if the investigators were going in and out trying not to be seen. Finally in this case the GM could decide that the players can increase Mythos by 10 points instead of rising a skill by 1 because even if they didn't read mythos related books they managed to learn a lot about Cthulhu & Co. As for Mythos stat rules the above mentioned choice would also increment Insanity by the same value.

related to archeology, working at the University he may have visited the museum or heard about the donation.

✧ Instead of trying to subdue the Asylum's patients the investigators killed many to defend themselves but a diary of the deceased medic allows a character skilled in Psychiatry to publish a book. The GM decides that thanks to the blood bath every player should write INFAMY 2 POLICE BOSTON but at the same time the abovementioned character should also add FAME 3 PSYCHIATRY BOSTON. A policeman or judge in the USA could have a chance of recognizing the players if they identify themselves or the same could happen if they meet a journalist from Boston. A farmer in New Mexico won't get even the slight chance of knowing them because he isn't related to the topic or the location they became famous for.

## Notoriety

*Fame* and *Infamy* are others "zero to ten" stats which can be used to reward or punish players for their actions. A GM could raise these stats if the character's notoriety was increased in a bad or good way.

A Notoriety check is made by rolling 1D10 under the relative Fame or Infamy value that could be modified by several factors.

Samples:

✧ From Central America they brought some ancient artifacts that were donated to the Miskatonic University. The GM allows an investigator working for the institute or an archeologist a 2 points Fame increase. The player writes down on in the Notoriety part of the character sheet: Fame Archeology value 2 location Arkham. If the same character asks the custodian to be allowed to get in outside the opening hours the GM rolls 1d10 comparing the result to the character's Fame but adding +3 to the value because even if the custodian occupation is not



## Conversion rules

Here below are listed some useful tips about converting Call of Cthulhu's supplements to *Mad Cthulhu's* system.

✧ **Dice:**

CoC uses many different dice even if D10 is more common.

Since *Mad Cthulhu* is based on a single ten sided die usually is possible to roll it just applying a certain modifier to keep the original range of results; is advised to round down when converting damage.

Ex. A claw dealing 1D6 + damage bonus would be converted in 1D5 + strength.

Ex. Tentacles dealing 2D6 should become 1d10+1.

### ★ **Monsters and NPCs:**

Usually to convert a characteristic the GM must subtract 3 from the stats and divide the result by 3.

Ex. a Dark Young strength 44 in CoC would have Strength 13 in *Mad Cthulhu*.

*Hit Points and Magic Points doesn't need any conversion; the same value is kept.*

To keep the original balance of encounters it must be considered that *Mad Cthulhu* doesn't use the Size characteristic; Melee damage bonus depends only from the Strength score and Wounds from Toughness. Some CoC monsters could be able to deal high damage thanks to a huge size but a comparatively small strength; to keep the monster's damage bonus dangerous enough it's needed to add both Strength to Size scores, subtract 6 from the total value and divide by 6 the final amount.

Ex. Shoggoths in CoC have average Strength 63 and Size 84 with a 8D6 damage bonus (range 8-48).

In *Mad Cthulhu* the same creatures would have  $(63+84-6)/6=23.5$  for a final rounded down score of 23 (a little lower than the 28 average result in CoC but more than enough to one kill a human).

### ★ **Skills:**

CoC uses percentages for all skills.

Converting skills percentages just keep the first digit. That value is a final one and it includes already the related characteristic.

After converting a combat related skill we need to remember to apply eventual combat modifiers.

Ex. For a claw attack from a we don't need to know the monster' scores of Melee and Weapon - Unharmmed.

A Byakhee has 35% for claw attacks; keeping only the first digit his attack value is 3 but being a melee attack there is a +1 bonus so the Byakhee will hit 4 times every 10 attacks.

Melee attack with *Mad Cthulhu* rules tend to hit slightly more successful but dodging or parrying (if possible) is easier because it doesn't waste the full round actions.



### ★ **Insanity:**

See table 3.

It must be remembered that Insanity rolls is based on a WP check so sane and deranged have the same chance to resist an increase of insanity.

The difficulty of the roll depends only from the cause of the insanity so usually higher is the insanity that risk to be gained, higher is the difficulty to resist it.

## Credits

*Mad Cthulhu* 3.0 ◊ Chaousium Call of Cthulhu® alternative rule system by Riccardo Mattioli ◊ [gnomosaccente@gmail.com](mailto:gnomosaccente@gmail.com).

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WEAPONS MELEE & BALLISTIC							
NAME	DAM	PEN	SIZE	ST MAX	RANGE	RoF	AMMO

EQUIPMENT			

ANNUAL INCOME		SAVINGS & DEPOSITS		MONEY CASH	
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MYTHIC KNOWLEDGE	
+1	
+2	
+3	

NOTORIETY	VALUE	LOCATION

SPELLS