ICS

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	TITLE : ICS		
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Contents

Chapter 1

ICS

1.1   Investigator Construction Set

INVESTIGATOR CONSTRUCTION SET V1.00

For Call of Cthulhu 5th Edition

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Introduction Using ICS Problems

1.2   disclaimer

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1.3   copyright

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1.4   introduction

This program is designed for players of Chaosium's Call of Cthulhu role-playing game (5th edition rules). It allows quick and easy creation of Investigators and features a nice GUI and the ability to save, load and print Investigators.

ICS will only let you change your Investigator in accordance with

the CoC rules. This means that statistics are generated randomly, and you are limited in the number of skill points you can assign to skills. Occupation skills are seperate from other skills and ICS keeps track of how many points you can spend in each category. The effects of age on EDU and other stats is taken into account, and even the "additional schooling" option is included.

All the 5th edition occupations and skills are included, and ICS makes it easy to add totally new skills should they be needed. Things like Damage Bonus, Hit Points, Luck etc. are calculated for you and included on the print-out. ICS doesn't handle income, savings or equipment; these things must be dealt with afterwards.

The print-outs produced by ICS give all the information about an Investigator in a way that makes it easy to transfer to a character sheet; you simply copy the details across (which are in roughly the same place on the print-out as they are on the 5th edition character sheet). Just fill in the skills and the Investigator is almost ready to play.

1.5   Using ICS

After starting ICS from the Workbench or a Shell, its main window will appear. The easiest way of explaining how to use ICS is to walk-through the process of creating an Investigator, so here goes.

First, you need to generate a good set of statistics. Click on the Statistics button. A window will appear, showing the Investigator's current statistics along with some related information. Now select New from the Project menu. The values will change to a newly-generated set. Keep doing this until you get some you like.

Next, decide upon an age for your Investigator. ICS will not let you enter an age below the minimum (EDU+6 years). The maximum age is 99, and don't forget that if you choose an age over 40, certain statistics will drop slightly due to ageing. Entering an age now is important, because ICS won't let you change it once you've chosen an occupation.

Now you can choose an occupation. Click on the Occupation button. A window will appear containing a list of occupations (these are as close as possible to the 5th edition CoC ones). Select an occupation. A window will appear asking if the Investigator should take additional schooling (see the rules for details on this). Note that this only happens when you first choose an occupation.

If the occupation you chose allows you to choose other skills as personal specialities, another window will appear containing a list of skills, from which you can select one. If you choose a skill such as Pilot or Art, another little window will appear asking you to enter the name of the skill speciality (such as Helicopter for Pilot or Ballroom Dancing for Art). If you select Other from the skills list, a window will appear asking you to enter the name of the new skill, along with its base value.

Once you've finished doing your occupation, you can start deciding where to put your skill points. Click on the Skills button in the main window. A window will appear containing a list of your occupation's skills. You can select skills and adjust their values with the slider next to the list. You will notice that the number in the top-left corner of the window changes when you move the slider. This is the number of skill points you have left in the occupation skills category. If you click on the cycle gadget next to this, the list will change to show the other (non-occupational) skills your Investigator has (there aren't any at the moment). Clicking on Add will bring up the Select a Skill window from which you can select one to add. Skills can be deleted by selecting them and then clicking Delete. To clear the whole lot, click on Clear (notice that the Add, Delete and Clear buttons don't work with the occupation skills list). All points allocated to skills deleted or cleared are returned to be used again. If you want to reset all the skill values in the visible list to their base levels (i.e. return all used skill points) but you don't want to actually delete the skills, click the Reset button.

When you're happy with your Investigator's skills, you can add the finishing touches by entering his or her name, birthplace etc. Finally, save the Investigator to disk with Save As... in the Project menu. This means you can load them again (with Open...) and alter the name, skill values, or even change their occupation. At some point, you will probably want to print out what you've done, so you can copy the details on to a character sheet. ICS makes this easy; just select Print from the Project menu and your Investigator's details will be sent to the printer. Occasionally, you may want to "print" to a file, so you can print it later or incorporate it into another document. To do this, select Print As... from the Project menu, and a file-requester will appear asking you to choose a file to print to.

1.6   problems

Here is a list of known problems/differences (not bugs):

In the rules, certain occupations such as Professor allow one or more skills to be selected from a small list of related skills. This is not implemented in ICS; instead, skills must be picked from the whole range of skills. If this bothers you, the only solution is to refer to the rules and choose only those skills that are listed in the occupation description.

ICS will not warn you if you choose a skill more than once. This includes choosing a personal interest skill that is already amongst your Investigator's occupation skills. The only solution to this is to choose skills carefully.