

Lovecraft Legacies Rules, V 4.25 (March 5, 2017)

Changes in this addition: New Equipment: Bandages, several new special effects calls.

Welcome to Lovecraft Legacies. With this simple and fluid game system, we'll spin a story of horror and survival in the vein of the writings of H.P. Lovecraft. Madness and death await those unlucky enough to fall afoul of the Great Old Ones and those cults insane enough to do their bidding. If you are clever, hardy, and lucky, you may yet escape with your body and mind intact.

Your Character

Your character is defined by 3 Talents – Mind, Body, and Spirit – as well as numerous possible Concentrations that define what you're capable of doing in the game. Choosing a high Talent will offer you more possibilities in the Concentrations associated with that Talent, but it will limit your Concentrations in other fields. A character with a high Body Talent can excel in hand-to-hand combat, for example, but they'll be limited in the number of Mind and Spirit Concentrations they can choose from. Your Talents also determine the Derived Talents of Health, Sanity, and Fortune.

Body

The Body Talent covers your physical strength, hardiness, and constitution, as well as hand-eye-coordination to some degree. Related Concentrations include skills in Melee Fighting, Basic Gun Use, Physical Recovery, and Feats of Strength.

Mind

The Mind Talent covers intellect, education, willpower, and analytical ability. Concentrations governed by the Mental Talent include the ability to heal the bodies and minds of others, scholarly pursuits, and careful aim of ranged attacks.

Spirit

The Spirit Talent covers matters of charisma, observation, chutzpah, and sheer luck. Associated Concentrations include such matters as lock-work, tracking, calming oneself and others when there's been a shock, insight into unseen matters.

Health

The Derived Talent of Health is directly related to your Body and Spirit Talents. It represents the amount of physical punishment your body can take before you fall unconscious.

Sanity

The Derived Talent of Sanity is directly related to your Body and Mind Talents. It represents your mind's ability to absorb shocks before fleeing into the sweet embrace of madness.

Fortune

The Derived Talent of Fortune is related to your Mind and Spirit Talents. It represents your “nine lives” factor, your ability to return from the brink of madness, and your chance at making a Lucky Find in the game.

Character Creation

You create your character by dividing 18 character points between the 3 Talents. You can have a minimum of 1 in a Talent and a maximum of 10. You might choose to specialize, such as having a Mental Talent of 10, and Body and Spirit Talents of 4 each, or to spread your points evenly to have 6 in each Talent.

Your Maximum and Starting Health are equal to the sum of your Body & Spirit Talents.

Your Maximum and Starting Sanity are equal to the sum of your Body & Mind Talents.

Your Fortune is equal to the average of your Mind & Spirit Talents, rounded down.

You gain a number of points to spend in Concentrations associated with a Talent equal to your Talent+3, so a character with a 10 in the body Talent, for example, would have 13 points to spend on Body-related Concentrations. The Concentrations are as follows:

General Concentrations (can be purchased with points from any Talent)

Basic Melee (1 Point) – This gives you the ability to use Basic Melee Weapons in combat. You can strike for uncalled damage only using these weapons. You can use these weapons to parry attacks to the best of your ability, but they cannot be used with the Concentrations “Block” or “Powerful Blow”. Basic Melee Weapons can only be wielded one-handed, and they can only be a maximum of 36” in length. They can generally represent any weapon such as a dagger, a club, a purse, a walking stick, and so on.

First Aid (1 Point) – This Concentration has several uses. You can say “Diagnose Status” to an unconscious person, and they will tell you “Unconscious But Stable” or “Unstable and Dying”. By calling “First Aid” and role-playing for 1 minute, you may Stabilize a Dying character, help wake up an unconscious character, or Splint a Maimed Limb. If you use First Aid on an Unstable and Dying Character, they stop dying as soon as you begin role-playing and call “First Aid”. After one minute, you bring them to a stable state at 0 Hit Points. They will wake up with 1 Health in five minutes. If you stop role-playing this First Aid, the character immediately returns to being “Unstable and Dying” and continues their original count towards death. If you use this skill on an “Unconscious but Stable” person, you wake them up with 1 minute of role-playing at 1 Health. If you use this skill to temporarily splint a maimed limb, you allow the character with the maimed limb to use it normally. If the splinted limb is struck for any damage, called or uncalled, thereafter, it immediately becomes maimed again. One can use First Aid on

oneself to Splint a Limb. If you expend a Bandage (see Equipment below), use of this skill only takes 30 seconds.

Thrown Weapon (1 Point) – This gives you the ability to use thrown weapons in combat. You can strike for uncalled damage only during these weapons. They cannot be used to parry attacks. They can be used with the Careful Aim skill, and they can be recovered after combat. Certain special thrown weapons can't be recovered or affected by Careful Aim. These will be noted on a card that comes with the item.

Body Concentrations

Advanced Melee (3 points; pre-requisite skill – Basic Melee) – This gives you the ability to use Advanced Melee Weapons in combat. These items can be used with the Concentrations Block and Powerful Blow. They can be of any length (up to roughly 64"). They usually represent large and deadly weapons and can be used two-handed. Swords, sledgehammers, axes, and the like fall into this category.

Block (2 Points) – You can use this Concentration in combat with an Advanced Melee Weapon to block a single melee attack with the call "Blocked". You can use this skill 3 times before Catching Your Breath.

Great Strength (3 Points) – You can use this Concentration to move at full speed while carrying someone. You can also use it to perform feats of strength when a tag allows you to do so in game.

Pistols (2 Points) – This Concentration lets you use Pistols in combat. You must call "2 Damage" with each pistol shot.

Powerful Blow (4 Points) – This Concentration allows you to strike for 3 points of damage with an Advanced Melee Weapon. You must call "3 Damage" when you use this Concentration. You can use this skill 3 times before Catching Your Breath.

Recovery (5 Points) – When you Catch Your Breath, you can use this Concentration to heal yourself for 3 Health. You cannot also use the Inner Calm Concentration when you use this skill. Once you use this skill, you cannot use it again until you lose more Health from a new source. Injuring yourself doesn't count. ;)

Rifles (4 Points) – This Concentration allows you to use Rifles in combat. You must call "4 damage" with each rifle shot.

Shotgun (6 Points) – This Concentration allows you to use Shotguns in combat. You must call "6 damage" with each shotgun shot.

Two-Fisted (3 Points) – This Concentration allows you to fight with a weapon in each hand. This can either be two pistols, two basic melee weapons, or one pistol and one basic melee weapon. You must possess the skills needed to use the other weapons (Basic Melee, Pistol, or both.) Pistols cannot be used to block attacks against you.

Mind Concentrations

Anticipate Blow (3 Points) – You can use this concentration to call “Avoid” to negate any weapon or packet strike that would otherwise affect you. You may do so 3 times before Catching Your Breath.

Careful Aim (4 Points) – You can use this Concentration to add to the damage done with a Thrown Weapon, a Pistol, or a Rifle. You must aim for a count of 3 and then may call “2 damage” with a Thrown Weapon, “4 damage” with a Pistol attack, or “6 damage” with a Rifle attack. You may do so 3 times before Catching Your Breath.

Field of Study (3 Points per Field) – This group of Concentrations can be used in two ways.

If you encounter a “Field of Study” tag for a Concentration that you have purchased, you can spend one minute examining the evidence and then read the contents of the tag. This will often glean you useful information about what conclusions can be drawn by someone educated in the field.

If you encounter a book with a Field of Study book, you can Skim the book for 1 minute to determine if it’s in a Field you’re familiar with. If so, you can sit down and read the book for 15 minutes (we recommend you bring an actual book to read in these cases) to gain information contained within.

The Fields of Study are:

The Humanities: The Field of the Humanities covers details about writing, poetry, music, crafting, art, architecture, and other creative endeavors. Much can be learned about a people by their art. This Field also allows one to translate foreign languages.

The Natural Sciences: This field covers biology, chemistry, natural history, physics, mathematics, and other 'hard' sciences. Although this field can be dry to some, you know it can be vital to understand how things work.

Humankind: This Field of Study involves history, other cultures, archaeology, law, monetary matters and accounting, and other such matters. Those with no appreciation for the differences between people may miss vital clues.

The Occult: This Field of Study dabbles into matters esoteric and arcane. With it, one can interpret events about spirituality, magic, ritual, and various mysterious phenomena.

Medicine (5 Points; pre-requisite skill – First Aid) – This Concentration can be used to restore Health to others. Because it goes well beyond mere First Aid, it cannot be used on oneself. By role-playing medical treatment for 5 minutes, you can make a call of “Heal 3 Health” to another player’s character.

Alternately, you can role-play for 5 minutes and completely remove the effect of a Maimed Limb. You can use Medicine 3 times before Catching Your Breath. You can also use Medicine in place of First Aid.

Optimal Equipment: If you have a “Medical Bag” (see Equipment below), use of this skill only takes 3 minutes.

Psychoanalyze (5 Points) – This Concentration allows you to speak with someone and help them overcome their fears and delusions – reasonable or otherwise. By role-playing for five minutes, discussing the nature of what a patient believes or is experiencing, you can make a call of “Heal 3 Sanity” to them. You cannot use Psychoanalyze on yourself. You can use Psychoanalyze 3 times before Catching Your Breath. Optimal Equipment: If you have a “Medical Bag” (see Equipment below), use of this skill only takes 3 minutes.

Spirit Concentrations

Calming Presence (2 Points) – You can use this Concentration on a character who has fallen to 0 Sanity but who is not yet Entirely Mad (this will generally limit it to player characters). You declare “Calming Presence” to them and begin role-playing with them for 1 minute. By doing so, you can restore them with a call of “Heal 1 Sanity”. You can do so 3 times before Catching Your Breath.

Dodge (3 Points) – You can use this concentration to call “Avoid” to negate any weapon or packet strike that would otherwise affect you. You may do so 3 times before Catching Your Breath.

Inner Calm (5 Points) – When you Catch Your Breath, you can use this Concentration to restore 3 Sanity to yourself. You cannot also use the Recovery Concentration when you use this skill. After using this skill, you cannot use it again until you have lost more Sanity from a new source.

Insight (5 Points) – When you encounter a green Insight tag, you can use this Concentration to read its contents, revealing something of the nature of it, whether seen or unseen. This skill may direct you on a possible course of action, or it may simply provide details that may not have been obvious to most observers.

Locksmith (5 Points) – You can use this Concentration to open a lock without a key. You must role-play opening the lock for 2 minutes. Optimal Equipment: If you have a “Locksmithing Kit” (see Equipment below), use of this skill only takes 1 minute.

Lucky Shot (4 Points) – You can use this Concentration to add 2 points to the damage done with a Shotgun. You must call “8 damage” with your attack. You may do so 3 times before Catching Your Breath.

Repair (3 Points) – You can use this Concentration to Repair mechanical and electrical devices that have a Repair tag on them. There may be parts needed to do so, and these will be noted on the Repair tag. The time that must be spent role-playing the repairs will be noted on the tag as well. Optimal Equipment: If you have a “Tool Kit” (see Equipment below), you may subtract 2 minutes from the time shown on the Repair tag.

Track (5 Points) – You can use this concentration to follow any Tracking markers you find. These may be used to follow game animals while hunting, or you may find yourself following clues of a more...sinister nature.

Background

All characters are allowed to take one Background trait to reflect their occupation and/or lifestyle. Each gives a bonus and most also give a negative. There may be other bonuses which are not immediately obvious but which will be discovered in game.

Antiquarian

You have an eye towards antiques and esoteric objects, and you're particularly good at puzzling out real items from fakes.

Benefit: Some Field of Study tags will have a second "Antiquarian" tag on them, and you may get extra information from these tags that other characters won't receive. In addition, your work has given you a little extra in your pockets. +1 Fortune.

Your lifestyle has made you a bit more sedentary than most. -2 Health.

Artist/Performer

You view the world from the perspective of an Artist. You may be a painter, a sculptor, a poet, an author, a composer, a sketch artist, or other fine artist, or you may be a performer, such as a singer, an actor, or a dancer.

Benefit: Most artists are sensitive. It only costs you 3 points to purchase the Insight Concentration.

Negative: Some would say Artists can be too sensitive. You take -2 to your Sanity.

Athlete

Whether you're a student or a professional, your physical prowess is your ticket to fame. At least, you hope you can outrun everyone else when everything goes south.

Benefit: You're at the height of your physical peak. +2 Health.

Negative: Your competitive nature means you refuse to rely on luck. -2 Fortune.

Average Joe

You might just be a totally normal person, caught up in bizarre circumstances, or maybe you just don't seem to fit into any of the categories. You're here, anyway, so you might as well stay.

Benefit: +1 to Health, Sanity, or Fortune

Negative: -1 to Health, Sanity, or Fortune (This cannot be the same attribute from your Benefit.)

Criminal

In any situation, there are people to be exploited, and those willing to step outside the law to exploit them. You're someone who's found their niche in being the wolf to the sheep around them. You might be a gangster, a petty crook, a smuggler, or anyone else who's chosen to make the majority of their income outside of legal means.

Positive: You have some influence beyond what others do, whether it's by bribery, threat of physical injury, or revealing important connections. Three times per adventure, you can spend a "Criminal Influence" card to an NPC. They may have ammo, information, or other benefits to share. If they don't have anything special, you regain 1 Fortune point.

Negative: You're a criminal. If the other players, or NPCs who are law enforcement, incapacitate you, they can incarcerate you. If this happens, you are assumed to be locked up (but at least you're safe from monsters). In this case, you join the ranks of the NPCs, as if you'd been killed. It's possible the players will want to release you for help later on (since at least you're human), in which case you may go back to being a PC. **You need special permission from staff to play a Criminal background.**

Dilettante

Even though the Great Depression's on, some people are lucky enough to retain their fortunes. Or perhaps you've sold everything you had, and you've set out in search of your fortune.

Benefit: You receive a bonus of +1 to your Health and +1 to Fortune.

Negative: A pampered upbringing may have left you unfit to face the world. -2 Sanity.

Drifter

The Great Depression has left many people feeling rootless and drifting. You've decided to go with it and accept a life with nothing to tie you down. As a result, you learn to improvise and roll with what life hands you.

Benefit: You're used to improvising with what's to hand. If you possess the Concentrations Locksmith & Repair, you may treat them as if you had the Optimal Equipment for them, even if you do not. If you do not possess these Concentrations, three times during the event, you may declare "I Think I Have Something That'll Help". This will allow you to use the Locksmith or Repair Concentration (just as if you'd declared "I Feel Lucky" per the Fortune rules below.) In these instances, you're not considered to have the Optimal Equipment.

Negative: You're largely broke, and life is hard for you in general. -2 Fortune. You may also find some NPCs (and possibly some PCs) with a negative attitude towards shiftless drifters.

Journalist

You have a keen eye for details and a dogged need to pursue a story. If there's a story around here, you're going to find it, no matter what gets in your way!

Benefit: You're willing to face bad things, and you've seen plenty of them in your line of work. +2 Sanity.

Negative: Some of the bad things you've faced have done you damage in the past. -1 Health, -1 Fortune.

Law Enforcement

Whether you're a G-man, part of the Treasury Department sniffing out bootleggers, or just a cop, you carry a certain level of authority with you no matter where you go.

Benefit: If you reveal that you're law enforcement to many NPCs (and probably a lot of PCs), they'll act accordingly. They'll give cooperation, information, and generally do what you ask.

Negative: This cuts both ways. Some of our NPCs will be fearful, suspicious, or downright hostile to any PC who flashes a badge. Be wary of using your Advantage too often!

Occultist/Parapsychologist

You have seen strange things, and you know that there are things beyond the veil of reality that others fail to perceive.

Benefit: You're well prepared to face the challenges of confronting the mysterious and terrifying. +2 Sanity.

Negative: Bad luck seems to dog you, most likely a result of curses and evil magic rubbing off on you. -2 Fortune.

Private Detective

When you read the Maltese Falcon earlier this year, you chuckled. Sounded familiar, really. You take jobs for people, find out what they need, and hope for a reversal of fortune in your favor. You just need to be careful. In your profession, nothing should be taken for granted.

Benefit: You are tough as nails. +2 Health.

Negative: You are as unlucky as they come. -2 Fortune.

Professor

You're more of a man or woman of learning than of action. You know a great deal, and you're an even quicker study. New information comes to you quickly.

Benefit: You may choose one Field of Study as your particular field of expertise. This skill only costs you 1 Concentration point to buy. In addition, when you encounter books in this field, you can Skim them in 30 seconds and Read them in 7 minutes.

Negative: Your lifestyle has made you a bit more sedentary than most. -2 Health.

Religious Figure

In all religions, there are those of great faith who act as leaders to others of the same beliefs. You are one such person...a priest, pastor, rabbi, imam, etc. You can provide insight to others, and your faith can be a shield to you.

Benefit: Because of your faith, lesser threats to your sanity don't phase you as much. You gain +2 Sanity. In addition, NPCs of the same Faith as you are likely to treat you with the respect due your station.

Negative: You are less likely to have accumulated money or gear, and you rely on faith more than luck. -2 Fortune.

Veteran

The War to End All Wars...the Great War...you were there. You remember it all too well. The explosions, the mustard gas...what you went through hardened you, but it also broke you.

Benefit/Negative: You have been strengthened in one fashion, and weakened in another. Choose from +2 Health/-2 Sanity or -2 Health/+2 Sanity.

Equipment

In order to have access to weapons, ammo, and items that allow you to use some of your in-game Concentrations, you need to choose starting equipment. You may bring as much equipment as your Fortune Points allow, based on the costs below, but these Fortune Points are not spent; you begin game with your full complement of Fortune Points. (e.g. A character with 6 Fortune Points could buy a Shotgun for 1 point, 2 Ammo Packs for a total of 3 points, and a tool kit for 2 points, and still have 6 Fortune Points at the beginning of game.)

It's important to note that we have realistic expectations as to the durability of Nerf guns, LARP weapons, etc. Even if you only spend 2 points to buy a pistol, you can bring multiple pistols, in case the first one breaks. You can only have one in use at any given time.

Weapons – Honestly, there's only so many weapons one can be bristling with before the law looks askance. The first weapon (Pistol, Rifle, Shotgun, Basic Melee Weapon, Advanced Melee Weapon, or 5 Throwing Weapons) you want to bring into game costs 1 Fortune Points. After that, you need to spend extra Fortune Points to represent bribes, buying on the black market, etc. The second weapon costs 2 Fortune Points, the third weapon costs 3 Fortune Points, and so on.

Ammo – Ammo is regulated as well. The first pack is 1 Fortune Point, the second is 2 Fortune Points, the third is 3 Fortune Points, etc. Ammo packs represent 32 bullets for pistol, 24 bullets for rifle, or 16 shells for shotgun. Please note that, unlike earlier *Lovecraft Legacies* games, you cannot reuse bullets once they've been fired, so use your ammo carefully. There will, however, be other ways to find/make ammo in game.

Please take notice of the Special Challenge regarding weapons and ammo in the Benefits & Scars section.

Other Equipment: There are no regulations on other equipment.

Bandages – You need bandages in order to use the First Aid skill at optimal efficiency. If you have the First Aid skill, you automatically have 3 Bandages. If you have the Medicine skill, you get 3 more. You may purchase additional bandages for 1 Fortune Point for 2 Bandages. Each Bandage is expended when it is used.

Flashlight – You may bring a flashlight and one set of extra batteries into game without spending Fortune Points. If you want more than one flashlight, you must spend 1 Fortune Point for each flashlight after the first.

Locksmithing Kit – You need a Locksmithing Kit to use the Locksmith skill at its best level. It costs 2 Fortune Points.

Medical Bag – You need a Medical Bag to use either the Medicine or Psychoanalysis skills at peak efficiency. They cost 2 Fortune Point each.

Tool Kit – You need a Tool Kit to use the Repair skill effectively. It costs 2 Fortune Points.

Note that we have eliminated the use of extra money in this scenario. The nature of the scenario means money will not be particularly useful, so we have taken this option out.

Please note that we would ask you to be true to the spirit of the scenario. If you have a friend who is taking the special weapon/ammo challenge mentioned in Benefits & Scars, please don't use your own Fortune points to buy extra weapons or ammo specifically for them.

Combat, Health, Recovery, and Death

In combat, each melee attack does 1 point of damage unless there is a specific damage call accompanying it. This is true for daggers, clubs, axes, swords, or tentacles. Guns do a set amount of damage which must be called when the attack is made. Player characters might have a Concentration that allows them to do more damage, and these attacks will be accompanied by a call of damage. Non-player characters, whether human or monstrous, may have these skills as well, and they may have other abilities that allow them to do more damage

The head, groin, and hands are not considered legal targets, and you do not take damage when hit by weapons or packets in these areas.

When you're hit for damage in a legal area, these hits damage your Health. When you're reduced to 0 Health or below by uncalled damage, you're Unconscious But Stable. You will wake up in 5 minutes with 1 Health. If someone uses First Aid on you for 1 minute (or 30 seconds with the use of a Bandage), you wake up at the end of that minute with 1 Health.

You cannot use Recovery unless you have 1 or more Health.

When you're reduced to 0 Health or below by "called damage", then you're Unstable And Dying. If you receive no aid in five minutes, you will die. If someone uses First Aid on you for 1 minute, you become Unconscious But Stable. If they stop using First Aid on you during this 1 minute period, resume counting your 5 minutes towards death.

It is possible to hasten someone's journey into the afterlife, either with a weapon or with one's bare hands. To do so, they must be Unconscious (whether Stable or Unstable) from damage or Stunned. You place your weapon on their chest or forehead (or your bare hand over their chest or forehead) and declare "Death Strike 1, Death Strike 2, Death Strike 3". This represents taking the time to make sure they're dead. The dead body will linger for 1 minute, and then the player or NPC must rise and report to Monster Camp, leaving behind any worldly possessions (in game ones anyway) that it might have had, since a dead body is not resistant to a thorough search.

If you die, there is no miraculous return from the dead. You must head to Monster Camp to join the ranks of the NPCs for the rest of the weekend.

Combat Etiquette

To ensure safety in combat, we ask everyone to abide by two rules of etiquette beyond what's already been discussed.

1. No Flurrying

A Flurry is a series of four or more melee attacks delivered in combat with little or no pause. After making three attacks where your weapon contacts and opponent or their weapon, you must stop all attacks for at least a second and, if movement brought you closer to your opponent, step two paces back. Blocked attacks and attacks that hit are considered part of a potential flurry, but feints and misses are not.

If you are already more than two paces away from your opponent, then you may simply pause one second before resuming your attack. Likewise, if your opponent closes with you while you're resetting your flurry count, you need only wait the one second.

If an opponent makes more than three consecutive attacks without resetting, you may call "Flurry" against them and ignore attacks after the first three until they reset their Flurry count. Likewise, if an attacker calls "Flurry" against you, and you realize you've made more than three consecutive attacks, please reset your Flurry count.

2. No Mobbing

When dealing with many multiple attackers all making calls at you, it can be very difficult for PCs and monsters to hear and react to everything coming in against them. In an effort to help overcome this, we're instituting a no mobbing rule. No more than three opponents can engage a target at once, including with gun combat. Attackers can switch in and out of combat, as long as no more than three people are attacking the same target at the same time.

If you are being attacked by more than three attackers at the same time, call "Mobbing." The attackers should then adjust their numbers. Likewise, if you're attacking a target, and the target calls "Mobbing", consider stepping out of combat to even out the number of attackers.

Sanity and Madness

When you encounter monsters, they may be more than the human mind was meant to see. If so, they will likely call out an attack that will damage your sanity, such as "By Sight, Waste 3 Sanity". This is the damage to your psyche and is taken off of your Sanity score. You can also lose Sanity by encountering horrific sights or by receiving a chilling insight. If this happens, it will generally be told to you by an NPC or will be on a Field of Study, Insight, Tracking, or other tag.

When you reach 0 Sanity, you're received a terrible shock to your mental faculties, and you are Temporarily Mad. When you create your character, you should speak to the Keeper about your

preferred temporary insanity or ask to be assigned one. When you go Temporarily Mad, you begin to slip, and you should role-play this madness, which may be something relatively minor like slight hebephrenia (hysterical tittering interspersing your speech), a phobia, acting as if you're in a state of shock, mild delusions, a rise in paranoia, and the like. If someone declares "Calming Presence" to you, you won't try to leave them as they role-play calming you down. At the end of one minute of role-playing, you'll be restored to 1 Sanity. If someone uses Psychoanalyze on you for five minutes, they can restore 3 Sanity to you.

You cannot use Inner Calm unless you have at least 1 Sanity.

Although Psychoanalysis can restore you to your maximum Sanity, repeated shocks to the system within a short period of time will slowly degrade your overall psyche. Each time you're reduced to 0 Sanity, your maximum Sanity goes down by 2. If your maximum Sanity drops to 0, then you become Entirely Mad, as detailed below.

If you receive no treatment for being Temporarily Mad within 1 hour, if you become Temporarily Mad 3 times over the course of the event with no one using Psychoanalyze on you, or if your Maximum Sanity dips below 0, you become Entirely Mad. At that point, you can continue playing, but you should find the Keeper immediately, as you may fall under the sway of the Great Old Ones and begin working to undermine the other players.

Special Effects

In addition to the various attacks, some allies or foes may have special calls they can make. Some Concentrations may allow you to make some of these calls as well.

"Attract" – The Attract call represents a supernatural compulsion to approach the source of the call. You must move at normal speed (no charging) towards the person or creature that made the call, stopping approximately at arm's length from them. You are then free to act as you wish.

"Avoid" – The Avoid call means that whatever attack the person or creature was just targeted by is an automatic miss. This usually reflects tremendous dexterity or luck.

"Blocked" – This call means that a creature or person has blocked your attack. This usually means they've used a weapon to defend themselves.

"Frenzy" – A call of Frenzy fills the target with a terrible, berserk rage. They must attack the closest target they can see, which can be a monster, NPC, or other player. They will attempt to death strike their target if they strike them down. The target is not required to use any of their special combat skills while under a Frenzy. They must call "No Effect" to the use of Calming Presence. The effect lasts 1 minute.

“Heal” – The Heal call is the essential restoration of Health, Sanity, and other point-based resources. A call of “Heal 2 Health” would restore 2 Health points.

“Immune” – A call of immune means that the attack or effect has no visible effect to the person that was targeted. If you shoot a monster, for example, and it calls “Immune”, that means that gunfire is likely completely useless against it, and running may be a wise course of action.

“Maim” – A call of Maim means a sharp or hard blow to an arm or leg. An arm struck with a Maim effect is broken and cannot be used to wield a weapon or for any other purpose. A leg struck with a Maim effect forces the target to fall to one knee; the target cannot drag themselves along the ground, but they can turn and pivot and continue fighting. The First Aid and Medicine Concentrations can help someone with a Maimed Limb.

“Reduce” – This call will only be made by the most powerful monsters. This creature is so powerful, that normal weapons do not do much damage to it. You can assume each hit with the weapon only does 1 point of damage, and it’s likely that the monster has many. You may wish to rethink your strategy. Running may be a good alternative.

“Repel” – A call of Repel forces the target to move 10’ or more away from the NPC that made the call. This effect ends when you Catch Your Breath.

“Resist” – A call of Resist means that the target has somehow shrugged off the attack that it was just hit by. That’s the bad news. The good news is that Resist is not immune...it implies a limited ability to do so.

“Root” – A call of Root forces your feet to be frozen where they are (perhaps in fear). You cannot walk, run, stumble, crawl, etc. You must stay where you are. This effect lasts for 1 minute.

“Slam” – If you are hit by Slam, you have been struck by a great force. You must take 1 step back and fall prone. Both of your shoulders must hit the ground, but you may then immediately stand up. Alternately, the target may choose to fall to both knees and place their palms flat on the ground for 3 seconds before standing.

“Slow” – The Slow call prevents the target from moving faster than a slow, steady walk. No speed walking or running is allowed while so affected. This effect lasts for 1 minute.

“Stun” – A call of Stun forces the target to fall prone or take a knee. The target of a Stun cannot move or take any actions for 1 minute.

“Waste” – The Waste call means you lose an amount of a resource. For example, a call of “Waste 2 Sanity” would mean the loss of 2 Sanity points. A call of “Waste 2 Health” would mean the loss of 2 Health points.

These various abilities are delivered by a variety of means, as follows:

“By Gesture” – This call means that, as long as the creature is pointing at you, you’re affected by it. If the Hound of the Moors points at you and calls “By Gesture, Root”, then you’re frozen as long as it keeps

pointing at you. The exceptions to this rule are “Heal”, “Maim”, & “Waste”. If these effects are delivered by Gesture, they are permanent (until normally cured or lost.)

“By Light” – This call will always be made at the beginning of an encounter and will clearly refer to a specific light source – usually a beam of light. If you are hit by the beam of light in that or a later encounter with the same source, you take the effect.

“By Sight” – This call means that, if you can see the creature in question, you take the effect. For example, if the monstrous Walker in the Woods cries out “By Sight, Waste 5 Sanity”, then, if you can see the Walker, you lose 5 Sanity points. If you can see the creature when the call starts, it’s too late; closing your eyes will not save you.

“By Voice” – If you can hear this call, you’re affected by it. If a Zombie calls out “By Voice, Repel” and you hear it say it, you’re affected by the Repel.

Melee – If a creature says one of these special effects as it hits you with an attack, then you’re affected, unless you Avoid or Block it.

Special Note: It may be possible to acquire (or be given by your initial player info packet) a Trait. If you hear a call that ends with the phrase “to <X>” where X is not a Trait you possess, you may ignore it. If you hear a call that ends with “to <X>” and X is a Trait you do possess, then the call affects you. For example, if you had the Trait of “Blue”, and you heard “By Voice, Waste 3 Sanity to Blue”, then you would take that effect, but someone who doesn’t have the “Blue” Trait would ignore it.

These should be all of the Special Effects in the game. If there are any special additions, we’ll address them at the beginning of game. If you hear a call that does not fit these rules, you may disregard it.

Catching Your Breath

Some Concentrations are very strenuous to use, and some effects, such as the fear brought on by a “Repel” attack, linger until you have a chance to relax and catch your breath. You may spend five minutes to Catch Your Breath to reset these Concentrations or end these effects. You can speak and role-play during these five minutes, but you cannot use any in-game abilities, except for Recovery or Inner Calm. You may choose to use either of these Concentrations while Catching Your Breath, but you cannot use both at the same time. You would need to Catch Your Breath twice in a row in order to benefit from both Concentrations.

Fortune

Everyone has some luck to some degree, and the Fortune Talent reflects this. You can spend points of Fortune as follows:

Escape the Cold Clutches of Death – When you would normally die, as illustrated earlier in the rules, you can spend 1 Fortune point to change instead to Unconscious But Stable. You will then recover with 1 Health after five minutes (or sooner if someone uses First Aid or Medicine on you.) Fortune cannot be used to survive a Death Strike.

Return from the Very Brink of Madness – When you would normally become Entirely Mad, as illustrated above, you can spend 1 Fortune point to recover 1 Sanity instead and cease being Temporarily Mad.

Experience a Stroke of Extraordinary Luck – Throughout the game, you'll experience various items with tags that allow one to use a specific Concentration to gain some benefit, such as using Great Strength to move a boulder, using a Field of Study to gain some information from a book, or using Insight to gain some critical bit of information. For 1 Fortune point, you can declare, "I'm feeling lucky!" You can then proceed as if you had the Concentration in question. This includes the special "Cthulhu Mythos" Field of Study, the Antiquarian tags, and the Expertise tags that Professors can access. Any use of Fortune in this manner can benefit from any equipment the skill normally can benefit from (e.g. a Locksmith Kit, a Tool Kit, etc.)

You may locate tags that indicate that they represent a Lucky Find. If you encounter one of these tags, you can only benefit from them by spending 1 Fortune point. These may represent special items or other benefits that can be reaped by those who are fortunate.

Actions Beyond the Purview of These Rules

We absolutely understand that there may be times when these rules don't cover everything a player wants to do. We don't define rules for running, or physically dodging in combat, or hiding, or anything, because there's generally no need. In the case of other actions, however, the default question to ask yourself is "Can I do this in Real Life without causing Real Life damage to myself, the other players, the NPCs, or the property of the camp or the game staff?" If the answer is no, then you should likely not be doing it.

If you're in doubt, bear in mind that there are Keepers on site who can either make a call or check with the Head Keeper to make a decision on whether something will be allowed or not.

In Proctor's Will, the players wanted to barricade the doors of the main building and stay inside. While this is perfectly reasonable, there was a real danger of damage to the tables, chairs, glass doors, etc. In this case, we made a compromise: we cut back on the number of attacks on the main building, because the barricades were holding, as long as the players let us attack the building after a call that the barricades were being broken in.

Benefits and Scars

Because this is a one-shot adventure, we wanted to give folks a chance to play someone who may have had more life experiences than most. This might represent what happened during the horrors of the Great War, things that have occurred over the course of your life, or even a moment of Lovecraftian horror in your past. You may take one Benefit, but at the cost of taking one Scar.

SPECIAL CHALLENGE!!!

Because we'd like this to be a truly terrifying tale of normal people dealing with horrors beyond the pale, we have a special challenge and offer. If you are willing to come in with only a basic melee weapon and no ammo packs, representing that you really believe that you're on a lovely scenic tour of the Pacific Northwest, you may take a Benefit without taking a Scar. You can still only have one Benefit, however.

Benefits

Dark Heritage – A brush with the supernatural made you more keenly aware of the lingering strangeness in your own family. Whether you've come to accept it or completely deny it, it allows you a modicum of respite from the madness around you. You may call "Resist" to a Sanity-reducing effect to completely negate it. This can only be done twice before needing to Catch Your Breath. You should decide on the nature of your Heritage (Deep One blood, ghoulish taint, previously possessed by the Great Race of Yith, daughter of a major cult figure, etc.) and inform the Keeper of this in your character background. Bear in mind this is very likely to have hidden negatives, as well.

Fame and Fortune – Because of your exploits, you have become well-known in your field and made some extra money. You are considered to be at +3 Fortune for purposes of purchasing starting equipment. You will also likely be recognized by others aware of your field, for better or for worse.

Field of Study: Cthulhu Mythos – You have access to a new Field of Study skill. This works like all other Fields of Study, but it may reveal to you secrets that those who don't yet believe simply can't accept. Of course, sometimes there are things that Humankind was truly not "Meant to Know".

"I've Seen Worse" – Let's face it – the human mind is shockingly good at accepting the unacceptable. Once you've been attacked by the living dead, a few more aren't going to phase you. You may call "Resist" to a Sanity-reducing effect to completely negate it. This can only be done once before needing to Catch Your Breath.

New Concentration – You've learned a lot in life, and you have more skills than the average person. This gives your character 3 points to buy new Concentrations. These can be from any Talent section. They can be combined with previously unspent points from that Talent.

“That Which Does Not Kill You Makes You Stronger” – You took the worse that the horrors beyond had to offer, and you made it. This has filled you with a renewed sense of purpose and made you generally harder to take out. You may add +1 to your Health, Sanity, or Fortune.

Scars

Anxious – You can’t stop and rest...if you rest, *they* can get you. Your nerves aren’t what they were, and you have a lot of difficulty calming yourself. If you are not at your Maximum Sanity, it takes you six minutes to Catch Your Breath instead of five.

Autophobia – One of the most terrible things is being alone. When you’re alone, *they* can get you more easily. Any time you take Sanity loss, and there’s no one friendly to you in your field of vision, you lose 1 extra point of Sanity.

Broken and Battered – You survived your brush with horror, true, but it was a near thing, and you’ve never been the same. You must reduce your Health, Sanity, or Fortune by 1 point.

Claustrophobia – You know it’s unreasonable, but you can’t stand being in tight spaces. If you find yourself in an area where you can reach out your arms and touch walls on either side, you’re in a heightened state of fear. The first time in any situation where you find yourself in this heightened state, you lose 1 point of Sanity, and you cannot Catch Your Breath or benefit from Inner Calm until you’re in an entirely open space.

Hylophobia – Why did you ever agree to come out to this place of primal forests, filled with beasts and haunted legends? Individual trees may give you the creeps, but forests terrify you. If you take Sanity loss while within the confines of a forest (being in town or the field does not count) you must lose 1 extra point of Sanity any time Sanity loss is called.

Necrophobia – The dead are a constant reminder of one’s own mortality, and you can’t bear to think of that yawning grave that lies before you. If someone dies in front of you, or you encounter a dead body, you should treat it as if the dead person had called a Repel. This can be overcome by Catching Your Breath. You can then approach the dead body as normal.

Noctiphobia – People don’t understand...you’re not afraid of the dark. You’re afraid of the night. The darkness of night can hide many things, and evil festers at night. You’ll never forget straining for the first glimpses of dawn. When you use Inner Calm or have Psychoanalysis performed on you at night, these abilities only restore 2 Sanity instead of 3.

Paranoia – You can find evil anywhere, and who knows who may be involved in something terrible? You’re slow to trust at best, even if you know the person in question well. The first time someone uses Calming Presence on you when you’re Temporarily Mad, you must call “Resist.” A second use of it, however, will calm you, normally, although you should still be on edge.

Survivor's Guilt – Whether it's the Great War, your police background, or another similar situation, many good people have been lost. You're not sure how you survived when so many good people didn't. It's hard to feel worthy of the sacrifices that others made. Any time someone friendly to you is Death Struck in your presence, or any time you realize a companion is dead, you lose 2 Sanity.