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Torrent call of cthulhu 7th edition keeper rulebook pdf

Horror Roleplaying: The Worlds of H.P. Lovecraft - Call of Cthulhu (7th Edition) The revised 7th edition is a collaborative effort between Paul Fricker and Mike Mason, edited by Scott Dorward, Badger McInnes, Mike Mason, and Charlie Krank. The design format is handled by Mike Mason, while the layout is cared for by Badger McInnes, Nick Nacario, Charlie Krank, and Sam Lamont. The cover illustration is done by Sam Lamont, with chapter illustrations provided by Jonathan Wyke, Paul Carrick, Rob Gould, François Launet, Victor Leza, Charles Wong, Mike Perry, Nicholas Cloister, Antonio Luis, Kalli Schulz. The interior illustrations are contributed by Rachel Kahn, Grilla, Chris Huth, Loïc Muzy, Paul Carrick, Scott Neil, Jonathan Wyke, Victor Leza, Sam Lamont, Celeste Burcham, Caryad, Antonio Mainez, Tom Sullivan, Marco Morte, and Cartography by Steff Worthington. 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Updated equipment costs were provided by Mike Mason and Dan Kramer. The 7th edition investigator sheets were designed by Dean Engelhardt. Joe Schillizzi also helped with the revised weapon tables. This edition draws from earlier editions of the Call of Cthulhu rules, including work from Sandy Petersen, Lynn Willis, Keith Herber, Kevin Ross, Mark Morrison, William Hamblin, Scott David Aniolowski, Michael Tice, Shannon Appel, Eric Rowe, Bruce Ballon, William G. Dunn, Sam Johnson, Brian M. Sammons, Jan Engan, Bill Barton, Les Brooks, and friends. Original compositions from earlier editions were revised or used in this edition: Keith Herber wrote the Necronomicon chapter, Mythos Prehistory, H. P. Lovecraft and the Cthulhu Mythos, Prehistory of the Cthulhu Mythos, and (with Kevin Ross) Books of the Cthulhu Mythos. Les Brooks compiled sample gear and prices. Kevin Ross tracked down many quotes and sources, and added material and statistics. Scott Aniolowski concentrated on monster descriptions and statistics. Long ago Bill Dunn wrote the Guide to Sanity Losses. Michael Tice, Eric Rowe, and Shannon Appel assembled the Sanity information. To my dad, who introduced me to Lovecraft and science fiction. Thanks for that! —S.P. For my boys, Felix and Ernest. You're the best! —Mike Mason To my friend, Phillip Sidebotham, for introducing me to roleplaying games and Lovecraft's works. —Paul Fricker Special thanks to fans and backers who made this new edition happen. Thanks also to those spreading the word worldwide. Our gratitude goes out to you all! In Sanity—Chaosium Important notice: Do not copy or reproduce any material for personal or corporate gain without permission. Contact us at Chaosium, Inc., 22568 Mission Blvd. #423 Hayward CA 94541 U.S.A. Don't call; the best answer may take time. Visit our website www.chaosium.com for updates and prices. Call of Cthulhu is published by Chaosium Inc. All rights reserved. Call of Cthulhu (7th Edition) is copyright ©1981, 1983, 1992, 1993, 1995, 1998, 1999, 2001, 2004, 2005, 2013, and 2014. This work contains some character names similar to those found in real life. These similarities are purely coincidental. Found in a Deserted House" by August Derleth, Weird Tales (1951), was followed by Derleth's "The Gable Window" (Candar Publishing Co., 1957). The publication of Derleth's "The Lurker at the Threshold" (1945) and Donald J. Walsh, Jr.'s "The Rings of the Papaloi" under August Derleth (1971), was preceded by Derleth's earlier works: "The Thing That Walked on the Wind" (The Clayton Magazines Inc., 1933). Blish's "More Light" (Anne McCaffrey, 1970) and Kuttner's "The Salem Horror" (Popular Fiction Publishing Co., 1937) were also influential. Clark Ashton Smith contributed with "The Treader of the Dust" (Popular Fiction Publishing Co., 1935), while Derleth's "The Lair of the Star-Spawn" was published by Popular Fiction Publishing Co. in 1932. Carter's "Zoth-Ommog" under Edward P. Berglund (1976) and Brennan's "The Seventh Incantation" by Joseph Payne Brennan (1963) were later additions, followed by Henry Hasse's "The Horror at Vecra" (Cryptic Publications, 1988). The copyright for H.P. Lovecraft's works is held by August Derleth (1963, 1964, 1965). H.P. Lovecraft's life and legacy began to take shape as a master of horror with his untimely death in 1937. His works continue to inspire and captivate readers. My first encounter with Lovecraft's stories was as a child when I stumbled upon an old book that had been printed before my time. That night, under the dim light of my bed, those tales left an indelible mark on me. If you're also enchanted by Lovecraft's stories, this new experience will reveal the Cthulhu Mythos in a fresh perspective. As a seasoned game designer with over 30 years of experience and a long-time fan of Lovecraft's works, I have been fortunate to be involved in various projects across different fields. From authoring and teaching to being an executive producer on films, my journey has been diverse. However, one achievement that stands out is the creation of the horror roleplaying genre with the original Call of Cthulhu game back in 1980. While some of my other ventures were successful, especially in terms of computer games selling millions of copies, it's always about Call of Cthulhu at gaming conventions or when fans acknowledge my work. This love and dedication are not surprising given the power of Lovecraft's world and Chaosium's commitment to bringing it to life. Chaosium has assembled a team of seasoned game professionals with decades of experience. Their seventh edition masterfully blends roleplaying adventure with Lovecraftian horror, both of which resonate deeply with my heart. Hardcore fans will be pleased to know that this new edition maintains the essence of the original while introducing fresh terror and ways for you and your friends to step into H.P. Lovecraft's nightmarish world. Sandy Petersen Welcome to Call of Cthulhu! This game delves into the realm of secrets, mysteries, and horror, as you take on the role of a steadfast investigator. Your journey will lead you through strange and dangerous places, uncovering foul plots and confronting the terrors of the night. You'll encounter sanity-blazing entities, monsters, and insane cultists, all while delving into ancient tomes of lore that reveal secrets man was not meant to know. With your companions, you may decide the fate of the world... or succumb to madness. The game is based on the works of Howard Phillips Lovecraft, a master of cosmic horror who penned his stories in the 1920s and 1930s. Since his passing in 1937, Lovecraft's tales have gained recognition for their eerie and unsettling portrayal of horrors from beyond and within. Today, he remains an iconic figure in the world of horror. The game system is built around a core mechanic: the pursuit of knowledge and the struggle to maintain one's sanity in the face of eldritch horrors. The game guides you through various aspects, including: * Sanity points and SAN rolls * Insanity sample phobias and manias * Treatment and recovery from insanity * Creating investigators with unique backgrounds and skills * Game mechanics for combat, chases, and magic * Tomes of eldritch lore and ancient spells * Artifacts and alien devices that hold secrets and powers * Monsters, beasts, and deities of the mythos that lurk in the shadows As you navigate this world of horror, you'll encounter non-player characters, roll dice, and present the terrors of the mythos to your players. The game also includes rules summaries, investigator sheets, and an index for quick reference. Join us on a journey into the unknown, where the boundaries between reality and madness are blurred. Will you emerge victorious, or will the horrors of the Cthulhu Mythos consume you? Only time will tell... Call of Cthulhu Game Overview As a renowned American horror story writer, H.P. Lovecraft's works have significantly influenced numerous authors and film directors, garnering a vast following of devoted fans who now consider him a cult figure in his own right. His fiction encompasses various genres, including science fiction, gothic horror, and nihilistic cosmic terror, providing an ideal foundation for a role-playing game. The Cthulhu Mythos, Lovecraft's most famous creation, has become a shared universe with common plot elements such as ancient tomes of arcane lore and otherworldly entities. This mythology has inspired other authors, who have added their own concepts and expanded upon the original ideas. In Call of Cthulhu, players take on the roles of intrepid Investigators tasked with exploring and creating Lovecraftian stories. One player assumes the role of the Keeper, responsible for guiding the game and presenting scenarios to the other players. These scenarios provide a framework for the story, allowing the Keeper to improvise and adapt to the players' actions. The game is characterized by a dynamic group conversation, with the Keeper setting the scene and the players determining their investigators' actions. The game rules use dice to determine the outcome of conflicts, adding an element of unpredictability and tension. Ultimately, the Keeper's goal is to create engaging adventures while maintaining impartiality, ensuring that the investigators face formidable opposition. The gameplay is designed to facilitate cooperation and competition among players, as they navigate the mysteries and horrors of the Cthulhu Mythos. With three pre-built scenarios included at the back of the book, new investigators are ready to embark on their own Lovecraftian odyssey. Social gaming at its finest! Imagine yourself lost in a fantastical world with friends by your side. Without imagination alone, you can simply read a book, but why not combine forces and create an unforgettable experience? When people come together, they can build a communal fantasy that's far more captivating than individual efforts. Each participant takes on a leading role, crafting a story that unfolds in unpredictable ways. As players, you'll take on personas, from kind-hearted to devious, bringing your unique perspectives to the table. The true magic happens when roles are played out, and in-character conversations flow like a river. Unforeseen twists and turns await, making every gaming session an adventure to remember. But what's the purpose of all this? To have fun, of course! Winning or losing isn't the goal; it's about working together as a team to overcome challenges. You might face alien situations, hostile encounters, or even your own demise. Yet, someone must stand against the forces of darkness, and every investigator counts. As you progress through the game, your characters will gain power, knowledge, and skills. They'll rise to the challenge, until their eventual retirement or defeat – whichever comes first. We easily sort out our plan without worrying about consistency. We join the investigation in mid-action… Well, guys, what's your plan? Let's sneak around Boss Morgan's house, looking for clues. All investigators agree to Paula's plan. Joe: Let's go! I'll drive us over in my Hupmobile. Is there anyone on the street? We're leaving at midnight. As we arrive at Morgan's house, we see the street is quite dark since two of the streetlights aren't working. It all looks deserted; nobody is in sight. My private eye Jake can pick the lock on the back door. The players agree to the plan. Paula: I'll keep watch from the street Arnold: I'll stay in the car for now and keep watch—my investigator is still very nervous. Joe: I'll go with Cathy. Cathy and Joe, make Listen rolls. Cathy succeeded! Joe failed the roll. So, Cathy, what did you hear? You heard a creak of wood; it sounds like the house's front door quietly opening. Don't forget to tick your Listen skill as you got a success. Cathy: Right. (She makes a check mark on her sheet). I'm grabbing Joe and attempting to hide behind the garbage cans. I OK, I'll need you both to make a Stealth roll. Joe and Cathy: Yeah! We both rolled successes (both tick their Stealth skills). We're well hidden behind the garbage. Since it's night and there are no working street lamps near, we can't see much. The form of a hulking figure leaves the house and creeps towards the street. When it reaches the middle of the street, it pulls up a manhole cover and drops down inside. You hear a splash. Did he lock the door behind him? Not only is it not locked, it's wide open. I'll sneak back and tell the others. The rest of you, Cathy told you that the front door is open. Joe and Paula together: Let's go inside. Investigators enter an abandoned mansion. What do we do now? The scene shifts to various rooms within a house, with different characters going about their business. Arnold and Cathy mention that the professor checks out the hall closet and someone named Jake goes upstairs. Meanwhile, the game master, known as the Keeper, begins a solo encounter with each player. For those new to roleplaying games, a typical session involves character creation, dice rolling, and collaborative storytelling. Players take turns describing their characters' actions, and the outcome is determined by dice rolls. The game can be played for several hours on a Friday evening, with players often discussing ideas and strategies between sessions. The story then focuses on Paula's attempt to open a locked desk drawer. She successfully picks the lock using her Locksmith skill, revealing a sealed will and a ledger belonging to Innsmouth Shipping Co. However, before she can examine them closely, the Keeper redirects attention to Cathy, who is concerned about water droplets on the stairs. The scene shifts back to Cathy's character, Jake, as he cautiously ascends the stairs with water beads accumulating under the wooden banister. The creepy atmosphere on this floor is thick with an almost sweet, musty smell. A bedroom to the right has its door open, and Cathy peers in. Inside, a gruesome scene awaits: Boss Morgan's fully clothed corpse lies draped over the bed, his top torn off and insides crudely scooped out. The room is bathed in a faint green phosphorescence. As Cathy enters, she fails to make a Sanity roll. Jake loses 4 points, turning green and screaming at the sight before vomiting. Others rush to aid him. Later, as Jake regains composure, he finds a bathroom to clean up with. The others ponder their next move, with Joe cautioning not to step in the blood. Paula inspects other rooms upstairs but wonders about clanging noises from outside. Arnold joins her, and together they search for clues. In one room, Joe spots abrasions on Boss Morgan's face and makes a Spot Hidden roll, finding more details about the corpse. However, this discovery is short-lived as the front door slams closed, and someone stomps up the stairs. Arnold's professor is ready to jump out the window but focuses on examining the bloody handprint on the wall outside. This detail catches Paula's attention, and she shines her light towards the source of the disturbance. Jake advises his companions to retreat into the bedroom for safety. Joe pulls out a trench knife, prepared for any eventuality. Meanwhile, Arnold realizes the professor forgot something essential—a camera—leaving him to improvise with a sheet of paper to take a copy of the handprint. The scene shifts as a grotesque figure enters, almost eight feet tall and dripping with filthy water. Its deformed appearance is nightmarish, with loose skin and strips of decaying flesh flapping from its limbs. A Sanity roll must be made by each character who sees this creature. You get one point less if you fail the test; if that happens, you'll lose 1D10 points! The Keeper notices strange symbols on the opposite wall. As Arnold studies them, they seem to move in a hypnotic swirl. Oho, says Arnold, wanting a closer look. But the Keeper doesn't have time for that. Now it's time for Listen rolls from your investigators. Joe and Arnold made their rolls successfully, but Cathy failed hers. Jake pulls out his .38 snub-nose revolver to take a closer look at the symbols alongside Paula. I passed my roll, says Joe. And so did I, exclaims Arnold. Cathy's face falls as she realises she failed her Listen roll. Oh no! I'm really scared now! This book contains everything you need to play Call of Cthulhu – except for dice, pencils and notepaper. It includes short scenarios, world-spanning campaigns, setting books, online forums, and more. Before running your first game, familiarise yourself with the rules and concepts of Call of Cthulhu. The book is divided into key sections: The original story by H.P. Lovecraft that started it all – read this to get a feel for the setting and atmosphere. The Rules Section – everything you need to know to play the game. This includes creating investigators, game rules, and tips on how to get the most out of Call of Cthulhu. If you're new to Call of Cthulhu, we recommend reading this Introduction all the way through, followed by the story by Lovecraft, then the Rules Section. If you plan to run the game yourself, read Chapter 10: Playing the Game and familiarise yourself with the Keeper's Reference Section. Finally, choose one of the scenarios from the back of the book. Mil i looks at Paula's investigator sheet. You could be temporarily insane because you've lost over 5 Sanity points. If your Intelligence roll is lower than 1D100, it'll all become too much and you'll faint. Rolls a 04 and her investigator faints. (Keeper): Now Paula's investigator is rolling on the floor, holding the flashlight and causing chaos with it. Arnold's professor has realized that the windows have iron bars. The only way out seems to be past the mysterious entity. (All in confusion): We're trying to break open the bars with a chair! Where's my flashlight? Does anyone know what this thing is? I'm shooting at its face! Help! Some people are discussing whether the grills on the windows can be unlocked and swung back. Others wonder about the symbols on the wall, if the monster attacks, or if Paula's investigator remembered to take the important documents. Players: We also have dread survivals of things that exist before humans, creatures that have lived for millions of years, sleeping in hidden places, waiting to be awakened by people who know their secrets. This is the Cthulhu Mythos, as described by H.P. Lovecraft and William Lumley. To play Call of Cthulhu, you need a few things: this rulebook, roleplaying dice, paper, pencils, and an eraser. Read some stories by Lovecraft to understand the game's horror themes and get ready to start playing with friends. The start of any good game begins with the right foundation, written by him but the core works are "The Lurking Fear", "The Horror at Red Hook", "The Colour Out of Space", "The Dunwich Horror", and "The Shadow Over Innsmouth". A quiet place is best to start playing with three to four hours on hand. Roleplaying dice are essential, including a D100 for percentiles, a D4, D6, D8, and D20. Each player should have their own set of dice for efficiency. New to roleplaying? Don't worry! Dice with more than six sides are easily found at hobby stores or online. The number after the 'D' indicates the range of random numbers sought; for example, a D8 generates 1 through 8, while a D100 generates 1-100. These dice help determine hit points lost in an attack, investigator generation, and sanity loss. The core works are mostly novelettes, so reading at least half will prepare a Keeper to run the game well. Players should read one story before investigating any mysteries of the Mythos. The percentile dice usually consists of two 10-sided dice rolled together; if you get a '00' on the tens die and any number on the units die, it's under 10. Alternatively, use two colored dice where one color is consistently the tens-digit and the other the units-digit. A Keeper who reads at least half of the above works will be well-equipped to run this game. Players are encouraged to read at least one story before attempting to investigate any mysteries of the Mythos. Sometimes, a dice notation might indicate that more than one die should be rolled, and their results added together. **Dice Rolling and Notation** To determine damage, rolls, or other outcomes in Call of Cthulhu, you may be asked to roll dice. For example, rolling two 6-sided dice (1D6+1D6) or adding a number to the result of a single die roll (e.g., 1D6+1). If you see "2D4", it means you need to roll two 4-sided dice and add them together. In some cases, notations like "DB" remind players to add a damage bonus to the rolled value. **Investigator Sheets** Players should record their investigator's details on an investigator sheet, which is provided in the back of this book or available for free download online. The sheet keeps track of important information and helps investigators tackle mysteries. **Using Miniatures and Props** While Call of Cthulhu can be played without miniatures or props, they can enhance gameplay by visualizing actions and setting the mood. Keepers may sketch out the area of activity on paper to help players imagine the scene. Some groups use props like statuettes, letters, or clay tablets to add atmosphere, but this should be discussed and agreed upon with the group. **Discussing Props** It's essential to discuss the use of props within your gaming group to determine if they are worth the time and effort required. This ensures everyone is on board and that the props do not detract from the gameplay experience. Unfortunately, I couldn't find any coherent text within the provided data that appears to be a meaningful message or paragraph. The input seems to be composed of random characters and symbols, possibly representing a QR code or encrypted data. As a result, I'm unable to rewrite or paraphrase this text as it doesn't contain any recognizable language. If you could provide a valid text message, I'd be happy to assist you with rewriting it according to the specified probabilities.