

# Apathy: The Calling

A role-playing game

Version 1.0

by Logos7

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## [1.2] Introduction or This is YOUR life!

Stan sat there on the couch, while the Yuggya invaded his home, but it was okay, America's Funniest Retards was on the TV. The Yuggya moved carefully their blind eyes useless, reaching out with their mind's eye, looking for the spark of recognition, of horror, of gibbering denials. Stan was watching the multichannel, 600 hundred channels in one. Stan didn't even have to click any more. The floors creaked under the Yuggya feet as they turned toward the door, their man form crammed with alien thoughts.

Their prey had evaded them somehow. Confused they left.

Stan sat there, watching the daily-night show for a little while more , before falling asleep in front of the television. The Infomericals lured him to sleep with the hypnotic lure of a weird flute. Asleep and on the verge of dream space, Stan stopped. Perhaps Apathy was the only way!

Welcome to Apathy: The Calling a Role Playing Game. In this game you play regular folk dealing with the mythos in the only way they can in the modern age, with apathy. As one of the select few for unknown reasons you can hear Dread Cthulhu as he dreams, calling you to commit unspeakable acts. Fortunately you've long been accustomed to ignoring inconvenient realities. You fight back with the inertia and apathy, that has defined you as a generation of slackers, miscreants, good for nothings, baby busters and losers.

Apathy, the Role Playing game is a game about the lost generation, everyday life and cthulhu.



### [1.3] Roflcopter

Apathy the Calling is a roleplaying game. That means that you to create a player character or avatar to navigate and interact with a game world to create a shared story with yourself and the other players. These characters interact with the game world, each other and the gamemaster (Gm). To help ensure a fair, fun, and speedy game this section outlines your characters, how you describe them on a character sheet and how your interact with the game world, the Gm, and each other.

#### [1.3.1]Your Character Yo

Characters are described in Apathy the calling in 3 ways. The First way is the apathy meter. A imaginary measurement of how apathetic your character is. There are different drawbacks for high and low apathy and the meter is how you keep track of it. Apathy itself is one of the most important ways to interact with others, use kewl powerz, resolve conflicts. It's the Roflcopter of life that the generation seemingly with the most potential is exactly the most apathetic, the least caring, and the most deadly to Dread Cthulhu.

The Second way of tracking your character is stats. Stats short for statistics represent your characters physical and mental capabilities. Stats come in three flavours, Cynicism, Competence, and Conciousness that are explained below. The third way is threw the kewl powers, pets , and other traits and objects that you will gather in life. Here's the example sheets and characters.

### [1.3.2] The Character Sheet

Name: Your Dude gotta have a name, its the law

Stats: These Describe your Character's Raw Abilities, and considering who you are , you ain't got a lot more than them. Unfortunately this is all determined randomly, roll 2d6 for each of the three stats. that's your stat. No rerolls, no switching, no nothing.

Competence: Your effectiveness at tasks, Your wanna play someone who's good with his hands, can throw a punch this is your stat.

Cynicism: This is your mental armour, the jaded cynic lets nothing touch him, least of all slimy alien mind probes.

Conciousness: This is your endurance both mental and physical. This stat may be more accurately described as Staying Concious.

Apathy is different from a stat. The Stat's don't change, ever. Apathy routinely goes up and down, depending on how involved you are. Your maximum apathy is 25 and your minimum is 0. However if you ever hit 0 apathy or have more than 25 apathy, let your Gm know because that's when weird stuff begins to happen. You begin the game at your max apathy and you can lose or spend it as described in the other sections.

Kewl Powers from Ryleh: This is the list of powerz that you have. Every character has

I can hear Cthulhu telling me to do evil stuff, lol.

that's your first power. you know all that player table jawing that goes on like shoot him in the face. Roflcopters and lollerskates abound in your head. You can hear the player chat, so feel free to act on it. The voices come directly from cthlolhu however so expect your mileage to vary.

Sometimes you will get more powerz, more pets, a third arm, your brain will get stuck in a jar. see the chapter on powerz and pets to figure that out, but its pretty easy. The powerz's name is their description. If you have the power of something you can do it. If it has a cost you must spend it before your get it. Simple enough right?

Traits: This is a little history of your jenny histrionics. These traits don't affect stats or apathy or powers , but are all the other things about your character. Traits hold both your character background or the story of what happened to your character before the game started, and things that happened after. If your a one legged albino with a penchant for fish and a three legged dog, this is where it goes . Traits must contain at a minimum a significant other (parents, partner, or friend), a job and mode of transport and something that describes yourself.

And now a few example characters, if your in a rush just use these characters and change their names for your game, otherwise use them to familiarize yourself with the character sheet.

### [1.3.2.1]

#### **Example Character 1 Stan the Man**

My name is Stan I'm apathetic (okay this is stolen but I'm still working on it yo)

Competence 5

Cynicism 3

Consciousness 4

Max Apathy = 25, Current Apathy = 25 (He's just started the game)

Kewl Powers from Ryleh

I hear cthulhu telling me to do evil stuff lol

Traits

I'm the product of divorced lesbians which means I have like 4 moms (Significant others)

I'm a underachving dropout (Describes himself),

who works the late shift at the local porn cinema my Job pays for my Apartment,food, and my volvo.

Extra Cash, About 50 bux a pay day (Job and extra cash)

### [1.3.2.2] Example Character 2 Jenny Histrionics

My name is Jenny Histrionics I'm apatheticus

Competence 8

Cynicism 6

Consciousness 6

Max Apathy 25 Current Apathy 25

Kewl Powers from Ryleh

I hear cthulhu telling me to do evil stuff lol

Traits

I went to school and majored in Harry Potter, I can now mangle latin conjugation with the best of them (Describes Herself). I'm half Asian and have horrible taste in men. I wish I was a lesbian like my best friend Tina (Significant other)

My job at Corportation Corp pays good money, but I have huge debt. I live with Tina and use a scooter, Extra cash \$10.



### **[1.3.3] The Mechanics**

So now you have a character sheet, and that's swell and all but how do I do that thing I do so well?

First of all, the group must decide who the Game Master or Referee will be. This is kind of like how monopoly requires a banker. The Gm has a set of responsibilities that are different from the other players. Where a player creates a character or avatar in the previous section, the Game Master (GM) manages the props, world, rules and other people in the game world. This is not to say that players can't help but it is the GM's responsibility to do these things. How does a Gm do this? The Gm has a few tools to help him motivate and inform the players, these tools (and responsibilities) include things like Headlines, Paydays, Non Player Characters, Villains, and Monsters. The Gm is in a lot of ways like Cthulhu in this game, working from behind the scenes to ensure that the mythos monsters work towards Cthulhu's goal, that the players get in trouble, and that apathy is spent.

But lets face it, GM is a different job than playing. Who wants to be the banker after all. Apathy the RPG has a couple of features that lend itself to GM less play. 1> a Difficulty Challenge mechanic that depends on the players and not the GM or game world 2> An emphasis on interplayer resolution mechanic 3> quick ass rulez to help play move forward such as Headlines and Paydays that will be discussed later. If the players are interested in helping out the Dm they can do this by being involved and creative in game play, making suggestions and trying to both Have fun and Help others have fun.

#### **[1.3.3.1] How do I do that thing I do. AKA Make a Scene**

So you want to do something? How do I bring my character's desires into being in the game world? First we have to realize that in rpg's you play in an imaginary space that is shared by yourself and others, who have various levels of control over various aspects of that shared space. As a player you are considered to have a lot of control over your character but not others, or the area where your characters are. The Gm on the other hand is the opposite, they have a lot of control over the area, monsters, npc's but don't have a single character per say. Either way because this is a shared space the first step to changing the area or your character is to announce it. You have to tell others what your character does or attempts to do. If these actions are unopposed by either the Gm or the other players all you have to do is declare the action. If no one challenges you, you do it.

A crafty player might try to do this outside of his avatar or character, something like instead of "I kick the shoggoth" more like "The Shoggoth dies from internal haemorrhaging". As long as everyone's on the same page this is absolutely fine. If someone (the GM or another player) is like , "No I don't think so", it can be resolved in two ways, player or gm conflict as shown below. In addition a single time and place is called a scene, for example at the docks at midnight. This is not an instance of time (like the second between 11:59:59 and 12:00:00 but rather a small period of time. Remember this for now because scene's become more important in the next chapter.

#### **[1.3.3.2] Player Conflict**

So you have two players , who are going Yes, and No over something or other. How do we resolve this? If two players are attempting to get mutually exclusive goals, or prevent each other from doing actions, each player rolls 2d6+ a stat and whoever gets the highest number get their goal. The stat is decided by agreeemnt or if agreement cannot be achieved, the GM picks the stat. If the players tie, they reroll until they are not tied and then whoever has the highest roll wins. The loser adds two to their apathy.

### **[1.3.2.3] GM Conflicts**

Now if you have a disagreement with the Gm, it goes a little bit differently. If a player is all like I kill the Shoggoth and the Gm is like no you don't. The Player rolls 2d6+a stat of their choice that reflects the action they are trying to accomplish. If they roll over their apathy score, they succeed and if they don't they fail and add one to their apathy pool.

### **[1.3.3.4] Apathy Bidding**

If someone is unsatisfied with the result of either a player or gm conflict, they have a option. A Player or GM may bid apathy to overturn a loss. If a player does this they don't gain one apathy for loosing (because they didn't loose) and instead spends however many apathy is declared. Apathy bids should be declared loudly with " I bid x apathy and Why" , where x is some number of apathy you can pay. If the other player or GM wants they may 'up the bid' to some level of apathy to a newer higher number that they must be able to pay. They can up it by one or a bunch or whatever, it doesn't matter. Whoever makes the highest bid, pays the apathy and gets what they want. ALL THE LOSERS of the bid gain 2 apathy.

### **[1.3.3.5] Apathy Biding and GM's**

Gm's are a little special when it comes to apathy bidding. Because the GM does not have a character the gm has no apathy pool but can somehow still bid apathy. If the Gm is bidding on behalf of a monster or npc they have an apathy pool for that creature that they can use. If the Gm is bidding otherwise he has infinite apathy. What the Gm is effectively doing is putting a tax or minimum bid in the apathy bidding. If the players don't like it, they can always drop out of the conflict and gain 2 of the apathy the Gm bid for doing so.

EXCEPTION! If the Player doesn't want the apathy they may refuse the apathy. If the apathy would put them over their max, their current apathy is set to 24 and the rest of the apathy is lost.

### **[1.3.3.6] Example of Resolution**

Say both Stan and Jenny want to be the one who presses the big red glowing button of doom. The button can only be pressed once. Stan's player says I race you jenny and they both race towards the big button. Stan and jenny both agree racing is a competence stat and roll off. Stan rolls 2d6 + his competence score 5 and totals 14. Jenny rolls 2d6 + her competence score and totals 15. Jenny presses the big button and stan adds two to his apathy score.

If Jenny had instead been racing against the shoggoth (ie if the Gm is involved), she would have rolled 2d6 + a stat of her choice that applies against her apathy. Jenny rolls 2d6+competence and totals 15. If 15 is higher than Jenny's current apathy she wins, if 15 is lower she looses and gains two apathy.

In either case if someone disagreed with the outcome they could have bid 1 (or more) apathy. Stan after loosing , instead of gaining one apathy could have bid one apathy to win. Jenny's character could attempt to outbid him. Whoever bids the highest wins, and everyone else who bid looses, gaining one apathy.

### **[1.3.4] Combat and You!**

So how does this work with shotguns and shoggoths? Its basically the same. All monsters have apathy

scores, and instead of the monster ever rolling 2d6+stat, the player must roll to negate it. If the shoggoth is attacking, the player may attempt to dodge with 2d6+stat. If the total is over the player's apathy they avoid the monster and the monster gains 2 apathy. The GM can in addition spend apathy for the monster, doing things like "I hit you anyway with my overwhelming assault, I bid 1 apathy" Players can then resolve this through ordinary apathy bidding.

The GM can still impose a tax or minimum bid (from his infinite GM pool of apathy) but in this case it would be something that affects both the player and the shoggoth, but the GM raises the stats too far, BOTH THE SHOGGOTH AND THE PLAYER LOSE, gain 1/2 the GM's bid in apathy, and go find something better to do.

#### **[1.3.4.1] Death and You**

You might notice you ain't got hps, that's because you don't die until Cthulhu makes a tasty morsel out of you. If you are in a situation where you would reasonably take damage (such as being tazed, in a burning building, being hit in the head with a club, being eaten, chewing your own tongue out because of the otherworldly things you are seeing) you must make a consciousness check to stay conscious. This is exactly the same as every other check (2d6+ Consciousness versus your apathy to stay awake).

If you fall unconscious (ie Failed a Roll) you are out of that scene, but find yourself relatively intact at the most the next day around breakfast time in a safe place. Sometimes you show up at your apartment, sometimes a hospital, sometimes a park. Bad things might have happened to you in the mean time (such as obnoxious photos, being slimed, etc) but your character is still relatively whole.

#### **[1.3.4.2] Example of Combat**

So you know that short story thingy at the beginning which you probably thought was useless blathering of a wannabe novelist, think again foo! It's also the combat example.

Stan sat there on the couch, while the Yuggya invaded his home, but it was okay, America's Funniest Retards was on the TV. The Yuggya moved carefully their blind eyes useless, reaching out with their minds eye, looking for the spark of recognition, of horror, of gibbering denials.

Stan doesn't want to be found, but the Yuggya want to find him, that's an interpersonal conflict.

GM: Yuggya activate their mind's eye finding your fear with Psionics

Stan's player: I spend roll 2d6+5(cynicism) apathy for them not find me total 13 versus my apathy of 8 I succeed.

Jenny's player: I bid 1 apathy for them to find stan.

Stan's player: I bid 2 apathy that they don't.

Jenny's player: ( marks an extra two apathy on her character sheet, for losing a bid)

Yes you can do that, anyone can get involved with apathy bidding. However only a player can bid for their own character. Jenny bidding to keep Stan hidden is a no no.

GM: they don't find you stan, (marks an extra two apathy on the Yuggya's sheet for losing) but before they go, their intense mental powers set your coach on fire ( if the GM wanted this to be open for discussion, he could say the Yuggya bids 1 apathy to set your coach on fire but he didn't, this is an example of the minimum bid or apathy tax). Thinking they felt something with their mind's eye they

look again, Yuggya bids 1 apathy, and I (the Gm) bid 2 Apathy for the smoke and fire (ie Minimum BID 3 Apathy.)

Stan: They find me as I leap up knocking the TV over (stan lost the bid so he gain's half of the Gm's bid which is only 1 apathy this time). I attempt to knock them out with my amazing kewl psychic powers, Stan's Player spends 2 apathy to activate his kewl power and bids 3 apathy.

GM: The Yuggya scream in pain (and being almost out of apathy they are screwed), but before their heads explode they sucker punch you ( Monsters as you will see in a bit, get a loosing action as opposed to an extra apathy when they loose for the last time) Roll Conciousness.

at the end of the latest bid both sides are hurt, (head exploding vs sucker punch respectively). If you get hurt in a conflict you must make a conciousness check versus your apathy to stay concious. Stan rolls 2d6+4 well above his 2 apathy left. The sucker punch is weak and the yuggya's head goes like pop pop. and that's the end of it. A monsters taking damage at the end of a bid dies (unless the PC's do something to prevent it)

### **[1.3.5] Headlines**

Headlines are a way of advertising what the PC's are doing, how well they are doing it, and where the person making the headline would like the game to go. This is traditionally the Gm's job but can be handed around in a fun and easy way. Headlines happen in two situations: A>A few days of Game Time has gone by or B> whenever something noteworthy has happened.

The first case is just a hey how do you do, time is passing mechanism, and should function as a way to introduce new concepts.

HEADLINE: FREAK STORMS AND DISAPPEARANCES CONTINUE.

This tells your players something, weird shit, is happening, and that maybe they want to investigate.

HEADLINE: THE CRYSTAL INSTALLATION AT THE ROM FINALLY OPENS AFTER DELAYS

This tells your players a new place to investigate, the crystal installation at the ROM (Royal Ontario Museum for those that care). It also tells them that there's problems going on there I.e. Delays.

The second case is a report card essentially, consider:

HEADLINE: TERROIST ATTEMPT TO BLOW UP HISTORICAL BUILDING IN DOWNTOWN TORONTO

This is probably a sign of failure of your pc's, being the only idiots with the explosives in the game. Whereas if the headline reads more like this:

HEADLINE: LOST SAILORS FOUND IN MYSTERIOUS CIRCUMSTANCES

It's probably a sign that something went correctly.

If your unsure what to make for a headline as a GM, feel free to farm it out to a player. The player will either introduce something new, or comment on something that happened. Either way it helps focus the game and introduce new concepts.

#### **[1.3.5.1] The Beginning Headline**

This headline is probably the most important, its the first one the Players see and what will probably become the focus of that session. DO NOT PUT OUT A CRAP BEGINING HEADLINE. Its should be awesome like:

HEADLINE: LESBIAN STRIPPER NINJA CATGIRLS ATTACK SENATE, EMPOROR PALPATINE SAFE.

Some WTF factor is okay, in fact its exactly the feeling your going for. The beginning headline exist to get the PC's interested in your world. If it falls flat it means two things A> your beginning headline was too subtle B> The PC's aren't interested

Rule number one of Headlines: They are called Headlines for a reason, not see more on page three. Is this the most realistic thing ever, no! Cthulhu inspired events, like subway suicides, ought not to be in the paper and for about the same reason, but this is a game not real life and not some great Cthulhu mythos story. PC'S ARE DUMB SO KEEP IT SIMPLE STUPID Headlines are obvious, they are the introduction, intro, thesis, hook to the story, so make them OBVIOUS and INTERESTING.

Sometimes, even your best efforts at grabbing the PC's by the short hairs don't work. Don't worry about it. If your vengeful you can have a little consequence, something like the PC's run into an encounter or find dead rats stuffed into their mailbox (maybe undead rats, they are hella hard to get rid of, and stink to high heaven). BUT DO NOT CONTINUE YOUR PREPLANNED STORY WITHOUT THE PCS.

If a Headline doesn't get the pc's involved just let it drop and move on to something more interesting and involving. If your failing to grab their attention let the players, make the headlines and see what they come up with. If neither of these methods are resulting in play besides sitting around the home eating tostitos, we have a plan B, the Payday.

### **[1.3.6] Pay days and Bills**

You know how , all the Pc's have a jobs and transport and tv's and stuff and so much money they might make extra? Pay days happen every two weeks in game time. When they happen give the PC's the amount of extra cash they have listed on their character sheets. If the PC's have too much cash they will try something stupid, so if they try to get a lot of cash A> refuse or B> call the cops. The Cops at least will seize the goods and cash as suspected of stolen objects, take the pc's question them and release them an hour later. Otherwise the PC's will be all up in your shoggoth's face with their gold grills and diamond studded 9mm, and that's just silly. The extra cash is there for the pc's to do everyday stuff with, not MacGregor ( he was like macguyver's uncle twice removed but he fought cthulhu so there you go) the situation.

If the pc's are not responding to the headlines you can pull out a Bill. A Bill is an unpaid for expense from the pc's life. Bills come in various kinds, but always for 100 dollars. If the bill is not paid off some feature of the pc's life is turned off, such as cable, heat, water, their car, etc. If the Bill is not resolved in a payday or two, bounty and or debt collectors begin calling/showing up, harrassing the pc until they pay. If the pc's can't or won't pay they must forfeit items until you are satisfied (Tv's, Stero's, Losing their car permanently, etc)

### **[1.3.7] Inappropriate PC's**

So what do you do if your PC's are all gung ho, and ex military members who want to destroy cthulhu cause he killed their sister, independantly wealthy, and skilled in the arcane arts? What if they are political candidates, the president, feminist, green peace activist, Fortune 500 company president, batman etc

**JUST SAY NO**



## [1.4] Apathy and the world

So now we got all these characters and we got apathy, and kewl powers and stuff. What do we do with them? well you use them in a fictional world. how, why , where? Here's where you get into interesting stuff. This stuff is the story (and sometimes gory) world where cthulhu sleeps, whispering madness like (I bid 6 apathy, and I rolled a 7 )into the characters minds. If this is not enough to get the players involved , then SOMEONE (players or GM) has to step it up a notch.

Players, this generally means doing something stupid, Like looking for the others who have this blessing and curse, investigating old warehouses, seeing where cthulhu or his voices lead you and that kind of stuff. While you are a apathetic mofo, if your sitting in your house all day doing nothing your doing it wrong. Being apathetic does not mean doing nothing, like any other state of mind its how you do things that matter. Like a normal person you'll be attending work, cashing checks , filling up your car , buying smokes and porn, etc.

GM this means reacting to the PC's and FORCING THEM TO REACT. Depending on how comfortable you are with the friends you are doing this with, have them see the “innsmouth” look, have cats follow them , have spawn of Dagon attack, have the Men in Black question your PC's, etc

So where in the world are you, or rather your character. I'm going to talk a bit about Apathy, How I would run a game, and things to do. Your mileage may vary.

### **[1.4.1] Apathy and The World**

Your Pc's most important stat is the apathy meter. It is used to determine your difficulty for actions, to bid for outcomes you want, to activate powers and more, but what happens if you go into negative apathy or go over your maximum apathy.

The only way to go over your maximum apathy is to repeatedly lose Player conflicts. Each time you do you gain 2 apathy that you cannot refuse. If you loose a Gm conflict you have the option to refuse or only accept enough apathy to almost fill your apathy meter.

You spend apathy on bids , powers etc. You can choose to spend your last point of apathy.

Regardless of if you go over 25 or under 1 apathy, you apathy is reset to 12. In addition you roll for an additional ramification in the following table as appropriate.

#### **[1.4.1.1] High or Low Apathy results**

Roll 2d6 and total; find number and implement result.

#### **[1.4.1.2] Apathy over 25**

2 The Player has a Psychic Seizure, the player loses consciousness and all monsters, npc's, players, cthulhu and billing agencies know where the player is, lives, and how to get there.

3 Cthulhu instigates an event to prevent the formation of an apartment lich, GM Immediately creates a new headline that the PC's can't ignore (Headline Your house is burning down, etc)

3 The player contracts narcolypse, and must pass a consciousness check to act in the game (at GM's will)

4 The player loses their job due to poor work and absentism. They gain no benefit from paydays although they may have enough money for their bills.... for a while.

5 The player begins receiving overdue bills for their utilities just as one of them are cut off

6 The player loses their wallet with all their spare cash.

7 The Apathy vents in the form of a Psychic Energy Blast, all monsters in the scene are defeated and receive no dying action. Everyone gains 3 Apathy

8 The player loses something of value to them, if nothing of value roll again.

9 A raven agent is dispatched to dispose of the players, he arrives in three scenes.

10 Cthulhu warps space around the player and teleports him to a random location in the game

11 Player Pet becomes lost, if no pet roll again.

12 Player gains a new power.

#### **[1.4.1.3] Apathy under 1**

2 Roll Twice Again

3 The Player is knocked unconscious (no consciousness roll) and a minion of cthulhu is sent to collect.

4 All the telephones start ringing within a hundred feet of the player, for 3 days. Anyone who answers hears nothing but static and a slurping sound and they lose 3 apathy.



5 Player is offered a job with the Raven Agency, if they accept they must start a new character and the GM uses their old character to mercilessly hunt down the Pc's using inside knowledge.

6 The player starts screaming or laughing uncontrollably. They can do nothing but move until the end of the scene.

7 The Player is knocked unconscious (no consciousness roll) and has a one on one chat with cthulhu

8 The Player is unable to speak except for IA!IA!IA!, STFU, LOL, NEWB and UR MOM

9 The player selectively forgets everything they have learned since they meet the rest of the pc's

10 The player attempts to defend themselves by draining the apathy out of nearby people. Good news: Productivity in that quarter or district of the city goes up 300% Bad news: all pc's must roll to stay conscious.

11 The Player gains a pet

12 Player gains a new power

### **[1.4.2] Cthulhu**

Cthulhu in my game is sleeping underneath Lake Erie, one of the great lakes, in-between Canada and the US. Maybe this is because I live in Toronto , maybe because I am sick of the south pacific having all the cthulhu glory. Either way that's where he is. However, CTHULHU MUST NEVER BE SEEN. if you can see it, they can kill it. The Players are not allowed to kill cthulhu, notice that cthulhu can't kill the players either. its not that kind of game, if your looking for that I'm sure you can find it somewhere,

Part of the reason why cthulhu must never be seen is that the unknown is far scarier than the known. That's the whole point of the mythos. Maybe you don't have Cthulhu in your game you have Yigg or Azeroth or something like that, THAT'S KEWL. Surprise your players, just don't lie to them. If they want some old skewl cthulhu action and you pull out some hippy Shub-Naggroth crap they won't be happy and for good reason.

Its probably easiest to put Cthulhu under ground or under water, thus the lake's and the south pacific bits.

### **[1.4.2.1]The Ending**

It probably wouldn't be horrible to end a game with the pc's making it to RYLEH, cthulhu's summer address ( or the 9<sup>th</sup> planet, or the DREAMLANDS)in their attempt to restore life liberty and cable but I wouldn't go further than that. Just a fade to black, and none of this your PC's are alright Bravo Sierra either. Maybe a fade to black with some screaming or something. This game is about fighting Cthulhu with apathy, if they , the pc's, go knocking on doors they will get in over their head. If you want to do that old skewl dungeon crawl, everyone gets a new character every 5 minutes its up to you, myself I wouldn't kill anyone. The more attached they are to the character the more they interact in the world, which makes the unhappy ending all the more poignant.

YES THIS GAME HAS AN UNHAPPY ENDING. THERE IS NO WIN IN THE THIS GAME. THERE YOU GO YOU RUINED IT FOR YOUSELF. YOU HAPPY NOW, NOPE AND NEITHER IS YOUR PC. but we all really know that Cthulhu games are about the journey and not the ending.

### **[1.4.3] The Town**

This game is based around an urban model. It doesn't have to be but I'm living near downtown now and I can see why it's so predominate in the mythos. CITY TYPE LIFE EXEMPLIFIES THE HUMAN CONDITION. quote that crap at your players , there you go pat yourself on the back and leave me alone.

Towns can combine squalor with everyday life, which in turn leads to the mythos versus everyday life. Some people are going to be all like, the mountains of doom, on my ass. But hey, you know I'm right. for every story on the mountain or in the desert or the barren dream spaces, there is two in a town, a city, an abandoned house, or room in town. a dream city where you can trade rubies for slaves, etc. But what's in town.

First you need a place for your PC's to live, eat , and crap. This is generally known as an apartment. yes, all the PC's should be apartment dwellers does this surprise you? Then you need a place for the PC's to hang out, this can be at the local quirky mart, MC Donald's or the entire frigging down town core, a nightclub (the bronze for bonus points) or something like that. Lastly the PC's need places to investigate, abandoned warehouses , creepy witch houses, corporate mainframes, extra imension cable billing agencies, the docks and that kind of stuff. These investigation locals should generally be announced in the HEADLINES. Sometimes the PC'S will be like "I go to X" where X is something that you had no idea existed and wasn't sure is even in your game. SAY YES FOR THE LOVE OF CTHULHU. This is your pc saying , I WANT THIS IN THE GAME, its involved and active. if nothing else its something you didn't have to think up yourself so thank them profusely and let them on their merry way, trust me It won't be merry for long ( so what you want to go to the planetarium? sure you find the Toronto Planetarium , so what if it doesn't exist, maybe its a cthulhu based delusion, maybe the forces of the mythos has it recommissioned in order to make sure the stars are right, isn't that better than "No there is no planetarium in Toronto"?)

### **[1.4.4] The People**

So what about the people? They come in two sizes, nameless NPC's and villains.

#### **[1.4.4.1] Nameless NPC's**

The Vast majority of people in the city or town of Toronto or wherever your playing you probably will never get to a first name basis. Just calling them THE CLERK and having them act CLERKLIKE. is probably enough. Some Players may be really interested in that crap, in this case treat it like this

PC: So what is the Clerk's name , what does his name tag like , do I recognize him?

GM: Dunno what is his name, do you recognize him?

If the PC is like "I dunno" it means one of two things, they where trying to make life hard for you to begin with ( in which case you cleverly turned it back on them, score for you) , or they are shy. Push them a few minutes, let someone help them, whatever. If its dead silence just say, He doesn't have a name tag and won't tell you his name. (this isn't a game of put the players on the spot cause they are shy)

If the PC is like "CORNHOLIO AND HE NEEDS TP FOR HIS BUNGHOLE" may be he is , maybe he is just making that joke in the game, maybe its just what the PC hears in his head. Run with it.

#### **[1.4.4.2] Villains**

Villains come in two flavours, cultists and monsters. and as you see in the monster section, that's really one flavour. MONSTER. These are your naked witch girls shouting IA IA IA in the dead of night, that creep that's following the PC's, The apartment lich that may be able to help the PC's if they can overcome his apathy. These are simply a part of the story that is opposed to the PC's. The Antagonist to the PC's protagonist.

So what does an Antagonist/Villain do?

They oppose the PC's. They prevent the PC's from doing what they want. If you expect it to end in fire and fighting, the antagonist is a BOSS. The Monster at the end of the stage that the PC's must use what they learned ( either as a player i.e. how to effectively play and work together or using some secret from the game as a character such as a secret chant or brew that will destroy or defeat the boss.) If you expect the PC's to discover something about the antagonist or do something for them to defeat them and gain their aid. They are a false antagonist, they don't really oppose the PC's. Once the PC's free the false antagonist's wife or remove the mind control treat him exactly like a nameless NPC.

So yes Villains = Fight or something else; if something else then False Antagonist

In my world most of the non cthulhu antagonist are the dreaded R.A.V.E.N. A men in black type organization dedicated to ensuring that the spread of cthulhu's influence is curtailed, generally by violent means. They abduct PC's, clean up after them, capture monsters, create cover stories, fake deaths, abduct witnesses. ANYTHING to ensure that less people know about the mythos.

#### **[1.4.4.3] so is Cthulhu an Antagonist?**

Nope, Cthulhu wants the PC's to go around, investigate, get in over their head and be forced to use their powers, because every time the PC's do they have to use apathy, which means they might become a cultist. The former PC's are Cthulhu's most powerful weapons against R.A.V.E.N. and the only way he's ever going to free himself. Cthulhu is much more of a mentor. hoping to bring his students to the dark side , rather than want the PC's to fail. However, the rest of the mythos , all those shoggoths and monsters and Yeth hounds , and such are Antagonist of the villain/monster variety

#### **[1.4.5] Equipment and stuff**

So where are all the sweet claymore's flame throwers, grenades and AK-47's ? We totally need some of that to kill cthulhu right? WRONG. This game doesn't have great big lists of equipment. Weapons work by forcing conciousness checks to stay in the scene. Monster's don't get conciousness checks (They just spend or bid apathy) So weapons are more or less useless then? No. They are handy because they can engage multiple enemies at once and allow you to do things that you may not be able to do otherwise. The Fire axe although it is not really any more effective against deep spawn than say your fists, kung-fu or a machine gun, lets you chop things. Knives let you cut things, Guns let you shot things, machine guns let you shot lots of things, Flame-throwers let you burn things, grenades let you blow things up. magic weapons let you magic things. This table is to give you some ideas about them.

### [1.4.5.1] Equipment List

Club, Fist, Blunt, Chains, Flails, Nun chucks:	Can't Cut, No Range, Good for Close Combat
Knife, Bayonet, Swords, Daggers:	Can Cut, Can Throw, Good for Close Combat
Axes:	Can Chop, Can Throw, Good for Close Combat and Breaking Things
Handgun, Pistol, Revolver, Hand Cannon:	Can Shoot, Good for Close Combat, Good for Short Range
Rifle, Long gun:	Can Shoot, Good for Long Range
Machine Gun, Machine Pistol, AK-47 M16:	Can Auto fire, Good for Everything
Flame Throwers:	KILL IT WITH FIRE IA!
Grenades, Explosives:	Blow things up, grenades are short range, explosives vary

### [1.4.5.2] Magic Stuff

So we got the mythos, where is the magic. All of the pc powers are psionic in nature, and this purposely ignores a large chunk of the mythos for a very simple reason. We are not playing witches and wizards. Magic and esoteric lore is hard to find, requires effort, brains, and resources to accumulate that the pc's don't have. Magic stuff falls under the label of JUST SAY NO. If you do want magic stuff, magical items, artefacts, etc they come in two varieties A> The Macguffin B> Mine's Better

### [1.4.5.3] The Macguffin

The best example of this is Indiana Jones and the Lord of the Rings. The details of the ark of the covenant or the one ring doesn't matter. What is important about these objects is the emphasis the plot and characters put upon it. Because of this the macguffin needs no stats.

Examples: weird flutes, infernal symphonies, unholy grimoires, crystal skulls etc

### [1.4.5.4] Mine's Better

This kind of magical item is more or less indistinguishable from an ordinary or regular item, except in one respect that its better than average. It may be an unbreakable sword or a gun that never runs out of ammo, or a candle that burns exceptionally brightly. These items don't need specific stats beyond how they are an exception or better.

Examples: A gun that always hits between the eyes, a cane that paralyzes shoggoths, a futuristic blaster that can fire threw walls, or magical x ray vision goggles.

The properties vary but generally can do whatever the basic object does but better, last longer, fires further, uncanny accurate, doesn't need to be reloaded, indestructible, etc. No matter way do these qualities give a numerical bonus, but rather a simple qualities of the object itself.



## [1.5] Flipping Cthulhu

Priests, Gangsters, Former PC's, Apartment Liches they are all the same to cthulhu, merely useful pawns that bring him one step closer to freeing himself. Monsters in Apathy all have a similar layout.

Monster Name: The Example Beast

APATHY X

Description: I look like all the other beasts

Weakness: No Powers of my own

Restrictions: Cannot be original

Powers: I contain infinite instances in finite form

Ability: Boring

The Description tells you what your PC's can or cannot see depending on the monster.

Weakness consist of things that are extra damaging to the monster. If the monster bids against a weakness it automatically losses a point of apathy. Restrictions are just things that monsters cannot do.

Powers and abilities refer to psionic powers or raw physical abilities .Some monsters can only see with their mind. some can turn invisible or leave giant 5 clawed footprints in their wake. Some monsters have giant claws and teeth that they use in combat, etc.

### [1.5.1] Night Gaunt

Apathy 7

*Night gaunts are vaguely human shape, but are thin and black and faceless. Their skin is slick and rubbery. They sport a pair of inward-facing horns on their heads, and have clawed hands and a long barbed tail, and wings*

Weakness: Water

Restrictions: Unintelligent

Abilities: Flight, Claw, Bite, Horn, Strength, Tail barb

Power: A Night Gaunt can grab a sleeper out of their dreams into the Dreamlands.

### [1.5.2] Deep Ones

Apathy 3

*I think their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech, held all the dark shades of expression which their staring faces lacked ... They were the blasphemous fish-frogs of the nameless design - living and horrible.*

*The Shadow Over Innsmouth*

Weakness: Fire

Restrictions: Cannot be seen in public

Ability: Amphibious, Can Mate with Humans, Immortal

### [1.5.3] Shoggoth

Apathy 12

*It was a terrible, indescribable thing vaster than any subway train – a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter. ”*

— H. P. Lovecraft, *At The Mountains of Madness*

Weakness: Elder Things

Restrictions: None

Abilities: Fluid, Amphibious, Familiar with Humanity, Immune to Damage

Powers: A Shoggoth can imitate anything, living, dead or machine, it works perfectly as that object absolutely indistinguishable from the real thing until the Shoggoth stops using this ability

### [1.5.4] Elder Thing

Apathy 20

*Six feet end to end, three and five-tenths feet central diameter, tapering to one foot at each end. Like a barrel with five bulging ridges in place of staves. Lateral breakages, as of thinnish stalks, are at equator in middle of these ridges. In furrows between ridges are curious growths – combs or wings that fold up and spread out like fans. . . which gives almost seven-foot wing spread. Arrangement reminds one of certain monsters of primal myth, especially fabled Elder Things in [the] Necronomicon.*

—H.P. Lovecraft, *At the Mountains of Madness*

Weakness: Shoggoths

Restrictions: Very Slow Moving

Abilities: Technology, Genetic Engineering, Inter space flight, Immune to Damage

Power: Elder Things can make Hypnotic Suggestions, Mesmerize, and Dominate foes.

**[1.5.5] Cultist****Apathy 1**

*Humans. Half-mad people who worship one of the Elder Gods. Their humanity makes their terrifying and immoral acts all the more disturbing. Often seen at the sites of great evil, whether ancient stones that stood present to immoral rites or the mass murder of orphans and kittens. Singularly disturbing and often gibberingly mad shouting IA!IA!IA! or at least we hope they are.*

Weakness: Handguns, Rifles, Explosives

Restrictions: Cannot be seen in public

Abilities: Daggers, Punch, Madness

Powers: Cultists can sense PC's and Free Cthulhu, Cthulhu tells Cultists to do evil things, and they do

**[1.5.6] Formless Spawn****Apathy 12**

*The basin ... was filled with a sort of viscous and semi-liquescient substance, quite opaque and of a sooty colour... [T]he centre swelled as if with the action of some powerful yeast [and] an uncouth amorphous head with dull and bulging eyes arose gradually on an ever-lengthening neck ... Then two arms — if one could call them arms — likewise arose inch by inch, and we saw that the thing was not ... a creature immersed in the liquid, but that the liquid itself had put forth this hideous neck and head, and [it was now forming arms] that groped toward us with tentacle-like appendages in lieu of claws or hands! ... Then the whole mass of the dark fluid began to rise [and] poured over the rim of the basin like a torrent of black quicksilver, taking as it reached the floor an undulant ophidian form which immediately developed more than a dozen short legs.*

—Clark Ashton Smith, "The Tale of Satampra Zeiros"

Weakness: Fire, Mercury

Restrictions: Cannot Harm Tsathoggua

Abilities: Pound, Bite, Rend, Tentacles, Immune to Damage

Powers: Formless Spawn are naturally liquid, able to seep through the smallest hole.

**[1.5.7] Dark Young****Apathy 5**

*Something black in the road, something that wasn't a tree. Something big and black and ropy, just squatting there, waiting, with ropery arms squirming and reaching. . . It came crawling up the hillside. . . and it was the black thing of my dreams — that black, ropy, slime jelly tree-thing out of the woods. It crawled up and it flowed up on its hoofs and mouths and snaky arms.*

—[Robert Bloch](#), "Notebook Found in a Deserted House"

Weakness: None

Restrictions: Will not Harm Shub-Niggurath or her worshippers

Abilities: Frightening, Tentacles, Devour, Comes in Groups of Thousands

Powers: Dark Young due to their appearance, cannot be found in forests unless they are attacking. Dark Young also have unnatural reach able to attack anything they can see.

**[1.5.8] Migo****Apathy 4**

*Fungus, They are fungus with shells. Fungus with legs, and thoughts. Fungus with tentacles instead of heads. Their body is a convoluted ellipsoid. Their flesh pale streaked with bilious green and horrid blue. The Migo are about all things alien.*

Weakness: Byakhee

Restrictions: Cannot harm Nyarlathotep and Shub-Niggurath.

Abilities: Advanced Technology and Intelligence. Thought Control

Powers: Brain Extraction ( Brain is put in a tube, and can still sense but cannot move or do anything)

**[1.5.9] Raven Agents****Apathy 3**

*These men are all dressed in black, every bit, Gloves, Boots, Glasses, Vehicles. They take, they take the*

*unexplained and make sure it remains hidden, that it is never explained. They never stop, they don't care, they don't question. They erase. These are the men of the raven, the extent that mankind will go to ensure that the old ones are forgotten.*

Weakness: Explosives, Video Recording

Restrictions: Cannot be seen in Public

Abilities: Well Trained and Funded, handguns

Powers: Can sense people tainted by the mythos, knowledge of mythos monsters weakness

### **Advanced Raven Agent**

**Apathy 10**

*Referred to as Seers, these raven agents have been pushed to the utmost of human modification. Their Eyes and Tongue have been removed, in favour of psionic senses. In addition they manipulate the thought technology of the Migo to deadly precision. Advanced Raven Agents are Nightmares Incarnate dedicated to eradicating everything that is the mythos.*

Weakness: None

Restrictions: None

Abilities: Uncanny Strength, Speed, Accuracy. Never pays apathy to active powers.

Powers: Only Creatures with powers can sense the Seers. Seers can sense PC's. Psionic sight and hearing, including electronic transmission, to a range of 1 mile. Migo thought weaponry can throw blasts of force and provide propulsion, allowing the Seers to jump and run to great heights and speeds.

### **[1.5.10]The Apartment Lich**

**Apathy 25+**

*This destitute old soul , still wearing the tattered remains of pyjama's lays upon the couch, watching television. Their apartment is revolting, decades of dead mice , cats , budgies , pigeons, and sometimes larger bodies and their shit lay heavy upon the floor. Old Newspapers and vinyl records cover every conceivable surface. The stink of shit, piss and old age, a smell like vinegar, lies heavy in the air. The beast doesn't stir from its local programming.*

Weakness: Light

Restrictions: Cannot Leave the Apartment

Powers: Apartment Lichs can turn off electric light sources and Expensive Objects with a thought, can see the television with its mind, Put people to sleep. TV rotted the apartment lichs brain and no one can read its mind. Ordinary people don't even know the apartment lich exists among them.

### **[1.5.11] Vampire**

**Apathy 5 recently sired-15 vampire lord**

*The deceased forms of virgins brought back to life by the unholy blood of their sire. They look like they did in life but with their features twisted by hate and rage against all living things.*

Weakness: Mirrors, Crosses, Running Water, Sunlight Restriction: Cannot enter private areas uninvited

Abilities: Strong, Fast, Bloodsucking, Flight,

Powers: Vampires can Mesmerise with a Glance, Appear Wholesome for short periods of time, turn into mist or bats, create more vampires , Drain Apathy along with Blood (1 apathy at a time)

### **[1.5.12] Fire Vampire**

**Apathy 8**

*These points of Crimson Fire coalesced into a rough man shape, give off considerable heat and light, flickering and reappearing almost to fast to see.*

Weakness: Water, Cold

Restrictions Cannot Harm Cthugha

Abilities: Fast, Burns anything it touches,



Powers: Fire Vampires can set fire to anything with a thought. Fire Vampires drain the memories of those they burn and are in constant communication with every other Fire Vampire.

**[1.5.13] Star Vampire**

**Apathy 10**

*It was red and dripping; an immensity of pulsing, moving jelly; a scarlet blob with myriad tentacular trunks that waved and waved. There were suckers on the tips of the appendages, and these were opening and closing with a ghoulish lust.... The thing was bloated and obscene; a headless, faceless, eyeless bulk with the ravenous maw and titanic talons of a star-born monster. The human blood on which it had fed revealed the hitherto invisible outlines of the feaster.*

—Robert Bloch, "The Shambler from the Stars"

Weakness: Sunlight

Restrictions: Visible during and After Feeding, Always Laughing

Abilities: Tentacles, Suckers, Claws, Bloodsucking, Unnerving Laughter

Powers: Star Vampires are naturally Invisibility and Drains Apathy with Blood (3 Apathy at a time)

**[1.5.14] Byakhee**

**Apathy 7**

*There flapped rhythmically a horde of tame, trained, hybrid winged things ... not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings, but something I cannot and must not recall.*

—H. P. Lovecraft, "The Festival"

Weakness: None

Restrictions: Must obey Summoning Circles, Cannot Harm Hastur

Ability: Byakhee can fly and travel through Outer Space.

**[1.5.15] Ghost**

**Apathy 1 minor poltergeist – 20 Ringu**

*The spectral remains of a human, continued by an unending thought. some appear as they are ideally, others as they died, and yet others as horrible phantasms.*

Weakness: Sunlight, Geometry

Restrictions: Incorporeal (Ghosts have no Physical Body)

Abilities: Ghosts can Vanish turning invisible, Reform after destruction, and Haunt buildings

Powers: Ghosts can lift up to 100 lbs with their thoughts, can light a fire without a lighter, can take the form of a loved one. All Powers used against me backfire.

**[1.5.16] Ghast**

**Apathy 6**

*After a moment something about the size of a small horse hopped out into the grey twilight, and Carter turned sick at the aspect of that scabrous and unwholesome beast, whose face is so curiously human despite the absence of a nose, a forehead, and other important particulars.*

—H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

Weakness: Fire, Natural Light, Gugs, Sunlight Kills Instantly

Restrictions: Cannot Smell

Abilities, Strong, Leap Attack, Keen Senses

**[1.5.17] Star Spawn**

**Apathy 15**

*Squid headed monstrosities with giant green boated bodies and wings. Claws and tentacles are everywhere, squirming masses instead of fingers or mouths. Star Spawn are the children and servants of Cthulhu in the dread city of Ryleh, deep under the ocean*

Weakness: None

Restrictions: None

Abilities: Claws, Tentacles, Flight, Strong, Tough, Star Spawn can Devours the Brains of defeated PC's

**[1.5.18] Ghoul**

**Apathy 5**

*Risen Corpses with a taste of dead flesh. Sometimes called wights because of their pale colourations. These undead abominations use their speed, teeth and claws to kill so that they may eat.*

Weakness: Fire

Restrictions: Can only eat dead flesh

Abilities: Strong, Tough, Fast, Pointed Teeth and Claws

**[1.5.19] Zombie**

**Apathy 2**

*Decayed Bodies brought back to life by necromantic magic or technology. Zombies are slow shamblers that are only driven by one instinct now. Their endless hunger for Brains*

Weakness; Fire, Headshots

Restrictions: Cannot move faster than a slow walk

Ability: Strong, Tough, Eats Brains

**[1.5.20] Yuggya**

**Apathy 7**

*These look like humans, except for the fact the pallid skin of their faces seems so very lifeless. Yuggya rarely open their eyes, as they are all naturally blind. Instead they see with their minds. Yuggya look like humans but are not, and they are unfailingly loyal to their alien masters.*

Weakness: Noise, TV, Revulsing Appearance

Restrictions: Blind

Ability: Mind's Eye that can detect Fear and Revulsion

**[1.5.21] Gug**

**Apathy 13**

*It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone, and the head of the awakened gug sentry, large as a barrel, wobbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown with coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally.*

—H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

Weakness: Ghouls

Restriction: Cannot Open the Great Door of Koth

Ability: Gugs Frightening, Strong and Tough with Massive Claws.

**[1.5.22] Flying Polyp**

**Apathy 17**

*[The flying polyps were a] horrible elder race of half polypous, utterly alien entities... They were only partly material and had the power of aerial motion, despite the absence of wings... [They exhibited] a monstrous plasticity and ... temporary lapses of visibility... [S]ingular whistling noises and colossal footprints made up of five circular toe marks seemed also to be associated with them.*

—H. P. Lovecraft, *"The Shadow Out of Time"*

Weakness: Great Race of Yith

Restrictions: Can Always be heard whistling, Always leaves huge 5 clawed circular foot prints

Ability: Flying Polyps can Levitate with no apparent means to. Flying Polyps can turn Invisible at will.

Powers: Flying Polyps can Control the Wind to devastating effect.

References: Quotes and background information concerning the Cthulhu mythos come from Wikipedia.



## [1.6] Petz and Powerz

### [1.6.1] Powerz

so now you've gone threwh about 5/6's of the text thinking to yourself, everybody got powers except me and all my power is, is to hear the out of character chit chat, man that is so unfair.

well not so sunshine. there are a large variety of powers so lets begin

#### [1.6.1.1] What is teh powah?

A power refers to a psychic power given to you by cthulhu. All of the PC's in the game are low level psychics, and as they continue on threwh the game they may get new psychic powers. Powerz are most definitely not magic, because that requires reading mythos books and investigation and learning and stuff, and that's not apathy. If you want magic go play mage or something.

#### [1.6.1.2] Power Descriptions

The Power's description is the name of the power. All powers can be used whenever the apathy cost can be paid. Some Apathy costs are described like Apathy 3 or Apathy 1 with Drawback. In this case either

cost may be paid, and both time it would be considered spending 3 apathy. The Gm or other players are responsible to ensure that an appropriate drawback is payed.

**[1.6.1.2.1] Backfire**

Backfire is a negative consequence. It is generally of three sorts, an extra encounter, Bad luck, or a new villain. If the PC's select Backfire, the GM , or other players may select a backfire. Appropriate backfires include things like, The PC's win the fight but the villain escapes, You loose your wallet, Your power affects more or less than expected , although it still affects the main target fine, your character is knocked out, civilian casualties, mixed results, that kind of thing. However, backfire never means that the main goal does not happen. If I backfire You sleep now, the target goes to sleep, other things may happen as well, but the target goes to sleep. Use your creativity.

**[1.6.1.3] Conflicting Powers**

If multiple powers are used that have conflicting properties, the player who spends the most apathy wins. The other play may choose to spend extra apathy (this is exactly like apathy bidding but with powers). The person who spends the most apathy wins , the loser doesn't and gains 1 apathy.

**[1.6.1.4] Power Chains**

All powers are presented in chain format beginning with I can hear cthulhu in my head telling me to do evil stuff lol. To get access to higher powers you need the lower powers (All of them). Example you need “I hear cthulhu telling me to do evil stuff lol” before you can “I hear other people in my head” and you need “I hear other people in my head” before you can get “I hear the radio when there is no radio.

**[1.6.1.5] When to give out powers.**

This is almost entirely up to the group/players. some people may want to start with an extra power, some people will only want to gain an extra power when you eat starspawn brains, when you do something particularly approved of by cthulhu . I would suggest that if you are playing this game as a one shot, once every other headline (probably alternate with pay days). I would suggest that if you are playing this game as a multi session affair about one every session.

**[1.6.2] THE POWAH!!!!!!!!!!1!!!11!!!11!!!1111!!!111111one1one11oneoneoneoneoneun**

<i>Powah</i>	<i>Cost</i>
I hear cthulhu telling me to do evil stuff lol	0 Apathy
➤ I am ageing backwards	0 Apathy
➤ I hear other people in my head	1 Apathy
● I hear the radio when there is no radio	1 Apathy
• I can Txt with my Mind	3 Apathy
● I can read your mind with my Vulcan mind meld	5 Apathy or 3+ Backfire
➤ I see what your doing when I'm not even there	3 Apathy
● I can see what you see threw your own eyes	3 Apathy
➤ I can light a cigarette by thinking hard	1 Apathy
➤ I can get a soda without going to the fridge	1 Apathy
➤ My Hand is a joy buzzer	0 Apathy
● I can light light bulbs with my mouth	0 Apathy
➤ Street Lights (and lights in general ) turn on or off around me	1 Apathy

- TV Rotted my brain and as a result no one can read my mind 3 Apathy or 1+ Backfire
- People Can't Pick me out of a crowd 0 Apathy
  - People don't even know I'm there when I am there 3 Apathy or 1+ Backfire
- I can read body language like a book 0 Apathy
- My Thoughts etch themselves onto nearby surfaces 1 Apathy
- My hands write things by themselves 0 Apathy
  - and sometimes its even useful stuff 1 Apathy
- I sleep now 0 Apathy
  - You sleep now 5 Apathy or 3+Backfire
- I can see in the dark 1 Apathy
- I can clouds men's minds about as much as a expensive scotch 1 Apathy
  - I can cloud men's minds about as much as a bottle of scotch 5 Apathy or 3+ Backfire
- Expensive Things Don't Work Around me 1 Apathy

### [1.6.2.1] New Powers?

You want them? go make them! I could see several of the powers eventually opening into really belligerent stuff, like throwing fire balls, and lightening, psychokinetic, domination that kind of stuff. The real question is do you want to play your game like that cause if you do, maybe a different game would be better. If you think this is the game however, feel free.

### [1.6.3]Pets

Pets are small subhuman companions who travel with the pc's to help them do stuff. Sometimes they are more like lassy, sometimes they are more like a rampaging robot but either way here's how they work.

#### [1.6.3.1] How do I get one

Pets are gained for spending cash, for successfully investigating scene's for being inventive at the robotics factory or other reasons. There are only two certain ways to gain a pet, to buy it or to gain it when your apathy decreases below 1, everything else is up to the gm.

#### [1.6.3.2] Cost

Pets cost 100 dollars if bought from a store, otherwise it will be up to the gm. In addition because pets require care your max apathy is decreased by 5, its kinda hard to veg out in your living room when your dog needs a walk bro.

#### [1.6.3.3] Benefits

The main benefit of a pet is that they are oddly immune to damage, the mythos, and other sources of pain and frustration for the pc's. They have no apathy meter and therefore can never be turned by cthulhu and they have no conciousness and therefore can never be knocked unconscious. They are

however very limited, they can do nothing that a small animal or a child could not do. This means that beyond some carrying, protecting of unconscious masters, dragging them out of the burning building and other mundane tasks, the pets have the nonstatistical benefit besides the one listed below.

#### **[1.6.3.4] Examples**

Pet

Xbox Robot,  
Talking Shaggy dog,  
an Animated Marionette,  
A Cat who was a warlock,  
A small and stupid byakhee  
A dumb shoggoth.

Power

Surprisingly Strong and Smart  
Speech  
Levitation (Hey those strings have to go somewhere)  
Bad Luck, (All enemies loose 1 apathy  
You can ride him, even when he's flying  
Can turn into any not magical item for a short time.

#### **[1.6.3.5] Limitations**

Only 1 pet ever, and Pets cannot participate directly in combat or contests.