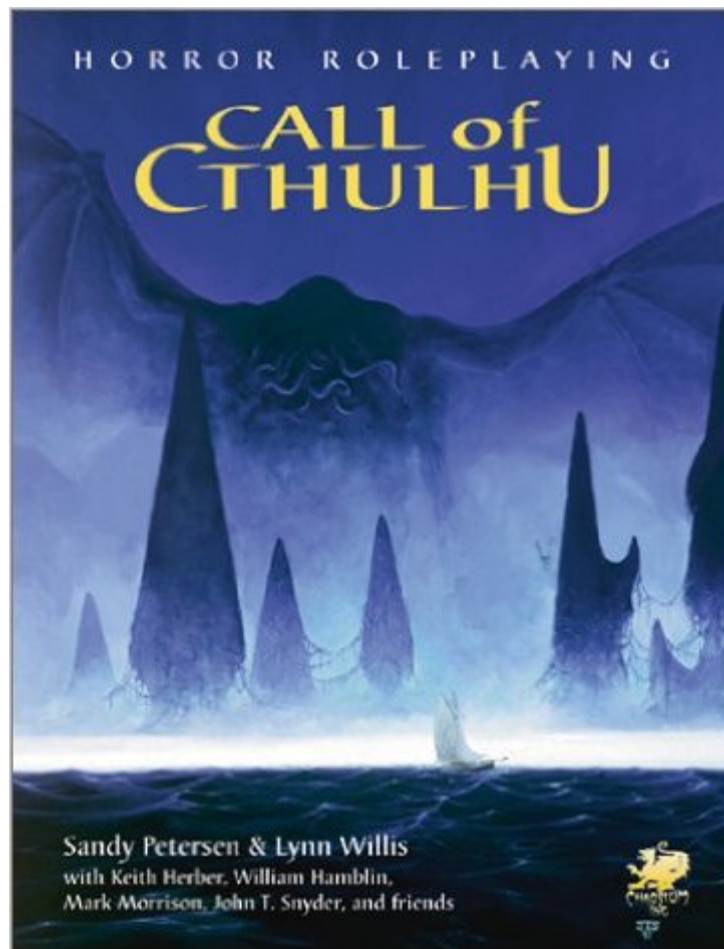


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Call Of Cthulhu: Horror Roleplaying In The Worlds Of H.P. Lovecraft (5.6.1 Edition / Version 5.6.1)



Book Information

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Customer Reviews

Few role playing games capture the feel of their genre perfectly in both feel and game mechanics. Call of Cthulhu by Chaosium is such a superb game, that it has endured six editions and over 20 years publication. At its core is the Cthulhu Mythos created by master Howard Philips Lovecraft who wove stories based around a pantheon of alien gods, powerful and diabolic beings whose merest incarnation would shatter the tenuous grip we have on our `mundane' world where things like night gaunts or shantaks are minor horrors compared to Yog-Sothoth, Azathoth or Great Cthulhu himself. Around these beings are often cults- dangerous underground societies who want nothing more than to see their fabled masters arise from ages past and walk the Earth again. At its core Call of Cthulhu is a rather mechanically simple game and characters are easy to put together so long as care is taken to understand what skills are needed with regard to the kind of game the Keeper is planning to run. Once your character is complete, make another one and don't get attached to either of them. Seriously, played smartly, most characters can and will survive physically in tact, mentally, however is another story. As the game progresses and as more and more elements of the Mythos are revealed, characters begin to have their sanity chipped away at. If they are strong (and lucky), they can overcome these lurkers in the darkness and restore some of their lost sanity. Characters can also learn magic from a vast list of spells, some are good, most are not as good. It's important to know how to bind a dimensional shambler before you summon one.

Doesn't it tell you something, that *every* review for this edition of this book gives it 5 stars? (Some

of the out-of-print editions have reviews here too.) And let's face it, us RPG enthusiasts are not the sort of folks to shy away from criticizing. Some people will say the Basic Roleplaying rule-set is outdated. It's true that games like Unknown Armies and Godlike are pretty cool, and I know people who are using those rules for their CoC games. But just try introducing a newcomer to those rules, or getting someone who's only played D&D before to convert. They get dizzy, I tell you. Nope, for a simple, elegant rule-set that just about anyone can grasp right off the bat, Call of Cthulhu's Basic Roleplaying has still got it, after more than 20 years. The rules fade into the background, where they belong. And unlike other games with their multivolume core rulebooks and endless splatbooks that you *need* if you want a fully fleshed-out campaign, everything you really need is right there in this one rulebook. Heck, every time Chaosium does a new edition, they comb all the supplements for spells, monsters, skills, and so on, and add them into the new edition--to save you time and money! Chaosium even printed the entire short story, "The Call of Cthulhu," in this edition, so newbies can get a taste of what it's all about. If you've got an older edition of CoC, you don't need to buy this one--the rule changes are quite minor. Unlike D&D, a new edition doesn't make everything you already know obsolete--"editions" of CoC are back-compatible with older editions and old supplements. Chaosium does new editions to keep the book in print and to make it a little better every time, not to force the fans to spend money.

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