

NEW EDITION

CALL of CTHULHU[®] Keeper's Screen

Basic Game Data Instantly at Hand
Monster & Spell Tables
Institutional Disasters
Ranged & Melee Weapons
Sanity & Typical Losses
Books of the Mythos
Damage Bonuses, etc.

NEW EDITION

4 Panels

Select *Cthulhu* Now and
Gaslight Weapons
Bi-Side Resistance Tables
Malfunction Numbers
Knock-Out Rule



2323

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Selected Weapons, Cthulhu Now & Gaslight

name	shots per round	damage	base range in yards	ammo load	dollar cost (gun/ammo)	hit points	malfunction number
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Melee Weapons

sword cane	—	1D6	—	—	10	10	—
garrote	—	strangle	—	—	—	—	—

Handguns

derringer (2B)	1**	1D6	5	2	4/.03	4	00
.357 magnum	1	1D8+1D6	20	6	330/.50	10	00
.44 magnum	1	2D6+2	30	6	350/.60	10	00

Rifles & SMGs

.30 lever-action rifle	1	2D6	50	6	25/.05	8	98
Garand M1	1	2D6+3	110	8	250/.85	9	00
buffalo rifle	1/2	3D6	100	1	50/.10	14	00
elephant gun (2B)	1**	3D6+3	50	2	125/.05	12	00
.444 Marlin	1	1D8+1D6+3	90	5	330/.95	12	98
.300 Winchester magnum	1/2	1D8+1D6+3	120	3	550/1.05	11	00
.460 Weatherby magnum	1/2	2D10+3	110	3	1100/2.60	15	00
AK-47, AKM@	2/burst	2D6+1	90	30	1000/1.00	12	98
FN FAL@	1/burst	2D6+3	100	20	800/.80	10	97
M16A1@	2/burst	2D8	130	30	660/.60	8	94
M16A2@	2/burst*	2D8	130	30	NA	10	97
Ingram MAC 10 (9mm)@	2/burst	1D10	25	32	NA	8	96
Ingram MAC 11@	3/burst	1D8	20	32	400/.35	8	96
Uzi SMG@	2/burst	1D10	40	32	630/.45	8	98

Dollar Cost — reflects era of manufacture, circa 1890 or 1990.

Malfunction Number — with a result equal to or higher than the firing weapon's malfunction number, the firer's weapon does not shoot. If the weapon is a revolver, bolt-action, or break-open rifle/shotgun, the problem is a dud round. If the weapon is automatic, pump-action, or lever-action, then the malfunction is a jam. If you adopt this newish addition to the rules, all firearms malfunction on a result of 00 or as indicated.

* 3-round burst only.

** might fire both barrels in one round, or one barrel in each of two separate rounds.

@ burst capability unavailable to civilians in the United States.

1/2 — the weapon may be fired every two rounds.

(2B) — two barrels.

NA — not available; i.e., not for sale to U.S. civilians; possibly not for sale to many governments.

Base Chances

Handgun 20%
Machine Gun 15%
Rifle 10%
Shotgun 30%
Submachine Gun 15%



Knock-Out Attacks

A knock-out attack can be attempted only with a fist, blunt weapon, kick, grapple, or head butt. To inflict unconsciousness (rather than solely physical damage), state that intention before rolling for the attack.

Then use the resistance table. Match the hit points rolled against the current hit points of the target. If the attack succeeds, the target is knocked out and remains so for several minutes (First Aid can immediately awaken a victim). Knock-out does physical damage equal to 1/3rd the hit points actually rolled: round down any fraction.

Knock-out works against humans and humanoid hybrids such as deep-one half-breeds and ghouls. The attack does not work against the vast majority of monsters.

This is an official addition to Call of Cthulhu.*

Resistance Table

For success, roll equal to or less than the indicated number.

Passive Characteristic

Active Characteristic

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
01	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—
02	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—
03	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
04	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—
09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50



Ranged Weapons

skill skill	weapon weapon	bullets carried	shots per round *	damage	base chance	base range	hit points	jams on roll of
Handgun	.22 revolver	6	3	1D6	20%	10 yards	10	—
Handgun	.22 automatic	7	3	1D6	20%	10 yards	6	99-00
Handgun	.32 or 7.65mm revolver	6	3	1D8	20%	15 yards	10	—
Handgun	.32 or 7.65mm auto.	7	3	1D8	20%	15 yards	6	99-00
Handgun	.38 or 9mm revolver	6	2	1D10	20%	15 yards	10	—
Handgun	.38 or 9mm automatic	7	2	1D10	20%	15 yards	8	99-00
Handgun	.45 revolver	6	1	1D10+2	20%	15 yards	10	—
Handgun	.45 automatic	7	1	1D10+2	20%	15 yards	8	99-00
Rifle	musket	1	1/6*	1D8+4	10%	40 yards	15	—
Rifle	.22 bolt-action	5	1	1D6+2	10%	30 yards	9	—
Rifle	.30-06 bolt-action	5	1/2*	2D6+3	10%	100 yards	12	—
Rifle	.30 semi-automatic	5	1	2D6+3	10%	100 yards	8	96-00
SMG	Thomp. submachinegun	20	burst**	1D10+2	15%	20 yards	8	96-00
Machine Gun	.30 water-cooled MG	belt	burst**	2D6+3	15%	150 yards	10	91/99-00@
Shotgun†	20-gauge double-barrel	2	2	2D6/1D6/1D3	30%	10/20/50 yards	8	—
Shotgun†	20-gauge pump	4	2	2D6/1D6/1D3	30%	10/20/50 yards	6	96-00
Shotgun†	12-gauge double-barrel	2	1	4D6/2D6/1D6	30%	10/20/50 yards	10	—
Shotgun†	12-gauge pump	4	1	4D6/2D6/1D6	30%	10/20/50 yards	8	96-00
Throw	hand grenade	—	1/2*	3D6:3yd rad.	Thr%	thrown	5	—
Throw	dynamite stick	—	1/2*	5D6:1yd rad.	Thr%	thrown	1	—
Throw	spear (two-handed)	—	1/2*	1D8+1	Thr%	thrown	15	—
Throw	war boomerang	—	1/2*	1D8	Thr%	thrown	8	—
Throw	any knife	—	1/2*	as per knife	Thr%	thrown	as per knife	—
Throw	rock	—	1/2*	1D4	Thr%	thrown	—	—

NOTE: except for shotguns, grenades, dynamite sticks, boomerangs, and rocks, all these ranged weapons impale.

* 1/2 means the weapon may be fired or thrown every 2 rounds. 1/6 means it may be fired once every 6 rounds.

† damage for shotguns varies with range; double-barrelled shotguns can fire both barrels on the same DEX if desired. Sawed-off shotguns do full damage at ranges up to 5 yards; between 5-10 yards they do 1D3 (20-gauge) or 1D6 (12-gauge); at ranges over 10 yards such weapons do no damage in game terms.

@ a machine gun jams on a 91-00 result if operated by one person, and on a 99-00 result if operated by two persons.

** Automatic Weapons: fully-automatic weapons, such as Thompson submachine guns, may fire more than a single shot on the user's DEX. For each shot fired in a burst, the attack chance is raised by 5 percentiles. Roll once for all attacks against a single target. If the attack succeeds, roll an appropriate die to determine how many bullets actually hit. For example, if 8 shots are fired, 1D8 is rolled to determine the number of hits. If 3 shots are fired, 1D3 is rolled. Only the first bullet will impale if an impaling hit is rolled. If more than one target is attacked, the user loses one shot per extra target aimed at. Each target must be rolled for separately to be attacked in this fashion.

EXPLOSIVES: damage for explosive weapons is given with a radius. The damage done decreases by 1D6 for every increment of the stated distance between the explosion and the target. To determine damage to a target, roll the appropriate explosives damage separately for each target within the radius.

Damage Reminder

If from a single wound a character takes damage equal to half or more of his current hit points, a number equaling his CON or less must be rolled on 1D20 or the character falls unconscious.

Melee Weapons

weapon	damage	base chance	hit points
Fist / Punch	1D3	50%	—
Brass Knuckles	1D3+2	as Fist	—
Head Butt	1D4	10%	—
Kick	1D6	25%	—
Grapple	special	25%	—
Fencing Foil, sharpened*	1D6	20%	10
Rapier / Heavy Epee, sharpened*	1D6+1	10%	15
Civil War Sabre	1D8+1	15%	20
Wood Axe (for two hands)	1D8+2	20%	15
Hatchet	1D6+1	20%	12
Spear (for two hands)*	1D8+1	10%	15
Fighting Knife (Bowie, dirk)*	1D4+2	25%	15
Butcher Knife (commando knife)*	1D6	25%	12
Small Knife (switchblade, etc.)*	1D4	25%	9
Pocketknife*	1D3	25%	6
Baseball Bat / Poker	1D8	25%	20
Nightstick / Small Club	1D6	25%	15
Scythe (for two hands)	2D6	10%	20
Sickle (for one hand)*	1D6+1	10%	8
Bullwhip**	1D3	05%	6

* impaling weapon.

** between 2-5 yards the bullwhip inflicts 1D3 damage and a disconcerting slap of pain. On an 'impaling' hit (1/5th normal chance to hit), the user specifies whether the whip wraps around an object in the target's possession and yanks it way, or entangles and immobilizes a chosen body part — a STR against STR roll determines success.

Damage Bonuses

total of STR + SIZ	melee damage change	total of STR + SIZ	melee damage change
02 to 12	-1D6	73 to 88	+4D6
13 to 16	-1D4	89 to 104	+5D6
17 to 24	no change	105 to 120	+6D6
25 to 32	+1D4	121 to 136	+7D6
33 to 40	+1D6	137 to 152	+8D6
41 to 56	+2D6	153 to 168	+9D6
57 to 72	+3D6	169 to 184	+10D6

For each +16 or fraction thereof, add 1D6 more melee damage.

Monster Table

name	SAN roll success/failure	class
Azathoth	1D10/1D100	Outer God
Byakhee	1/1D6	minor
Chthonian (adult)	1D3/1D20	major
Chthonian (immature)	1/1D10	moderate
Chthonian (hatchling)	0/0	minor
Cthugha	1D3/1D20	Great Old One
Cthulhu	1D10/1D100	Great Old One
Dagon	1/1D10	major
Dark Yng. of Shub-Niggurath	1D3/1D20	moderate
Deep One	0/1D6	minor
Dhole	1D4/1D20	major
Dimensional Shambler	0/1D10	moderate
Fire Vampire	0/0	minor
Flying Polyp	1D3/1D20	major
Formless Spawn of Tsathogghua	1/1D10	moderate
Ghost	0/1D8 or more	minor
Ghoul	0/1D6	minor
Great Race of Yith	0/1D6	minor
Hastur	1D10/1D100	Great Old One
Hound of Tindalos	1D3/1D20	major
Hunting Horror	0/1D10	moderate
Hydra	1/1D10	major
Ithaqua *	1D10/1D100	Great Old One
Lesser Other God	1/1D20	major
Mi-Go	0/1D6	minor
Mummy	1/1D8	minor
Nightgaunt	0/1D6	minor

name	SAN roll success/failure	class
Nodens	0/0	Outer God
Nyarlathept **	1D10/1D100	Outer God
Nyogtha	1D6/1D20	Great Old One
Old One	0/1D6	minor
Sand Dweller	0/1D6	minor
Serpent Person	0/1D6	minor
Servitor of the Outer Gods	1/1D10	moderate
Shantak	0/1D6	minor
Shoggoth	1D6/1D20	moderate
Shub-Niggurath	1D10/1D100	Outer God
Shudde M'ell	1D3/1D20	Great Old One
Skeleton (human)	0/1D6	minor
Star-Spawn of Cthulhu	1D6/1D20	major
Star Vampire	1/1D10	moderate
Tsathogghua	0/1D10	Great Old One
Vampire	0/1D6	minor
Werewolf	0/1D6	minor
Wraith	0/1D8 or more	minor
Y'gonolac	1/1D20	Great Old One
Yig	0/1D8	Great Old One
Yog-Sothoth ***	1/1D10	Outer God
Zombie	1/1D8	minor

* hearing the howl of Ithaqua, the Wendigo, costs 1/1D6 SAN.

** seeing Nyarlathotep in human form costs no SAN.

*** seeing Yog-Sothoth in its form of Tawil At'Umr costs no SAN; seeing it in one of its rare other forms (never on Earth) costs 1D10/1D100 SAN.

Sanity Results

If 4 or less SAN lost, no immediate effect – subtract amount from current SAN.

If 5 or more SAN lost, ask for Idea roll for investigator. On a successful Idea roll, investigator goes temporarily insane; if roll fails, investigator does not go insane, but may not remember the event.

Timetable for Temporary Insanity

1D10	length of temp. insanity
1-4	1D10 combat rounds
5-7	1D10 full turns
8-9	1D10 hours
10	1D10 days

If 20% or more of current SAN is lost, investigator goes indefinitely insane. Generally, the situation makes apparent the appropriate insanity for a particular investigator. But not always. The table below gives random forms of insanity.

Insanity Table (abbreviated)

1D6	form of insanity
1	catatonia
2	amnesia
3	stupefaction
4	panophobia
5	paranoia
6	keeper picks 1D6 phobias

If all SAN is lost, investigator goes permanently insane.



Spell List

1D100	name of spell
01-02	Summon Byakhee
03	Bind Byakhee
04-05	Summon Dark Young of Shub-Niggurath
06-07	Bind Dark Young of Shub-Niggurath
08-09	Summon Dimensional Shambler
10	Bind Dimensional Shambler
11	Summon Fire Vampire
12	Bind Fire Vampire
13-15	Summon Hunting Horror
16	Bind Hunting Horror
17-18	Summon Nightgaunt
19	Bind Nightgaunt
20-21	Summon Servitor of the Outer Gods
22	Bind Servitor of the Outer Gods
23-24	Summon Star Vampire

1D100	name of spell
25	Bind Star Vampire
26-27	Contact Chthonian
28-30	Contact Deep Ones
31-32	Contact Flying Polyp
33-34	Contact Formless Spawn of Tsathogghua
35-37	Contact Ghoul
38-39	Contact Hound of Tindalos
40-42	Contact Fungi from Yuggoth
43-44	Contact Old One
45-46	Contact Sand Dweller
47-48	Contact Star-Spawn of Cthulhu
49	Call Azathoth
50-51	Call Shub-Niggurath
52-54	Call Yog-Sothoth
55	Call Cthugha
56	Call Hastur
57-58	Call Ithaqua



1D100	name of spell
59	Call Nyogtha
60	Contact Nodens
61-63	Contact Nyarlathotep
64-66	Contact Cthulhu
67-68	Contact Tsathogghua
69	Contact Y'gonolac
70	Contact Yig
71-72	Brew Space-Mead
73	Resurrection
75-76	Dread Curse of Azathoth
77-79	Powder of Ibn Ghazi
80	Shrivelling
81-82	Voorish Sign
83-85	Elder Sign
86-90	Enchant (Item)
91-00	other spells, at keeper's discretion

Institutional Disasters

1D100	result	explanation
01-20	disfigurement	lose 1D6 points of APP
21-40	poor health	lose 1D6 points of CON
41-55	muscular atrophy	lose 1D6 points of STR
56-70	mental damage	lose 1D6 points of INT
71-85	nerve damage	lose 1D6 points of DEX
86-00	coma	roll 1D10 each month. If the result equals patient's CON or less, he or she wakes cured. If the result is between CON and CON x5, he or she continues to sleep. If the result is over CON x5 he or she loses 1D6 CON and continues to sleep for that month

OFFICIAL CHANGES

Rules and values changes made on this keeper's screen are official changes, superseding the first and second editions of Call of Cthulhu.



Typical SAN Losses

loss	event prompting roll
1D3	Surprised by corpse.
1D3	Surprised by mangled corpse of animal.
1D4	Surprised by fragment of a corpse.
1D6	Surprised by horribly-mangled corpse.
1D6	Awaking in a tomb or a coffin.
1D6	Seeing good friend or close relative die.
1D8	Meeting someone you know to be dead.
1D8	Witnessing bizarre occurrence (e.g., sky turns green).
1D10	Witnessing grisly, bizarre occurrence (e.g., gigantic bloody head falls from the heavens).
1D10	Undergo severe torture.

Cthulhu Mythos Skill

This skill starts at a base percentage of 0%, and never exceeds 98% for a player-character. No investigator may choose Cthulhu Mythos as a starting skill, nor may normal experience increase it. Cthulhu Mythos skill is gained by insane insights into the nature of the universe or by reading forbidden books (see the Sanity and the Magic and Spells chapters, respectively, in the rules-book). This skill decreases a character's maximum SAN: a character's Sanity never may be higher than 99 minus his Cthulhu Mythos skill points. Once learned, Cthulhu Mythos cannot be forgotten, no matter how much someone might want to.

Whenever evidence of Mythos monsters is seen, a successful roll against this skill allows the investigator to know the general class of monster involved (see the Monster table on this screen). If glimpsing a monster, the investigator may receive a skill roll to identify the exact creature involved. Use of this skill also allows a character to identify a spell by watching it being cast, and allows him to identify a Mythos book by skimming a page or two.

H. P. LOVECRAFT
1890 - 1937



CREDITS

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Books of the Mythos

roll D100	title	language	+ to Mythos knowledge	spell multiplier	effect on SAN
01	<i>Al Azif</i> (Abd al-Azrad)	Arabic	+18%	x5	-2D10
02	<i>*Necronomicon</i> (tr. Theodorus Philetus)	Greek	+17%	x5	-2D10
03	<i>*Necronomicon</i> (tr. Olaus Wormius)	Latin	+16%	x5	-2D10
04	<i>*Necronomicon</i> (tr. Dr. John Dee)	English	+15%	x4	-2D10
05-08	<i>Cultes des Goules</i> (Comte d'Erlette)	French	+14%	x2	-1D10
09-12	<i>Vermis Mysteris</i> (Ludvig Prinn)	Latin	+12%	x3	-2D6
13	<i>Unausprechlichen Kulten</i> (von Junzt)	German	+15%	x4	-2D8
14-16	<i>*Nameless Cults</i> (pub. Bridewell)	English	+12%	x3	-2D8
17-20	<i>*Nameless Cults</i> (pub. Golden Goblin Press)	English	+ 9%	x2	-2D8
21-22	<i>Liber Ivonis</i>	Latin	+13%	x2	-2D4
23-24	<i>*Livre d'Ivon</i> (tr. Gaspard du Nord)	French	+12%	x2	-2D4
25	<i>*Book of Eibon</i>	English	+11%	x2	-2D4
26-30	<i>The Golden Bough</i> (Sir James Frazer)	English	+ 5%	x1	-1D2
31-34	<i>Witch-Cult in Western Europe</i> (Murray)	English	+ 4%	x1	-1D3
35-37	<i>Phantasmagoria</i>	English**	+10%	x2	-1D8
38-40	<i>Book of Dzyan</i>	English**	+ 9%	x1	-1D6
41-44	<i>Azathoth and Others</i> (poems, Edward Derby)	English	+ 4%	—	-1D4
45-47	<i>People of the Monolith</i> (poems, Justin Geoffrey)	English	+ 3%	—	-1D3
48	<i>R'lyeh Text</i>	Chinese	+15%	x4	-2D8
49-50	<i>Cthaat Aquadingen</i>	English**	+13%	x3	-2D6
51-52	<i>Eltdown Shards</i>	English**	+11%	x2	-1D8
53-54	<i>Celaeno Fragments</i>	English**	+ 9%	x2	-1D8
55-56	<i>Sussex Manuscript</i>	English**	+ 7%	x2	-1D6
57-58	<i>Ponape Scripture</i>	English**	+ 5%	x2	-1D6
59-60	<i>Zanthu Tablets</i>	English**	+ 3%	x2	-1D6
61-63	<i>Revelations of Glaaki</i>	English**	+15%	x3	-2D8
64-65	<i>Seven Cryptical Books of Hsan</i>	Chinese	+ 8%	x3	-1D8
66-67	<i>Prodigies in the New-England Canaan</i> (Reverend Ward Phillips)	English	+ 4%	—	-1D6
68-69	<i>True Magick</i> (Theophilus Wenn)	English	+ 6%	x2	-1D8
70-71	<i>Monstres and Their Kynde</i>	English	+ 8%	x1	-1D8
72-74	<i>G'harne Fragments</i> (tr. Lord Wendi-Smith)	English**	+10%	x2	-1D10
75	<i>Cthulhu in the Necronomicon</i> (Dr. Shrewsbury)	English	+ 6%	x1	-1D6
76-00	keeper's choice	various	varies	varies	varies

* translation of original work listed above it.

** the work is found translated into English, but originally was not in that tongue. Texts in the original tongue add +3% to Mythos knowledge and +1 to the spell multiplier.

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Resistance Table



Active Characteristic

Passive Characteristic

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	
01	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	01
02	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	02
03	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	03
04	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	04
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	05
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	06
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	07
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	08
09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	09
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	10
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	11
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	12
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	13
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	14
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	15
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	16
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	17
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	18
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	19
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	20
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	21

For success, roll equal to or less than the indicated number.

