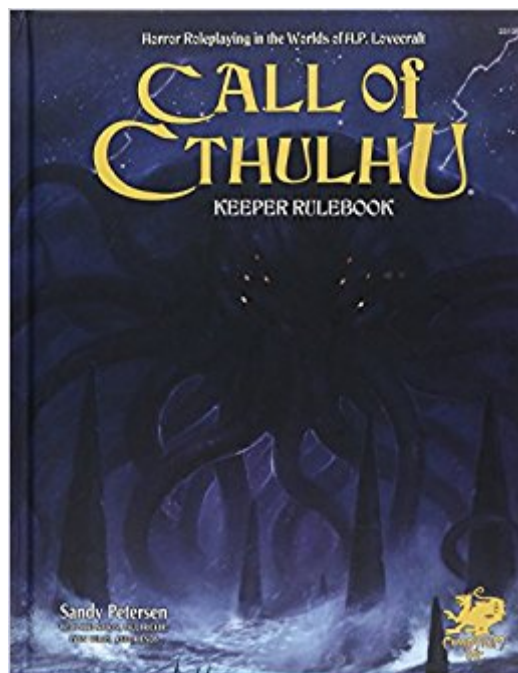




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Call Of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying In The Worlds Of H.p. Lovecraft (Call Of Cthulhu Roleplaying)



Synopsis

The Old Ones ruled the earth aeons before the rise of man. Traces of their cyclopean cities can still be found on remote islands, buried amid the shifting desert sands, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. They sleep now, some deep within the earth or beneath the sea. When the stars are right they shall again walk the earth. Call of Cthulhu is a tabletop roleplaying game based upon the worlds of H. P. Lovecraft. It is a game of secrets, mysteries, and horror. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. You encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten tomes of lore you discover revelations that man was not meant to know. You and your companions may very well decide the fate of the world. This book, the Keeper Rulebook, contains the core rules, background, guidance, spells, and monsters of the game. It is intended for use by the Keeper of Arcane Lore (the Keeper) that player who will present the adventure to the other players. You must have at least one copy of this book to play Call of Cthulhu. The other players, the Investigators, will find it useful to have one or more copies of the Investigator Handbook, containing expanded rules for character creation, skills, occupations, equipment, and more.

Book Information

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Customer Reviews

Love it, great art work, organization of information and fun to learn! The quick reference charts at the back are a life saver.

GREAT looking book, beautiful art direction. Solid RPG system, well integrated updates into key rules, a great recommendation

It's a great game with rules that have a lot of give for your group. I'm really bad at running most games but this system and setting makes it way less intimidating.

Just walked into my local game/comic shop when I saw this book, and immediately had to have it. I have (and still have) my 6th edition of CoC and i can say without any doubt that 7th edition is great, and makes 6th look more complex, but only if you read both books side by side. Its a good example of what a new edition of a RPG should be, and if you're a new player or veteran of 6 or earlier editions you will love 7th.

I am very much looking forward to playing this game. First, I am a HPL/Cthulhu Mythos fan, and I never had a chance to try this RPG. I recently started playing DD5e with a new group, and I have convinced them to give this a try. From what I have read, it seems to following the mythos really well. You can tell that the crew who put this together is passionate about the mythos. I have not really gotten into the mechanics yet, so I cannot comment on them. I may update later, once we start running the campaigns.

I was hesitant to get the seventh edition of this game. I was already well-versed in the earlier editions and when I heard that there were changes to the rules I thought it was heresy. However, I am happy to say that my fears were unfounded. It's pretty much the same game as it's always been. A few tweaks here and there. There are bonus and penalty dice (very reminiscent of D&D 5e advantage and disadvantage dice, though honestly I don't know which system came up with it first), a new build stat, which is really just to help streamline combat. The big change is that all stats are now percentile-based. Characteristics and skills alike. There is a full success rating, a 1/2 and a 1/5. This basically makes calculating critical successes easier. So the rules are very easy to learn and teach if you're already familiar with the system. Even if this is your first time trying the game it's not hard to learn. It's true that the game has been split into two books, but this is the core rulebook. This is the one you really need. The other one, in my humble opinion, is optional. I'm sure some might disagree with me but that's my opinion. As far as the book's overall appearance goes, you couldn't ask for a more beautifully illustrated and well put together role-playing book. There is only one or two pieces of recycled artwork. The rest is all new and gorgeous and very evocative of the setting. I

highly recommend this edition for new and old players and keepers.

I love Call of Cthulhu and Chaosium have played many of their versions over the years. It is a role playing game and it centers around the dark world created by HP Lovecraft in the early 20th century. Please try this brand out as it provides a different type of role playing experience than you might get from something like D&D or Pathfinder. Get your players to agree to submerge themselves and forget rules. There is a reason to have different genres of role-playing. Each lends itself to a style of play that brings out the best of said genre. This game is a horror genre and that means that the players need to allow themselves to get drawn into the game enough to actually get creeped out. The older versions of CoC were a bit lighter in the rules and I think 7th edition seems to bring out player behavior that makes it more difficult to remain submerged. The rules play a bigger role in 7th edition if you allow them to as the GM. The more obvious the rules during play, the less submerged the player will become, and that leads to them being less disturbed by what happens. This newest version of the system lends itself to a more investigative style of play. If you want to play a game where players hunt down monsters and kill them, then this might be a game for you. I myself prefer a different sort of game and in a Lovecraft universe, the monsters are unknowable and maddening. I liked the simplicity of previous versions of CoC as they seemed more open to GM's being able to mix things up enough to get players in the zone where they were actually a little frightened or disturbed. When you throw additional rules in the way, that pulls the player out of that mental process almost in the same way a person might get pulled out of a movie by someone using a cell phone a few rows up. Submersion is key to effective horror role-playing. Now this is just my opinion and having met hundreds of people who like CoC, I do think that this system will lend itself to how the average person plays this game. I'd love it if everyone wanted to run and play this game the way I personally enjoy it, but that just isn't the norm. With that said, try it my way. Read Ken Hite's *Nightmare of Mine* to understand how to roleplay horror. Get away from the standard style. Investigate something, get some clues, stop the bad guys. Repeat. Repeat. That just isn't what drew me into Call of Cthulhu many many years ago. If you can avoid that trope, I guarantee you will start to understand why this roleplaying game above almost all the other ones ever written is really a unique experience. So I love Chaosium and want you to buy this game so they can thrive. I just personally think that this version went in a direction that I don't like. Still, 90% of this book is the same as 6th edition so I still think it is worth buying. I will personally ignore most of the new rules presented here. I suggest you try to run the game rules light as well. There are genres where more extensive rules lend themselves well. Tactical combat games,

dungeon crawls, superhero games, and maybe space operas thrive on cool systems that let people do really kickass things. Horror however is not about worrying about systems and doing crazy combat maneuvers. I urge people who buy and play this game to think outside their normal box of D&D when they play it. Look for some of the cool scenarios written by Pagan Publishing in the early 1990's or some of really cool scenarios written by Chaosium in the 1980's for inspiration. Watch The Thing for inspiration of how to run this game. I'm pretty sure if you step outside your comfort zone and play this game differently from how you play other RPG's, you will see why it is seen as one of the best RPG's ever.

It's one of the great grand daddies of the RPG world, and this is a new edition worthy of the name. About an inch thick, with a built-in ribbon bookmark and two introductory adventures. Good stuff.

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