Call of Cthulhu
Basic Role Playing System Combat Reference

STANDARD RULES

◉ Armor: Subtract the listed hit point factor from the damage roll.

◉ Dodge: An investigator may only dodge the first bullet shot at him in a round. If dodging, an investigator may also parry, but not attack.

◉ Impales: On a d100 result equal to 1/5 or less of the player's skill with a pointed weapon an Impale occurs.
- Roll for damage twice on an Impale.
- Some Mythos creatures are immune to Impales.
- Hand-to-hand weapons stick in the target on an impale and the investigator may spend another round making another weapon skill roll to free the weapon. Removing the weapon deals no damage.

◉ Parry: Parry equals the weapon skill and may only be performed once per round. The target of the parry is declared at the beginning of the round.

◉ Surprise: Those surprised act at 1/2 DEX. Extreme surprise affords no attacks for the surprised party in the first round,

◉ Knock-Out Attacks: Using unarmed or blunt attacks, roll damage as normal and compare the result against the target's HP on the Resistance Table. If the attacker is successful, the target takes 1/3 damage and is knocked out for several rounds. On a defender success, the target takes full damage. A successful First-Aid or Medicine roll immediately wakes a target.
- Most Mythos creatures may not be knocked out.
- Humanoid creatures may be knocked out at Keeper discretion.

◉ Thrown Weapons: If an investigator throws an object add half of his damage bonus to the damage done. See also the Throw Skill.

◉ Two Weapons: Two melee weapons may be held, but only one attack and one parry may be made per round, as usual.

FIREARM TYPES

◉ Automatic Weapons: Weapons capable of this may fire in a burst on the shooter's DEX score. For each shot fired in the burst, raise the attacker's chance to hit by five percentiles up to double. Roll d100 once for all shots. If the attack roll is a success roll the die type equal to the number of shots (6 shots = d6). The result of this roll determines the number of hits. Only the first bullet impales.
- If multiple targets are spread across a field of fire, the shooter's chance to hit is not modified. Each target is rolled for separately to hit. The shooter allots how many bullets head toward each target.
- If a single target or multiple targets are within a narrow cone of fire (i.e. coming down a hallway or tunnel), increase the shooter's chance to hit, but no more than double.

◉ Revolvers: A fully loaded revolver may go off accidently. Resolve this with a Luck Roll. To avoid this completely, load only five shots.

◉ Shotguns: Double-barrel shotguns may fire both rounds simultaneously at DEX in one round, one barrel at DEX and at half DEX in the same round or one barrel each in different rounds. Depending on gauge, a pump-action may fire once or twice a round. Any semi-automatic fires once or twice in a round.

FIREARM ACTIONS

◉ Point-Blank Fire: If the distance to the target is equal to or less than the shooter's DEX in feet, the shooter's chance to hit is doubled.

◉ Extended Range: An Investigator may attack at up to double a weapon's base range at 1/2 the normal chance to hit, triple at 1/4 chance, quadruple at 1/8 chance, etc. At such range, damage may be lessened as the bullet slows.

◉ Big Targets: Big things are easier to hit. For monsters over SIZ 30 or more, every 10 SIZ above SIZ 30 adds 5 percentiles to an attacker's base chance to hit with a bullet, thrown object or shotgun round. Point-blank and extended range modifiers apply.

◉ Aiming: Bracing or using instruments to aim allows the shooter to fire once in a round at half DEX. The effect is to double the point-blank and base ranges.

◉ Reloading: Allow one combat round to load two rounds or shells into any handgun, rifle or shotgun. Allow one combat round to exchange a clip. Allow two rounds to attach a machine gun belt.
- In one round, it is possible to chamber one round and fire that shot at half DEX.

◉ Two Handguns: One person may hold and fire two handguns during a combat round. Use the Unaimed Shots rule below.

◉ Unaimed Shots: Unaimed fire allows twice the number of attacks per round listed for the weapon. Reduce the shooter's chance to 1/5 normal. If there is more than one target, determine randomly who is hit. Impales occur normally. Given laser sight aid and training, and Handgun 60% and above, increase the chance to hit to normal.

◉ Malfunctions: If the roll is equal to or higher than the weapon's malfunction range (*mal*), the weapon cannot fire.
- Consider this a dud round for revolvers, bolt-action rifles and double-barreled shotgun.
- Consider this a jam for automatic, semi-automatic, pump-action or lever action weapon. Fixing the jam takes 1d6 combat rounds and a successful Mechanical Repair roll or a weapon skill roll for the firearm type jammed. The owner can keep trying until successful or until a result of 96-00 is rolled (in which case the weapon is ruined).

COMBAT SEQUENCE

◉ 1st DEX Cycle: All drawn and aimed firearms fire in DEX order, highest to lowest. If DEX scores are tied, roll d100, the lowest goes first.

◉ 2nd DEX Cycle: This time include:
- All hand-to-hand attacks.
- All 2nd firearm attacks.
- All 1st firearm attacks if the firearm wasn't initially drawn or readied.
- Other Actions (First-Aid, Spell-casting, etc.)
- Firearms with a third shot fire at half DEX.

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HAND-TO-HAND

- ◉ Kick: May parry. May only rarely knock out.
- ◉ Head Butt: May be used in cramped quarters. May knock out.
- ◉ Fist/Punch: May parry kicks and head butts. May knock out.
- ◉ Grapple: If a grapple check is successful and not neutralized (via a STR vs. STR Resistance Table roll, and note that additional attackers combine their STR), the attacker holds the target and may thereafter may exercise one of the following options:
    - Immobilize the Target: By overcoming the target's STR with his or her own STR using the Resistance Table. With a success the target is held indefinitely until the grappler attempts another action.
    - Knock Down the Target: If used, this action is automatically successful.
    - Knock Out the Target: in a first or later round. See the knock-out rule, p. 60.
    - Disarm the Target: The initial Grapple roll acts as a Parry. Thereafter, the second successful Grapple roll may seize the weapon or the weapon hand.
    - Physically Injure the Target: If successful the target receives 1d6 damage. This may be repeated each round.
    - Strangle the Target: Beginning the round the intention is stated, the target begins to asphyxiate as per the Drowning rules. This continues in subsequent rounds. The attacker requires no further Grapple rolls.
- ◉ Martial Arts: If the successful attack roll is less than the Martial Arts skill, the attack does double damage.

PHYSICAL INJURY

- ◉ Stun: A knock-out attack, electrical shock, fall or other injury may incidentally stun an investigator for 1d6 combat rounds. The investigator may only parry or dodge for the duration. When a stun occurs is left to the Keeper's judgment and may or may not include a loss of HP.
- ◉ Shock: If, from a single wound, the investigator loses half or more of his current hit points, the player is forced to roll the investigator's CON x5 or less on d100 or the investigator falls unconscious.
- ◉ Unconsciousness: When an investigator has 1 or 2 HP, he automatically falls unconscious until HP rises to 3 or the Keeper determines a time for the investigator to awaken. Time may heal the wound enough for the investigator to stagger away or a First-Aid or Medicine roll may help as well.
- ◉ Death: When HP drops to 0 or lower, the investigator will die at the end of the following round. During that time a friend may intervene. See Healing section, p. 54 or in this reference document.
- ◉ Acid: Note that this damage is only to be used in cases of significant contact, such as the immersion of a hand or arm.
    - Weak Acid deals 1d3-1 damage per round.
    - Strong Acid deals 1d4 damage per round.
    - Very Strong Acid deal 1d6 damage per round.
- ◉ Drowning/Suffocation: If the investigator is unable to breathe (due to water submersion paired with a failed Swimming roll or a cloud of gas containing no oxygen), the player may attempt a d100 roll of CON x10 or less for the first combat round in order to hold his breath. In subsequent rounds the multiplier drops by one to CON x9 in round 2, CON x8 in round 3, etc. Surprised investigators may begin at a lower multiplier. On a failure the investigator has ingested something not breathable and takes 1d6 damage per round until escape, rescue or death.

- ◉ Explosion: Damage is calculated based on the power and radius (in yards) of the explosion. The explosion's damage reduces by 1d6 each two yards away from the center of the blast. A stick of dynamite deals 5d6 damage at a range of 1-2 yards, 4d6 at 3-4 yards, 3d6 at 5-6 yards, etc. Larger explosions get larger increments of damage. An Abrams tank anti-personnel round deals 15d6 at the first four yards, 14d6 at 5-8 yards, etc. Roll damage separately for each target. The Keeper is encouraged to change the range increments and damage values to suit the type of explosive used.
- ◉ Fire: Burns of all kinds fall under this category. Damage from this source can lower APP and CON scores as well as current HP.
    - A hand-held torch thrust at a target deals 1d6 damage and the target makes a Luck Roll to prevent hair and clothes from burning. If failed, the target continues to take 1d6 damage per round without application of the torch. Use a Luck or First-Aid roll to put out the fire, or perhaps a Sanity roll to stifle panic.
    - A large bonfire deals 1d6+2 damage and engulfs the target's clothes and hair.
    - An average sized room in flames deals 1d6+2 damage per round to each person trapped inside. A Luck Roll is to be succeeded each round for each investigator in order to prevent asphyxiation. If the roll is failed, begin asphyxiation as per the drowning rules.
    - Larger fires are special cases to be described individually. Just remember, the threat of death always makes for good gaming.
- ◉ Poison: Poison strength is measured in potency (POT). Higher numbers mean stronger poison. Use the Resistance Table to roll POT vs. CON, with the POT as the attacker. If the target fails, something bad happens, usually in damage equal to POT. If the target is successful, perhaps half POT is taken in damage or no damage at all. The Keeper is encouraged to be creative with the effects of poison and use the table as a guideline.

HEALING

- ◉ Natural Healing: Investigator's heal 1d3 HP per game week.
- ◉ First Aid and Medicine: A success with either skill immediately restores 1d3 HP due to a single wound or injury. Investigators healed with First Aid also receive the 1d3 HP recovery at the end of one week. Investigators treated with Medicine heal at a rate of 2d3 per week, including the first week. Each treatment is specific to one injury. If Medicine is not applied weekly, the rate drops back to the natural healing rate. HP cannot be restored past the average of SIZ + CON.