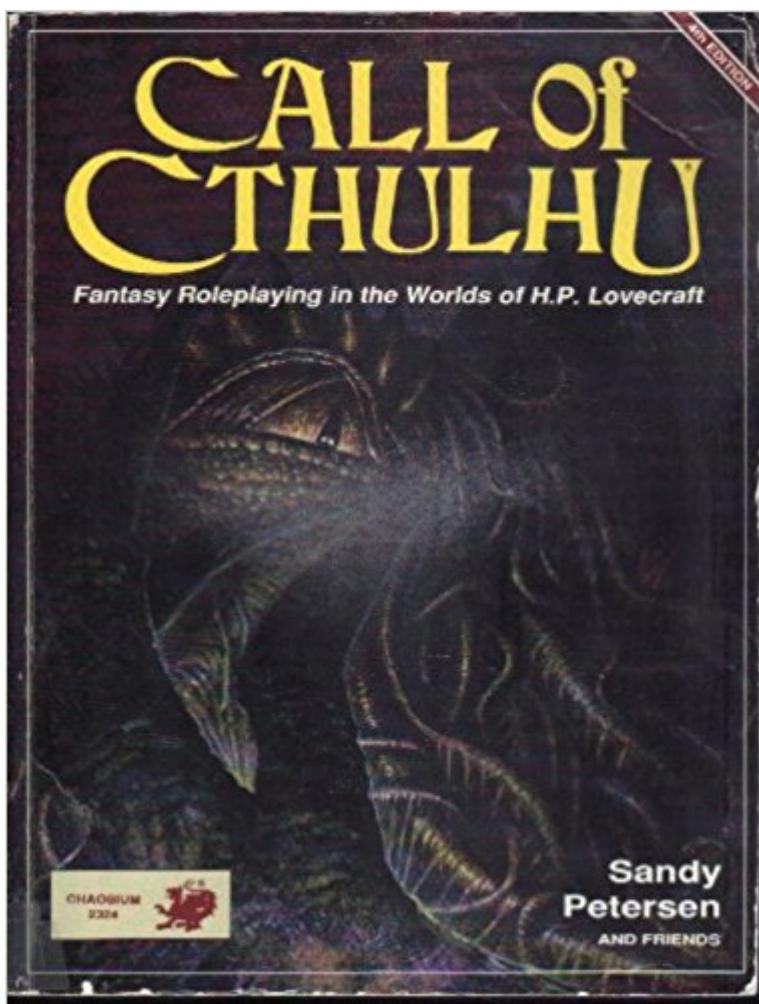


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# Call Of Cthulhu: Fantasy Roleplaying In The Worlds Of H.P. Lovecraft



## Synopsis

Book by Petersen, Sandy

## Book Information

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## Customer Reviews

Book by Petersen, Sandy

CAVEAT: I've been running Call of Cthulhu since first edition, and I own all of the published editions up to and including the 30th anniversary edition. This early 5th edition printing of the rules for Call of Cthulhu is to my mind the last really accessible rulebook for the beginning "keeper", with everything laid out in an easy to find, easy to understand manner that eschews the later editions at times forced attempts to transcend the limitations of the RPG idiom and their disorganized layouts. I recommend this edition above any of the later ones for the starting keeper as it presents a way of running the game that is easy to understand and to convey to players also new to the genre of cosmic horror. The game core hasn't really changed very much since the second edition introduced the idea of Magic Points. There are detail differences between this edition and earlier ones: more skill points are available for players when building characters and some skills have been combined, but essentially this is a detail upgrade to the game rather than a new mechanic. If you know Call of Cthulhu by an older version, you'll not have any trouble at all stepping into 5th edition. Physically the book is a perfect bound paperback with black ink printing on white paper. A sturdy book, but it won't open flat without risking damage to the spine. I bought an inexpensive used copy (for about 8 bucks) and cut it up, putting the pages into sleeves and rebinding it in a ring-binder. Now it lies flat

and is drool-proof. Bottom line: This is the version I'd give someone as a gift, the version I'd tell people to buy when starting their own campaign and the version I'm using as of 2012 for my own games - I'm tired of having to stop play so I can search the 6th edition for some snippet or other.

This is a fantastic book; it's how RPG books are meant to be. It's all-encompassing, featuring the how-to-play rules for players and keepers alike, a collection of monsters (both Lovecraftian and otherwise), a lengthy spell list, character sheets, little printable articles and documents, lists of mental illnesses and phobias, sample adventures, and what I found most impressive, a long and incredibly interesting collection of information regarding the paranormal happenings, world events, economic situations and ideologies from the 1890's through 1990's. What a wonderful book! Being a DM/GM for D&D and Gamma World of 3 years, the system of Call of Cthulhu is a bit wonky to me. The way skills work and the clunkiness of the stats is very odd, but it's charming in its own way. I was hooked on this system once I heard that there was a Sanity point system. I'm running a game soon and really excited to try this system out!

Very informative and fun to play. I actually used it as a sourcebook for a GURPs adventure.

Still among of the best TTRPG systems. All editions are pretty much the same. Its a great game regardless of the edition.

This is one of the best organized rulebooks that I have ever seen. Don't get the newer 6'th edition get this one.

Good edition... Looking forward to the next

One of the best, if not the best, editions of my favorite roleplaying game of all time. As stated by other reviewers Chaosium did an outstanding job with this edition by provided clear, concise and well-formatted rules and reference section. Some typos are still present, but nothing major. The book is very easy to read and also easy on the eyes (compared to the 6th edition rules... just my opinion). This is my go-to book when I need to quickly reference something CoC related.

Could not put this book down! This is the best book I've read in a long time. I'm going to be following these new authors.

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