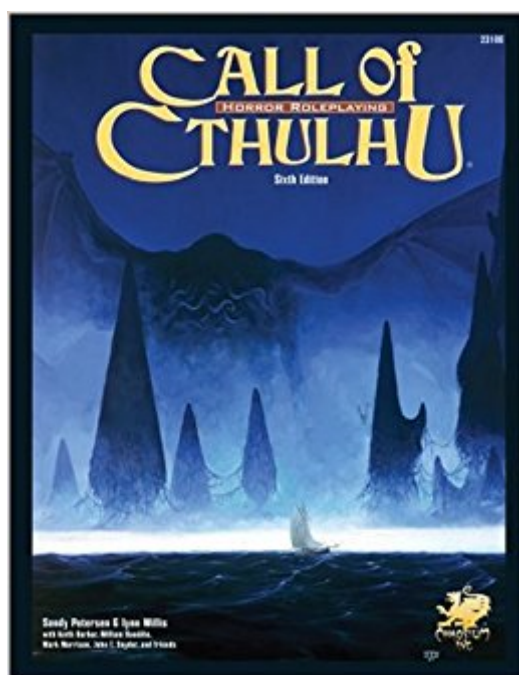The book was found

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

Paperback: 320 pages

Publisher: Chaosium; 6th edition (March 30, 2005)

Language: English

ISBN-10: 1568821816

ISBN-13: 978-1568821818

Product Dimensions: 10.8 x 8.4 x 0.8 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.6 out of 5 stars   72 customer reviews

Best Sellers Rank: #392,145 in Books (See Top 100 in Books)   #13 inÂ Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu   #34 inÂ Books > Sports & Outdoors > Individual Sports > Billiards & Pool   #34271 inÂ Books > Teens

Customer Reviews

There are so many awesome things about this RPG that I can barely contain my enthusiasm! But I really can't.1. The instructions for playing are clear and informative. The book also makes it very clear that the adventures require some sort of familiarity with the book and with the scenarios. It's not a book one can just pick up and play. However it's not something that requires a degree in rocket science in order to play.2. This game runs on the D100 system, which was an odd duck to learn. I have been playing D&D for about two years, and the transition between playing D20 to D100 was confusing for me. I can't speak for everybody on that though. Some people will pick it up faster

than I.3. The book contains a very informative section on the mythos of Lovecraft, a detailed glossary of Old Ones, Monsters, Enemies, differences between the eras (1890's, 1920's, and Modern), and an incredibly detailed section defining each trait.4. This book contains 4 scenarios in the back, each with their various levels of difficulty and various levels of how well they're written. The only one I've had a problem with is Dead Man's Stomp, which contains an unruly amount of flavor-text for my tastes.5. If you're an experienced D&D player looking into this game, please take into consideration that "looting the room" is far less necessary than interrogations or library checks.Overall, this game is an awesome and refreshing game to DM and to play. Having knowledge in Lovecraftian mythos is not required, as you learn a LOT along the way!

A well done book, in my opinion. I had to finally upgrade, since the last edition any of us had was 3rd edition, and it has changed a lot since then. :) My only disappointment was that on the character sheet in the back, there are a couple of lines that are messed up and aren't in the correct columns. They have ended up mashed right up against the previous column while the rest of the column stayed where it belongs and it looks goofy, and it bugs me. I like my character sheet to look perfect...lol...you can work around that though, Chaosium has free character sheet downloads in PDF that are correct (I believe I had to get a 5th edition sheet to get a correctly printed one, but the one I got looks the same, just without the mistakes) and it is easier to print from those than to photocopy or scan one out of a book anyway.The printing mistakes are the only reason I dropped it to 4 stars instead of 5, otherwise I am very happy with the book.

If you're a table-top gamer and want something different from the standard fantasy of D&D and its many knock-offs, Call of Cthulhu is a great place to start. That being said, the game expects you to be a genre savvy player. You don't play heroic characters with special powers. You're normal human beings in a world filled with Cyclopean horrors, and you're going to eventually lose the battle - and your own sanity along with it.But this game isn't about "winning." Enjoy the descent into madness and appreciate the new role-playing experiences that Call of Cthulhu brings, and you'll have a great time. The system is very unforgiving and the old running joke that a CoC "campaign" lasts about 3 sessions often rings true. That being said, they're often three really fun sessions.It's a must-have for any gamer.

The first RPG I ran was Call of Cthulhu, with the first edition, in 1981. Horror, especially weird horror, appealed to me as nothing else did, and Call of Cthulhu, with its 1920's setting,

unfathomable, Lovecraftian monsters, and easy to learn rules fit the bill immediately. Using Chaosium's now veteran Basic Role Playing (BRP) rules engine, most players get the rhythm of the game in a single play session. And, inspiring horror games right up to the present day, there are the famous Sanity rules, which allow you to simulate the jaw-dropping terror that the characters in the game experience. If you like horror and you like weird, you HAVE to try this pencil and paper classic.

I am very (emphasis on "very") new to the tabletop rpg genre. This being one of 3 games i played (DnD: 5th E. Eclipse Phase, and this.) This game is a gem and I know little of Lovecraft's work but it's not needed to know to play this game. Me and my friends always have a blast when I run this. Character Creation is great and simple, and the only complaint (and this is me being nit picky is C.C Sheers labeling is odd that your skills are under a banner called Sanity Points which im not sure why, but like I said just being nit picky. Pick this game up you will not regret....unless you're a sore loser because the game is built for people to loose.

This game is great because it makes you feel like a weak human investigator uncovering plots that go way over your head and cults and other dimensional creatures you couldn't hope to fight. Take everything you know about role playing and forget it; this is a new brand of game, and it makes for some awesome adventures. My only regret is that it's paperback and can wear easily as a result. Book itself is really nice, I love the percentile roll system and the skill learning system (you don't level up, but as you use skills successfully you become better with them at a progressively slower rate) great game!

The Call of Cthulhu system offers a change of pace from your run of the mill kill and find treasure fare. With a horror based system like this, death and insanity are never far behind the PCs. Using a fairly simple percentile rolling system, the rules are much more friendly to story telling than to combat. The players are "investigators" They're to solve mysteries, not win wars and steal treasure. The combat is comprehensive, but far more dangerous than anticipated, with a sanity track taking the place of stun damage. The system allows for some great atmospheric one shots and large campaigns alike, we have been playing it for only a few months and it's been a blast, but a far different game than Shadowrun.

Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft (Call of

Cthulhu Roleplaying) Call of Cthulhu: Horror Roleplaying in the Worlds of H. P. Lovecraft, 6th Edition Cthulhu by Gaslight: Horror Roleplaying in 1890s England (Call of Cthulhu Horror Roleplaying, 1890s Era, #3303) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) Call Of Cthulhu: Horror Roleplaying In the Worlds Of H.P. Lovecraft (5th Edition - Chaosium #2336) Call Of Cthulhu: Horror Roleplaying In the Worlds Of H.P. Lovecraft (5.6.1 Edition / Version 5.6.1) Cthulhu Rising: Call of Cthulhu Roleplaying in the 23rd Century (M.U. Library Assn. monograph, Call of Cthulhu #0311) Cthulhu By Gaslight: Horror Roleplaying in 1890s England (Call of Cthulhu roleplaying) H.P. Lovecraft's Arkham: Unveiling the Legend-Haunted City (Call of Cthulhu Horror Roleplaying, Chaosium # 8803) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying) Call of Cthulhu: Fantasy roleplaying in the worlds of H.P. Lovecraft Return of the Ripper: An 1890s Scenario for Call of Cthulhu and Cthulhu By Gaslight (M.U. Library Assn. monograph, Call of Cthulhu #0339) Cthulhu Dark Ages (Call of Cthulhu Horror Roleplaying, Chaosium #2398) Call of Cthulhu Investigators Handbook (Call of Cthulhu Roleplaying) Call of Cthulhu Keeper Screen (Call of Cthulhu Roleplaying) Alone Against the Flames: A Solo Adventure for the Call of Cthulhu 7th Ed. Quick-Start Rules (Call of Cthulhu Roleplaying) Nameless Horrors: Six Dreadful Adventures for Call of Cthulhu (Call of Cthulhu Roleplaying) The House of R'lyeh: Five Scenarios Based on Tales by H.P. Lovecraft (Call of Cthulhu roleplaying) H.P. Lovecraft's Dunwich: Return to the Forgotten Village (Call of Cthulhu Roleplaying, 8802) Cthulhu Through the Ages (Call of Cthulhu roleplaying)