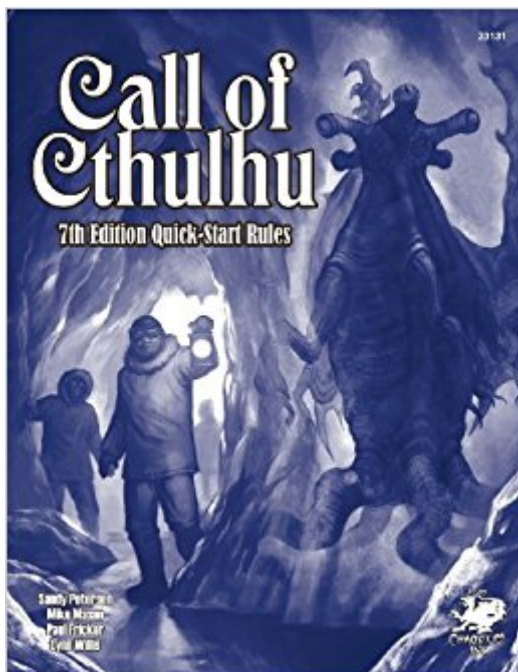


The book was found

Call Of Cthulhu 7th Ed. QuickStart



Synopsis

Horror Roleplaying in the Worlds of H.P. Lovecraft The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep--some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R'lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth. Welcome to Chaosium's CALL OF CTHULHU 7th Edition Quick-Start Rules, a booklet that collects the essential rules for CALL OF CTHULHU 7th Edition and presents them in abbreviated form. This book comprises a complete basic roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater only without microphones and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (or Keeper, in CALL OF CTHULHU), while the other player(s) assume the roles of player characters (investigators, in Call of Cthulhu) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs). From its origin, CALL OF CTHULHU was designed to be intuitive and easy to play. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. Use this booklet to play CALL OF CTHULHU immediately, and to discover the improvements to the system. Games rules, an updated character sheet, and a classic adventure are included.

Book Information

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Customer Reviews

This is perhaps one of the spookiest and most unique tabletop RPGs out there, and it is one of my personal favorites (not as much as Tephra, but still quite high). I recommend this to veteran gamers looking for a new challenge that will likely leave your characters dead or insane. Not for the light of heart.

I agree with some of the other posts, this is not a comprehensive set of instructions, but a good quick start. I usually only play Cthulhu once a year at a con, and this was a great reference a week before the session in reminding me of the game mechanics. There are enough details here to run a basic game using the included scenario. Depending on how I do, I will likely invest in the complete rulebook in the future.

Some nice graphics. I didn't realize this was freely available in pdf form. The content didn't give me much to go on.

A great and cheap way to get started on the latest edition of the Call of Cthulhu roleplaying game.

I may not have read the description closely enough, but I got way more than anticipated. Not only did it come with the detailed screen I was looking for but also a keepers quick reference rules, two regenerated scenarios, and several high quality character sheets (1920).

The PDF of this quick-start is FREE at Chaosium.

A great starter for anyone interested in RPGing. It gives you just enough to get you started without your spending twenty or thirty dollars for a game you may, or may not, like.

No problems.

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