

ELDRITCH TALES

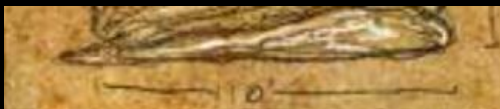
LOVEGRAFTIAN WHITE BOX ROLE-PLAYING



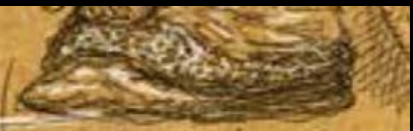
RULE NUMBER ONE

The most important rule in *Eldritch Tales* is that the Referee always has the right to modify the rules. In fact, it's encouraged! There are gaps in the rules, holes that we did not fill on purpose because much of the fun of "old school" gaming is being able to make rulings as needed.

This might be as simple as having players roll some dice and making a decision



scoping 3 others



Heavy filly communication are done with
the great class, but more delicate work - i.e.
writing - is done with the 8 tentacles at the
bottom of the 2 main heads.
The 4 flange-like appendages on top of the
head are sense organs of some sort.



The gey members of
the crew in for movement -
the gastropod feet - other
don't have a time to

The Mib. are made of a substance
out of this earth - or of the
digestion of plants and animals

Chapter 1:

BASICS



The Mib. can communicate
by quickly changing
the hue and
color pattern
of its head
much like a
cephalopod



The ships for
The Mib. could
travel freely
through space
without having
to worry about
the species of
sensors also involved
temperature control
as w/coral habitats
does not provide in
all his time star

The Vermilion - appears in very
light & yellowish light

The bulky, shaggy feet
of these creatures - usually
Mib. led to the numerous
sightings of abominable



CHARACTER CREATION

1: DETERMINE BASIC ATTRIBUTES

Roll 3d6 six times and record the totals in the following order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Some referees may allow different methods for generating attributes.

ATTRIBUTES

All characters are first distinguished by their basic attributes - Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. A score from 3 to 18 represents each attribute, with the average score falling between 9 and 12. Particularly high or low attributes will have an attribute modifier derived from the score. Determine each attribute by rolling 3d6 and summing the dice. Typically, attributes are rolled in the order listed and rolls may not be switched, unless your referee decides otherwise.

STRENGTH is a measure of the character's physical might and power. A high strength will grant bonuses in melee combat and afford a better chance to perform feats of strength. Apply the Strength modifier to melee attack rolls and melee damage rolls. Strength is the prime attribute of Combatants.

DEXTERITY is a combination of the character's balance, coordination, reflexes, and agility. The Dexterity modifier affects missile attack rolls, the character's armor class, and is applied to Saving Throws vs. traps, explosions, and area effects. When modifying armor class, reverse the +/- for descending armor class, or use the number as-is for ascending armor class. Dexterity is the Opportunist's prime attribute.

CONSTITUTION measures the character's endurance, ability to withstand poison and disease, and overall health. Exceptionally high or low Constitution will grant a bonus or penalty to the character's hit points. Your Constitution modifier is applied to Saving Throws against poison, disease, toxins, physical trauma, and death effects.

INTELLIGENCE represents your character's reasoning, problem-solving ability, and understanding of complex concepts. Intelligence governs a character's linguistic ability, granting additional languages as shown on *Table 1: Language Ability*. Apply the Intelligence modifier to Saving Throws vs. magic. Intelligence is the Antiquarian's prime attribute.

TABLE 1: LANGUAGE ABILITY

Intelligence Score	Language Ability
3-6	Illiterate
7-12	-
13-14	1 additional
15-17	2 additional
18	3 additional

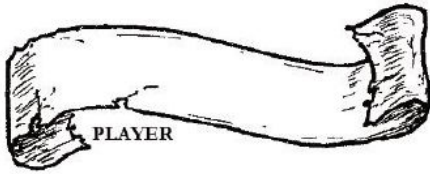
WISDOM is a measure of common sense, awareness, perception, and judgment. Wisdom is important for all characters because it is equivalent to Sanity. The Wisdom modifier is applied to Saving Throws vs. insanity, domination, fear, and mind-influencing effects. Any character with a Wisdom modifier applies it to experience earned.

CHARISMA represents the character's speaking ability, sociability, persuasiveness, and physical attractiveness. Charisma is the Socialite's prime attribute.

Charisma determines the number of NPC assistants a character may employ at any given time, as shown on *Table 2: Charisma*. Apply the Loyalty Modifier shown on the same table to the loyalty score of those assistants.

TABLE 2: CHARISMA

Charisma	Assistants	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2



ELDRITCH TALES

LOVEGRAFTIAN WHITE BOX ROLE-PLAYING



Character Name: _____

ATTRIBUTES

	MAX	CURRENT	BONUS	FEAT
STR	/			
DEX	/			
CON	/			
INT	/			
WIS	/			
CHR	/			

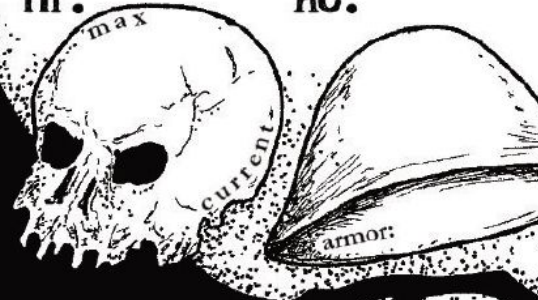
PRIME ATTRIBUTE

Class: _____ Level: _____

XP: _____ XP Mod: _____

Occupation: _____

HP: _____ AC: _____



SAVING THROW: _____

SAVE BONUSES: _____

Bonus already
factored in to
Feat Success

TABLE 3: UNIVERSAL ATTRIBUTE MODIFIERS

Attribute Roll	Description	Bonus	Feat Success
3-6	Below Average	-1 (or -5%)	6
7-14	Average	0	5-6
15-18	Above Average	+1 (or +5%)	4-6

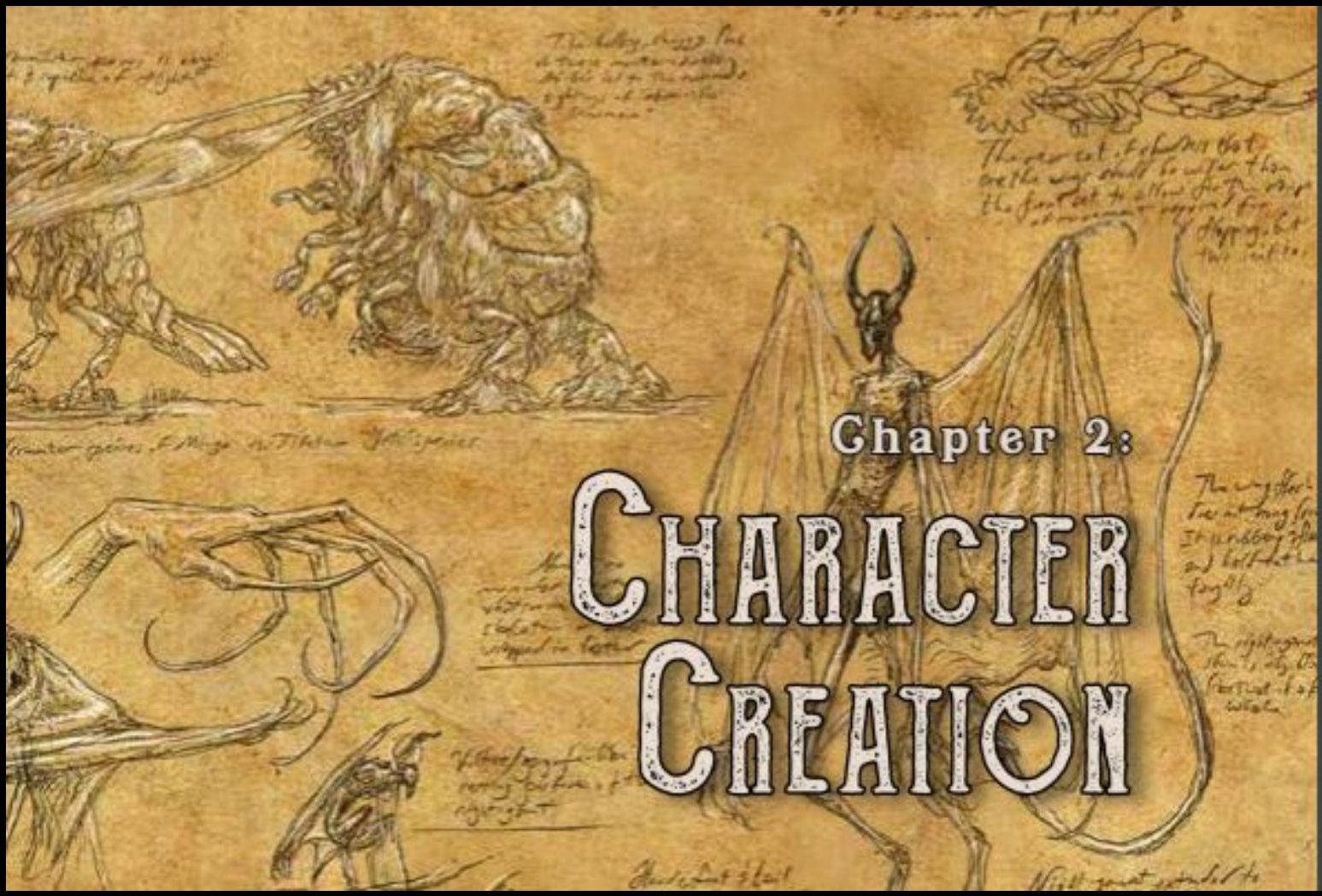


TABLE 4: ATTRIBUTE FEAT DIFFICULTY

Feat Penalty	Description
0	Normal Difficulty
-1	Hard
-2	Extremely Difficult
-3	Nigh Impossible

Chapter 2:

CHARACTER CREATION



Antiquarian



Combatant



Socialite



Opportunist



2: CHARACTER CLASS

Choose whichever character class most interests you. Though there are no minimum attribute requirements, it is beneficial to have a high **prime attribute**.

3: EQUIPMENT

Roll 3d6 and multiply the total by 10. The result is the amount of money your character starts the game with (the game assumes American dollars). Additionally, since *Eldritch Tales* characters are established individuals, every character is assumed to have living accommodations according to his status, as well as having a supply of typical clothing and household items. If using the optional "Occupations," each character will gain a few pieces of additional starting equipment. See *Chapter 4* for equipment information.

4: CONTACTS

Contacts are friendly non-player characters that the player character can rely on for support and information. Each character class describes how many contacts the character starts with and what type of contacts they are. The player and referee should work together to fill out all the character's contacts.

5: OCCUPATION (*OPTIONAL*)

If the referee is using this optional rule, choose an occupation for your character and note its benefits.

6: CHARACTER RELATIONSHIPS

Each will roll randomly to determine a unique connection with another player.

7: SECONDARY ABILITIES

Roll your character's **hit points (HP)**. At first level, all classes have 1d6 hit points (except the Combatant, who has 1d6+1) and add or subtract your Constitution modifier.

Languages: All characters are fluent with their native language and gain additional languages for high Intelligence. The referee may rule that characters with Intelligence less than 7 are illiterate.

Movement: Movement is dependent upon how much equipment your character is carrying. If you carry 75 pounds or less, your movement rate is 12. Otherwise consult 70.

Combat Details: Base Attack Bonus (BAB) for 1st level characters is +0. Note the BAB on your character sheet, as well as the melee attack modifier, equal to your Strength modifier, and the ranged attack modifier, equal to your Dexterity modifier. Note the damage, range, and ammunition of your weapons. Unarmed damage is 1d6-2. Unarmed and melee weapon damage is adjusted by your Strength modifier.

Insanity: Insanity measures your character's mental health. When you fail a Saving Throw vs. insanity, you add 1 or more points to your Insanity, and possibly suffer more grave effects.

Mythos Lore: Your Mythos Lore score evaluates the amount of Mythos knowledge you have gained. All characters begin with 0 Mythos Lore.

Antiquarian
ST 15



Combatant
ST 16



Socialite
ST 16



Opportunist
ST 14



THE ANTIQUARIAN

A learned scholar and seeker of knowledge, the Antiquarian has a deep understanding of the sciences, ancient mysteries, and forgotten lore. He might be a professor, an archaeologist, an occultist, an inquisitive monk, or any other individual who uses his intelligence to solve problems. Antiquarians become embroiled in Mythos investigations for any number of reasons – perhaps they are sought out for their unique knowledge, or perhaps their studies reveal some terrible secret that must be verified to satisfy their intellectual curiosity.



ANTIQUARIAN ABILITIES

CLASS SKILLS:

Antiquarians are educated in Knowledge (History, Literature, and Mythology), Research, and may choose either Appraisal or Writing. When attempting an Attribute Feat that involves one of these skills, the Antiquarian gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.

LINGUIST:

Antiquarians gain one additional language at 1st level, and another at 3rd and 5th levels. Antiquarians may choose ancient or “dead” languages as well as contemporary languages.

RESEARCHER:

When presented with some difficult question or impossible mystery that he cannot immediately solve, the Antiquarian can usually find an answer or clue to help the investigation. The Antiquarian takes a minimum of 1d3 days to investigate the matter, visiting libraries, interviewing associates, collecting

witness accounts, and pouring over dusty tomes, after which the referee can share whatever information he deems appropriate.

SAVING THROW:

Antiquarians gain a +2 bonus to Saving Throws vs. mind control and insanity.

WEAPONS AND ARMOR:

Antiquarians rarely have cause to practice martial skills and can employ only clubs and handguns. They can wear only light armor.

CONTACTS:

Antiquarians begin with two Academic contacts.

XP BONUS FOR INTELLIGENCE:

Antiquarians with an Intelligence of 15 or higher gain a +5% bonus to all experience earned.

THE COMBATANT

Combatants are individuals trained in the martial ways. They may be soldiers, mercenaries, brawlers, bodyguards, boxers, martial artists, criminal thugs, or even rowdy sailors. Regardless of his background, the Combatant is a highly capable fighter whose military prowess is greatly appreciated during many investigations, for it is often his responsibility to protect his fellows against the onslaught of Mythos horrors.



COMBATANT ABILITIES

CLASS SKILLS:

Combatants gain a +1 bonus to any Attribute Feat that involves Athletics, First Aid, Knowledge (Militaria), and may choose either Drive or Survival. This bonus increases to +2 at 4th level.

COMBAT MACHINE:

When fighting adversaries of 1 HD or less, the Combatant may make one attack for each of his Hit Dice. He may make these attacks unarmed or with any weapon. The referee may rule that the number of attacks is limited by ammunition.

LEADER:

A 4th-level Combatant instills discipline and morale into his allies and the people he leads. All allied characters within 30 feet gain a +1 bonus to all Saving Throws against fear. Allied NPCs additionally gain a +1 bonus to morale.

SAVING THROW:

Combatants gain a +2 bonus to Saving Throws vs. fear and death.

WEAPONS AND ARMOR:

Combatants suffer no restrictions to their armament and may wear any armor.

CONTACTS:

Combatants start with one Martial contact.

XP BONUS FOR STRENGTH:

Combatants with a Strength of 15 or higher gain a +5% bonus to all experience earned.

THE OPPORTUNIST

Whether streetwise scoundrels, globe-trotting treasure hunters, or gentlemen rogues, Opportunists are individuals who have a sense of adventure, a desire for notoriety, and an incurable wanderlust. Whether Opportunists traverse the globe or skulk the cobbled streets of their own neighborhoods, they survive with quick wits and faster reflexes. In their search for fortune and glory, Opportunists find themselves at odds with elements of the Mythos almost as often as they compete with rivals after the same prize.



OPPORTUNIST ABILITIES

CLASS SKILLS:

Opportunists gain a +1 bonus when attempting any Attribute Feats that involve Appraisal, Drive, Perception, and may choose either Athletics or Sneak. In addition, they have Knowledge concerning one Geographic Area of their choosing (as broad as Latin America or Egypt, or as focused as Red Hook or New Orleans). This bonus increases to +2 at 4th level.

LUCKY:

Opportunists have a knack for succeeding where others fail. They may re-roll one failed die roll per game session.

BACKSTAB:

Opportunists enter into stand-up fights as a last resort, preferring rather to seek an advantage over an opponent and use the element of surprise. When an Opportunist has such an advantage, such as when attacking from concealment, she gains a +2 "to attack" and adds her level to the damage.

SAVING THROW:

Opportunists gain a +2 bonus to Saving Throws vs. traps, explosions, and stun.

WEAPONS AND ARMOR:

Opportunists employ clubs, knives, handguns, submachine guns, and any thrown weapons. They may wear light or medium armor.

CONTACTS:

Opportunists start with any two contacts of their choice.

XP BONUS FOR DEXTERITY:

Opportunists with a Dexterity of 15 or higher gain a +5% bonus to all experience earned.

THE SOCIALITE

Socialites are individuals who rely on their personalities, charisma, and speaking ability to accomplish their goals. A sneaky con artist, a fervent preacher, a military officer, an actress, or an accomplished politician are all examples of Socialites. Socialites involved in Mythos investigations very often act as the party's spokesperson and negotiator, a service that just might save the group from a disastrous demise.



SOCIALITE ABILITIES

CLASS SKILLS:

Socialites think quickly and speak smoothly. They are skilled at Deception, Interaction, Knowledge (Etiquette), and may choose either Perform or a second Knowledge skill. When attempting an Attribute Feat that involves one of these skills, the Socialite gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.

INFLUENCE OTHERS:

A Socialite may use her speaking ability to influence the people around her. After speaking for one round, the Socialite may cause the reactions of listeners to shift however she chooses (within reason). For instance, listeners may be turned to friendliness, indifference, hostility, or agreement. The referee may allow the Socialite to force morale or loyalty checks by means of this ability. Target must be within hearing distance and understand the character's language. The Socialite may influence a number of individuals equal to her level. Targets of this ability are allowed a Saving Throw vs. mind-control, but a Socialite of 4th level or higher imposes a penalty of -2 to the save.

SAVING THROW:

Socialites gain a +2 bonus to Saving Throws vs. mind-control and deception.

WEAPONS AND ARMOR:

Socialites may employ clubs, daggers, handguns, and swords. They may wear only light armor.

CONTACTS:

Socialites begin with one Influential contact and two additional contacts of their choosing.

XP BONUS FOR CHARISMA:

Socialites with a Charisma of 15 or higher gain a +5% bonus to all experience earned.

Hit Points

Hit Points (HP) are an abstract measure of your character's health, vitality, stamina, and ability to avoid dying. The referee is free to describe hit point loss in his own manner - is it physical wounds, physical stress, diminished stamina, or something else? For every level of experience a character achieves, he gains an assigned number of Hit Dice as shown on each class table.

Insanity

Characters in *Eldritch Tales* learn forbidden secrets and experience mind-numbing terror, which combines to slowly drive them insane. **Insanity** is a measure of your character's mental fortitude and grasp on reality. As your character takes part in Mythos investigations, his Insanity score will fluctuate up and down. See *Chapter 7* for more information on Insanity. All characters start with an Insanity score of 0 and a **Maximum Insanity** equal to their Wisdom.

Mythos Lore

Mythos Lore evaluates how much a character knows about the Mythos and how steeped they are in unspeakable Mythos secrets. This score will rise as the character reads forbidden tomes, witnesses impossible horrors, or is otherwise exposed to the Mythos or learns cosmic truths. Unless the referee says otherwise, all characters start with a Mythos Lore score of 0.

Mythos Lore provides a bonus to any checks concerning Mythos knowledge, Spell Checks, as well a bonus to Saving Throws vs. insanity where the Mythos is the cause. Consult *Table 10: Mythos Lore Modifiers* for Mythos Lore modifiers.

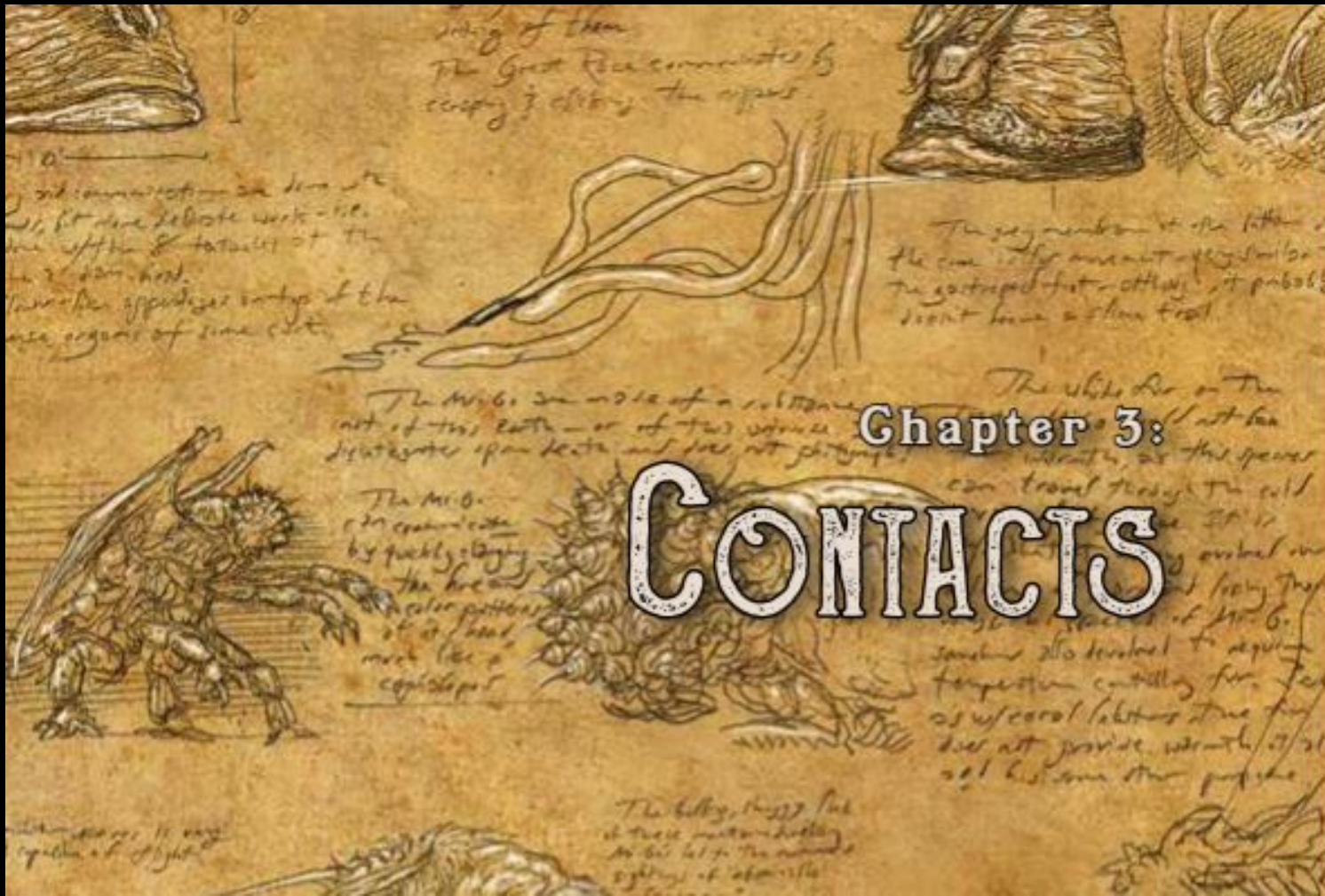
TABLE 10: MYTHOS LORE MODIFIERS

Mythos Lore Score	Modifier
0-10	+0
11-30	+1
31-50	+2
51+	+3

Finishing Touches

Finally, flesh out your character by giving him a name, describing his appearance, and creating a bit of background information. Try to answer some of these questions:

- How old is the character? What color are his hair and eyes?
- Where is the character from? What does she do for a living?
- Where is the character's family?
- What are the character's favorite things? Hobbies? Cherished possessions?
- What does the character despise? Who are his enemies?



...ing of them
The Great Race commences by
copying & cloning the copies.

...id communication in form of
...it does delicate work - like
...off the & attacks of the
...don't hold.
...the appendages ending of the
...use organs of some sort.

The segments of the latter
the one in the amount of 1/2 inch
the greatest of the others, it probably
doesn't have a slow test.

The M.C. is made of a substance
out of two parts - or of two various
ingredients upon which and does not get through.

Chapter 3:

CONTACTS

The M.C.
...communicate
by quickly changing
the frequency
of color patterns
of its head
much like a
cephalopod

The white fur on the
...last few
...as this species
can travel through the cold
...the 20th
...overhead in
...from the
...of M.C.
...to require
temperature controlling for
...of coral habitats there for
...does not provide warmth of 20
...of his own skin perhaps

The belly, the 3rd part
of these multi-limbed
...let to the various
...of 20-30

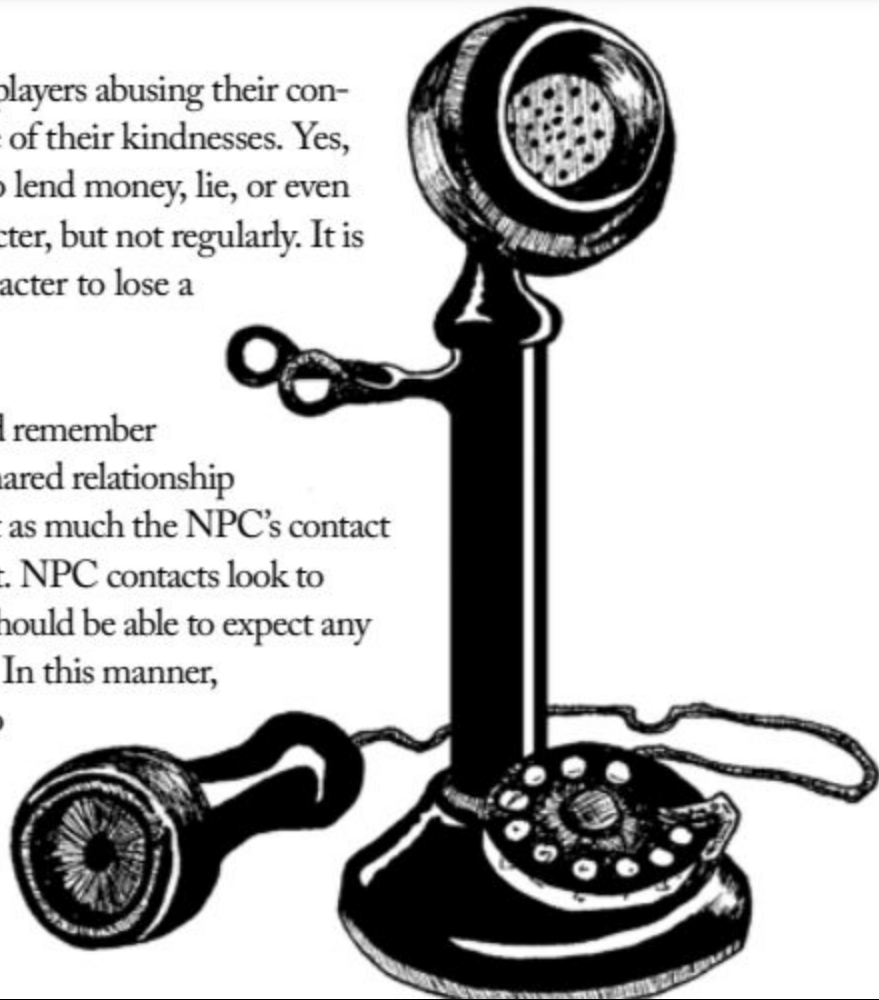
...in space is very
...of light

USING CONTACTS

Players may call upon their contacts for any number of reasons, and the referee is encouraged to use their contacts as plot devices. A character's contacts should generally be well-disposed toward requests, though the referee makes the final decision on whether and how the contact will respond. As a general guideline, contacts are always able to offer assistance within their areas of expertise, but may decline if the request is outside of their abilities, interests, or is perhaps too dangerous. For example, a librarian contact might allow a character to stay long after the library has closed or to peruse the rare book collection with ease, but he would be unlikely to allow the character to "borrow" the *Necronomicon*; a doctor contact might freely make house calls, stitch up wounds, or supply medication, though she wouldn't likely assist in apprehending a cultist.

Referees should watch for players abusing their contacts and taking advantage of their kindnesses. Yes, a contact may be willing to lend money, lie, or even bend the law for the character, but not regularly. It is entirely possible for a character to lose a contact due to such abuse.

Referees and players should remember that having a contact is a shared relationship - the player character is just as much the NPC's contact as they are the PC's contact. NPC contacts look to the PC for assistance and should be able to expect any reasonable amount of help. In this manner, referees may use contacts to relay information, insert plot hooks, or create complications for the characters.



TYPES OF CONTACTS

Contacts are grouped together into broad categories. These are listed below, though the list should not be considered exhaustive.

ACADEMIC: Academic contacts are professors, scientists, teachers, librarians, antiquarians, museum curators, archivists, astronomers, or any other individual employed in the pursuit of knowledge.

CLERGY: Contacts in the Clergy category include any person who performs religious duties, such as ordained priests, pastors, ministers, evangelists, rabbis, monks, Islamic leaders, swamis, gurus, daoshi, and tribal shamans, regardless of their faith.

CRIMINAL: Criminal contacts allow access to the seedy underworld. They may be common thieves or burglars, professional gangsters, bookies, bootleggers, fences, smugglers, or any other individual who earns a living by breaking the law.

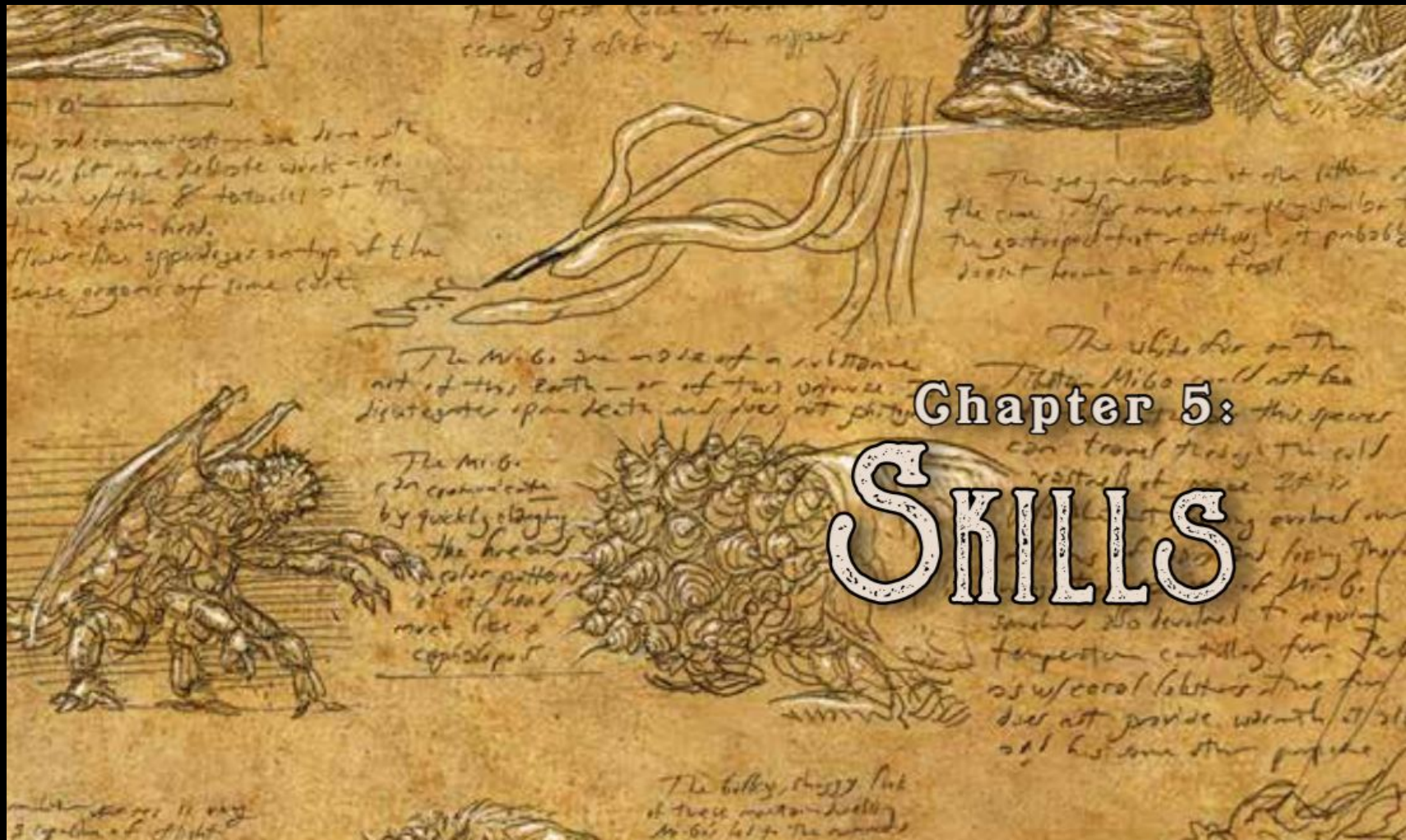
GENERAL: This category provides a catch-all for any type of contact not covered elsewhere, though there may be some overlap. General contacts include artists, railroad engineers, architects, technicians, mechanics, pilots, laborers, fishermen, tradesmen, construction workers, farmers, bank tellers, factory workers, salesmen, hobos, ship captains, and the like.

INFLUENTIAL: This is a broad category that overlaps somewhat with other categories. An Influential contact might be a wealthy businessman, an oil tycoon, a U.S. senator, a city mayor, a famous actor, or any other person who can use his or her position to influence others.

LEGAL: Policemen, detectives, lawyers, judges, federal agents, district attorneys, parole officers, security guards, corrections officers, and any other individuals who work within the judicial system would all be considered legal contacts.

MARTIAL: Martial contacts include those individuals in the armed forces, from the lowest enlisted private to the highest ranking admiral, as well as pugilists, martial artists, fencers, and wrestlers.

MEDICAL: Contacts in the medical field can be extremely helpful to characters and include not only doctors and nurses, but dentists, pharmacists, psychologists, and anyone else working in the field of medicine.



10
by ad communication - see how the
taste, fit more delicate work - etc.
done off the 8 tentacles of the
the 2 diam. head.
flourishes appendages sort of the
case organs of some sort.



The grey member of the latter
the case is for movement - very similar
the gastropod foot - although it probably
doesn't have a slime trail.



The Mi. G. is made of a substance
not of this earth - or of two sources.
disintegrates upon death and does not putrefy.

The Mi. G.
can communicate
by quickly changing
the hue and
color pattern
of its head
much like a
cephalopod



Chapter 5:

SKILLS

The white fur on the
Tibetan Mi. G. will not be
the same as the other species
can travel through the cold
waters of ice. It is
not very evolved in
the sense of being able to
survive in the cold. The Mi. G.
seems to be unable to acquire
temperature controlling fur. Just
as w/coral lobsters it may find
does not provide warmth it is
all his own skin fur like

The bulky, chunky look
of these mutant-looking
Mi. G. led to the name

under the name of the
3 species of Mi. G.

Antiquarian

Antiquarians are educated in Knowledge (History, Literature, and Mythology), Research, and may choose either Appraisal or Writing. When attempting an Attribute Feat that involves one of these skills, the Antiquarian gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.



Socialite

CLASS SKILLS:

Socialites think quickly and speak smoothly. They are skilled at Deception, Interaction, Knowledge (Etiquette), and may choose either Perform or a second Knowledge skill. When attempting an Attribute Feat that involves one of these skills, the Socialite gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.



Combatant

CLASS SKILLS:

Combatants gain a +1 bonus to any Attribute Feat that involves Athletics, First Aid, Knowledge (Militaria), and may choose either Drive or Survival. This bonus increases to +2 at 4th level.



Opportunist

CLASS SKILLS:

Opportunists gain a +1 bonus when attempting any Attribute Feats that involve Appraisal, Drive, Perception, and may choose either Athletics or Sneak. In addition, they have Knowledge concerning one Geographic Area of their choosing (as broad as Latin America or Egypt, or as focused as Red Hook or New Orleans). This bonus increases to +2 at 4th level.



APPRAISAL: The Appraisal skill helps characters reliably place value on antiques, art, collectibles, jewelry, and other treasures, and provides a solid understanding of the market for such items.

ART: The Art skill represents a character's ability to draw, paint, sculpt, and create other forms of art, as well as his knowledge of art history and art culture. An Art feat allows the character to identify an artist's work, sculpt the visage of an Old One, or draw a suspect's face.

ATHLETICS: Athletics covers the full gamut of physical activity, from swimming and climbing to jumping, tumbling, and maintaining balance. You might make an Athletics feat when your character climbs a sheer cliff, swims through a strong current, stays afloat in the ocean for many hours, or attempts to maintain his footing on an icy lake.

DECEPTION: This skill represents the ability to lie, employ disguises, fast talk, and impersonate others. The referee may call for a Deception feat when a PC attempts to talk his way out of arrest, mimic the mayor's voice during a phone call, disguise himself as a vagrant, or when he otherwise attempts to deceive an NPC.

DRIVE: The Drive skill covers when a character attempts to manage a vehicle of some sort. The skill may apply to one or more vehicles including automobiles, airplanes, airships, motorcycles, bicycles, tractors, heavy machinery, or watercraft. A Drive feat might be necessary to maintain control of an auto on an icy road, steer a course through a raging gale, or pilot a biplane through a windy mountain pass. Note that animal-powered vehicles are covered under the Handle Animal skill.

FIRST AID: This skill includes the fundamentals of delivering first aid and basic treatment of injuries and hurts, as might be learned by nurses, emergency responders, scouts, or soldiers. A First Aid feat might allow the staunching of blood, the diagnosis of insect bites and irritating plants, and the prescription of proper treatments.

HANDLE ANIMAL: This skill implies a good understanding of animal behavior and might allow a character to calm or train animals or guess how an animal might act. Making a Handle Animal feat might be necessary to identify animals, drive a horse-drawn cart, manage riding animals, or teach a dog a trick.

INTERACTION: This skill covers the entire range of human interaction and attempts to influence other people through persuasion, intimidation, seduction, or debate, and includes verbal and body language. A character might make an Interaction feat to perform well in a scientific discussion, persuade a detective through a charming demeanor, intimidate a cultist with the threat of violence, or barter for a better price. A kind referee may allow an Interaction feat to determine if an NPC is lying. Note that outright lying is covered under the Deception skill.

KNOWLEDGE: A more general skill that is always focused on a particular topic, Knowledge measures a character's expertise and understanding of that subject. Some of the topics mentioned in the **Class Descriptions** or **Occupations** include Agriculture, Etiquette, Government, History, Law, Militaria, Mythology, Occult, Religion, and Vehicles. Make a Knowledge feat when you attempt to answer questions, recall information, or perform tasks related to the subject.

LARCENY: This skill covers a wide range of criminal activities including picking pockets, disabling alarms, opening locks, bypassing traps, and other such actions. Larceny also measures a character's knowledge of the criminal underworld. The referee may call for a Larceny feat when a character attempts to recall the gangster in control of an area, tries to locate a savvy speakeasy, or attempts to pinch a fellow's watch from his pocket.

MEDICINE: Representing a much more advanced training than First Aid, the Medicine skill provides an understanding of anatomy, biology, and pharmaceuticals, knowledge of the medical field and practitioners, the ability to perform surgeries, and the diagnosis of ailments. A Medicine feat might be called for to set a broken bone, to perform a tracheotomy, or remember the name of an important physician.

PERCEPTION: The Perception skill represents the character's natural awareness and the keenness of his senses, as well as his ability to actively search out hidden clues or deduce the meaning of clues that have been discovered. A Perception feat may be necessary to spot a thug lurking in the shadows, hear a faint noise, or notice the distinctive mud on a person's shoes.

PERFORM: Characters with the Perform skill delight audiences with their ability to act, dance, play music, sing, and tell stories. In some cases the character must choose a particular ability or instrument for proficiency. A Perform feat may be necessary to play a difficult piano concerto, act in a difficult role, entertain an audience with jokes, or sing Tsathoggua to sleep.

PHOTOGRAPHY: This skill encompasses the modern art of photography and the filming of motion pictures. The character can identify camera types, knows their operation and construction, and can frame artistic photographs. The referee may call for a Photography feat to repair a camera, maintain focus on a moving subject, or to keep a soaring **nightgaunt** in frame.

PSYCHOLOGY: The study of the human mind is a relatively new science in the 1920s and this skill covers all of the practice of psychology and alienism. The skill allows for psychoanalysis, pharmaceutical treatment, mental diagnosis, and the understanding of theories. Similarly, Psychology includes the more radical surgical treatments of mental illness, such as electroshock and psychosurgery.

PSYCHOLOGY: The study of the human mind is a relatively new science in the 1920s and this skill covers all of the practice of psychology and alienism. The skill allows for psychoanalysis, pharmaceutical treatment, mental diagnosis, and the understanding of theories. Similarly, Psychology includes the more radical surgical treatments of mental illness, such as electroshock and psychosurgery.

RESEARCH: The Research skill assists characters attempting to search for information in the great repositories of knowledge – libraries, court houses, newspaper archives, special collections, and similar storehouses of data. The referee may call for a Research feat any time a character searches for rare information within a repository. A failed roll may indicate that there is no information to be had, that the character has missed a vital clue, or that the search takes an inordinate amount of time.

SCIENCE, NATURAL: The study of Natural Science includes a deep understanding of those sciences related to the natural world including biology, botany, geology, meteorology, paleontology, and zoology. The referee might call for a Natural Science feat when a character attempts to identify a strange flower, intuit tomorrow's weather, or determine the age and type of a fossilized bone.

SCIENCE, PHYSICAL: A character with the Physical Science skill has a deep understanding of those sciences dealing with the cosmos and the effects of non-living matter on human existence, such as astronomy, chemistry, mathematics, and physics. A Physical Science feat might be made to determine when Aldebaran will be aligned with Earth, to carefully perform a chemical experiment, or to deduce the mechanics of an alien device.

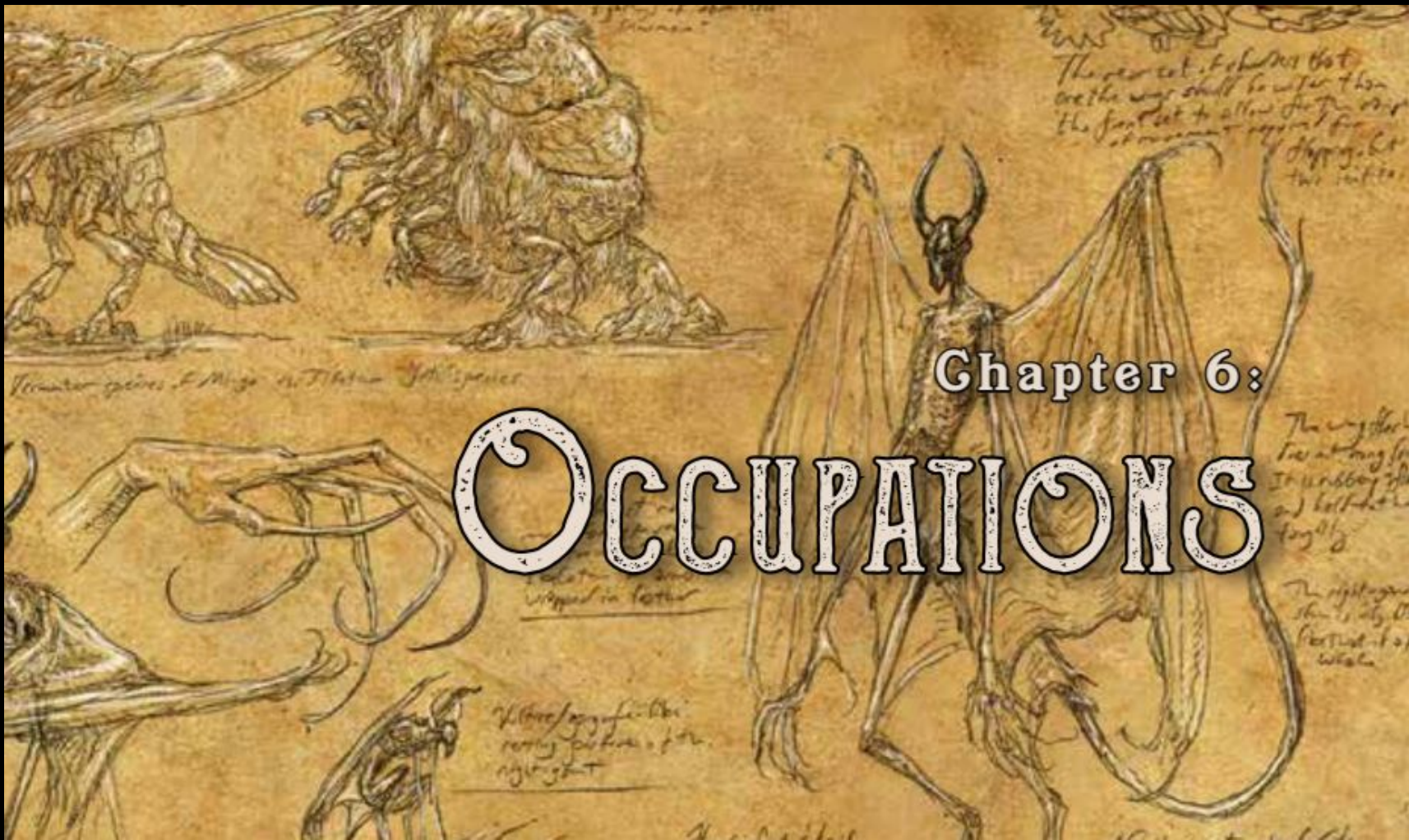
SCIENCE, SOCIAL: This skill represents the study of human sciences including anthropology, archaeology, criminology, geography, and sociology. The referee might call for a Social Science feat when a character attempts to identify an artifact's origin, when he infers the meaning of a primitive ceremony, or when he examines an unusual map.

SNEAK: The Sneak skill bolsters a character's ability to hide himself in shadows or foliage, silently move across any terrain, and otherwise go undetected. A Sneak feat might be made to hide from pursuers, slip past a sleeping dog, or even to hide an ancient tome on your person.

SURVIVAL: The ability to thrive in the wilderness, the Survival skill covers hunting, fishing, trapping, foraging for edibles, finding clean water, and tracking. The skill also allows for overland navigation and provides knowledge about terrain, flora, and fauna. A Survival feat may be necessary to follow faint tracks over grassy ground, deduce where a trap might best be laid, or intuit a bear's intentions.

TRADE: The Trade skill represents a character's ability in a particular skilled trade, including construction, electrical, locksmithing, mechanical, masonry, metalworking, plumbing, woodcraft, and many others. A character with the Trade skill must choose a single trade in which to specialize and may perform tasks related to that trade with a skill feat.

WRITING: Writing measures a character's ability to correctly use language in the written form and also covers reading comprehension, creative writing, physical penmanship, and the use of typewriters. The referee may require a Writing feat to accurately read the writing of an 18th-century journal, to repair a typewriter, or to draft a pulp tale.



The rear set of bones that
make the wings shall be water than
the front set to allow for the
abovementioned support for
flapping. Let
the middle

Various species of Mice in Tibet & other species

Chapter 6:

OCCUPATIONS

The wings of the
bat are hanging from
the scapulae of the
back-bone & are
attached to the
fingers

Winged in color

Various species of
mice in Tibet & other
regions

The right eye
is slightly
larger than the
left

If your referee is using **Occupations**, your character's occupation grants him additional "Occupational Specialties" which adhere to these rules for skills. If you attempt an Attribute Feat that involves an **Occupational Specialty**, you roll two six-sided dice and choose the higher result.

Normally Roll



Occupational Roll
(take higher)



TABLE 19: RANDOM OCCUPATIONS

<i>1d10</i>	1-2	<i>1d10</i>	3-4	<i>1d10</i>	5-6
1	Athlete	1	Architect	1	Artist
2	Criminal	2	Businessman	2	Doctor
3	Detective	3	Gentleman	3	Entertainer
4	Farmer	4	Lawyer	4	Hobo
5	Laborer	5	Librarian	5	Musician
6	Police Officer	6	Outdoorsman	6	Nurse
7	Sailor	7	Pilot	7	Occultist
8	Soldier	8	Priest	8	Photographer
9	Tradesman	9	Professor	9	Psychologist
10	Waitress	10	Secretary	10	Writer

Skill Check Summary

Feat Success: Roll at or above the number (on Table 3)

Skill: Add +1 if you have the skill (+2 at 4th level)

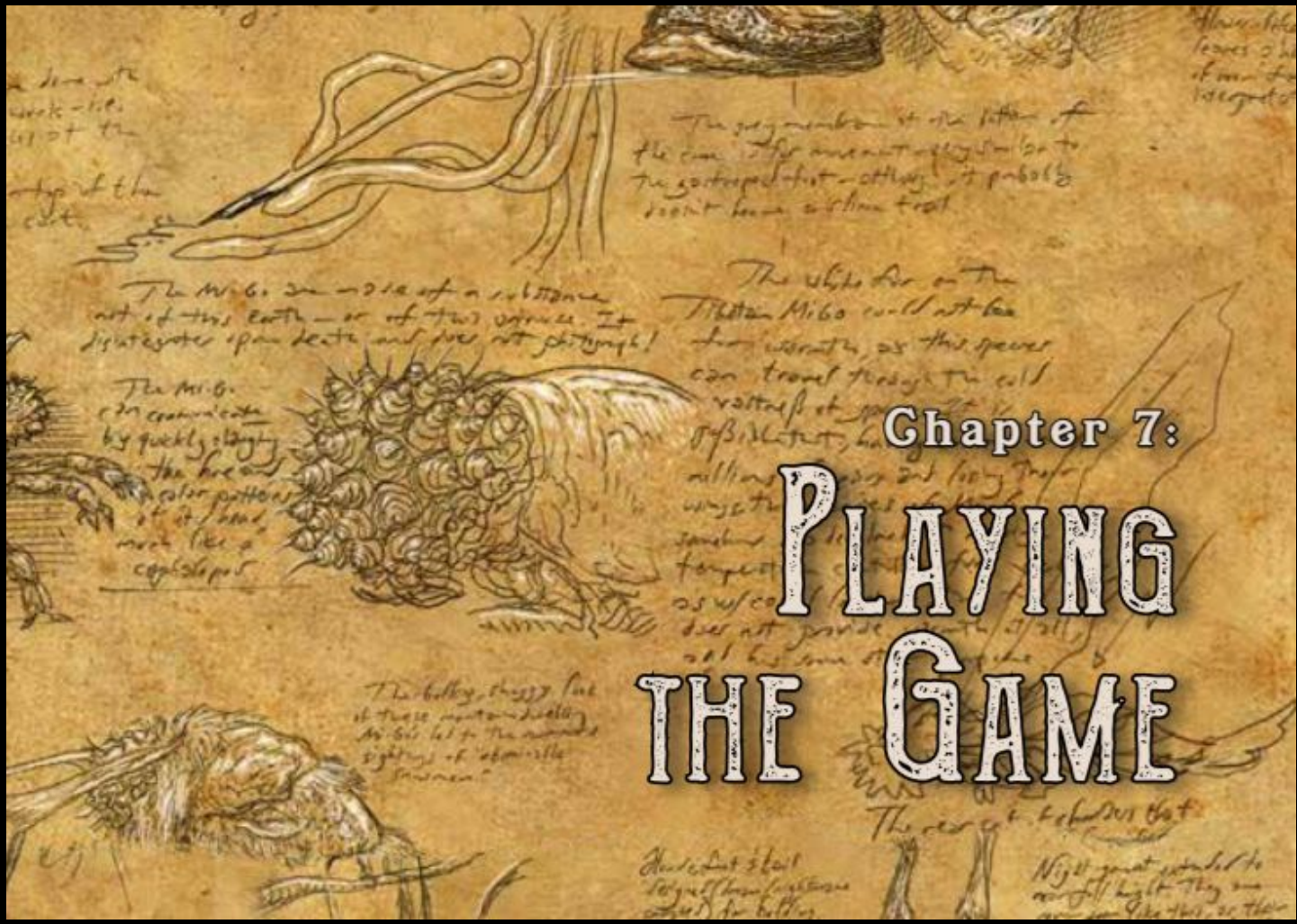
Occupation: Roll 2d6 and take the higher if you have an occupation that helps with the feat

TABLE 3: UNIVERSAL ATTRIBUTE MODIFIERS

Attribute Roll	Description	Bonus	Feat Success
3-6	Below Average	-1 (or -5%)	6
7-14	Average	0	5-6
15-18	Above Average	+1 (or +5%)	4-6

TABLE 4: ATTRIBUTE FEAT DIFFICULTY

Feat Penalty	Description
0	Normal Difficulty
-1	Hard
-2	Extremely Difficult
-3	Nigh Impossible



a few with
weak - like
at the
top of the
cut.

The segments of the bottom of
the cone - for an amount of time - for
the gorges - first - nothing - it probably
won't have a strong test

There are
leaves of
of some
is a good

The Migo is made of a substance
not of this earth - or of two sources - it
digests the open ducts and does not get through!

The Migo
can communicate
by quickly changing
the hue and
color patterns
of its head,
much like a
cephalopod

The white fur on the
Tibetan Migo could not be
for warmth, as this species
can travel through the cold
wastes of the
Tibet, but
rather, it is
a warning
signal to
other Migos
as well as
to the
human
eyes.

Chapter 7:

PLAYING THE GAME

The hairy, shaggy face
of these mountain-dwelling
Migos led to the name
"Sighting of Abominable
Snowman"

And what about
the small brown
creatures
called the hilly

The rest of the hilly that
is a

They are
very
bright
they are
very
bright

Standard White Box Rules

Attack:

Melee = str bonus + base to hit bonus + d20 roll to hit a target number

Range = dex bonus + base to hit bonus + d20 roll to hit a target number

Damage = if a 6 is rolled on a d6, you can roll another d6 (exploding dice)

Healing:

1d6 healing a day, 1d3 short rest (optional rule)

1d3 healing first aid (directly after battle only once per day)

Saving Throws:

With Stat Modifiers

Saving Throws are often attached to a certain attribute which can modify the roll. The list below is not exhaustive and is only a sample of Saving Throws that the referee may use.

TABLE 26: SAVING THROW EXAMPLES

Save versus	Relevant Attribute
Crushing, entanglement	Strength
Explosions, falling, traps	Dexterity
Disease, poison, death effects	Constitution
Illusions, magic, mind control	Intelligence
Charms, deception, fear, insanity	Wisdom
Possession, personality influence	Charisma

INSANITY

As already mentioned, the Insanity score measures a character's mental fortitude and stability. All characters have an **Insanity score**, which starts at 0 and represents their descent into madness - the higher their Insanity score, the more tenuous their grasp on reality. They also have a **Maximum Insanity**, which is equal to their Wisdom score. During the game, a character's Insanity will fluctuate up (with sanity "damage") and down (with mental treatment or "healing").

When faced with a madness-inducing situation, the character makes a Saving Throw vs. insanity. A success usually results in no effect, except in cases that are particularly terrible or the adversary description notes otherwise.

Saving Throw + Wisdom Modifier

On a failed Saving Throw, the character is **surprised** for 1 round and adds 1 point to her Insanity score; if the roll was a natural 1 or 2, the character suffers **temporary insanity**. The referee rolls randomly under “Temporary Insanities” on *Table 27: Random Insanities*, and the player must role-play his resulting madness. The temporary insanity lasts for 1d6 rounds, unless otherwise specified.

Temporary Insanities

Temporary insanities are involuntary, natural reactions to true terror.

Characters suffer temporary insanity when:

- They roll a natural 1 or 2 on their Saving Throw vs. Insanity.
- They gain 3 or more points of Insanity from a single failed Saving Throw.

INSANITY VERSUS FEAR

In general, referees must decide when a Saving Throw must be made and against which category. However, one of the more difficult distinctions is between insanity and fear, and there is clearly some amount of overlap (intense fear is the basis of Temporary Insanity). Insanity Saves should be made only against those things that are entirely capable of causing madness in the Mythos genre. The horrors of war, uncommonly great loss, and other situations can certainly drive people to insanity. However, in the Lovecraftian genre, it is the ultramundane, the extradimensional, the unhuman, the weird, and the realization that man is insignificant that causes madness. Fear should be a more common Save against what might be called “human horrors” - crime scenes, slaughter, general frights, creepiness, being chased by a masked, machete-wielding murderer, these things cause fear. Reality-warping sorcery, ancient secrets, **Cthulhu Spawn**, and being pursued by a score of **deep ones** causes madness. This should be taken as a guide and can be adjusted to fit whatever situation the PCs find themselves in. It is ultimately up to the referee to decide which horrors invoke insanity.

Going Insane

If a character ever gains 3 or more points of Insanity from a single incident, he gains a **temporary insanity**. Furthermore, when an investigator's Insanity score reaches half his Wisdom score, he develops a **permanent insanity**. As the character's Insanity fluctuates up and down, it is possible that she could gain multiple permanent insanities in this manner.

If a character's Insanity score ever equals or exceeds his Maximum Insanity, he permanently loses 1d4 Wisdom, goes irrevocably insane, and becomes an NPC.

OPTIONAL RULE: MENTAL RECOVERY

Characters lost to lunacy may become PCs again only after extended psychological treatment in an asylum. The referee is free to outline how this works, with the only guideline being that the process should be extremely time-consuming. Each time a character's Insanity equals or exceeds his Maximum Insanity he suffers the normal effects. If a character ever reaches a Wisdom score of 0, he is lost forever in the maze of madness.

When designing a scenario, the referee should note any insanity-inspiring encounters and what Insanity damage might result. For instance, stumbling onto the mutilated corpse of a sacrificial victim might cause 1 Insanity damage on a failed Saving Throw. If that victim were the character's brother, the damage would likely be higher. If a monster or other opponent can cause an Insanity increase, the specific damage and triggers are noted in the adversary listing. Spells and artifacts might also force Saving Throws vs. insanity. Even successful Saves often result in Insanity increase.

Recovering Sanity

Provided a character's Insanity has not reached his Maximum Insanity, he can "heal" Insanity damage in the following manner:

- For each week spent in an asylum, the character lowers his Insanity by 1d2 points.
- A player character with the Psychologist Occupation can tend to his fellows. For every day of complete rest under the psychologist's care, the patient rolls a Saving Throw and, if successful, lowers his Insanity by 1 point. When under such care, the patient cannot take part in investigations and can perform only simple, non-stressful tasks.
- Upon gaining a new level, a character heals 1d3 Insanity.
- The referee may allow additional methods for reducing Insanity. For instance, a religious character may regain sanity by praying, meditating, or otherwise worshipping in her faith.

A **permanent insanity** may be removed after a character spends 1d6 months under psychiatric care. If the character gains additional Insanity at any time during the recovery period, all progress is lost and the treatment must begin anew.

When no specific Insanity damage is noted, the normal guideline is that 1 damage is suffered on a failed Saving Throw, and none on a successful Save.

TABLE 27: RANDOM INSANITIES

<i>1d12</i>	Temporary	<i>1d12</i>	Permanent
1	Blindness	1	Alternate Identity
2	Confusion	2	Amnesia
3	Deafness	3	Anxiety
4	Fainting	4	Compulsion
5	Hallucinations	5	Explosive
6	Hysteria	6	Fugue
7	Indecision	7	Mania
8	Limb Paralysis	8	Night Terrors
9	Panic	9	Panic
10	Short-Term Memory Loss	10	Phobia
11	Speech Loss	11	Somnambulism
12	Violent Outbreak	12	Substance Abuse

TABLE 28: PHOBIAS

<i>1d20</i>	Phobia	Effect
1	Acrophobia	Fear of heights
2	Ailurophobia	Fear of cats
3	Astraphobia	Fear of lightning
4	Botanophobia	Fear of plants
5	Blennophobia	Fear of slime
6	Claustrophobia	Fear of enclosed spaces
7	Demonophobia	Fear of demons
8	Demophobia	Fear of crowds
9	Entomophobia	Fear of insects
10	Hematophobia	Fear of blood
11	Ichthyophobia	Fear of fish
12	Monophobia	Fear of being alone
13	Necrophobia	Fear of dead things
14	Nyctophobia	Fear of darkness
15	Ophidiophobia	Fear of snakes
16	Pediphobia	Fear of children
17	Scoleciphobia	Fear of worms
18	Spectrophobia	Fear of ghosts
19	Taphophobia	Fear of being buried alive
20	Thalassophobia	Fear of the sea

The Great Face communicates by
scripping & climbing the ropes.

2d communication can done with
1/4 ft wire telegraph work - etc.
off the 8' totalist of the
3' 1/2' wire.
The face appendages sort of the
in organs of some sort.



The organism of the bottom of
the cone is for movement along the
the gastropod foot - otherwise it probably
isn't been a slow trail.

The Mi. G. is made of a substance
not of this earth - or of two sources. It
digests upon itself and does not change.

The white air on the
The Mi. G. could not be
the space

Chapter 9:

MAGIC

The Mi. G.
can communicate
by quickly changing
the hue and
color pattern
at its head,
much like a
cephalopod.



can travel through the cold
The Mi. G. is
survived in
long time
Mi. G.
cannot be involved in requiring
temperature controlling for. The
as w/coral habitats the face
does not provide warmth at all
all his own other purpose.

The belly, though full
of these matter - holds
Mi. G. let to the outside
sight of admirable
beauty.

The Mi. G. is
full of light.



The aspiring sorcerer must be able to read the text and must study the spell for 1 day per spell level. Afterwards, he must make an Intelligence Feat to learn the spell. Most spells impose a penalty to this feat, based on their difficulty, which is listed in the spell description under “**Learn Spell.**” Success means the caster has learned the spell and gained one Mythos Lore point. Those who fail the feat must Save vs. insanity or gain one point of Insanity, though they still gain the Mythos Lore point. Once a spell is learned it may be cast at any time, provided the character meets the requirements and has the ingredients.

CASTING A SPELL

Casting a spell is done by attempting a special Attribute Feat called a **Spell Check**. Each spell is tied to Intelligence, Wisdom, or Charisma, and typically imposes a penalty to the Spell Check (listed under “**Spell Check**”). Roll a d6 and apply any relevant modifiers (such as from Mythos Lore, the Occultist Occupation, or situational modifiers). A result falling within the character’s success range for the specific Attribute indicates that the spell has been properly cast. Some spells have special requirements that must be met for the spell to work.

Failure to cast a spell, once the caster has tapped into the esoteric energies of the cosmos, typically results in dire consequences (listed under “**Failure**”).

SPELL DESCRIPTIONS

- **Spell Level:** A gauge of the spell's power and complexity, ranging from 1 to 6.
- **Learn Spell:** Indicates the penalty imposed to the Intelligence Feat made to learn the spell.
- **Casting Time:** The length of time necessary for casting the spell.
- **Spell Feat:** Identifies the Attribute to be checked to cast the spell, as well as any associated penalty.
- **Range:** The maximum distance at which the spell can take effect.
- **Duration:** The length of time that a spell lasts.
- **Failure:** The cost associated with failing the Spell Check to cast the spell. Those with multiple possible results should be randomly determined.

Spell Casting Summary d6

Feat Check to Learn Spell: Intelligence check to read spell (on Table 3), add spell penalty to learn, gain 1 mythos point

Fail Check: Still gain 1 mythos point, but also gain 1 insanity point, you do not learn the spell

Feat Check to Cast Spell: Add appropriate

Int, Wis, or Chr modifier + Mythos modifier + Occultist Occupation + Situational + d6 roll

TABLE 3: UNIVERSAL ATTRIBUTE MODIFIERS

Attribute Roll	Description	Bonus	Feat Success
3-6	Below Average	-1 (or -5%)	6
7-14	Average	0	5-6
15-18	Above Average	+1 (or +5%)	4-6

TABLE 4: ATTRIBUTE FEAT DIFFICULTY

Feat Penalty	Description
0	Normal Difficulty
-1	Hard
-2	Extremely Difficult
-3	Nigh Impossible

Example 1



Character Intelligence 15

Skill occult (+1)

Occupation Occultist (2d6 take higher)

Must roll on feat success 4-6

(+1 skill occult) (-1 learn spell) (2d6 occupation)

So... rolls 2d6 if one die is above 4 learns the spell

Attribute Roll	Description	Feat Success
3-6	Below Average	6
7-14	Average	5-6
15-18	Above Average	4-6

Alter Time

Spell Level: 3

Learn Spell: -1

Casting Time: 2 rounds

Spell Check: Intelligence -2

Range: 240 ft

Duration: 30 minutes

Failure: The caster's mind slips into a time stream, catching glimpses of different eras, and he falls unconscious for 2-5 rounds. He gains 1d3 Insanity points (Saving Throw for half) and may be scented by the **Hounds of Tindalos**.

Character Intelligence 15

Skill occult (+1)

Occupation Occultist (2d6 take higher)

Must roll on feat success 4-6

(+1 skill occult) (-2 Spell Check) (2d6 occupation)

So... rolls 2d6 if one die is above 5 casts the spell

Example 2

Character Intelligence 10

No skill applies

No occupation applies

Must roll on feat success 5-6

(-1 learn spell)

So... must roll a 6 to learn the spell



Alter Time

Spell Level: 3

Learn Spell: -1

Casting Time: 2 rounds

Spell Check: Intelligence -2

Range: 240 ft

Duration: 30 minutes

Failure: The caster's mind slips into a time stream, catching glimpses of different eras, and he falls unconscious for 2-5 rounds. He gains 1d3 Insanity points (Saving Throw for half) and may be scented by the **Hounds of Tindalos**.

Character Intelligence 10

No skill applies

No occupation applies

Must roll on feat success 5-6

(-2 Spell Check)

So... impossible to cast spell

Attribute Roll	Description	Feat Success
3-6	Below Average	6
7-14	Average	5-6
15-18	Above Average	4-6

Example 3



Character Charisma is 8

Skill occult (+1)

Occupation Occultist (2d6 take higher)

Must roll on feat success 5-6

(+1 skill occult) (+0 learn spell) (2d6 occupation)

So... rolls 2d6 if one die is above 4(+1) = 5 they learn the spell

Attribute Roll	Description	Feat Success
3-6	Below Average	6
7-14	Average	5-6
15-18	Above Average	4-6

Charm Person

Spell Level: 1

Learn Spell: +0

Casting Time: 2 rounds

Spell Check: Charisma +0

Range: 120 feet

Duration: Until dispelled

Failure: The caster and target gain 1 point of Insanity as their minds unconsciously clash in a psychic confrontation.

This spell affects living bipeds of human size or smaller, such as **deep ones** or **white apes**. If the spell succeeds (Saving Throw allowed), the unfortunate creature falls under the caster's influence, considering him the closest of friends.

Character Intelligence 8

Skill occult (+1)

Occupation Occultist (2d6 take higher)

Must roll on feat success 5-6

(+1 skill occult) (-0 Spell Check) (2d6 occupation)

So... rolls 2d6 if one die is above 4, casts the spell

Example 4

Character Charisma is 15

No skill applies

No occupation applies

Must roll on feat success 4-6

(-0 learn spell)

So... must roll a 4-6 to learn the spell



Charm Person

Spell Level: 1

Learn Spell: +0

Casting Time: 2 rounds

Spell Check: Charisma +0

Range: 120 feet

Duration: Until dispelled

Failure: The caster and target gain 1 point of Insanity as their minds unconsciously clash in a psychic confrontation.

This spell affects living bipeds of human size or smaller, such as **deep ones** or **white apes**. If the spell succeeds (Saving Throw allowed), the unfortunate creature falls under the caster's influence, considering him the closest of friends.

Character Charisma is 15

No skill applies

No occupation applies

Must roll on feat success 4-6

(-0 Spell Check)

So... must roll a 4-6 to cast the spell

Attribute Roll	Description	Feat Success
3-6	Below Average	6
7-14	Average	5-6
15-18	Above Average	4-6