

Call of Cthulhu 7th Ed. QuickStart

Sandy Petersen, Mike Mason, Paul Fricker

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Call of Cthulhu 7th Ed. QuickStart Sandy Petersen, Mike Mason, Paul Fricker 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.



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Playing with family within a park, coming to see the sea world or hanging out with good friends is thing that usually you could have done when you have spare time, subsequently why you don't try thing that really opposite from that. 1 activity that make you not sense tired but still relaxing, trilling like on roller coaster you already been ride on and with addition details. Even you love Call of Cthulhu 7th Ed. QuickStart, you are able to enjoy both. It is very good combination right, you still wish to miss it? What kind of hangout type is it? Oh can happen its mind hangout guys. What? Still don't have it, oh come on its called reading friends.

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