RACIAL TENSION MODIFIER

To fully represent the hotbed of tension that Harlem is during this time period, it is suggested that Keepers use the Racial Tension Modifier for their games. The Racial Tension Modifier should add a new level of play and complexity that may be welcomed by Keepers and investigators alike. The modifiers apply to all investigators, unless otherwise noted in the scenario.

For Call of Cthulhu: Where the investigator and target are of different races or cultures, increase the difficulty of the roll (such as social skills) by one level (Regular becomes Hard, Hard becomes Extreme). If necessary, at the Keeper’s discretion, an additional penalty die may be applied, dependent on the circumstances. This reflects the mistrust between the different groups for control of the area.

For Gumshoe: Where the investigator and target are of different races or cultures, it costs one additional spend for all interactions (such as social skills). If necessary, at the Keeper’s discretion, an additional spend may be applied, dependent on the circumstances. This reflects the mistrust between the different groups for control of the area.

FOR GUMSHOE:

1. Groups for control of the area.
2. Reflects the mistrust between the different cultures, it costs one additional spend
3. Where the investigator and target are of different races or cultures.
4. HIRED by a patron to do something
5. For their games. The
6. SUGGESTED that Keepers use the

THE HOOK

1. Person is killed
2. Object disappears
3. Someone is seeking revenge
4. Find an ancient artifact
5. Notice someone's strange behavior
6. Hired by a patron to do something

THE ANTAGONIST

1. Human (mundane: Mafia, Klan or non-Mythos)
2. Mythos entity
3. Supernatural entity (non-Mythos: vampire, ghost, etc.)
4. Human (Mythos: Immortal Wizard, Cultist or Artifact-Wielding Person)
5. Great Old One or a powerful agent of them
6. Mythos entity

THE RESOLUTION

1. Fight
2. Music
3. Fight
4. Fight
5. Banish
6. Negotiate

4D6 SCENARIO GENERATOR

You can build a scenario with 4D6 for an evening of play.

BRINGING IN INVESTIGATORS

1. A family member
2. Criminal organization
3. A friend
4. A rival
5. Authorities
6. Newspaper articles

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SANITY

1. Insanity Effect: Phobias: If insane, must fight/flee or take a penalty die on skill rolls.
2. Malign: If insane, must submit to mania or take 1 penalty die on skill rolls.
3. Delusions & Reality Checks: Sanity roll to test for delusions.
   • Failure: Lose 1 SAN + bout of madness.
   • Success: Dismiss delusion.
4. Insanity & Cthulhu Mythos: 5% Cthulhu Mythos-induced bout of madness (+1% on subsequent occasions).


FIREARMS MODIFIERS

DIFFICULTY LEVEL

BONUS DIE

PENALTY DIE

Regular: Normal range
Aiming for 1 round
Target diving for cover

Hard: Long range
Point blank
Partial (50%+ ) concealment

Extreme: Very long range
Large target (Build 4+) Small target (Build –2)
Multiple handgun shots
Loading and firing one shot
in a single round
Firing into melee

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CALL OF CTHULHU SKILLS

Accounting (05%)
Acting (05%)
Animal Handling (05%)
Anthropology (01%)
Appraise (05%)
Archaeology (01%)
Art and Craft (05%)
Artillery (01%)
Astronomy (01%)
Axe (15%)
Biology (01%)
Botany (01%)
Bow (15%)
Brawl (25%)
Chainsaw (10%)
Charms (15%)
Chemistry (01%)
Climb (20%)
Credit Rating (00%)
Cryptography (01%)
Cthulhu Mythos (00%)
Demolitions (01%)
Disguise (05%)
Diving (01%)
Dodge (half DEX)
Drive Auto (20%)
Electrical Repair (10%)
Fast Talk (05%)
Fighting (varies)
Fire Art (05%)
Firearms (varies)
First Aid (30%)
Flail (10%)
Flamethrower
Forensics (05%)
Forgery (01%)
Garrote (15%)
Geology (01%)
Handgun (20%)
Heavy Weapons (10%)
History (05%)
Hypnosis (01%)
Intimidate (15%)
Jump (20%)
Language (Other) (01%)
Language (Own) (EDU)
Law (05%)
Library Use (20%)
Listen (20%)
Locksmith (01%)
Machine Gun (10%)
Mathematics (01%)
Mechanical Repair (10%)
Medicine (01%)
Meteorology (01%)
Natural World (10%)
Navigate (10%)
Occult (05%)
Operate Heavy Machinery (01%)
Persuade (10%)
Pharmacy (01%)
Photography (05%)
Physics (01%)
Pilot (01%)
Psychoanalysis (01%)
Psychology (10%)
Read Lips (01%)
Renaissance (01%)
Ride (05%)
Rifle (25%)
Science (01%)
Shotgun (25%)
Sleight of Hand (10%)
Spear (20%)
Spot Hidden (25%)
Stealth (20%)
Submachine Gun (15%)
Survival (10%)
Sword (20%)
Swim (20%)
Throw (20%)
Track (10%)
Whip (05%)
Zoology (01%)
OTHER FORMS OF DAMAGE

<table>
<thead>
<tr>
<th>INJURY</th>
<th>DAMAGE</th>
<th>EXAMPLES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor:</td>
<td>1D3</td>
<td>Punch, kick, head-butt, mild acid, breathing smoky atmosphere*, a thrown fist-size rock, falling (per 10 feet) onto soft swamp.</td>
</tr>
<tr>
<td>Moderate:</td>
<td>1D6</td>
<td>Falling (per 10 feet) onto grass, club, strong acid, breathing water*, exposure to vacuum*, small caliber bullet, arrow, fire (burning torch).</td>
</tr>
<tr>
<td>Severe:</td>
<td>1D10</td>
<td>.38 caliber bullet, falling (per 10 feet) onto concrete, axe, fire (flame-thrower, running through a burning room), being 6 to 9 yards from an exploding hand grenade or stick of dynamite, a mild poison**.</td>
</tr>
<tr>
<td>Deadly:</td>
<td>2D10</td>
<td>Hit by a car at 30mph, being 3 to 6 yards from an exploding hand grenade or stick of dynamite, a strong poison**.</td>
</tr>
<tr>
<td>Terminal:</td>
<td>4D10</td>
<td>Hit by a speeding car, being within 3 yards of an exploding hand grenade or stick of dynamite, a lethal poison**.</td>
</tr>
<tr>
<td>Splat:</td>
<td>8D10</td>
<td>Being involved in a high-speed head-on collision, being hit by a train.</td>
</tr>
</tbody>
</table>

*Asphyxiation and drowning: A CON roll should be made each round; once a CON roll is failed, damage is sustained each round thereafter until death or until the victim is able to breathe. If the character is in a state of physical exertion, a Hard success is required on the CON roll.

**Poisons: A roll equal to or less than one-fifth of CON will halve damage from poisons. Poisons may cause a variety of additional symptoms including: stomach pains, vomiting, diarrhea, chills, sweats, cramps, jaundice, altered heart rate, impaired vision, convulsions, unconsciousness and paralysis. It is up to the Keeper whether the symptoms permit the victim to act or not, or to act with a penalty die or an increased level of difficulty. In certain circumstances, Keepers may allow a poison’s effects to be shaken off if the CON roll is a critical success.

BOUTS OF MADNESS

REAL TIME (ROLL 1D10):

1. Amnesia: The investigator has no memory of events that have taken place since they were last in a place of safety. For example, it seems to them that one moment they were eating breakfast and the next they are facing a monster. This lasts for 1D10 rounds.
2. Psychosomatic disability: The investigator suffers psychosomatic blindness, deafness, or loss of the use of a limb or limbs for 1D10 rounds.
3. Violence: A red mist descends on the investigator and they explode in a spree of uncontrolled violence and destruction directed at their surroundings, allies, or foes alike for 1D10 rounds.
4. Paranoia: The investigator suffers severe paranoia for 1D10 rounds; everyone is out to get them; no one can be trusted; they are being spied on; someone has betrayed them; what they are seeing is a trick.
5. Significant Person: Review the investigator’s backstory for Significant Person. Consider the nature of the relationship; the investigator acts upon it. This lasts 1D10 rounds.
6. Faint: The investigator faints. They recover after 1D10 rounds.
7. Flee in panic: The investigator is compelled to get as far away as possible by whatever means are available, even if it means taking the only vehicle and leaving everyone else behind. They travel for 1D10 rounds.
8. Physical hysteric or emotional outburst: The investigator is incapacitated from laughing, crying, screaming, etc. for 1D10 rounds.
9. Phobia: Investigator gains a new phobia. Roll 1D100 on Table IX: Sample Phobias, or the Keeper may choose one. If the source of the phobia is not present, the investigator imagines it is there for the next 1D10 rounds.
10. Mania: The investigator gains a new mania. Roll 1D100 on Table X: Sample Manias, or the Keeper may choose one. The investigator seeks to indulge in their new mania for the next 1D10 rounds.

SUMMARY (ROLL 1D10):

1. Amnesia: The investigator comes to their senses in some unfamiliar place with no memory of who they are. Their memories will slowly return to them over time.
2. Robbed: The investigator comes to their senses 1D10 hours later, having been robbed. They are unharmed. If they were carrying a Treasured Possession (see investigator backstory), make a Luck roll to see if it was stolen. Everything else of value is automatically missing.
3. Battered: The investigator comes to their senses 1D10 hours later to find themselves battered and bruised. Hit points are reduced to half of what they were before going insane, though this does not cause a Major wound. They have not been robbed. How the damage was sustained is up to the Keeper.
4. Violence: The investigator explodes in a spree of violence and destruction. When the investigator comes to their senses, their actions may or may not be apparent or remembered. Who or what the investigator has inflicted violence upon and whether they have killed or simply inflicted harm is up to the Keeper.
5. Ideology/Beliefs: Review the investigator’s backstory for Ideology and Beliefs. The investigator manifests one of these in an extreme, crazed, and demonstrative manner. For example, a religious person might be found later, preaching the gospel loudly on the subway.
6. Significant People: Consult the investigator’s backstory for Significant People and why the relationship is so important. In the time that passes (1D10 hours or more) the investigator has done their best to get close to that person and act upon their relationship in some way.
7. Institutionalized: The investigator comes to their senses in a psychiatric ward or police cell. They may slowly recall the events that led them there.
8. Flee in panic: When the investigator comes to their senses they are far away, perhaps lost in the wilderness or on a train or long-distance bus.
9. Phobia: The investigator gains a new phobia. Roll 1D100 on Table IX: Sample Phobias, or the Keeper may choose one. The investigator comes to their senses 1D10 hours later, having taken every precaution to avoid their new phobia.
10. Mania: The investigator gains a new mania. Roll 1D100 on Table X: Sample Manias, or the Keeper may choose one. The investigator comes to their senses 1D10 hours later. During this bout of madness, the investigator will have been fully indulging in their new mania. Whether this is apparent to other people is up to the Keeper and player.

Call of Cthulhu rules are printed in black.
STABILITY TESTS

A Stability test is usually made against a Difficulty Number of 4.

<table>
<thead>
<tr>
<th>INCIDENT</th>
<th>STABILITY LOSS</th>
</tr>
</thead>
<tbody>
<tr>
<td>A human opponent attacks you with evident intent to do serious harm</td>
<td>2</td>
</tr>
<tr>
<td>You are in a car or other vehicle accident serious enough to pose a risk of injury</td>
<td>2</td>
</tr>
<tr>
<td>A human opponent attacks you with evident intent to kill</td>
<td>3</td>
</tr>
<tr>
<td>You see a supernatural creature from a distance</td>
<td>3</td>
</tr>
<tr>
<td>You see a supernatural creature up close</td>
<td>4</td>
</tr>
<tr>
<td>You see a particularly grisly murder or accident scene</td>
<td>4</td>
</tr>
<tr>
<td>You learn that a friend or loved one has been violently killed</td>
<td>4</td>
</tr>
<tr>
<td>You discover the corpse of a friend or loved one</td>
<td>6</td>
</tr>
<tr>
<td>You are attacked by a supernatural creature</td>
<td>7</td>
</tr>
<tr>
<td>You see a friend or loved one killed</td>
<td>7</td>
</tr>
<tr>
<td>You see a friend or loved one killed in a particularly gruesome manner</td>
<td>8</td>
</tr>
</tbody>
</table>

GUMSHOE SKILLS

**OCCUPATIONAL**
- Academic
- Accounting
- Anthropology
- Archaeology
- Architecture
- Art History
- Biology
- Cthulhu Mythos*
- Cryptography
- Geology
- History
- Languages
- Law
- Library Use
- Medicine
- Occult
- Physics
- Theology

**INTERPERSONAL**
- Assess Honesty
- Bargain
- Bureaucracy
- Cop Talk
- Credit Rating
- Flattery
- Gambling
- Inspiration
- Intimidation
- Oral History
- Reassurance
- Renaissance
- Streetwise

**GENERAL**
- Athletics
- Bargain
- Conceal
- Disguise
- Driving
- Electrical Repair
- Explosives
- Filch
- Firearms
- First Aid
- Fleeing
- Health
- Hypnosis
- Mechanical Repair
- Piloting
- Preparedness
- Psychoanalysis
- Riding
- Sanity
- Stability
- Scuffling
- Sense Trouble
- Shadowing
- Stealth
- Weapons

**TECHNICAL**
- Art
- Astronomy
- Chemistry

GUMSHOE rules are printed in red.

DEALING DAMAGE

When you roll on or over your opponent’s Hit Threshold, you may deal damage to him. To do so, you make a damage roll, rolling a die which is then modified according to the relative lethality of your weapon, as per the following table:

<table>
<thead>
<tr>
<th>WEAPON TYPE</th>
<th>STABILITY LOSS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fist, kick</td>
<td>–2</td>
</tr>
<tr>
<td>Small improvised weapon, police baton, knife</td>
<td>–1</td>
</tr>
<tr>
<td>Machete, heavy club, light firearm</td>
<td>0xs</td>
</tr>
<tr>
<td>Sword, heavy firearm</td>
<td>+1</td>
</tr>
</tbody>
</table>

For firearms, add an additional +2 when fired at point-blank range.

Supernatural creatures often exhibit alarmingly high damage modifiers.

Characters may never spend points from their combat pools to increase their damage rolls.

The final damage result is then subtracted from your opponent’s HEALTH pool. When a combatant’s HEALTH pool drops to 0 or less, that combatant begins to suffer ill effects, ranging from slight impairment to helplessness to death.

PHYSICAL INJURY & DEATH

**Hurt**: 0 to -5
Mostly superficial injuries and minor scraps.
+1 Difficulty for all tests

**Seriously Wounded**: -6 to -11
Immediately make conscious roll.

**Dead**: -12 or greater
Listen to the music and move towards the light.

COVER

- Exposed: Reduce Hit Threshold by 1.
- Partial Cover: Hit Threshold remains unchanged.
- Full Cover: Increase Hit Threshold by 1.