

Call Of Cthulhu Character Sheet

[CALL OF CTHULHU ROLEPLAYING] ATOMIC-AGE CTHULHU brings Lovecraftian horror roleplaying into the post-war golden age. Here you find background and history that led to the development of the 1950s world, along with new skills and professions for your investigators. A number of Sinister Seeds are included to help you grow your own 1950s horrors, but seven complete adventures are ready for you to spring on your unsuspecting players.

The world is yours to save or lose. A decade ago, a band of occult investigators battled against the summoning of an ancient and monstrous evil. They failed. Now, you must piece together what went wrong. The campaign begins wherever the PCs hail from, and then quickly moves on to an asylum and an overgrown plantation estate in Savannah, Georgia. Their investigation then takes them to the sordid streets of Los Angeles, and from there to Bangkok, Malta, Mexico City, the Yucatán jungle, and Ethiopia, which the PCs may visit in any order, as they hunt down clues and try to destroy the avatars of a terrible god-thing. Investigate ancient crypts, abandoned estates, and festering slums. Explore choked jungles and the crushed psyches of your predecessors. Follow in their footprints, and make new ones of your own. This time, there won't be another chance. *Eternal Lies* is a massive new campaign for *Trail of Cthulhu* by Will Hindmarch and Jeff Tidball with Jeremy Keller. It is now available as a hardback book or PDF, or you can get a reduced-price digital bundle from the store with the soundtrack album.

Call of Cthulhu scenarios

A New Call of Cthulhu Roleplaying Game from Chaosium Inc. *Cthulhu Dark Ages* 950 A.D. -- The world is torn apart: empires and kingdoms have endured two centuries of invasions, and now warlords fight over the remains like wild dogs. The clergy is weak and morally depraved, cities are depopulated, trade is stagnant and violence reigns everywhere. History is coming into the Sixth Age of humankind, the ultimate age before the end of the world. The Byzantine Theodoras Philetas translated the *AI Azif* into Greek, and renames it the *Necronomicon*. It will take one century before that blasphemous tome is finally condemned, and most copies destroyed. *CTHULHU DARK AGES* continues with Lovecraft's sinister tradition of men and women struggling against the dark forces of the Cthulhu Mythos, but in a time nearly one thousand years before Lovecraft's birth. *CTHULHU DARK AGES* is a complete roleplaying game using Chaosium's classic Basic Roleplaying System. All you need to play are some dice and some friends. For more info, or graphics contact mailto: dustin@chaosium.com

The Darkest Hour

Pulp Cthulhu

Cthulhu Confidential

APOCTHULHU Quickstart (Classic B&W)

Basic Roleplaying

Cthulhu Dark Ages

Call of Cthulhu keepers of forbidden lore can now keep their secrets in style. This three panel Keeper's Screen is jam-packed with vital GM information presented in an easy to use at a glance format. The player's side of the screen features awesome Philippe Caza artwork worthy of its own sanity check. This product includes a new introductory scenario perfect for beginning investigators and keepers alike, as well as three 4-page game aids (weapons table with an alien weapons

section, a new 4-page summary of rule book spells, and some character sheet masters to jump-start your new Call of Cthulhu game).

Over 550 spells of dire consequences, secrets, and unfathomable power! Here are gathered spells drawn from over thirty years of Call of Cthulhu supplements and scenarios. Each spell has been revised for the Call of Cthulhu 7th edition game, including optional Deeper Magic for the most powerful of Mythos sorcerers and monsters, with which to beguile and confound investigators. Packed full of advice and guidance on diverse matters including spell names, elements of spell casting, magical components, and astronomical considerations. Plus flawed spells, ley lines, folk magic, and the magic of the Dreamlands. Use this grimoire as a resource, a play aid, and as inspiration when designing scenarios. The Grand Grimoire of Cthulhu Mythos Magic is an essential supplement for Keepers of Arcane Lore. Requires the Call of Cthulhu Rulebook.

It is the 1960s. The stars are coming right.

The forces of fascism have overwhelmed Europe. Britain fights on desperately, and every man and woman must do what is necessary to avoid defeat. In forgotten corners, darkness stirs. The cycles of the ancient god-things are measured in millennia, but those who serve them plot to take advantage of the chaos of conflict to advance their own schemes. For an unlucky few, the war collides with evils out of time, and they see and learn things that humanity is ill-prepared to encounter. The truly unlucky survive, and come to the attention of a certain spymaster, code letter N, who has plans for them. Pressed into service with British intelligence, they are thrown into a desperate two-front war against the Axis forces and the insidious menace of the Cthulhu Mythos. World War Cthulhu: The Darkest Hour is a World War 2 setting book for Call of Cthulhu from the multi-award-winning team of Dominic McDowall, Gareth Ryder-Hanrahan, Jason Durall, Stuart Boon, Martin Dougherty & Ken Spencer (writers) and Jon Hodgson, Paul Bourne, Scott Neil, Scott Purdy & Steffon Worthington (artists). You'll need a copy of the Call of Cthulhu rules to make full use of this setting.

A Core Game Book for Players

Masks of Nyarlathotep

Two-fisted Action and Adventure Against the Mythos

Investigator's Handbook

Harlem Unbound

Eternal Lies

revised (2nd) edition of the Call of Cthulhu Starter set, for the Call of Cthulhu 7th edition rules.

Solo Scenario for Call of Cthulhu 7th Edition

Hardback book

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. Character attributes follow a 3D6 curve, and the other CALL OF CTHULHU mechanics are even simpler. 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.

Alone Against the Tide: Solitaire Adventure by the Lakeshore

The Great Old Ones

Two-headed Serpent

A Pulp Cthulhu Campaign for Call of Cthulhu

The Grand Grimoire of Cthulhu Mythos Magic

New Tales of the Miskatonic Valley

Call of Cthulhu 7th edition, second printing

A mind bending campaign for Pulp Cthulhu and Call of Cthulhu

Set in the 1920s, Alone Against the Tide is a solo horror adventure for the Call of Cthulhu roleplaying game. You take on the role of an investigator traveling to the affluent, scenic, and remote lakeside town of Esbury, Massachusetts. You decide your pathway through the story by choosing from the options presented. Your choices not only affect what happens to your investigator, but also the fate of Esbury's residents and visitors--even the town itself!

At last the stars are almost right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably - but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action. This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

**The Call of Cthulhu
Transmedia Foundations
Cthulhu by Gaslight
Horror Roleplaying in the 1890's
The Mecha Hack
For RuneQuest Classic**

This book was written as a help for individual persons who want to organize their creativity, be it for science (incl. engineering and commercial projects), art, or private projects. Its aim is to enlarge your options when having ideas and to improve the chance of realizing creative projects. It is written as a practical handbook and describes how organization can support generating, capturing, collecting (incl. enlarging, restructuring, etc.) and realizing ideas. While creativity "techniques" are dealt with, the focus is on the infrastructure to enable you to capture your fleeting ideas and cultivate them to finally realize them as creative projects.

Cthulhu and his minions, in the 1890s sharing the globe with the mighty British Empire, had duties to an empire of their own: a dark and cruel design against the ownership of the world and the dreams of humanity. Even in the peaceful fields of rural England only intelligent and energetic intervention could keep the shadows at bay. "Cthulhu by Gaslight" includes a lengthy roleplaying adventure, "The Yorkshire Horrors" in which the investigators join forces with the world's most famous consulting detective, Sherlock Holmes! Extensive background essays provide period skills, social classes, world politics, biographies and timelines for the 1890s, maps and London location notes (including the best stores of the time), travel, criminals and police, Cockney slang, cost of living, royalty and titles, club life in London, the occult in the 1890s, prices, and clothing. A lengthy essay considers time-travel rationales for moving investigators of another time into the 1890s.

Call of Cthulhu RPG 1930s

scenarios for the Call of Cthulhu 7th edition RPG

Dead Reckonings

How to Generate, Capture, Collect, and Realize Ideas to Improve Individual Creativity

Stormbringer

The 1920s Investigator's Companion

The Fall of Delta Green

Down Darker Trails

Nearly every town and village in the Miskatonic Valley has its own shadowy past, and many of these places are still plagued by sinister

revenants of those dark days. Yet new mysteries also appear with uncanny regularity. It would seem that Lovecraft Country will always be a haunted landscape. Dead Reckonings is an anthology of Call of Cthulhu scenarios set in Howard Lovecraft's haunted New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination waits to be reborn into something even worse. Return to Lovecraft Country!

The Two-Headed Serpent is an action-packed, globe-spanning, and high-octane campaign set in the 1930s for Pulp Cthulhu. The heroes face the sinister conspiracies of an ancient race of monsters hell-bent on taking back a world that was once theirs. Working for Caduceus, a medical aid organisation, the heroes will loot a lost temple in the forests of Bolivia, go head-to-head with the Mafia in New York City, face a deadly epidemic in the jungles of North Borneo, uncover the workings of a strange cult in dust-bowl-era Oklahoma, infiltrate enemy territory inside an awakening volcano in Iceland, face the horrors of hideous medical experiments in the Congo, race to control an ancient and powerful artifact on the streets of Calcutta, and ultimately travel to a lost continent for a desperate battle to save humanity from enslavement or annihilation! Packed with nine adrenalin-fuelled adventures, Keeper advice, gorgeous full-colour maps and player handouts.

The rules-light RPG of heroic kitties versus cosmic chaos.

"The Great Old Ones" consists of a set of six scenarios for Call of Cthulhu: "The Spawn" is in the Wild West, with Indians, Wobblies, and bad guys; "Still Waters" is an adventure for people who hate to lend books; "Tell Me, Have You Seen the Yellow Sign?" makes a symbolic stop-over in New Orleans; "One In Darkness" features South Boston hoodlums; "The Pale God" introduces investigators to an unusual contract; "Bad Moon Rising" is an experience to remember. The adventures can be presented in sequence, as a loose campaign; limited cross-references allow the scenarios to stand independently.

Terror of Mythos in the Old West

Cthulhu Through the Ages (Call of Cthulhu Roleplaying)

Cults of Prax

Don't Rest Your Head

Role-Playing Game Studies

Player Aids of Call of Cthulhu Keepers

This handbook collects, for the first time, the state of research on role-playing games (RPGs) across disciplines, cultures, and media in a single, accessible volume. Collaboratively authored by more than 50 key scholars, it traces the history of RPGs, from wargaming precursors to tabletop RPGs like Dungeons & Dragons to the rise of live action role-play and contemporary computer RPG and massively multiplayer online RPG franchises, like Fallout and World of Warcraft. Individual chapters survey the perspectives, concepts, and findings on RPGs from key disciplines, like performance studies, sociology, psychology, education, economics, game design, literary studies, and more. Other chapters integrate insights from RPG studies around broadly significant topics, like transmedia worldbuilding, immersion, transgressive play, or player-character relations. Each chapter includes definitions of key terms and recommended readings to help fans, students, and scholars new to RPG studies find their way into this new interdisciplinary field.

GUIDELINES FOR PLAYING CALL OF CTHULHU IN SEVEN DIFFERENT ERAS CTHULHU THROUGH THE AGES was created to help players adopt the latest rule-set for the wide range of settings published by Chaosium Inc. Here you will find straight-forward

guidance and era-specific rules for investigator creation for seven different settings, along with updated rules for combat for CTHULHU DARK AGES, CTHULHU INVICTUS, and MYTHIS ICELAND, as well as a sprinkling of other topics like scenario seeds, setting-specific monsters, and investigator organizations.

Welcome to Chaosium's BASIC ROLEPLAYING system, a book that collects in one place rules and options for one of the original and most influential role playing game systems in the world. This book comprises a 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 (GM), while the other player(s) assume the roles of player characters (PCs) 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, BASIC ROLEPLAYING was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other BASIC ROLEPLAYING mechanics are even simpler. 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. There aren't many easier ways to say a character has a 70% chance of succeeding at an activity. The core virtues of the system are as evident today as they were when it was first introduced. Primary characteristics of BASIC ROLEPLAYING that have emerged from decades of play, across many different varieties of the system are as follows: * The system is remarkably friendly to newcomers. It is easy to describe the basics of the game system, and the percentile mechanics, to non-gamers.* Players of other game systems often find BASIC ROLEPLAYING to be much less mechanistic and less of a barrier to the actual act of roleplaying. Less time spent on game systems usually equals more time available for roleplaying and thinking "in character." * Most of the information players need to know is present on their character sheets. Characters tend to evolve based on practicing the skills they use the most. They do not arbitrarily gain experience in skills and qualities based on ephemeral elements such as levels or experience ranks.* Combat can be very quick and deadly, and often the deciding blow in a conflict is the one to land first.* BASIC ROLEPLAYING is remarkably modular: levels of complexity can be added or removed as needed, and the core system works equally well with considerable detail as it does with a minimal amount of rules.* The internal consistency of BASIC ROLEPLAYING allows for rules judgments to be made rapidly and with little searching through the rulebook for special cases. This book represents a first for BASIC ROLEPLAYING—a system complete in one book, without a defined setting. Previously, BASIC ROLEPLAYING has been an integral part of standalone games, usually with rich and deep world settings. Due to differences in these settings, BASIC ROLEPLAYING has had many different incarnations. Variant and sometimes contradictory rules have emerged between versions, to better support one particular setting over another. Chaosium's BASIC ROLEPLAYING system reconciles these different flavors of the system and brings many variant rules together between the covers of one book, something that has never been done before. Some of these rules are provided as optional extensions, some as alternate systems, and others have been integrated into the core system. By design, this work is not a reinvention of BASIC ROLEPLAYING nor a significant evolution of the system. It is instead a collected and complete version of it, without setting, provided as a guide to players and gamemasters everywhere and compatible with most BASIC ROLEPLAYING games. It also allows the gamemaster the ability to create his or her own game world (or worlds), to adapt others from fiction, films, or even

translate settings from other roleplaying games into BASIC ROLEPLAYING.

Cthulhu Confidential is a roleplaying game designed for one player and one game master. Its powered by the GUMSHOE One-2-One game system which retunes, rebuilds and reimagines the acclaimed GUMSHOE investigative rules set, as seen in such hit roleplaying games as Trail of Cthulhu and Nights Black Agents, for one player and one GM. Together, you create a story that evokes the classic solo protagonist mystery format. Cthulhu Confidential drops your hero into the noir nightscape of hardboiled-era Los Angeles, New York or Washington, DC. Meet powerbrokers and politicians, rub shoulders with Hollywood studio bosses and fiery evangelists. Face narrow-eyed G-Men, bent cops and dangerous crime lords. But beneath it all, under the scrim of all this human endeavor, lives corruption so old and inhuman you'll need all your courage and resourcefulness to face it. Choose one of three heroes with their own settings and adventures: Langston Wright is an African-American war veteran and scholar in WW2-era DC with a keen intellect. Dex Raymond is a hard-boiled private detective in 1930s Los Angeles with a nose for trouble. And Vivian Sinclair is The New York Herald's most determined scoop-hound. Each is a lone investigator, equipped with smarts, fists, and just maybe a code of honor, uncovering their town's secret truths. But what happens when you scratch the veneer of human malfeasance to reveal an eternal evil—the malign, cosmic indifference of HP Lovecraft's Cthulhu Mythos? Made in the U.S.

Call of Cthulhu 7th Ed. QuickStart

Alone Against the Dark: A Solo Play Call of Cthulhu Mini Campaign.

A Solo Adventure for Call of Cthulhu 7th Edition Rules

Cold Fire Within: A Mind Bending Campaign for Pulp Cthulhu Starter Set

The Elric Saga Part 2

From World Fantasy Lifetime Achievement Award winner Michael Moorcock comes the second installment in his famous Elric of Melniboné series, brought to vivid new life with stunning illustrations. In one of the most well-known and well-loved fantasy epics of the 20th century, Elric is the brooding, albino emperor of the dying Kingdom of Melniboné. After defeating his nefarious cousin and gaining control over the epic sword, Stormbringer, Elric, prince of ruins, must decide what he's willing to sacrifice in a fight against Armageddon. Stormbringer is the second in Michael Moorcock's incredible series, which has transformed the fantasy genre for generations. Perfect for fans new and old, this book is brought to life once more with stunning illustrations from the most lauded artists in fantasy.

[CALL OF CTHULHU ROLEPLAYING] When faced with the horrors of the Cthulhu Mythos, investigators need all the help that they can get. This essential player's aid for "Call of Cthulhu" provides it. "The 1920s Investigator's Companion" is split into four sections. "The Roaring Twenties" details life in the 1920s, from a general historical overview to listing of favorite songs, books, and films of the era. "On Becoming An Investigator" details the trials of becoming an investigator, offers 140 different occupations, and annotates the use of skills in the 1920s. "The Tools of the Trade" lists resources investigators may use for research, describes various forms of transport and transportation, and also catalogs other equipment and weapons. "Words of Wisdom" brings the book to a conclusion by offering advice to the intrepid investigator. Now, for the first time, everything a 1920s investigator needs is gathered in one place.

Horror Roleplaying in Terrifying Realms of Lovecraftian Apocalypses. Lovecraftian roleplaying typically sees brave Mythos investigators foiling plots to corrupt our familiar world. But what happens when the heroes DON'T save the day? When the cult's apocalyptic schemes

succeed? What comes next? That's what APOCTHULHU is about. APOCTHULHU is a tabletop roleplaying game from Cthulhu Reborn that lets you explore many different past or future worlds where the Mythos somehow took control. Perhaps human civilizations fell when Shub-Niggurath bestowed a terrible gift of fertility on the Earth? Or when Nyarlathotep's words seduced superpowers into mutual annihilation? Did R'lyeh rise, waking you-know-who? APOCTHULHU is built upon a simple yet elegant d100 system. Players take on the roles of everyday people who are Survivors in a Post-Apocalyptic world. Game mechanics emphasize the lethality of life in the fallen world, in terms of threats to health and sanity. Rules also cover scavenging equipment and resources, often the only way Survivors can obtain scarce supplies. By investigating horrors of the Post-Apocalyptic world and defeating their schemes and agents, Survivors might just guarantee their community lives to carry on the fight. Or they might unearth secrets that can one day overthrow the Mythos overlords. The APOCTHULHU Quickstart is a beautifully illustrated 72-page book presenting: - a simplified but feature-complete version of the game rules, which can have you up and running APOCTHULHU in minutes, - rules for generating player character Survivors, - six pre-made Survivor characters which can be used to pick up and play immediately, - an example Lovecraftian Post-Apocalypse, and - an introductory scenario, "Amber Waves" which puts the Survivors in the middle of a dangerous situation in the overgrown ruins of rural Kansas town. Whether you want a ready-made one-shot, or an ongoing campaign of gritty survival horror, APOCTHULHU is your gateway to nightmarish versions of humanity's past or future. Do you have what it takes to be an Apocalypse Survivor?

Alone Against the Wendigo

The Chaosium Roleplaying System

Solitaire Adventure in Canada's Wilds

Island of Ignorance

World War Cthulhu

The Third Cthulhu Companion