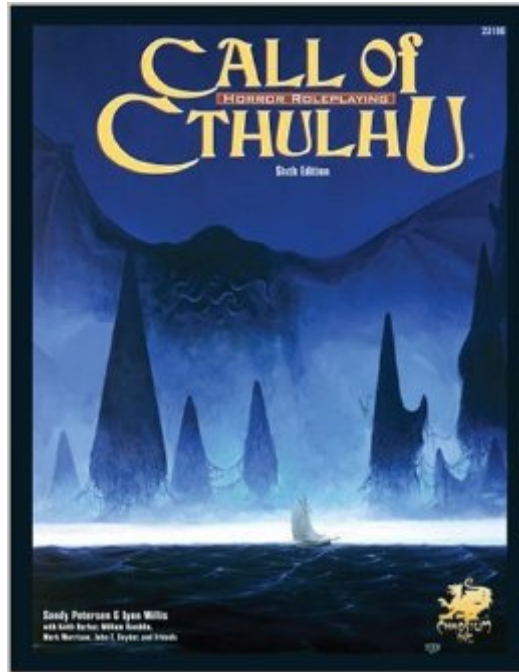


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Call Of Cthulhu: Horror Roleplaying In The Worlds Of H. P. Lovecraft, 6th Edition



Synopsis

CALL OF CTHULHU is Chaosium's classic roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. CALL OF CTHULHU uses Chaosium's Basic Roleplaying System, easy to learn and quick to play. This bestseller has won dozens of game-industry awards and is a member of the Academy of Adventure Game Design Hall of Fame. In 2001 CALL OF CTHULHU celebrated its 20th anniversary. In 2003 CALL OF CTHULHU was voted the #1 Gothic/Horror RPG of all time by the Gaming Report.com community. CALL OF CTHULHU is well-supported by an ever-growing line of high quality game supplements. This is the softcover 6th edition of this classic horror game, completely compatible with all of previous editions and supplements for CALL OF CTHULHU. This is a complete roleplaying game in one volume. All you need to play is this book, some dice, imagination, and your friends.

Book Information

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Customer Reviews

I remember reading about the Call of Cthulhu role-playing game way back in an old issue of Dragon magazine when they reviewed the first edition. I remember thinking, "Come on...who's going to play a game based on Lovecraft?" Well, nearly 25 years later, this game is still going strong and now on it its 6th edition. This game truly is unlike any other role-playing game, not only in style but in the players and GM's thought processes. The book opens with a history of the Cthulhu Mythos including the stories and writers who crafted them. Characters are generated much the same with most role-playing games with die rolls for Strength, Dexterity, Intelligence Constitution, etc, along with

probably the game's most important stat, Sanity. More on Sanity later...Next you choose your character's occupation which in turn starts the character off with certain skills based on that selection. You then have points to add to these skills as you see fit. The game doesn't have levels in the traditional sense. Advancement is in the form of increased skills which can improve a player's skill in things such as investigation, weapons, medical, magic use, and many more. Combat is fought in rounds with the player or NPC with the highest dexterity moving first and so on. But Call of Cthulhu is not a game about combat. In fact as pointed out early and often, charging in with weapons as the ready often leads to the certain death of the PCs. This will be the most difficult transition for gamers of D&D. In this game, you're not superheroes...you're every day Joes confronting things that can rend your limb from limb without breaking a sweat. And that may be the best thing that will happen to you! Far worse than death may be the loss of your sanity.

I recently purchased the sixth (and newest) edition of Chaosium's Call of Cthulhu rules. From what I understand, the game has remained remarkably consistent over the past 25+ years, such that the differences between the first and the sixth editions are relatively minor. I've only ran one session of Cthulhu, but I had a really good time and I would like to run more. Here's a chapter-by-chapter review of the book for those of you thinking about giving it a try.

CHAPTER 1: H.P. Lovecraft's The Call of Cthulhu short story, reprinted in full. I haven't actually read this particular one yet, as I'm getting ready to read S.T. Joshi's annotated collection of Lovecraft stories. Still, I think it's a great idea to include an original Lovecraft story to give fans a feel for the type of mood and pace they're likely to encounter. Lovecraft stories fall into the weird horror genre, which is a genre most people aren't familiar with and one that is quite different than what most people today think of as horror stories (Saw, slasher flicks, zombie apocalypse movies, etc.). You can definitely tell standard horror stories using Call of Cthulhu rules, but it may be a short and lethal session.

CHAPTER 2: INTRODUCTION A nice overview of the game and how it differs from most other RPGs. I especially like the "Expectations & Play" section, which is divided into 1) Accumulate Information; 2) At the Scene (of the crime); 3) Make a plan; 4) Use your head; and 5) Avoid gunfights. In other words, Cthulhu is designed as a game of role-playing and investigation, where combat--especially combat involving firearms--is likely to be quite deadly.

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