

Hit Locations and Hit Location Hit Points rules for Call of Cthulhu

Each character has 11 individual hit locations. General Hit Points in character sheet indicate the overall condition of character's health but Hit Location Hit Points are more specific how much damage each part of character's body has suffered.

Calculate Hit Location Hit Points from character's overall Hit Points:

Head: $\frac{1}{4}$ of total HP

Arms and hands: $\frac{1}{3}$ of total HP

Chest: $\frac{1}{2}$ of total HP

Abdomen: $\frac{1}{2}$ of total HP

Thighs: $\frac{1}{2}$ of total HP

Legs: $\frac{1}{3}$ of total HP

Suffering Damage

When character suffers damage roll 2d6 to determine which body part is affected. In addition to subtracting damage from character's Hit Points also subtract the amount of damage from the body part which was affected.

When body part's Hit Points are decreased to 0 the body part is badly damaged and is unusable for any demanding task. For example leg cannot carry weight, hand is unable to grab, breathing is hard thus exhausting actions are almost impossible etc.

When body part's Hit Points are -2 the body part is severely wounded and cannot be used at all. Broken bones, horrible wounds could be this kind of damage.

When body part's Hit Points are -10 the body part is detached or otherwise destroyed. Detached body part concerns hands and legs but if the damage is on torso or head character is dead or dying.

Even if character has Hit Points left in Hit Locations but character's overall HP are reduced to -2 character dies.

Severe Wounds

Severe wounds continue to inflict damage to both overall HP and Hit Location HP unless medically cared (first-aid for example). 1 point of damage is suffered to Location HP and general HP every 10 minutes.

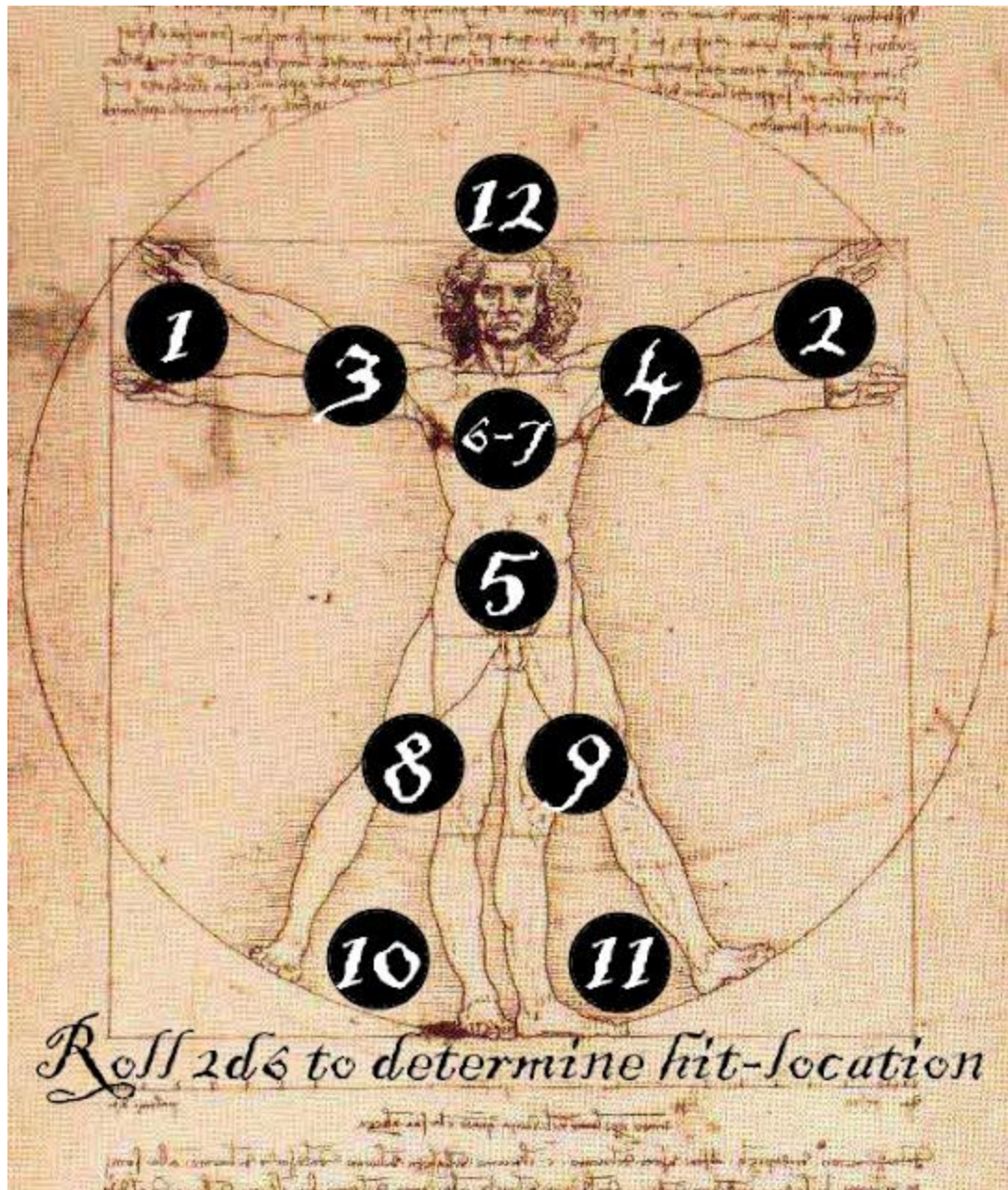
Detached body parts continue damaging overall HP 1 per turn unless taken medical care of.

Healing

When applying first aid the location first aid is applied must be chosen. HP are healed in both overall Hit Points and hit Location. Even if Hit Location has less to heal overall HP heal as much as they normally would.

Medical care and other healing methods heal HP as normal and $\frac{1}{2}$ to each separate Hit Location.

Hit Location Chart



Picture from: http://commons.wikimedia.org/wiki/Category:Vitruvian_Man_by_Leonardo_da_Vinci

Call of Cthulhu roleplaying game is property of Chaosium: <http://www.chaosium.com/>

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