


Cthulhu Bay



NEW AND IMPROVED





Name of the
Player _____





Name of the
Character _____




 Role _____ ☐





 Item _____ ☐

RESOURCES

 Torches _____   

 Voice _____   

 Physique _____   

 Self-Control _____   

QUESTIONS

1. _____

2. _____

Injuries Table

1. The physical trauma causes you to lose clarity. Take Disadvantage when looking for the next Clue.
2. You're shaken by what happened. Lose a Size of Self-Control instead of Physique.
3. You irretrievably lose or break your Item.
4. The wound paves the way for some kind of strange transformation. Lose a Size of a Resource of your choice to gain a Clue.
5. In an attempt to protect yourself you involve an NPC. You don't lose a Size but something terrible happens to the NPC in your place.
6. You suffer a rather serious wound - decide how and what. From now on take Disadvantage on all Physique Checks in which your wound will hinder you in some way.

Shock Table

1. Flee the Scene. Choose an option: the GM deletes a Clue from among those not yet discovered or you get into trouble immediately (the GM triggers a Reaction).
2. On the spot you maintain control, but over the next few days (or hours) you struggle to sleep and when you do you have strange dreams. You may lose a Size of Physique to find a Clue.
3. On the spot you maintain control, but you become tense and irritable. You lose a Size of Voice instead of the size of Self-Control you just lost.
4. You react by denying the incident and blocking out the whole experience. If you found a Clue that only you knew about, cross it off the list, otherwise the GM deletes a Clue not yet discovered.
5. You freeze completely. You're unable to react to danger (the GM may trigger a Reaction).
6. Phobia. You're terrified and react as #1 or #5 at the GM's choice. The source of the event henceforth generates terror in you: take Disadvantage on all related Checks.

CLUES SHEET

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Questions of the Tale

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Bay