

INDEFINITE INSANITY GAUGE

PHASES OF INSANITY

1.Bout of Madness: For iDio rounds or summarize the event. Keeper creates/alters one backstory detail.

2. Underlying Insanity: Further SAN loss results in another Bout of Madness; investigator is prone to delusions.

E	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	
	0				1					2					3					4					5					6					7					8					9					
51	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00
	10				11					12					13					14					15					16					17					18					19					20

DETERMINING DIFFICULTY LEVELS

Regular	Opposing skill/characteristic is below 50, or the task is a standard one. Roll equal to or below full value to succeed.
Hard	Opposing skill/characteristic is equal to or above 50, or the task is very difficult. Roll equal to or below half value to succeed.
Extreme	Opposing skill/characteristic is equal to or above 90, or this task is on the borders of human capability. Roll equal to or below fifth value to succeed.

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FULL / HALF / FIFTH VALUES TABLE

01/0/0	02/1/0	03/1/0	04/2/0	05/2/1
06/3/1	07/3/1	08/4/1	09/4/1	10/5/2
11/5/2	12/6/2	13/6/2	14/7/2	15/7/3
16/8/3	17/8/3	18/9/3	19/9/3	20/10/4
21/10/4	22/11/4	23/11/4	24/12/4	25/12/5
26/13/5	27/13/5	28/14/5	29/14/5	30/15/6
31/15/6	32/16/6	33/16/6	34/17/6	35/17/7
36/18/7	37/18/7	38/19/7	39/19/7	40/20/8
41/20/8	42/21/8	43/21/8	44/22/8	45/22/9
46/23/9	47/23/9	48/24/9	49/24/9	50/25/10
51/25/10	52/26/10	53/26/10	54/27/10	55/27/11
56/28/11	57/28/11	58/29/11	59/29/11	60/30/12
61/30/12	62/31/12	63/31/12	64/32/12	65/32/13
66/33/13	67/33/13	68/34/13	69/34/13	70/35/14
71/35/14	72/36/14	73/36/14	74/37/14	75/37/15
76/38/15	77/38/15	78/39/15	79/39/15	80/40/16
81/40/16	82/41/16	83/41/16	84/42/16	85/42/17
86/43/17	87/43/17	88/44/17	89/44/17	90/45/18
91/45/18	92/46/18	93/46/18	94/47/18	95/47/19
96/48/19	97/48/19	98/49/19	99/49/19	100/50/20

HORROR ON THE ORIENT EXPRESS

SCENARIO	TYPE	WHERE	WHEN	ITEM(S) RECOVERED
"Dancers in an Evening Fog"	Core	London	1923	1893 diary
"The Doom Train"	Option	London	1923	Doom Gate
"The Blood Red Fez"	Option	London	1893	--
"Les Fleurs du Mal"	Core	Paris	1923	Left Arm
"The Dreamlands Express"	Option	Dreamlands	1923	Lovers' Heart
"Nocturne"	Core	Lausanne	1923	Scroll of the Head
"Note for Note"	Core	Milan	1923	Torso
"Love (and Death) in a Gondola"	Core	Venice	1923	Left Leg, Devil's Simulare
"The Dark Crusader"	Option	Constantinople	1204	--
"Cold Wind Blowing"	Core	Trieste	1923	Right Leg
"In a City of Bells and Towers"	Option	Dream-Zagreb	1923	--
"Bread or Stone"	Option	Vinkovci	1923	Mims Sahis, Tillius Corvus
"Sanguis Omnia Vincet"	Option	Constantinople	330	--
"Little Cottage in the Woods"	Core	Belgrade	1923	Right Arm
"Repossession"	Core	Sofia	1923	Head
"By the Skin of the Teeth"	Core	Constantinople	1923	--
"Blue Train, Black Night"	Core	Across Europe	1923	Scrolls: Belly, Legs, R.Hand
"The Fog Lifts"	Core	London	1923	Scroll of the Left Hand
"The Simulacrum Unbound"	Option	Istanbul	2013	--

FIGHTING RULES FOR CLOSE-QUARTERS COMBAT

- Combat
1. Establish order of attacks (High to Low DEX)
 2. Resolve each attack in DEX order
- Each participant may initiate an attack.
 - Defender chooses to react (Fight Back or Dodge).
 - Both make opposed roll to determine who wins the combat.
- When attacked, a character may choose to "fight back" (opposed Fighting vs. Fighting roll) or "dodge" (opposed Fighting vs. Dodge roll). Both attacker and defender roll percentage dice and compare their levels of success:

If you are fighting back: use your Fighting skill; you need to achieve a higher level of success than your attacker (if draw, the initiating attacker wins).

If you are dodging: use your Dodge skill; your attacker needs to achieve a higher level of success than you (if draw, the dodging character wins).

Combat rolls cannot be pushed.

Outnumbered

Once a character has Dodged or Fought Back in a round, all subsequent attacks on them receive one Bonus die. Does not apply for those with multiple attacks (who may Dodge/Fight Back as many times as they have attacks before being outnumbered).

ORIENT EXPRESS STAFF

Aboard the train, all staff are uniformed.

BRIGADIER-POSTIER

In charge of the fourgon or van.

CLEANER

In charge of all clean-up aboard train.

CHEF DE BRIGADE

The Chef de Brigade is in charge of the dinner staff under the Maitre d'Hotel, and of the sleeping car conductors.

CHEF DE CUISINE

The magician in actual charge of the kitchen; among the greatest chefs of Europe.

CHEF DE TRAIN

In overall charge of the train of sleeping cars—the commander-in-chief.

CONDUCTOR (CONDUCTEUR)

The most famous job on the Orient Express.

Conducting is hard work and the men picked by Wagons-Lits for the Orient Express are the very best in the trade.

CONTROLLER (CONTROLEUR)

Aboard train, he is the Chef de Brigade's assistant.

HEAD WAITER (SERVEUR-RECEVEUR)

Manages the moment-to-moment service in the dining car.

MAITRE D'HOTEL

Chief of the dining car. He is responsible for the quality of staff, the orderliness of the car, and the service.

WAITER (SERVEUR)

Dining car attendant under the Head Waiter.

