

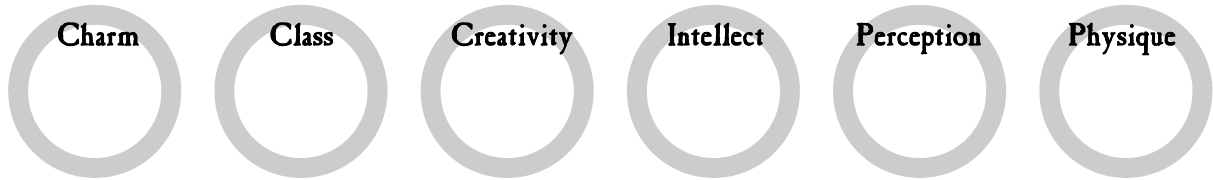
Character:  
Player:  
Campaign:

# Cthulhu Abides

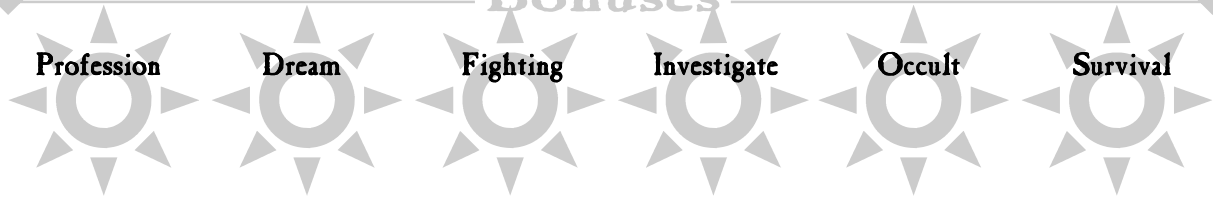
A roleplaying game of investigation & madness

{ Philosophy } + { Goal } + { Profession }

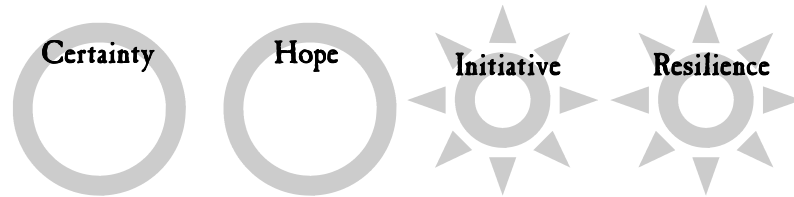
## Attributes



## Bonuses



## Minors



Crutch



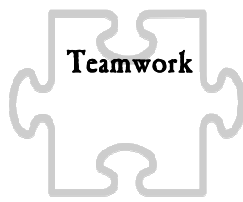
Frailty



Rewards



Epistles



Teamwork

## Clues

Testimony    Evidence    Deduction



Esoteric    Mythos



Insight

MADNESS LEVELS

0 Calm
1 Lucid
2 Feverish
3 Hysterical
4 Deranged
5 Psychotic
6 Maniac

SANE STRESSED INSANE

DYNAMIC MADNESS

When SANE

When STRESSED

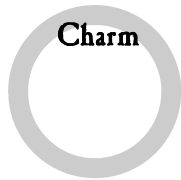
When INSANE

Character:  
Player:  
Campaign:

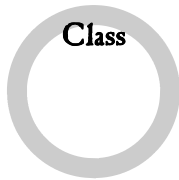
# Cthulhu Fhtagn

A roleplaying game of dreaming & madness

## Dream Attributes



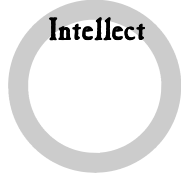
Charm



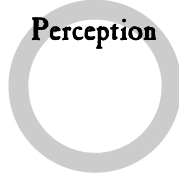
Class



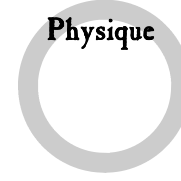
Creativity



Intellect



Perception



Physique

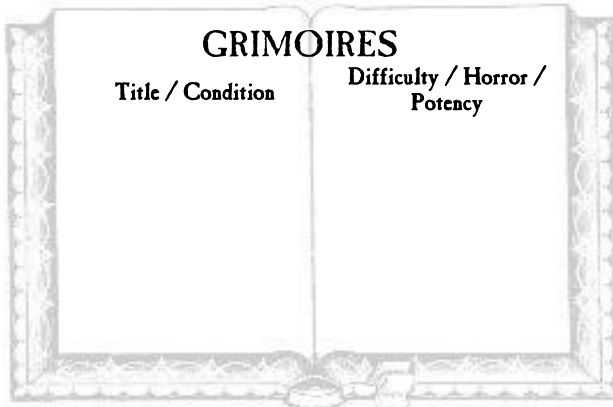
## Benefits & Drawbacks

Gnosis, Assistance &  
Magical Powers

Maimings, Geists,  
Perversions & Foulness



## Investigation Tools



### ARTEFACTS

Name / Effects

Abjuration & Potency

