

SHAKEN

WOUND

Realms of Cthulhu (Savage Worlds) Cheat Sheet

Heroic Horror

MADNESS

FATIGUE

House rules

- King of Club members get an additional benny if they draw the King of Clubs for initiative
- Fate is Unkind – Any time you roll snake eyes, you may spend no further bennies on the roll in question

Actions

- Each round (6 seconds) = 1 Action – plus any Free actions in any order or combination
- Multiple actions: Each additional unique action gives all actions -2 (cumulative)
- Typical actions: drawing a weapon, casting a spell, shooting or melee attack, test of will, running
- Free actions: normal movement, falling prone, resisting opposed rolls, dropping an item, yelling a warning
- Drawing two weapons: usual -2; In order to attack must pass an Agility roll TN =4
- Running: add +1d6" to movement; difficult ground doubles cost; jump 1" standing, 2" running, 3" strength roll

Non-combat rules: success Target Number (TN) = 4

- Wild die: Characters and wild cards roll an extra d6 taking the best result
- Ace: roll the highest value on the dice, roll again and add the results together (cumulative)
- Raise: exceed the TN by 4. Typical raises are at 8, 12, 16, 20...
- Unskilled checks: Unskilled checks are always made at: 1d4 – 2 (plus wild die – 2)
- Opposed rolls: character acting first rolls (use bennies) until happy; target then resolves
- Cooperative rolls: +1 for every companion success or raise; +4 max except Strength (unlimited)
- Critical failure: snake eyes - Keeper gets to make up failure
- **Bennies:** completely reroll any trait test; reroll any soak roll; remove shaken and take a full action
 - Cannot be used to reroll damage, table, or non-trait rolls
 - Players start with 3; Keeper gets 1 per player; Keeper gets 2 per wild card
- Fatigue: -1 cumulative to all trait tests; fatigued (-1), exhausted (-2), incapacitated (see below)
- Defining Interests: Get +1 to Common Knowledge rolls
- **Healing Wounds:** Within 1 hour; Healing TN = 4; -1 for each of the victim's and healer's wounds and madness (can apply twice for self-healing); -2 if no healing kit; unskilled attempts are allowed
 - 10 minutes per attempt; multiple attempts are allowed (new house rule)
 - Success = 1 wound cured; Raise = 2 wounds cured
- **Healing Madness:** Within 1 hour; Knowledge (Psychology) TN = 4; -1 for each of the victim's and healer's wounds and madness (can apply twice for self-healing); -2 unless quiet and safe; NO unskilled attempts
 - 20 minutes per attempt; multiple attempt are allowed
 - Success = 1 madness cured; Raise = 2 madness cured; Critical failure = +1 madness (ouch)

Initiative rules

- Joker: go whenever (even interrupt); +2 to all trait rolls, +2 to damage rolls
- Hold: can cross rounds; attempt to interrupt requires opposed Agility roll; being shaken breaks hold
- Surprise: attackers on hold; victims make Notice roll TN = 4; success = card, fail = no card, no action

Missile combat rules "to hit": success TN = 4

- Raise does +1d6 damage
- Multiple shots: can aim at different targets; must declare before shooting; resolve simultaneously
- -2 for medium distance; -4 long distance
- -1 for <50% cover; -2 for >50% cover or prone; -4 for peeking around corner; -6 for arrow slits
- -1 for twilight, light fog, full moon; -2 for dark (visibility 10'), -4 for total darkness but good fix
- Blind shot with no fix: -4 to hit and the victim makes a Stealth roll to ignore the attack
- Unarmed Defender: armed attackers gain +2 Fighting unarmed defenders (who can't parry)
- Ranged Weapons in Close Combat. Pistols only; Target Number is defender's Parry (not the standard TN=4)
- Unstable Platform: -2 Shooting from a moving vehicle or animal

Melee combat rules "to hit": success TN = Parry

- Raise does +1d6 damage

Combat "damage" rules: success TN = Toughness

- Success = shaken; raise (+4) = deals 1 wound, 2 raises (+8) = deals 2 wounds, etc.
- If already shaken (for any reason) take 1 wound instead
- Cannot use bennies to change rolls
- Resolve each damage hit separately and completely before moving on to the next (including soaking)
- **Soak**: spend a benny immediately - only one soak attempt per damage hit
 - **Vigor roll** TN = 4, success removes a wound and each raise reduces wounds by 1
 - If you remove all wounds, then remove shaken also
- **Shaken** = take free actions only; on your turn, you may make a **Spirit roll** TN = 4 to recover; a raise means that you can also take a full action
- **Wounds** = -1 cumulative to Pace (movement) and trait tests
- Incapacitated = Once you have more than 3 wounds; draw an Incapacitated Card; make an immediate Vigor roll
 - *Follow the results on the card (the cards combine Injury and Bleed Out tables from SW rulebook)*
 - *You are unconscious for the remainder of the battle*
- Area of Effect: targets under template suffer damage
 - Treat cover as armor: -1 for <50% cover; -2 for >50% cover or prone; -4 for foxhole
 - Missed attack rolls cause 1d6" deviation for thrown weapons, 1d10" for missile weapons; x1 for Short, x2 for Medium, x3 for Long; up to 50% of attack distance; d12 as clock for direction
 - Diving for cover - characters who are aware of the attack can make an Agility roll to avoid the blast and damage; -0 "on the edge"; -2 inside the blast range; place the figure just outside blast
- Dynamite:
 - Knowledge (Explosives) roll needed to control timing; Success = goes off within the round no damage to you (but targets get Diving for Cover); Raise = perfect timing (no escape)
 - Throwing roll needed to control direction and distance
- Armor and Obstacles – Armor add to Toughness: +1 (leather, glass), +3 (sheet metal, cab door), +4 (oak door), +8 (brick wall), +10 (stone wall); Obstacle counts if the attack would have hit without the cover modifier
- Falling – 1d6+1 per 10 feet up to 10d6+10 – deep snow, water, etc. reduce damage to half with an Agility save (at -2 for every 15 feet fallen) to negate all damage

Mental anguish rules

- Seeing a Mythos creatures (or other unspeakable horror), you must make a successful **Spirit roll** (TN = 4) to avoid mental anguish damage
- If you fail, the Mythos creature deals its mental anguish damage
 - Keeper rolls mental damage roll against TN = your Sanity
 - Success = shaken; raise = deals 1 madness point, 2 raises = deals 2 madness, etc.
 - If already shaken (for any reason) take 1 madness instead
 - Extras that fail will be panicked (i.e., flee, pass out, go fetal, etc.)
- **Rationalization (soak)**: spend a benny immediately – only one soak attempt per mental anguish hit
 - **Smarts roll** TN = 4, success removes 1 madness and each raise reduces madness by 1
 - If you remove all mental anguish, the remove shaken also
- Insanity: Once you have more than 3 madness points; draw an Insanity Card and make an immediate Spirit roll
 - *Follow the results on the card (the cards combine Insanity and Mental Disorder tables from RoC)*
 - *You are catatonic for the remainder of the battle.*

Casting spells, using magical items, and other Mythos actions

- Make a successful Knowledge (Mythos) check (TN = 4) for the spell, item, or action to work
 - Failure = nothing happens
 - Critical failure = backlash (characters); no more spells cast (monsters)
- Most Mythos actions have a cost to be paid (fatigue, madness, etc.)
- Power points are not used in this genre

Optional Attack Charts

Attack Options	Effect
Aim	+2 Shooting/Throwing if character does not move
Breaking Things	Parry 2; No bonus damage or Aces; Toughness examples: 4 = Rope; 8 = Light Door, Lock; 10 = Heavy Door, Sword; 12 = Handcuffs.
Called Shots	Limb -2 (may disarm); Head -4 (add +4 damage); Small target -4; Tiny target -6
Crouching	Free action to crouch, movement half pace, -1 to missile rolls to hit you
Defend	+2 Parry; character may take no other actions (free actions are allowed)
Disarm	Must make a Called Shot (generally to the limb holding the object); if hit, defender makes Strength roll vs. damage or drops weapon or object
The Drop	Foe is entirely off-guard; +4 attack and damage rolls
Finishing Move	Instant kill to helpless foe with lethal weapon
Firing Into Melee	Missed Shooting or Throwing roll of 1 (1 or 2 with shotguns) hits random adjacent target (innocent bystander)
Full Defense	Fighting roll at +2 replaces Parry if higher; cannot move at all
Ganging Up	+1 Fighting per additional attacker; maximum of +4
Grappling	Opposed Fighting roll to grapple (no damage). Success = entangled; Raise = opponent Shaken; On his action, Defender makes opposed Strength or Agility to break free (any other action made at -4); On next action, attacker can make opposed Strength or Agility to cause damage. Damage caused is Strength.
Improvised Weapons	Small: Range 3/6/12, Damage Str+d4, RoF 1, Min Str d4, -1 attack and Parry Medium: Range 2/4/8, Damage Str+d6, RoF 1, Min Str d6, -1 Attack and Parry Large: Range 1/2/4, Damage Str+d8, Min Str d8, -1 attack and Parry
Nonlethal Damage	Fists or blunt weapons only. Flat-sided blade attacks are at -1 on Fighting. Characters are knocked out 1d6 hours when Incapacitated (no Incapacitation cards drawn)
Off-Hand Attack	-2 to Fighting or Shooting with off-hand
Prone	Free action to go prone, movement 2", -2 to missile rolls to hit you; costs 2" to get up; you suffer -2 Fighting, -2 Parry
Push: Bash	Push the target 1" for every success and raise on opposed Strength roll. If they hit an obstacle, then 1d6 damage for each raise on the Push roll.
Push: Knock Prone	Opposed Strength roll. Success = the defender is knocked prone.
Rapid Attack	Cannot be combined with any other attacks; Make up to 3 Fighting attacks at -4 each; or fire up to 6 shots from a revolver at -4 penalty to each die (fanning the hammer); Can choose multiple targets before shooting; resolve simultaneously
Test of Will	Opposed roll - Intimidation (vs. Spirit) and Taunt (vs. Smarts); Success = attacker gets +2 to next action against defender; Raise = defender Shaken
Touch Attack	+2 Fighting to simply touch a foe
Tricks	Describe action; Opposed roll - Agility or Smarts (depending on the trick). Success = defender gets -2 to Parry; Raise = defender Shaken; Cannot trick twice.
Two Weapons	-2 penalty for each attack; additional -2 for off-hand if not Ambidextrous
Wild Attack	+2 Fighting; +2 damage; -2 Parry until next action; Can be used with Frenzy, Sweep or two weapons.
Withdrawing from Melee	Adjacent (non-Shaken) foes get one free attack at retreating character; May be used with Defend option

Situational Rules

Non-Attack Situations	Effect
Chases	Long chases are described in detail in SW p.82-83.
Dramatic Tasks (Rituals)	Usually takes 5 actions and requires 5 successes before time runs out; Deal Action card (even if not in combat) each round; Tasks are typically at a -2 modifier for difficulty; Cooperative rolls may be used. If the Action card is a Club, something has gone terribly wrong = additional -2 penalty for that round. Rituals require Knowledge (Mythos); Bombs require Knowledge (Explosives), etc.

Situational Rules (continued)

Non-Attack Situations	Effect
Fear or Terror	Spirit roll to avoid Mental Anguish when you encounter a Mythos monster type for the first time. Spells and Rituals always invoke a new fear. Negative Terror modifiers may apply. Mental Anguish rules describe the resolution.
Fire	Burning weapons do +2 damage, Thrown oil and the like do d10 damage; Flammable objects catch fire on a 1 on a d6; +2 for very flammable; +4 for volatile. If victim catches fire, recheck each round to see if the "reignite" and take more damage.
Mounted Combat	Use lowest of Fighting or Riding skill. See SW p. 74 for details.
Natural Healing (wounds)	Every 5 days, you may make a Vigor roll to remove a wound (raise removes two wounds). Mods: -2 rough traveling; -2 no medical attention; -2 poor environment
Natural Healing (madness)	Every 5 days, you may make a Spirit roll to remove a madness (raise removes two madness). Mods: same as above; also +2 if therapy
Poison	Immediate Vigor Roll; Healing roll to slow or neutralize; Recovery is 24 hours

Type	Failure	Success	Raise
Lethal	Death in 2d6 rounds	1 Wound and Exhaustion	Exhaustion
Venomous	Death in 2d6 minutes	1 Wound and Exhaustion	Exhaustion
Paralysis	Paralyzed for 2d6 minutes	Paralyzed for 2d6 rounds	Fatigue
Knockout	Knocked out for 2d6 hours	Knocked out for 2d6 minutes	Fatigue

Social Conflicts	Rules for prolonged legal battles and diplomacy are on SW p.96
Travel	Walking pace is 3 miles per hour (1/2 Pace). Vehicles Top Speed is average miles per hour.
Vehicles	Acceleration is how many inches per turn it can increase its speed. Movement over 15" is a -2 handling penalty to the driver (and -2 for each addition 15"). For maneuvers, collisions, vehicular attacks, damage and repairs see SW p.98-101.

Rules for Hazardous Conditions

Hazard	Incapacitation	Recovery
Cold – Every 4 hours below freezing, make a Vigor roll or take 1 Fatigue. Mods: -1 for every 20 degrees below zero (max -3).	Vigor roll every hour or die	1 Fatigue for each 30 minutes in warmth and shelter
Heat – Every 4 hours above 90 degrees, make a Vigor roll or take 1 Fatigue. Mods: -2 for not drinking water; -1 for every 5 degrees hotter; +1 for shade; +1 for resting	Vigor roll every hour to decrease Smarts and Strength (min d4)	1 Fatigue every 60 minutes with water and shade
Disease – Vigor roll to avoid contracting disease. Failure = take 1 Fatigue and become shaken.	n/a	1 Fatigue is recovered 2d6 days after cured
Drowning – Rough water must make Swimming check every minute or take 1 Fatigue. Mods: -2 for white water, calm water check only for untrained	Death within 5 minutes of failure. Resuscitate with Healing roll at -4	1 Fatigue for every 5 minutes out of the water
Smoke Inhalation – Every 1 minute, make a Vigor roll to avoid or take 1 Fatigue; Mods: +2 for wet cloth over face	Death within 5 minutes of failure. Resuscitate with Healing roll at -4	1 Fatigue for every 5 minutes out of smoke
Hunger/Thirst - Every 12 hours without food and 6 hours without water after the first day make a Vigor roll or take 1 Fatigue; Mods: Survival Skill – ignore personally (with a raise the whole party ignores)	Death 3d6 hours later	1 Fatigue for every 60 minutes with food and drink
Sleep – Every 12 hours without sleep after the first day make a Vigor roll or take 1 Fatigue; Mods: -2 for every 12 additional hours (max -6); +2 for stimulants	Falls asleep for 2d10 hours	1 Fatigue for every 4 hours of restful sleep