Microlite20 Cthulhu   by Eric Bullis

STATS

There are 3 character statistics: Strength (STR), Dexterity (DEX) and Intelligence (INT). Players allocate a total of 6 STAT bonuses to their skills. +4 maximum to any STAT. A well-rounded character would be STR +2, DEX +2 and INT +2.   Each character also has a Sanity (SAN) score, described below.

CLASSES

There are no classes or feats in M20 Cthulhu. Instead, each character starts with 1 point in each skill, and gets 4 points to distribute as they wish into the skills, with a maximum of 3 points in each skill. Each character gets +1 to all skills when they level up.

SKILLS

There are 4 skills:

> Physical (**PHYS**), Subterfuge (**SUBT**), Knowledge (**KNOW**) and Communication (**COMM**).
> Roll d20 + **SKILL** + STAT or higher than the given Difficulty Class (DC) to succeed.
> **SKILL** = Character Level + Skill Bonus

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Examples:	Climbing	=	STR	+	PHYS
	Dodging	=	DEX	+	PHYS
	Hiding	=	DEX	+	SUBT
	Finding Traps	=	INT	+	SUBT
	Diplomacy	=	INT	+	COMM
	Researching	=	INT	+	KNOW

SAVING THROWS

Use STR + PHYS for FORTITUDE saves, DEX + PHYS for REFLEX saves, and INT + Level for WILL saves.

SANITY

Characters begin with 60 + (INT x 10) in Sanity Points. Whenever a disturbing event is experienced by a character, they make a check, rolling a Will Save (set by the GM) to avoid SAN loss. If the character fails the roll (or sometimes, even if they succeed), Sanity is lost, based upon the following criteria: 1d6 SAN loss = seeing a minor monster or reading an ancient book of TRUTH. 2d6 SAN loss = seeing a significant monster or learning a powerful ritual spell. 3d6 = meeting a huge tentacle monster face-to-face. Any time a character loses more than 5 points of Sanity, the character must make a Will save (DC 20) check or develop a neurosis/psychosis.   Characters with 0 or lower SAN are permanently insane.

MAGIC

Magic is only learned through sacrificing Skill Bonuses and SAN. Spells are learned through researching mind-blowing arcane texts. They are rare and are designed by the GM.

COMBAT

Hit Points = (STR bonus x 2) + 10 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, etc.)

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level
Magic attack bonus	=	INT + Level

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** small caliber pistols = 1d10, large caliber pistols = 2d8, shotguns = 3d6/2d6/ 1d6, rifles = 2d10, submachine guns = 2d12. **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. **Auto-fire:** an automatic weapon can spray a 10'x10'area with bullets. The attack must hit AC 14. If successful, anyone in the area must make a DEX check (DC 15) or be hit. **Explosives:** fragmentation grenades = 3d6 (20' radius), dynamite = 4d6, +1d6 for each additional stick, (10'radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius). **Armor:** Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC. Armor Class (AC) = 10 + DEX bonus + Armor bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.
Spikes: Add +1 point to falling damage per 10' fallen, max +10.
Poison: FORTITUDE save to avoid or for half, depending on poison. Effects vary.
Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, solving of a puzzle, neutralization of threat, etc. Add +1 for each doubling of the number of foes. Add up the Encounter Levels (ELs). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. **Each level adds:** +1d6 to Hit Points, +1d6 to SAN, and +1 to all Skills.

MONSTERS

Monsters and Minions all have one thing in common... they are dangerous! Most of the monsters have damage reduction and devastating attacks. Minions are just plain crazy and don't respond predictably to injuries or diplomacy. *Many monsters break the rules in terms of stats, skills, etc.*

To weaken or strengthen a monster or minion, simply subtract or add hit dice. This also results in a subtraction or addition to skills. Please note that these monster statistics are guidelines rather than rules. Additional abilities can be added for the sake of flavour, tension or necessity.

BYAKHEE: HD 4d8 (18 hp), AC 15, DR 5, Claws +3/+3 (1d4+3), Fly 60', immune to cold, vacuum, etc., STR +3, DEX +2, INT +0, PHYS + 3, SUBT +7, KNOW +2, COMM +0.

COLOUR OUT OF SPACE: HD 10d8 (45 HP), AC 14, Envelop +12 (1d6 + ability drain – FORT DC 20 or lose 1d3 in each ability/round), incorporeal, disintegrate, immune to cold, vacuum, vulnerable to magnetism. STR +6, DEX +4, INT +1, PHYS + 6, SUBT +14, KNOW +6, COMM +4.

CHTHONIAN: HD 8d10+40 (84 HP), AC 21, fast heal 5, 4 tentacles +12, 2d4+7 each + crush. Immune to heat, cause earthquake, vulnerable to water, STR +8, DEX +1, INT +3, PHYS +10, SUBT + 6, KNOW +6, COMM +2.

CULTIST, NOVICE: HD 1d6+2 (8 HP), AC 9, Pistol +1 (1d10), STR +1, DEX +0, INT -1, PHYS +1, SUBT +1, KNOW +1, COMM + 0.

CULTIST, DANGEROUS: HD 5d6+10 (30 HP), AC 14, Pistol +4 (1d10), STR +1, DEX +1, INT +1, PHYS + 3, SUBT +4, KNOW +6, COMM +2.

CULTIST, GRANDMASTER: HD 10d6+20 (58 HP), AC 14, Pistol +7 (1d10), STR +1, DEX +1, INT + 2, PHYS +6, SUBT +6, KNOW +12, COMM +6.

DEEP ONE: HD 2d8+4 (13 HP), AC 15, 2 Claws +5 (1d4+4) and Bite +0 (2d4+2). STR +4, DEX +2, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

DARK YOUNG OF SHUB-NIGGURATH: HD 8d8+24 (60 HP), AC 12, DR 20, 4 tentacles +12 (1d6+10 each), constrict, STR drain, STR +10, DEX +3, INT +3, PHYS + 6, SUBT +8, KNOW + 8, COMM +2.

DIMENSIONAL SHAMBLER: HD 3d8+9 (22 HP), AC 12, DR 5, Claw +8 (1d6+6), planar jaunt. STR +4, DEX +1, INT +0, PHYS + 4, SUBT +6, KNOW +2, COMM +0.

FIRE VAMPIRE: HD 2d8, AC 17, DR 20, Touch +1 (1d6, +1 STR drain), Fly 10', STR -4, DEX +3, INT +1, PHYS +1, SUBT +5, KNOW +0, COMM +0.

FORMLESS SPAWN: HD 5d10+25 (53 HP), AC 15, 4 pseudo-pods +8 (1d8+5), ooze qualities, grab, swallow, STR +4, DEX +5, INT-1, PHYS + 8, SUBT +5, KNOW +2, COMM +0.

GHOUL: HD 2d12 (13 HP), AC 14, 2 Claws +4 (1d6+3) & Bite +0 (1d6+1), grab, STR +3, DEX +1, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

HOUND OF TINDALOS: HD 4d10+4 (26 HP), AC 15, DR 5, Fast Healing 5, 2 Claws +6 (1d4+2) & Tongue +2 (1 STR drain), STR +3, DEX +1, INT +4, PHYS +3, SUBT +5, KNOW +3, COMM +1.

MI-GO: HD 2d8+2 (11 HP), AC 12, DR 10, 2 Claws +1 (1d6) or Lightning Gun + 3 (2d6), immunities, STR +0, DEX + 2, INT + 4, PHYS +1, SUBT +2, KNOW +5, COMM +2.

NIGHTGAUNT: HD 4d8+4 (22 HP), AC 14, DR 15, Grab +7, clutch, tickle, immunities, STR +4, DEX +3, INT +2, PHYS +3, SUBT + 6, KNOW + 2, COMM +1.

RAT-THING: HD 1d6 (3 HP), AC 16, Bite +7 (1), jaw lock, STR -4, DEX +4, INT +1, PHYS +1, SUBT +4, KNOW +0, COMM +0.

SERPENT PEOPLE: HD 2d8+2, AC 15, Bite + 2 (1d4 + poison), STR + 0, DEX +0, INT +3, PHYS +1, SUBT +1, KNOW +4, COMM +0.

SPIDER OF LENG: HD 10d10+30 (85 HP), AC 16, DR 10, Bite +12 (2d6+6+poison), PHYS +14, SUBT +10, KNOW +4, COMM +2.

STAR VAMPIRE: HD 4d8+12 (30 HP), AC 15, DR 5, 4 Claws +6 (1d6+4, +1 STR damage), invisibility, STR +4, DEX +1, INT +1, PHYS +2, SUBT +8, KNOW +2, COMM +0.

ZOMBIE: HD 2d12+3 (16 hp), AC 11, DR 5, Slam +3 (1d6+1), STR +1, DEX -1, INT -4, PHYS +2, SUBT +3, KNOW +0, COMM +0.

Remember that the original game focused upon investigation, discovery and horror. Try to avoid a "hack-and-slash" style of play. It will only get the investigators killed. Instead, steer towards hidden truths, dark secrets, insane cultists, local superstitions, mysterious phenomenon and horrifying endings.

Also remember that a shotgun might make an investigator feel brave, but it won't do much against a Nightgaunt...   Actually, a grenade launcher won't do much either...