

# Cthulhulike

**Godlike meets *Call of Cthulhu*  
(a squamously heroic conversion)**

**By Shane Ivey**

*Call of Cthulhu* is a classic game of horror, combining nihilistic despair with gruesome violence and slimy monster-gods big enough to drain the meaning out of any mortal life. *Godlike* is a new game of wartime superhero action, with an innovative, lightning-fast game engine. This conversion aims to take some of the most popular facets of each game—the background and visceral fear of *Cthulhu*, the fast-paced resolution of *Godlike*—and create a distinct new gaming experience.

No, you don't get superpowers, unless that's what your gamemaster is after. But don't feel cheated; this is *Cthulhulike*. Even superpowers won't save you, in the end.

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## Character Generation

*Cthulhulike* characters are generated in three steps, similar to *Godlike*: Base Stats, Base Skills, and Pick-Up Points. You don't roll for stats; come up with your character concept first, get a feel for his occupation, educational background, strengths and weaknesses, and so on, and *then* start spending your points.

**Base Stats:** You start with 1 die in each of the six stats (Body, Coordination, Sense, Brains, Command, Cool). Then you get 6 dice to distribute among them however you wish.

**Base Skills:** You start with 1 die in each of the skills listed in your character's occupational template. Use the occupational templates from *Call of Cthulhu*, modified as necessary to fit the *Godlike* skills. (Skills are mostly interchangeable between the two games, but some need to be fudged: *Godlike* abstracts Fist/Punch, Kick, Head Butt, etc., all into the single "Brawling" skill, for instance.)

**Pick-Up Points:** You get 25 "character points" to spend on stats and skills. Each die of a stat costs 3 character points; each die of a skill costs 1 point. You can buy dice in any skills, not just occupational skills. However, you cannot increase Base Will (except by buying high Command and Cool, of course), and *Cthulhu* Mythos skill is only available with the Keeper's permission.

**Optional: Skill Restrictions.** Under this optional rule, no skill can start with more dice than its base stat. So if you have a Coordination of 1, for example, you can't get Pistol 3 or Dodge 4. (That's how *Godlike* does it, but it might be too restricting for some *Cthulhu* campaigns.)

**New Skill: Credit Rating.** Use Credit Rating exactly as it's used in *Call of Cthulhu*, to represent a character's social status and access to resources. It is a Command-based skill. (There are extensive rules in *Wild Talents* for using skill rolls to obtain resources or pull strings, so you should look there if you want to go into great detail about what Credit Rating can do for your characters. Personally, I advise getting a sense of the character's wealth during character generation, then using that background to wing it when the skill comes up in play.)

## Converting Characteristics

*Godlike* stats are based on the various CoC stats. Where *Godlike* stats are broader than their CoC equivalents, use the average of the relevant stats to make the conversion.

CoC Stat	Godlike Stat
3-7	1
8-13	2
14-15	3
16-17	4
18-19	5
20-30	6
31-40	7
41-50	8
51-60	9
61+	10

Godlike Stat	CoC Stat
Body	Avg: STR, SIZ, & CON
Coordination	DEX
Sense	POW
Brains	Avg: INT & EDU
Command	POW
Cool	POW

**All My Stats Are All the Same!** So you don't want your Sense, Command, and Cool to be identical? Fair enough. Take a look at your skills and other stats and get a sense of where the character's specialties lie. Does he have a high Appearance or Size, or a high Persuade skill? Maybe Command is his thing. High Fast Talk a high SAN? Maybe his Cool should be higher. Lots of Spot Hidden and Listen? Sounds like Sense should get a boost. Once you get the base stats by converting from POW, you can trade points between Sense, Command, and Cool until they look right.

**Base Will:** For humans and lesser monsters, calculate Base Will normally (i.e., the sum of Command and Cool). For more powerful monsters and deities, and for mortals with noteworthy magical prowess, use their listed POW as their Base Will.

**Hard Dice, Wiggle Dice, and Extras:** Hard Dice and Wiggle Dice are the province of super-humans; in other words, the Cthulhoid horrors being dredged up by the investigators. Use hard dice and wiggle dice to represent ranges of power beyond the 1d to 10d scale given above, with hard dice representing raw power and wiggle dice representing infernal skill to accompany it (i.e., 100% skill or automatic success). Each HD equals roughly 2d; each WD equals 4d. Extras from *Godlike* and *Wild Talents* may also be appropriate to represent the size or powers of some creatures.

**Example:** The Keeper wishes to convert the monstrous form of Nyarlathotep to *Godlike* stats. He starts with Body: the Crawling Chaos has STR 80, CON 50, and SIZ 90, for an average of 73. That would mean 11d Body in a straight conversion, but 10d is the maximum. The Keeper decides Nyarlathotep gets Body of 9d + 1hd.

**Wound Boxes and Hit Points:** Use the *Godlike* rules for humans, and for more or less human-level humanoids like ghouls and Deep Ones. For more monstrous entities, you usually won't need to bother with hit locations; simply give them a total number of wound boxes equal to their CoC Hit Points x 2.

**Example:** Nyarlathotep has 70 HP. That converts to 140 Wound Boxes. Easy enough.

## Converting Skills

Skills can mostly be adapted directly from CoC. Unlike stats, however, skill points don't convert directly from CoC to *Godlike*. Instead, your total *Godlike* dice pool should be based on the CoC percentile skill, as shown below. Subtract your base *Godlike* stat, determined in Part I, from the total dice pool. The remainder is your *Godlike* skill.

CoC Skill	Godlike Dice Pool
01-20%	2
21-40%	3
41-50%	4
51-60%	5
61-70%	6
71-80%	7
81-90%	8
91-99%	9
100%+	10

**Example:** Your investigator has a 65% Boating skill (6d), and you've already decided his Coordination is 3. You should give him a *Godlike* boating skill of 3d (3d + 3d = 6d).

**Optional: Base SAN = Mental Stability dice pool.** Use your investigator's base SAN rating to determine his Mental Stability skill. (So if your investigator has SAN of 70, his Mental Stability dice pool is 6d.) The Keeper might prefer to use this rule only for characters whose background makes them somewhat inured to terror: veteran soldiers, detectives, morgue attendants, psychiatric ward orderlies, certain orders of clergy, etc.

**Optional: Know Roll = Education.** Use your character's CoC Know roll to determine his *Godlike* Education skill. The Keeper may wish to restrict this to characters with significant academic backgrounds, since CoC characters often have EDU stats higher than what their formal schooling would indicate.

**Cthulhu Mythos:** The Cthulhu Mythos skill is a special case. Not only can it only be increased through mastery of bizarre tomes and exposure to mind-bending situations, but its maximum dice pool is equal to twice the skill rating. (If you have Brains 4 and Cthulhu Mythos 2, you get a 4d Mythos pool, not 6d.) After all, brains only go so far in comprehending the incomprehensible.

## Combat and Damage

**Weapons and Damage:** Use the *Godlike* combat rules. Most weapons that the players will use are covered in *Godlike* or *Wild Talents*—don't bother trying to convert them from CoC using a formula.

You can, however, use these charts to determine the equivalent damage of a monster or spell, or the *Godlike* armor rating of a Mythos monster. Note that CoC damage bonuses (due to STR and SIZ) should be replaced entirely with the *Godlike* damage bonus for high Body.

CoC Damage	Godlike Damage
1d3	width in shock
1d4	width in shock + 1 killing
1d6	width in killing
1d8	width in shock and killing <i>or</i> width + 1 killing
1d10	width + 1 in shock and killing <i>or</i> width + 2 killing
1d12, 2d6	width + 2 in shock and killing <i>or</i> width + 3 killing
1d10+1d4, 2d6+2, etc.	width + 3 in shock and killing <i>or</i> width + 4 killing
2d8, 2d6+4, etc.	width + 4 in shock and killing <i>or</i> width + 5 killing
3d6, 2d10, etc.	width + 5 in shock and killing <i>or</i> width + 6 killing
4d6	width + 6 in shock and killing <i>or</i> width + 7 killing
each additional d6	+1 shock and killing <i>or</i> + 1 killing

**Example:** The Keeper has already decided that Nyarlathotep has a Body of 9d + 1hd. Now he gleefully turns to the attack and damage charts. The book says Nyarlathotep's claw attack has an 85% chance to hit for 10d6 damage + 10d6 for Nyarlathotep's damage bonus. He ignores the 85% attack chance, since the *Godlike* combat rules will use Nyarlathotep's Body pool to resolve attacks; and he ignores the +10d6 damage bonus, since Nyarlathotep's Body stat will net him its own damage bonus of +4 killing; that 10d6 monstrous claw then converts directly to an attack doing width + 13 killing (width + 17 if you include the Body bonus).

CoC Armor Pts	Godlike Armor
1-2	LAR 1
3-4	LAR 2
5-6	LAR 3
7-8	LAR 4
9-11	HAR 1
12-14	HAR 2
15-17	HAR 3
18-20	HAR 4
21+	+1 HAR per 3 AP

## Sanity

Use the *Godlike* Battle Fatigue rules. Encountering the gruesome truths of the Mythos will often call for Mental Stability checks, with the usual results: loss of Will, a sudden urge to flee, and so on. And failing a check when you have no more Will to lose will have the same dire results: loss of Base Will, loss of Cool, loss of experience points, loss of Mental Stability, or long-term mental illness.

However, the reality-bending horrors of the Mythos affect the mind in ways beyond mortal carnage. That can make the Mental Stability check more difficult, and may make the consequences of failing it more dire.

Maximum CoC SAN Loss	Godlike Effect
up to 1d6	None; RP-only
1d8	Mental Stability check
1d10 to 2d6	Mental Stability check, Difficulty 2
2d6+1 to 2d8	Mental Stability check, Difficulty 3
1d20 or 2d10	Mental Stability check, Difficulty 4
up to 1d100	Mental Stability check, Difficulty 5
1d100	Mental Stability check, Difficulty 6; special

**Special: 1d100.** Things get extra interesting if the maximum SAN loss is 1d100: In that case, failing the Mental Stability check automatically counts as if the character had zero Will to begin with.

**Example:** The Keeper hits his hapless players with Nyarlathotep. SAN loss for Nyarlathotep in his monstrous form is 1d10/1d100—but it's the maximum possible loss that matters. Before the bloodbath even begins, each player must make a Mental Stability check with a Difficulty of 6. Few of them make it. The players groan as there's insanity and stat loss all around.