Delta Green/ITS Crossover 1.0

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Introduction

Pagan Publishing, the independent game publishing company, has breathed new life into modern horror roleplaying in the Call of Cthulhu universe. Their combined works **Delta Green** and **Delta Green: Countdown** are being hailed by many as the best horror/conspiracy game supplements ever made.

Unfortunately, they are based in the **Chaosium Call of Cthulhu** system. While it isn't a horrible system (maybe "dog with fleas" would be a good way to describe it), it isn't as rules-light and minimal as other games are, like **FUDGE**, **Star Wars** or the **D6 System**. Luckily, Craig Griswold came along and put a set of D6 System-based rules together for modern horror/conspiracy role playing called **Into the Shadows**. This phenomenal piece of praxis can be downloaded free over the Internet.

If we were to combine the two, we could easily play with some of the most interesting, horrifying and well-supported game material in a rules-light environment: Call of Cthulhu and the Delta Green line of supplements is a phenomenal, roleplaying-inducing setting. It is only natural to want to use a minimal system that is also geared towards roleplaying. That is what I attempted to do.

Delta Green information can be found online at www.delta-green.com, and Into the Shadows can be downloaded at members.tripod.com/~into_the_shadows/ .

This Document

Laid out over the following pages are the rules for 2 systems both compatible with the **Call of Cthulhu/Delta Green (DG)** and **Into The Shadows (ITS)** systems. The name of the systems combined is **DeGITS** (pronounced however you like, preferably like "digits" [fingers, numbers, etc] with an *e* instead of an *i*), which you must admit is a pretty funny name for a rules system. Try saying it several times in front of a mirror when no one else is around. The 2 hybrid

systems are called **DeGITS Total Conversion** and **DeGITS Partial Conversion**.

DeGITS Total Conversion (also called simply **DeGITS**) is the main system. It allows the gamers to play using the ITS rules in the Delta Green campaign universe. It requires a bit of work to start out with, but it is the more worthwhile and stable of the two systems in the long run. If you are planning on using a prewritten module or adventure, you will have to do a little more conversion beforehand into the **DeGITS** system.

DeGITS Partial Conversion (also called **Partial DeGITS**) is a system that doesn't have as many ITS Conversions, and in fact many systems like Sanity and Idea Rolls use the old **Call of Cthulhu/Delta Green** rules. This makes it easier to run prepackaged adventures without too much conversion, but this system should be more viewed as a stepping stone into the **DeGITS Total Conversion**. **Partial DeGITS** isn't as well-supported on these pages as the main system.

Also, from time to time there will be small boxes that have optional data above and beyond the two systems. Use them if you feel like it, they're simply added options, that's all.

If you would like to skip to the comprehensive list of necessary additions to an ITS Character Sheet (to give you an idea of how the system is laid out), please take a look at **Part 6: Appendix**.

A WARNING

The following text is interspersed with examples and ideas from the Delta Green and Delta Green: Countdown books. Therefore, spoilers may appear without warning.

Part 1: Characters

Character Creation

Probably the best thing to do is to create a new **DeGITS** Character from scratch. Take your existing Call of Cthulhu/Delta Green Character and, using it as a base, transfer the character over into the **DeGITS** rules from scratch. If you think that this is too much of a pain, you can use the Attribute Conversion Table, but this table is primarily for encountered characters in the game. If you begin again from scratch, there is a better chance that you can create the kind of character you want. Remember to use 21 points to spread out among the 7 attributes that are listed below, not the standard 18 of Into the Shadows (The ITS rules only have 6 main attributes, while DeGITS has 7).

Basic Attributes and Abilities

Since the attributes in Delta Green and ITS are essentially different, we are required to add some new attributes and consolidate others. All references to the Attribute Conversion table are ideally for converting NPCs into the DeGITS system, although it can be used to convert PCs as well.

Strength and *Constitution* become **Physique**. Average them and use the Attribute Conversion Table, below.

Dexterity becomes **Reflex**.

Education becomes **Education**

Intelligence becomes **Canny AND Technical**. Use the conversion table and write the same score in both places in pencil. Then, adjust the Canny and Technical scores as you see fit, lowering one score by one pip to raise the other score one pip- it is recommended that you don't raise/lower a score more than one full die code without some sort of explanation.

Appearance and *Power* become **Will**- average them and use the Conversion Table.

Size becomes ignored. Write your height and weight on your character sheet in the appropriate places. Creatures and Mythos monsters with a truly enormous size will use the ITS scale chart for damage bonuses based on size.

Power is tricky. In the world of CoC, unlike ITS, any character can use magic (if they read the right books) and have their "power" (aura, etc) affected throughout the course of a game. To simulate this atmosphere, a new attribute must be created for all ITS characters called **Power**

(shortened from this point forward into "**POW**"). If you are creating an ITS character from scratch to be used in a DeGITS campaign, add 3D to the dice pool just like any other attribute. If you are converting a character, use the Conversion Table.

If the GM wishes, psionics, priest spells and "ITS magic" can be used in a DeGITS game, but those particular attributes will be separate again from Power. However, it should be noted that for a standard Delta Green game anything beyond psionics could really suck the "Mythos feel" out of the game. And even then, psionic powers could be seen by the GM as much too powerful or rare for Player Characters to posess.

Luck, Knowledge, and *Idea rolls*. If you've gone this far into using DeGITS, you might as well go all the way and give up on these percentile rolls. Instead, base them on rolls related to their original attributes: Luck will require a **Power** roll, Knowledge will require an **Education** roll, and Idea will require a **Canny** roll, with the difficulty set by the GM depending on the situation.

DeGITS Partial Conversion Note
If you don't think you can live without the above rolls, that's OK. If you're converting your old characters to Partial DeGITS, just blow the dust off your old D10s and write the following scores down somewhere on your character sheet. If you are creating DeGITS characters from scratch and want to use the old percentile rolls, make a new space on the character sheet for these rolls and convert using the following (no wild dice for the following rolls, unless the GM is a softie):   For Luck, roll your Power attribute. Multiply that result by five and that's your Luck roll.   For Knowledge, roll your Education attribute. Multiply that result by five and that's your Knowledge roll.   For Idea, roll your Canny attribute. Multiply that result by five and that's your Canny roll.

Attribute Conversion Table									
CoC	ITS	Coc	ITS	CoC	ITS	CoC	ITS	CoC	ITS
1	1D-2	11	2D+2	21	5D	31	7D	41	9D
2	1D-1	12	3D	22	5D+1	32	7D+1	42	9D+1
3	1D-1	13	3D	23	5D+1	33	7D+1	43	9D+1
4	1D	14	3D+1	24	5D+2	34	7D+2	44	9D+2

5	**1D+1**	15	**3D+1**	25	**6D**	35	**8D**	45	**10D**
6	**1D+1**	16	**3D+2**	26	**6D**	36	**8D**	46	**10D**
7	**1D+2**	17	**4D**	27	**6D+1**	37	**8D+1**	47	**10D+1**
8	**2D**	18	**4D+1**	28	**6D+1**	38	**8D+1**	48	**10D+1**
9	**2D**	19	**4D+2**	29	**6D+2**	39	**8D+2**	49	**10D+2**
10	**2D+1**	20	**5D**	30	**7D**	40	**9D**	50	**11D**

The yellow area indicates the special scale used for lower end attributes (for most humans and animals).
In the white area, the attributes follow a simple pattern that can be followed to convert attributes that fall off the range of this table.

Skills

Skill Ability for NPCs and PCs are easy to convert from DG to DeGITS if using the following table.

Note that in DG all characters have a basic percentage of a chance to do many things, like Driving Cars or Using Libraries. For making DeGITS characters, however, the characters are only allowed the usual 7 dice to add to their various skills. In DG, if the character doesn't have a skill she simply can't perform an action, while in ITS and DeGITS characters can always fall back on their attributes if they don't have an appropriate skill.

Skill Conversion Table	
CoC Skill Rating	**ITS Skill Bonus**
01-15%	**1D**
16-30%	**2D**
31-45%	**3D**
46-60%	**4D**
61-75%	**5D**
76-90%	**6D**
91-100%+	**7D+**

Converting the skills from Delta Green into the Into the Shadows system is really easy- most of the skills are self-explanatory: Skills like Biology, Dodge, and Medicine all have their Into the Shadows counterparts. The only skill that doesn't have a logical ITS counterpart is "Credit Rating". For this skill, it is suggested that the GM use common sense when a player or NPC

uses their Credit Rating skill: If the character is rich, his credit rating is "good"- let her rent the boat or crane. If the character is poor, or constantly destroys leased equipment, then she might have trouble renting a go-kart at Kiddie World.

Part 2: Sanity

Sanity is a whole new can of worms. In Delta Green, characters roll sanity checks so often that some GMs might find it easier (especially when running adventures from modules) to use the traditional CoC sanity system. If you want to stick to the old sanity rules for creating new DeGITS characters (like the Luck, Knowledge, Idea rolls above), good luck. However, it is recommended that you instead use one of the following **DeGITS Total Conversion** Sanity system. It flows with the ITS system and D6 mechanics, and it's not so confusing for new players. Plus, if you lose your ten-sided dice in the couch, you won't be able to determine how much seeing a Hound of Tindalos fries your brain- while if you lose a six-sided die, you can always raid your old Monopoly or Clue games for more.

The system for Sanity as presented in Into the Shadows is simple and light, but it misses a little of the flavor of Call of Cthulhu/Delta Green. Sanity Checks happen a lot in Delta Green, and your seeing elder gods and going insane is going to be "old hat" for your DeGITS characters. Rules for Sanity is a central mechanic to the DG system. In fact, it is probably even more used than the combat system. DeGITS takes this into consideration and creates a new system for sanity.

First of all, Sanity is a skill based off of **Power**, not **Will** as presented in the ITS system. It can be increased as a regular skill in the course of a campaign. Also, when you generate a character, you can spend pips to raise the sanity score initially, just like any other skill, although a raise higher than +2D might require some sort of explanation. Please read the **Cthulhu Mythos** section for more information on raising the Sanity skill.

When you mark down **Sanity**, mark it twice on your page, with the first score written in parenthesis. In other words, if the character's starting Sanity score (adding the Power attribute) is 3D (for example, the character has a POW of 2D and adds a 1D to the Sanity skill), mark the Sanity score as **(3D) 3D**. The first score refers to the character's **Maximum Sanity** the second score is the **Current Sanity**, and both scores will be discussed at length in the **Cthulhu Mythos** section, below.

When you raise your sanity score with Character Points, you must raise the Maximum Sanity, not the Current Sanity. This makes it hard for players to balance excessive sanity loss (say through reading copious amounts of forbidden lore) by raising sanity- it soon becomes an uphill battle. Raising Maximum sanity by one or more pips automatically raises the Current Sanity by the same amount.

In DeGITS, all "hard" government agents (FBI, CIA, Military, Mercenaries, etc) that have a rigorous psychological training program should gain a 1D in sanity automatically. This reflects the stress training that they commonly receive before becoming full agents. If you don't know if your character is a "hard" agent (Fish and Wildlife, EPA, IRS, etc) ask the GM. The GM may feel that your training, perhaps with an extra story in the character's background to compensate, warrants a bonus. For example, an IRS agent that has had a history of auditing organized crime organizations or EPA Employee that constantly does tests of the environment under dangerous conditions.

There also may be careers that warrant an initial sanity bonus of 2D (Navy Seals, Green Berets, Contract Assassins, Black Ops/Wetworks, baby sitters, LAN Technical Support Specialists, etc), but these should only be given out rarely.

Add this skill bonus to the **Sanity** and **Maximum Sanity** scores before rolling for sanity points.

Sanity Points

Calculate the character's starting sanity points in the following way- roll the sanity skill score (or just the Power attribute if Sanity skill isn't initially taken) and add 20. This results in a system comparable to the Life Points system of Into the Shadows that fits well within the d6 system.

DeGITS Partial Conversion Note

Roll your Power attribute again and multiply the result by five (don't just use the above Luck roll again- this makes things a little more interesting). This is your Sanity score and Sanity Points base score. Get them d10's ready to roll!

Raising Sanity Points

Every time a pip is added to the Sanity skill, one point is added to the Sanity Point maximum. Every time a pip is added to the **Power** attribute, 2 points are added to the Sanity skill. Every time a pip is added to the Cthulhu Mythos attribute, one point is subtracted from the Sanity Point maximum (see below for more details).

DeGITS Partial Conversion Note

For every additional "pip" of **Power** attribute or **Sanity** score that you later gain, you can add three points to your sanity score. Your maximum possible sanity is 99 points, minus 2 points for each Cthulhu Mythos "pip" that you have (see Cthulhu Mythos, below).

Note that raising the **Partial DeGITS Sanity Score** can't be covered by standard D6 rules as easily as the **DeGITS Total Conversion Sanity Skill** can. In light of this, the GM should feel free to raise the Sanity score as a reward for good roleplaying or good deeds after finishing an adventure.

The Sanity Check

For making a sanity check, roll the difficulty of the Nasty Event (**NE**) against the character's or NPC's sanity score. The difficulty dice score of the Nasty Event is determined by the GM, but here's some handy tables below that lay out some basic difficulties and modifiers. After the roll is made, compare the **NE** roll to the character's Sanity roll (sanity acts as a defense here). If the roll is higher than the Sanity roll, the difference of the rolls is subtracted from the character's Sanity Points. Survival points ala ITS can of course be used to increase the Sanity roll. Don't forget to add the Wild Die to the Nasty Event and Sanity rolls!

Sample Nasty Event Table		
Event is...	**Examples**	**Basic Roll**
Mild	Dead animal; Dead human; Geiger Painting; expected death of a relative	**1D**
"Normal"	Rotting human; Someone gets unexpectedly shot; Partial remains of human found; meeting someone who is known to be dead; being trapped; unexpected death of a relative; seeing a humanoid creature	**2D**
Horrible	Physical or Psychological Torture; entering a room of after a "Kurt Cobain Style" shotgun-to-the-face suicide; being buried alive; unexpected death of an immediate family member; seeing a non-humanoid creature	**4D**
Mind-numbing	A room full of dead bodies of regular people (including children)- blood everywhere, flesh caking the walls and floors, flies everywhere, signs of cannibalism as well	**6D**

Scale Modifiers to the Sanity Check	
Not Mythos Related	**0D**
Seeing a mythos creature, or witnessing an event directly involving a Mythos creature	**+2D**
Seeing an Elder God, or witnessing an event directly involving an Elder God	**+5D**

Sample Modifiers to the Sanity Check	
Lots of blood involved	**+2 to 1D**
Event is completely unexpected (i.e. waking up next to a corpse)	**+1D**
If it is an animal, monster or Elder God, and it is approaching the character (flying, crawling, swimming, etc) with unknown (or well known) intent	**+1D**
Nasty Event involves friend or colleague	**+1D**
Nasty Event involves a loved one or close family member	**+2D**
This is the first time that the character has ever experienced such a Nasty Event; witnesses a Mythos event, creature, or Elder God for the first time without having heard or read anything about that creature beforehand.	**+1D**
A similar Nasty Event has been experienced 2 or more times this adventure	**-1D**
A similar Nasty Event has been experienced 10 or more times in the past (even in past adventures), or enough times so that the event is expected (not cumulative with the above -1D).	**-2D**

Note that according to this chart, an average mythos creature sighting would be a 4D (humanoid) to 6D (non-humanoid) Nasty Event if they knew of or read about the creature beforehand. If it was coming straight at the character with no warning, that would be a 5D-7D Nasty Event. An average Elder God sighting would be about 9D. *If the character entered was opening the door to the local sports gym (to go exercise after work), but instead finds a room filled with dead bodies and blood everywhere (several of the bodies belonging to the other characters), and in the middle of it all was an Elder God that they saw for the first time, and the Elder God started slithering towards the character, tentacles extended, well that would be*

around 16D!

Other Sanity Effects

When your character looses sanity, there is a chance that psychological trauma can occur. Just as there are Wounds and Body Points for the ITS combat system, there are Effects and Sanity Points for the DeGITS sanity system. Every time sanity loss occurs, check the table below to see if any other dire effects occur. The table is similar to the sanity table in ITS, but the nuber ranges are different.

Sanity Effects	
Sanity Points Lost	**Result**
0-4	None
5-9	Character is Stunned and suffers -1D to all skill rolls for the rest of that round and the next round
10-15	Character is Frightened, can take no action for the rest of the round and suffers -1D to all skill rolls for 1D rounds
16-20	Character is Terrified and suffers a -2D penalty on all skills for D6 rounds. If the character is Terrified again in one hour, they become Horrified. After the effects of Terrified wear off, the character's condition moves to Frightened.
21-30	Character is Horrified and can take no action until another character uses Psychology to restore the character, or they may make an additional Sanity roll after 5 minutes at -5 difficulty to regain rationality. After that, the character suffers a -2D penalty on all skills for 1d6 hours. If a character is Horrified again within one hour, the character becomes Insane
30+	Character is rendered Insane: Permanent -1D to Will, will flee or coil up into a ball, cannot take willful action without psychological counseling. A failed Psychology roll may prompt the character to attack the other character

Optional Rule:
Either Way You're Gonna Get Spooked
One of the interesting things about Call of Cthulhu is that sanity loss can still occur even if the character successfully makes a sanity check- there are some things that are just too terrible to behold. In keeping with the spirit of the system, try this: If a character faces a **Horrible** or **Mind-numbing** situation, make that character suffer the game effects of Frightened or Terrified respectively: roll the dice and consult the *Sanity Effects* table immediately above. Even if the roll is "passed" and no sanity point loss occurs, the character is still shaken up as per the effects of the above table. If a mythos creature or Elder God is involved, perhaps make the character suffer the game effects of a **Horrible** situation, or **Mind-numbing** situation (again, rolling the appropriate dice and consulting the above *Sanity Effects* table, and take away 1D of Sanity Points anyway just for sport. And you also might want to consider long term psychological damage for the player-flashbacks, phobias, and the like.

DeGITS Partial Conversion Note
Sanity Checks will be exactly the same as the adventure you run specifies- Roll the necessary dice and subtract from Sanity Points as always.

Recovering Sanity Points

The human mind is a delicate thing. It just doesn't heal as quickly and easily as the body does. Call of Cthulhu/Delta Green is all over that like cheese on a taco. In DeGITS, sanity recovery is relatively slow.

Without professional psychiatric care or counseling at least once a week, the character only regains a number of sanity points a week equal to her Sanity die code, without adding in pips. In other words, if a character normally rolls 4D+2 for sanity, she would gain 4 sanity points a week.

With professional psychiatric care or counseling at least once a week, the character regains 1 extra point of sanity a week.

If the character goes on vacation, add 2 points to the above per week of vacation (up to 3 weeks max, then the vacation bonuses end). Of course, during vacation the character isn't allowed to bring out and read up on Damned Texts or help out on a case even remotely, or no benefit is gained for that week.

If the character is detained at a professional, *good* psychiatric hospital, add 3 points to the above (but not cumulative with vacation: "Hey honey, forget the beach, let's take the kids to Bellview this year..." I don't think so).

Completing an adventure also often results in granting Sanity Point bonuses to the characters. These bonuses should be given out if the characters close a case, confront and defeat or setback a human or Mythos enemy, save innocent people from harm, things like that. Essentially, the fastest way to recover sanity points is completing an adventure... but that's also the fastest way to lose them!

DeGITS Partial Conversion Note
Sanity Points are recovered as per the Call of Cthulhu/Delta Green rules.

Part 3: Cthulhu Mythos

In the course of adventuring, the characters may come across references to the Cthulhu Mythos. Reading ancient or even modern texts about the Elder Gods and their schemes will take their toll on the human mind. However, it is possible to then learn a little about the Cthulhu Mythos, which can be helpful when fighting mythos monsters.

Normally a knowledge skill is related to the Education attribute. However, in DeGITS, **Cthulhu Mythos** is yet another new attribute (more specifically, it is a Attribute-less Skill that is so hard to increase that it raises as an attribute). Like CoC/DG, it cannot be taken during character generation, but rather can only be gained through experience.

Gaining Cthulhu Mythos

When a character gains some level of understanding of the Cthulhu Mythos over the course of an adventure (2 or more "percentage points" of Cthulhu Mythos if you're running an premade CoC adventure), the character receives her first 1D in Cthulhu Mythos. The character is no longer a "Mythos Virgin".

Cthulhu Mythos is used instead of Education to determine what the character knows about Mythos-related creatures and events. For example- If a character has Cthulhu Mythos of 1D+1, and comes across a letter mentioning Nyarlathotep, the GM will probably have her roll a Cthulhu Mythos check at a difficulty of 5 (everyone who's anyone in the CoC universe has at least come across the name of Nyarlathotep, messenger of the Outer Gods). She rolls a 3, and thus misses the reference. Cthulhu Mythos is also handy for determining if the character knows any weaknesses of Mythos creatures.

Cthulhu Mythos and Sanity

Cthulhu Mythos has a negative effect on sanity. For every pip of Cthulhu Mythos gained (including the first 3 pips of the 1D of "Virgin Mythos"), a pip is lost from the character's Sanity skill, and one point is lost from the character's Sanity Point total. When recording the loss, record it on the character's **Current Sanity**. If you started with 4D of Sanity, and later gained 6 pips (2D) of Cthulhu Mythos after reading a particularly gruesome tome, your Sanity score would be lowered to 2D. Your Sanity would be recorded as **(4D) 2D**.

Note: Raising Sanity. When the player raises the character's Sanity skill, she must raise the **Maximum Sanity** (the one in parenthesis), not the **Current Sanity**. Every pip of Maximum Sanity that is increased also increases the Current Sanity by one pip. Of course, this means that if the character is exposed to too much Cthulhu Mythos before building up her Sanity skill, she'll be out of play before too long! It also means that "balancing" your sanity loss caused by excessive Cthulhu Mythos by constantly raising your sanity is a constant uphill battle that you will eventually lose. Lay off the blasphemous tomes, buddy.

Note: If Sanity is reduced to 0D: You're permanently insane. Have a nice day.

Raising Cthulhu Mythos

Cthulhu Mythos can be increased by reading about or witnessing Mythos creatures or events. If the character is successful in translating or reading old texts, or witnesses/experiences a mythos event of significance she might gain knowledge of the Cthulhu Mythos, and perhaps even a mythos spell or two. The GM will determine how much Mythos is gained. If you are running a premade CoC/DG adventure, the gain will be

Optional Rule: Gaining Mythos with Character Points

equal to half the tome's noted Cthulhu Mythos percentage rounded up, in pips. For example, if the mystic and dark tome "Revelations of Moose and Squirrel" is listed as having a Mythos skill gain of 7%, then the character will gain 4 pips of Mythos. If she previously had a Cthulhu Mythos of 1D+1, it will now be 2D+2 (remember- 3 pips equals one "D").

If the character's "Virgin Mythos" experience is the reading of a tome that grants more than 3 pips of Cthulhu Mythos, that will be the character's starting Cthulhu Mythos score. In other words, if the above "Revelations of Moose and Squirrel" is the first Mythos tome read, the character's total Cthulhu Mythos score will become 1D+1.

Maybe a GM would occasionally allow the characters to spend points to increase their Cthulhu Mythos score. At the GM's discretion, the player can spend character points to increase Cthulhu Mythos. The player will have to explain how the insight was gained (locking herself in the Arkham Library for 3 days, having a sudden flash of inspiration- Satori, etc). Cthulhu Mythos raises at the same Character Point cost as an attribute.

Part 4: Magic Spells, Magic Points and POW

The system regarding Magic and the Occult in Call of Cthulhu/Delta Green is quite different from the system presented in ITS. In CoC *any* character, from lumberjacks to police officers to university professors can cast spells... just as long as they spend some time reading the right books. This aspect of CoC is reflected in DeGITS.

Magic Spells

Magic spells in DeGITS are pretty straightforward. The character attempts to read a manuscript that has a spell in it, making a skill check using the appropriate language score. If the manuscript is written in the same language that the character speaks, the character can use a literature-related skill score* or Education attribute for the roll. If the manuscript is written in the dialect of the character's mother tongue (current English, for example) the player rolls using Education, and is allowed to double her Education score or skill score for the roll. If the manuscript is written using a dated version of the character's native tongue (Victorian Era or earlier English, for example) the player can not double Education or related skills for this roll.

*Literature would be an education-based skill that requires a language of specialization. Literature (German) or Literature (English) are examples. The character can also choose a

further specialization (like Pistols is a specialization to the Firearms skill) like **Literature (English) 15th Century** or **Literature (German) Philosophers**.

It is recommended that the GM set the basic difficulty for understanding a manuscript at Moderate or Difficult, and raise or lower the difficulty level depending on other factors. Some factors that would lower the difficulty might be: Written to be understood as easily as possible; Typed and Indexed; Written very colloquially. Some factors that would raise the difficulty might be: Hand written; Writer is insane; Manuscript is faded or in bad condition; Written in an old dialect; Written in code.

A tome might contain a number of spells. A GM might allow a player to make one roll to understand the entire manuscript: A Success means that the player gains understanding of the manuscript, including all spells and Cthulhu Mythos loss. On the other hand, a GM might also require a player to make several rolls: Each time a roll is successful the player gains maybe one spell or significant piece of information, and a fraction of the total Cthulhu Mythos loss for the book. Either way, a Cthulhian tome is not something that can be read easily: It might take 1 day to 2 weeks or more (up to the GM, depending on the difficulty of the tome and other factors) to get even one spell or significant information out of such a manuscript.

POW and Magic Points

Magic Points and POW are spent to cast spells. The only main difference is that while you can recover Magic Points every day, POW points are not recovered. In the DG universe, POW points are often used to cast more powerful spells or make permanent enchantments.

DeGITS is easily compatible with the CoC and DG materials on the issue of POW and Magic Points. When a DeGITS-made character casts a CoC spell, she spends Magic Points of POW points just as a CoC character would: If a CoC spell requires a character to spend 1 permanent POW point, the DeGITS character would mark 1 point into the **POW loss** portion of her character sheet (see POW loss, below).

To determine a character's beginning Magic Point total, roll her POW attribute score. Mark the result of this roll down on the character sheet as Magic Points. Every time a pip is added to the POW

Optional Rule: No Permanent POW loss
There are many kinds of Call of Cthulhu campaigns. Perhaps you wish to create a less "bleak" campaign than the traditional style of CoC. If so, then you might want to consider allowing characters the chance to recover their POW. In a gritty CoC campaign, you might allow the players to subtract a point of **POW loss** per week of "game time". In a more positive CoC campaign, allowing players to remove a point of **POW loss** every day would make sense as well.

Whatsmore, you may not like the traditional CoC convention of separating Magic and POW points. Feel free to instead use only one of the two systems, POW loss or Magic Points, and rid yourself of the other.

attribute, 2 points are added to the Magic Point total. Adversely, every time the POW attribute decreases by a pip, decrease the total available Magic Points by 2 points. If a character falls to 0 Magic points, she is rendered unconscious.

Magic Points are recovered at a rate equal to the D rating (unaffected by pips) of the character's POW. In other words, if a player's POW is 3d+1, the player gets 3 points every day. 2d+2 equals 2 Magic Points recovered daily.

As for POW loss, you will have to make a small box on the character sheet entitled **POW loss**. Every POW point spent on spells or effects are written down in this section. For every 2 points lost, subtract 1 pip from the character's POW attribute and Sanity skills. If a character reaches 0 POW, she becomes an avocado. Sanity Points themselves are unaffected by POW loss.

If you use the POW loss system, make it so that Magic Point loss is actually POW loss. Allow the characters to recover POW loss as outlined above. This is probably a better choice for grittier or traditional DG campaigns.

If you are more inclined to use the Magic Points system, feel free to drop the POW loss system and treat POW loss as Magic Point loss. Be warned, though, that this allows the characters to cast a lot more magic spells than would normally be allowed in a traditional DG campaign. Then again, the same is true of the Servants of the Dark...

Part 5: Conversion from ITS to Delta Green

Conversion from ITS to the CoC/Delta Green rules? Why would you ever want to do that? Go away.

Part 6: The Appendix

This is a comprehensive list of the changes that have to be made to the Into The Shadows character sheet to play DeGITS, the Delta Green/Into the Shadows crossover.

Attributes:

Add **Power.** This attribute reflects magical prowess, sanity, aura, and luck.

Also, write in **Cthulhu Mythos**, but this "attribute" (actually just a Special Skill) starts off at 0D.

Skills:

Sanity falls under Power, and is rated (X) Y. X is Maximum Sanity, and Y is Current Sanity.

Sanity Points:

A new box (small) must be made on the character sheet.

Roll Power score (or Sanity Skill) and add 20.

Magic Points:

A new box must be created (small).

Roll POW score. The result is the character's Magic Points.

See **BOX 6.**

Power Loss:

A very small box, or just a blank line, must be created to keep track of permanent Power Loss.

See **BOX 6.**

BOX 6

There is a second optional magic system offered for DeGITS (see Optional Rule: No Permanent Power Loss).

If you use that system, you might end up not using one of the previous systems (**Magic Points** or **Power Loss**).

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