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of Cthulhu is a horror tabletop role-playing game (TTRPG) inspired by H.P. Lovecraft's cosmic horror universe. You play as a regular person drawn into a sprawling investigation (either through unlucky circumstances or grim curiosity) until you eventually uncover truths no human should ever confront. Does that sound ominous? Don't worry, it gets
 worse. As the game's mysteries unfold, your character will come face to face with the Cthulhu Mythos. The Mythos is a collection of cosmic horrors lurking within the deep shadows of the universe around you. You know, that eerie feeling of being watched as you walk down a dark alley, that horrible drop in your stomach as you enter a dark room, that
surprise realisation you are actively in a cult? THAT is the Cthulhu Mythos staring you straight in the face. Because behind every uneasy feeling within Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the dark deities and sinister gods of Lovecraftian lore, like the Outer Gods, and the Great Old Ones. The Call of Cthulhu lurks the Outer Gods, and the Outer Gods, and
you to focus on roleplay and immersive storytelling instead of being bogged down by too many stats and numbers. All of your skills work on a simple percentage with their d100 dice system. However, the lethality of combat means that anyone thinking about riding in guns blazing will quickly be reminded of their own mortality. You are, after all, a
 normal human person. If you're looking for a game filled with eerie mystery, then delve into this guide to creating your investigator as you explore the unknown. The most common era to play is in the 1920s, but many eras are supported, from the Roman Empire to the Dark Ages, the Wild West to 1890s Victorian London, right the way through to the unknown. The most common era to play is in the 1920s, but many eras are supported, from the Roman Empire to the Dark Ages, the Wild West to 1890s Victorian London, right the way through to the unknown.
modern day and beyond. The 1920s were the birth of the modern era, often referred to as the jazz age or the roaring twenties. It saw an explosion of everything from technology to architecture. This era has lots to explore, from prohibition to the great depression, from literary greats like The Great Gatsby to the infamous Al Capone. The gritty noir
 setting provides the ideal era for your first foray into the darker version of our world in Call of Cthulhu, known as the "Classic era." Now that you have a brief primer, let's create an Investigator. Unlike class-based systems that force you to specialise in one direction, Call of Cthulhu is a skills-based system. This means you are free to build your
character exactly as you want. If you want an Archeologist who is also a fencer you can, or if you would like a Soldier who is an expert in history, you can. There are no limitations on your character, only the points you can spend. To start, let's make an investigator using Chaosium's free Quick Start Rules for Call of Cthulhu 7th edition. This 46-page
booklet has everything you need to make your first investigator, plus a classic adventure titled The Haunting. There are many options for creating your character sheet. Some prefer physical sheets found in the back of the Quick Start Rules, while others prefer to download a PDF auto-calc sheet from Chaosium. Dhole's house also provides a digital
 solution to make your character that removes any worries about how many points you have to spend or what you can spend them on. For a full campaign experience, check out Quest Portal's Call of Cthulhu character sheet. It includes a robust note section perfect for detailing your investigator's darkest secrets. There is no one true way to go about
your character conception, but I like to start with a name. There is a perfect resource if you can't come up with one off the top of your head. Fantasy name generator. Simply pick your ancestral background and click generate until you find a name you like. Pop that on the top of our character sheet. You now have a name. Your character is one step
 closer to the darkness. Call of Cthulhu has provided headers in the character sheet to put your backstory elements into, like your personal description, significant people, and your meaningful locations. A good backstory helps you develop who your character is. What are their motivations, who are their loved ones, and what do they care about? All
 these and more can be written now or developed through play. Something that is a vague idea in a bullet point can become a main focal point for your character in the future. Different players approach this differently. Some give them a novella. Keep
in mind that your GM needs to easily navigate your backstory to incorporate its elements into the session. Nothing beats the stunned silence from the group when a secret is revealed. Call of Cthulhu uses occupations similarly that other systems
use classes. There are many to choose from, with some restricted to the era you are playing in. After all, there is no point in having a gunslinger in 1920s Arkham (Yes, Arkham existed well before Batman). The Quick Start Rules contain a selection of typical Lovecraftian occupations, but you are not limited to these. Often your investigations will
are going to build a character using the Quick Start Rules, we will choose one of the sample occupations and add that to the character sheet. Author Art (Literature), History, Library Use, Natural World or Occult, Other Language, Own Language, Psychology, any one other skill Private Investigator Art/Craft (Photography), Disguise, Law, Library Use, one
 interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, and any one other skill (e.g. Locksmith, Firearms) Having an image of your character brings them to life and allows the rest of your party to identify with your character. A simple and fun way to do this is by using the Quest Portal avatar portrait generator. The
long as you like, have fun with them and find that perfect portrait for your character. You will be given the conception of the character and who they are. Now it's time to transfer that concept
into numbers. Call of Cthulhu uses eight characteristics that define your characteristics that your
x 5Constitution (CON) - Roll (3d6) x 5Dexterity (DEX) - Roll (3d6) x 5Dexterity (DEX) - Roll (3d6) x 5Power (POW) - Roll (2d6+6) x 5Education (EDU) - Roll (2d6+6) x 5Education (EDU) - Roll (2d6+6) x 5Education (EDU) - Roll (3d6) x 5Education (EDU) - Roll
 sanity. Oh yes, sanity! At the beginning of the scenario, your character is blissfully unaware that anything from reading something something. This is represented with sanity. Sanity can be affected by anything from reading something.
  unsettling to coming face to face with the great and terrible Cthulhu. The power stat in characteristics represents what your starting sanity will be Now that your starting sanity will
into two sections: occupation and personal interest skills. Occupational skills can only be spent on the skills directly connected to your chosen occupation and personal interest skills. But sticking to the Quick Start Rules, we will pick four non-occupation skills. These
can be anything from you being a budding artist to a keen amateur historian, so look upon these as a way to add some personality to your character. Skill examples include: Anthropology Can identify and understand an individual's (or culture's) way of life through observation. History Recall a historical detail or event, the significance of a country, city,
region, or person, as pertinent. The credit rating skill indicates your wealth and class in the game. So if you want to play a rich philanthropist, remember you have to spend those points to gain wealth. That being said, Call of Cthulhu doesn't track every bit of money spent. Instead, it uses a system for daily spending, cash, and assets. Unlike some
systems, Call of Cthulhu doesn't require you to note down every single item you own, and very rarely will you have a doctor would have a doctor would have a notepad or maybe even a camera. When it comes to weapons, this is
where it gets dangerous. Very rarely will investigators be experts at using weapons, so there is always the chance that when you pull out that shotgun at close range does 4D6 damage, which means it could potentially deal 24 points of
damage in a single shot. However, the average investigator has 10 hit points. On a critical fail, you could swiftly find yourself with one less party member...Ready to descend into the mysteries of the many vibrant gaming communities online for folks running
campaigns. Call of Cthulhu is uniquely perfect for virtual tabletops (VTTs) due to its emphasis on roleplay and immersion. Quest Portal is my favourite (and I have tried most of them). This VTT has official support for Call of Cthulhu and includes your character sheets, music, pre-made scenes for your adventure, and an excellent onboard voice chat
that will please any audiophile. It receives constant updates, and even though it is still in early access, it works very well and even has a mobile app). You can pick up the free adventure titled Lighless Beacon, which comes with characters, scenes, and everything else you need to start playing Call of Cthulhu. Check out the Quest Portal discord. There
are games posted in the "Looking for players" section to start you on your adventure and discover the mythos yourself, as well as a community of passionate gamers of many systems. I wish you the best of luck (you will need it!) and a wonderfully horrifying time, whichever side of the table you sit on. QUICKSTART RULES CALL OF CTHULHU Quick-
Start Rules (7th Edition) "The oldest and strongest emotion of mankind is fear." —H. P. Lovecraft 1 CALL OF CTHULHU s h o o t i n g d e e p o n e s CREDITS 7th Edition Authors Sandy Petersen Mike Mason Paul Fricker Lynn Willis Interior Illustrations Alberto Bontempi Rachel Kahn Editing Scott Dorward Layout Nicholas Nacario Dean Englehardt
(investigator sheet) Cristoforo fonts created by Thomas Phinney **** Call of Cthulhu was originally written by Sandy Petersen, with later revision by Lynn Willis and others. The 7th Edition is a collaboration between Paul Fricker and Mike Mason, CALL OF CTHULHU, 7TH EDITION OUICK-START © 2016 by Chaosium Inc.: all rights reserved.
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contains the latest release information and current prices. Chaosium publication 23131 ISBN-13: 978-1-56882-388-1 Published in August 2016. Printed in the United States. 1890 - 1937 2 QUICKSTART RULES WELCOME TO CALL OF CTHULHU Interested in Chaosium's Call of Cthulhu? You are not alone! Call of Cthulhu is Chaosium's classic
roleplaying game of Lovecraftian horror in which ordinary people are confronted by the terrifying and alien forces of the Cthulhu Mythos. Call of Cthulhu is published by Chaosium Inc., one of the oldest roleplaying game companies. Chaosium is famous for the excellence of their games (including Call of Cthulhu, RuneQuest, and many more). All you
need to play Call of Cthulhu for the first time is this Quick-Start guide, some polyhedral dice, plenty of imagination, and your friends. Welcome to the worlds of Call of Cthulhu! 3 CALL OF CTHULHU 1 THE GAME CHAPTER Created by Sandy Petersen in 1981 and revised by Mike Mason and Paul Fricker for the 7th edition released in 2015.
INTRODUCTION Welcome to the Call of Cthulhu, a game full of secrets, mysteries, and horror. Playing the role of a steadfast investigator, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the night. You will encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten
tomes of lore you discover secrets that man was not meant to know. You and your companions may well decide the fate of the world. Call of Cthulhu is a horror-themed roleplaying game based on the writings of Howard Phillips Lovecraft penned a tremendous body of work during the 1920s and 1930s, concerning both horrors from beyond
and from within. Lovecraft's most famous invention has become known as the Cthulhu Mythos, a series of stories sharing common plot elements such as certain mythical books of arcane lore and alien god-like entities. If you have not read any of his stories we strongly recommend you do so. The booklet you now hold gives you all the information you
will need to create a character for the Call of Cthulhu roleplaying game, as well as a brief overview of how to play the game. Many rules contained in the complete Call of Cthulhu Reeper Rulebook have been omitted from these Cthulhu Quick-Start Rules for the sake of brevity. Once you've played a game or two, you will probably want to take a look at
the full rules for Call of Cthulhu, which are available from any good game and hobby store, most large bookstores, or directly from us at www. chaosium.com. AN OVERVIEW OF THE GAME The aim of playing Call of Cthulhu is to have fun with your friends as you explore and create a Lovecraftian story. One player takes the role of game moderator,
known as the Keeper of Arcane Lore ("Keeper" for short). His or her role within the rules is to run the game for the players. The rest of the players take the parts of intrepid Investigators")—the heroes of the story—attempting to seek out, understand and eventually confront the horrors, mysteries and secrets
of the Cthulhu Mythos. The Keeper picks a story to run. These stories are known as "scenarios." You will find one at the back of this booklet. A scenario provides the Keeper with the actors don't know how the story will develop. To
extend that analogy, the players are like actors who have the freedom to improvise their own scripts. Investigators need not be anything at all like the people who play them. Indeed, it is often more rewarding and enjoyable for players to create characters entirely unlike themselves—tough private eyes, rude taxi drivers, or sinisterly-genteel occultists.
Most of the play is a verbal exchange. The Keeper sets the scene, describing the environment, the individuals, and encounters to the players. The players tell the Keeper what they intend their investigators to do. The Keeper what they intend their investigators to do. The Keeper sets the scene, describing the environment, the individuals, and encounters to the players.
conversation with many twists and turns and fun on the way. QUICKSTART RULES NEVER PLAYED A ROLEPLAYING GAME BEFORE? WHAT YOU NEED TO PLAY CALL OF CTHULHU If you've never played a roleplaying game before you may be wondering what this is all about. To dispel some misconceptions and set you on the right track, it may be
useful to describe an average session of play. When you are ready to begin playing Call of Cthulhu, you only need a few things to start: • • • • • • This Quick-Start Rule Book. Roleplaying dice. Paper. Pencils and an eraser. Two or more people to game with. A quiet place (the kitchen table is a good place to start).
the game. John, his partner and two friends meet up at John's house on Friday evening at around seven o'clock. After catching up on the week's news and organizing some drinks and nibbles, they sit down in John's lounge and John hands out some paper and pencils, then talks everyone through creating their investigators. People compare ideas for
characters as they roll dice and fill out their investigator sheets. It's now about eight o'clock. John kicks off the game by describing the opening scene, telling how the investigators find themselves talking with a man who wants them to check out an old property that he owns: rumor has it that it might be haunted! One of the players immediately
responds to this, putting on the voice of her investigator to say that such things are, "Complete hokum". As the story unfolds, everyone becomes involved, describing what their characters are doing or saying. Dramatic conflicts arise and dice are rolled to determine the outcome. Sometimes the players get their way; other times events appear to
conspire against them. It is all played out simply by talking and rolling some dice to determine the outcome of certain situations; people aren't getting out of their chairs to act it out, neither are they donning costumes or using props. John and his players cease play at around ten-thirty, then chair for a while before calling it a night at around eleven
o'clock. Everyone is looking forward to meeting up again next week to find out how the story develops. Winners and Losers Of course that's just an example. The number of players and the duration of a session of play will vary from group to group. The game rules use dice to determine if an action succeeds or fails when a dramatic "conflict" presents
itself—for example, whether your investigators are able to leap out of the way of a giant statue that is about to crash down upon their heads! The rules describe how to decide the outcome of such conflicts. 5 In Call of Cthulhu there are no winners and losers in the standard competitive sense. Play is usually cooperative. The participants work together
to attain a common goal—usually to discover and foil a nefarious plot being perpetrated by the minions of some dark cult or secret society. The opposition that the investigators face will often be an alien or hostile situation controlled by an impartial Keeper, not another player. Winning in such a situation depends on whether the investigators succeed
in their goal, and losing is what happens if they fail to achieve it (they may be able to try again later). During the game investigators may become injured, suffer sanity-shattering experiences, or even die! However, someone has to make a stand against the cosmic horrors of the universe, and the death of a single investigator matters little if it means
repulsing Cthulhu's master plan to enslave the Earth! Investigators who survive will gain power from arcane volumes of forgotten lore, knowledge of horrendous monsters, and advancement in their skills as they become more experienced. Thus the players' investigators will continue to progress until their demise or retirement— whichever comes
first. CREATING AN INVESTIGATOR To play Call of Cthulhu you need to create a characters in the game are called "investigators," as they CALL OF CTHULHU s h o o t i n g d e e p o n e s The Characteristics ROLEPLAYING DICE The Keeper and players will need a set of roleplaying dice, including percentage dice (D100), a four-sided die
(D4), a six-sided die (D6), an eight-sided die (D6), an eight-sided die (D8), and a twenty-sided die (D
100. READING D100 (PERCENTAGE DICE) To begin, a Call of Cthulhu character has eight characteristics: 1. Strength (STR) measures the raw physical power your investigator. 3. Power (POW) is a combination of force of will, spirit, and mental
stability. 4. Dexterity (DEX) is a measure of your investigator's physical agility and speed. Percentage dice usually consist of two 10-sided dice rolled at the same time. One die (units) is numbered 1 to 0, the other (tens) being numbered 1 to 0, the other (tens) being numbered 10 to 00. Both dice are rolled and should be read together (e.g. "30" and "05" is read as 35%). A roll of "00" (tens
die) combined with a "0" (units die) indicates a result of 100%. A roll of "00" on the tens die combined with any other roll on the units die indicates a roll of under 10%; for example, a roll of 90 on the tens die combined with any other roll on the units die indicates a result of 100%. A roll of "00" on the tens die combined with any other roll on the units die indicates a roll of under 10%; for example, a roll of 90 on the tens die combined with any other roll on the units die indicates a result of 100%.
Education (EDU) is a measure of the knowledge that your investigator has accumulated through formal education, or the venerated "School of Hard Knocks." Sometimes a dice notation is preceded by a number other than "1": it means that more than one such die should be rolled and that their results should be added together. For instance, 2D6
means that two 6-sided dice are rolled and totalled (or roll a D6 twice and add the scores together). You might see 1D6+1, for instance. This means that the number following the plus sign should be added to the result of the D6 roll. For 1D6+1, for instance. This means that the number following the plus sign should be added to the result of the D6 roll. For 1D6+1, for instance.
actual attack by rolling the three requested dice, totalling the results, and adding one (rolling 1D6 and 2D4 and adding 1 to the total rolled). primarily spend their time investigators on a Call of Cthulhu
Investigator Sheet. The investigator sheet holds all the information needed to play the game. There is a blank investigator's combined height and weight. 7. Intelligence (INT) is a rough measure of your investigator's
characteristic and divide by 5 to give the "fifth" value, again rounding down as required. Record the full/half/fifth values (e.g. Brian's investigator's STR 60 would be written on the investigator sheet as 60 (30/12)). Secondary Attributes There are a number of attributes that are determined after you have worked out the characteristics above. These
are Luck, Damage Bonus, Hit Points, and Sanity. n Luck begins at 3D6 multiplied by 5. Circle this value on the investigator sheet. A Luck roll is often used to determine whether external circumstances are in your favour or against you. 6 QUICKSTART RULES Example: Brian is fleeing a hoard of zombies and jumps into a nearby car. The Keeper asks
for a Luck roll to determine whether the keys are in the ignition. Brian makes a percentage roll, rolling 28, which is lower than his Luck score; he turns the keys and the engine roars in to action! he will deal an extra 1D4 points of damage (Damage Bonus). His Build is +1. STR+SIZ 2-64 n Magic Points (MP) are equal to one-fifth POW, and are used
when casting spells, powering arcane devices, and magical effects. Magic points that are spent regenerate naturally at a rate of 1 point per hour. Once an individual is out of magic points, any further expenditure is deducted directly from hit points—any such loss manifesting as physical damage in a form chosen by the Keeper. n Damage Bonus and
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Build: Damage Bonus is how much extra damage your investigator does with a successful close-combat (melee) attack. Build is a scale of combined size and strength. Add your STR and SIZ to 70, totaling 130. When he makes a successful physical attack, 7 65-84 85-124 125-164 165-204 Damage Bonus Build -1 -1 -2 None +1D4 +1D6 -2 0 +1 +2 n Hit Points (HP) are figured by adding SIZ and CON together, then dividing the total by ten and rounding down to the nearest whole number. As your investigator takes damage from combat or other events, your HPs will drop. n

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Sanity (SAN) begins at a level equal to your POW score. Circle the value that corresponds to this number on the investigator's ability to remain stoic in the face of horrors. As you encounter the monstrosities of the Cthulhu Mythos your SAN score fluctuates. CALL OF
CTHULHU and Skills s Occupation this point you should form an idea of what your h Atinvestigator does for a living. The term "investigator" does not restrict you to being a cop or private eye. This choice o ofyouroccupation will influence the selection of skills for investigator. To begin with, choose an occupation. o Anything you think would be
interesting to play is valid, but you should agree this with your Keeper. Some t favourite occupations in Call of Cthulhu are Professor, Journalist, Occultist, and Archeologist. The occupations is are only limited by your imagination. Either pick an occupation from the list following and n use the specified list of skills provided, or tailor one to your
requirements—to do this, decide upon an occupation g and then look at the list of skills on the investigator's chosen occupation require?). These are your d investigator's chosen occupation p on e s ANTIQUARIAN—
Appraise, Art/Craft (any), History, Library Use, Other Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Spot Hidden, any one other skill. AUTHOR—Art (Literature), History, Library Use, Natural World or Occult, Other Language, Own Language, Psychology, any one other skill. DILETTANTE—Art/Craft (Any), Firearms,
Other Languages, Ride, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), any three other skills. DOCTOR OF MEDICINE—First Aid, Other Language (Latin), Medicine, Psychology, Science (Biology), Science (Pharmacy), any two other skills as academic or personal skill (Charm, Fast Talk, Intimidate, or Persuade), any three other skills as academic or personal specialties (e.g. a psychiatrist might take Psychoanalysis). Dilettante
POLICE DETECTIVE— Art/Craft (Acting) or Disguise, Firearms, Law, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, any one other skill. PRIVATE INVESTIGATOR— Art/Craft (photography), Disguise, Law, Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, any one other skill.
Spot Hidden and any one other skill (e.g. Locksmith, Firearms). Police Detective PROFESSOR—Library Use, Other Language, Own Language, Psychology, any four other skills on the investigator sheet. No player can add points to the Cthulhu Mythos skill during character
creation, as it is assumed that all beginning characters are ignorant of the Mythos. Allocate the following values among the eight Occupation Skills and also the Credit Rating skill: one at 70%, two at 60%, three at 50% and three at 40% (set the skills directly to these values written next to each skill on the
investigator sheet). After assigning points to the Occupation Skills, select your Personal Interest Skills. These are skills that your character has acquired outside of work. Pick four non-occupation skills and boost them by 20% (adding 20 to the skill base values listed on the investigator sheet). We recommend that you write your skill values down in the
same format as your Characteristics—full/half/ fifth values—as you'll need to refer to these during the game. Of course if you prefer, you can just write the full value of each skill and do the math in your head during the course of the game. Example: Brian chooses "soldier" as an occupation. The eight skills that seem most appropriate are Climb
Dodge, Fighting, Firearms, Stealth, First Aid, Survival, and Other Language 50%, Fighting 70%, Firearms 50%, First Aid, Survival, and Other Language 50%, First Aid, Survival, Surviv
Use, Own Language, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, any two other skills. 8 QUICKSTART RULES Brian picks four hobby skills, raising each one by 20%; Drive Auto 40%, Jump 40%, Mechanical Repair 30% and Spot Hidden 45%. Each is then written on the sheet next to the skill as full, half, and fifth
values, such as "Spot Hidden: 45 (22/9)." Credit Rating A character's Credit Rating on how many of your Occupation Skill points you allocated to this skill, your investigator is... n Credit Rating 0 ...Penniless, living on the streets. n Credit Rating 1-9 ...Poor, possessing the bare minimum. n Credit Rating 1 ...Poor, possessing the bare minimum. n Credit Rating 0 ...Penniless, living on the streets. n Credit Rating 1-9 ...Poor, possessing the bare minimum. n Credit Rating 1 ...Poor, possessing the bare minimum. n Credit Rating 1 ...Poor, possessing the bare minimum. n Credit Rating 1 ...Poor, possessing the bare minimum. n Credit Rating 1 ...Poor, possessing the bare minimum. n Credit Rating 1 ...Poor, possessing the bare minimum. n Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 1 ...Poor, possessing the bare minimum in Credit Rating 2 ...Poor, possessing the bare minimum in Credit Rating 2 ...Poor, possessing the bare minimum in Credit Rating 2 ...Poor, possessing 3 ...
Rating 10-49 ... Average, a reasonable level of comfort. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury. n Credit Rating 90-98 ... Rich, great wealth and luxury.
at the skills and characteristics that you selected. With a dash of imagination you begin to get an idea of who this new character is. You might want to add notes on your investigator's background and personality as you decide them. Who is she really? Where did he grow up? What is her family like? The more time you spend thinking about your
character, the more developed his or her personality becomes, then the more fun you will have when playing Call of Cthulhu. Each backstory entry on the back of the investigator sheet—just two or three entries will be enough to get you
going. A couple of examples: "Born and raised in Arkham," "Never without my trusty pistol," or "Science can explain everything." 9 Final Touches You now have something that looks like a finished character. Go back to the top of the investigator sheet to make sure you have written down your character's name, sex, and age, and have all the other
 information filled in (e.g. write down any standard equipment the character might have associated with their occupation). GAME SYSTEM Skill rolls may be called for during dramatic situations in the game. Walking down a well-lit hallway is not a dramatic situation, whereas running down a rubblestrewn corridor while being chased by monsters most
definitely is! When attempting a skill roll you should agree a goal with the Keeper. If your skill roll is successfully roll a given skill, put a check mark in the box next to it on your investigator sheet. You can only get one check per skill at a time. At the end of the scenario, your Keeper will tell you
to "roll for skill increases." At this time, roll percentage dice against any checked skills. If you can then add 1D10 points to the skill, you can then add 1D10 points to the skill, you can then add 1D10 points to the skill, you can then add 1D10 points to the skill increases." At this time, roll percentage dice against any checked skills. If you roll over the value of the skill, you can then add 1D10 points to the skill increases." At this time, roll percentage dice against any checked skills. If you roll over the value of the skill increases."
during play and so ticks the box next to that skill on his investigator sheet. After the scenario is completed, the Keeper asks Brian to rolled 73 he would be gaining 1D10 Spot Hidden skill points. On occasion, you may need to
roll a test that is not covered by the skills on your sheet. If so, look at your characteristics and determine which one of them is best to use and treat it like a skill. Skill Rolls and Difficulty Levels Your Keeper will tell you when you should attempt a skill roll and how difficult the task is. A regular task requires a roll of equal to or less than your skill value
on 1D100 (a regular success). A difficult task requires a roll result equal to or less than one-fifth of your skill value (a hard success). A task approaching the limits of human capability requires a roll result equal to or less than one-fifth of your skill value (a hard success). CALL OF CTHULHU s h o o t i n g d e e p If you can justify it through your investigator's
you can "Push" a failed skill roll. Pushing a roll o actions, allows you to roll the dice a second time. However, the are raised. If you fail a second time the Keeper gets n stakes to inflict a dire consequence upon your character. e Example: You are trying to lever open the heavy stone of a crypt. The Keeper decides this is very difficult s door and asks for
a STR roll, specifying that a "hard success" Bonus Dice illustration is required. You rolled above half your investigator's STR. You ask if you can push the roll, stating that your fail this
roll not only will the door still be closed but "something" may hear you and could be coming for your blood! Penalty Dice (primarily for use with opposed dice rolls) Sometimes, the prevailing conditions for the investigators, their environment, and/or the time available to them can hinder or benefit a skill or
characteristic roll. Under certain conditions the Keeper may grant a "bonus die" or a "penalty die cancel each other out. FOR EACH BONUS DIE: roll an additional "tens" percentage die alongside the usual pair of percentage die alongside the 
and two "tens" dice. To take benefit of the bonus, use the "tens" die that yields the better (lower) result. Example: Two rival investigators, Malcolm and Hugh, are vying for the affection of Lady Greene. Only one can gain her hand in marriage, so the Keeper determines that an opposed roll is needed to determine the outcome of their wooing. It is
decided that each should make an opposed Charm roll. The Keeper reviews the events of the scenario so far: Malcolm has only visited once and brought no gifts at all. The Keeper states that Malcolm has an advantage and will get a bonus die in the opposed roll.
Hugh's player rolls first against his Charm skill of 55, getting 45—a Regular success. Opposed Skill Rolls If two investigator is in a conflict with a significant non-player character (i.e. one for whom statistics are listed in the scenario), the Keeper may require an opposed roll. To resolve an opposed roll,
both sides make a skill roll and compare their level of success. A Regular success beats a Hard success beats a Ha
RULES Malcolm's player rolls against his Charm skill with one bonus die, rolling one units die reads 4 and can be paired with either of the two tens dice (see fig 1.) The units die reads 4 and can be paired with either of the two tens dice to give scores of 44 or 24. Malcolm's player takes the lower result 24—a Hard success. Malcolm wins the opposed roll, and his proposed of marriage to Lady
Greene is accepted. FOR EACH PENALTY DIE: roll an additional "tens" die and two "tens" die alongside the usual pair of percentage die alongside the worse (higher) result. Example: In a dire turn of events two investigators, Felix and Harrison, have
been captured by the insane cultists of the Scarlet Smile. The cultists decide to have some "fun" at the investigators' expense, decreeing that both must undertake the Ordeal of Pain involves lifting a huge rock and holding it aloft. Whoever holds
the rock up the longest will win. This requires an opposed Strength roll from each of the investigators, however the Keeper rules that Harrison must take a penalty die, as he recently suffered a major wound (he received an injury when he was captured by the cultists) and is still recovering. Felix's player rolls 51 against STR 65—a Regular success.
Harrison's STR is 55. His player rolls 20 and 40 on two tens dice and 1 on the units die (see fig 2.), which can be combined to read 21 or 41. The extra die was a penalty die so Harrison must take the higher result—a Regular success Both players have achieved a Regular success; Felix wins because he has the higher STR. Felix is able to hold the rock
above his head for longer than Harrison. The cultists jeer and lead Harrison off towards their altar... for example, an investigator wants to know if there is an item lying nearby that they could use as weapon, or if the flashlight they have found has any juice left in it, then call for a Luck roll. Note that if a skill or characteristic is more appropriate to a
situation then it should be used rather than Luck. To succeed in a Luck roll, the investigator must roll equal to or under their current Luck value. If the Keeper calls for a Group Luck roll, the player whose investigator must roll equal to or under their current Luck value. If the Keeper calls for a Group Luck roll, the player whose investigator has the lowest Luck score (among those present in the scene) should make the roll. Example: Finding a cab doesn't require a dice roll
but getting one before the investigators lose sight of the car that they wish to pursue could. Credit Rating could be a factor in attracting the attention of a cabdriver on the lookout for a well-dressed fare who may tip generously. However, quickly getting a ride at two o'clock in the morning on the undesirable side of town might not be so easy. Would
there even be a cab to hail? No skill is going to make a cab appear at that moment. It is a matter of chance whether a cab may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be driving down that road, hence a Luck rolls may be drived a Luck roll may be driving down that road, hence a Luck roll may be driving down that road, hence a Luck roll may be driving down that road, hence a Luck roll may be driving down that road, hence a Luck roll may be driving down that road, hence a Luck roll may be driving down that road, hence a Luck roll may be drived a Luck roll may be drived a Luck roll may be driving down that road, hence a Luck roll may be driving down that road, hence a Luck roll may be driving down that road, hence a Luck roll may 
fickle hand of fate. If, Whenever you encounter the horrors of the Mythos or come across something mundane yet horrific (such as stumbling across your best friend's mutilated corpse) you make a percentile roll against your current Sanity points. If you roll under, you will
lose less or none. The Sanity loss is generally described for an event as something like "0/1D6" or "2/1D10." The number before the slash mark tells you how much your investigator loses if you roll over his or her current
Sanity score. If an investigator loses 5 or more Sanity points as the consequence of a single Sanity roll, he or she has suffered major emotional trauma. The player must roll 1D100. If the result is equal to or less than their intelligence (INT), the investigator fully understands what has been seen and goes temporarily insane (for 1D10 hours). When you
fail a Sanity roll the Keeper gets to momentarily control your next action as the fear takes hold of you; perhaps you unwittingly scream or squeeze the trigger of your gun. (worst) FAIL — REGULAR SUCCESS — HARD SUCCESS — EXTREME SUCCESS — EXTREME
phobia or mania to your sheet (such as "fear h gets of the dark," "fear of confined spaces," or "kleptomania, irrational compulsion to steal things"), or amends one o anof your existing backstory entries. While temporarily insane, the Keeper may present o your investigator with hallucinations—is that a ghoul up on you or is it just a homeless man
asking for t creeping spare change? You can only be certain by asking to make "Reality Check": electing to make a Sanity roll—if i ayou're successful, you see through the hallucination, but if you fail you fall deeper in to the madness! n Unfortunately, regaining lost Sanity is a long, arduous You may have to check your character into an g process
asylum or seek other forms of psychotherapy to get those back. Generally, at the successful end of each d points scenario you should get a few points back as a reward. As your Sanity score slips lower, your character e becomes less and less stable and his or her ability to function decreases. Full rules for Sanity are not included e here, but your
Keeper will let you know the effects of this p degradation when you play the game. on COMBAT When you are confronted with the horror of the it is generally a better idea to run away, or avoid e Mythos, confrontation altogether. However, there is often no other than to go in, guns blazing, and make the best of it. s choiceWhen a combat occurs, all
investigators, as well as characters and monsters controlled by the Keeper, act in order of their DEX scores. The highest DEX acts first and then the others go in descending order from there to take one significant action." The flow of the round is
controlled by the Keeper, and hard-and-fast rules for movement and actions are not part of the game. The Keeper should simply give everyone a chance to do something quickly while being aware of the narrative flow. Investigators have three combat skills: Fighting, Dodge, and Firearms. Two of these skills are made up of multiple specializations,
such as Fighting (Brawl) or Firearms (Rifle/Shotgun)—you will have decided which specializations your investigator has (if any) during character creation, when you allocated your Occupation and Hobby skill points. Note that the Fighting (Brawl) skill includes unarmed combat and the use of simple weapons like pocket knives and clubs. You don't get
to "push" combat rolls—you simply make another attack next round. FIGHTING RULES FOR CLOSE-QUARTERS COMBAT Every time you are attack while making one of your own) or dodge (attempt to avoid the attack completely). Both attacker and defender roll percentage
dice and compare their levels of success: n If you are fighting back use your Fighting skill. You need to achieve a higher level of success than you. It's a simple matter: the winning side avoids receiving any damage and will inflict
damage (unless dodging) on their opponent. Weapons and Damage n Unarmed attacks (human): 1D3 + Damage Bonus n Baseball bat: 1D8 + Damage Bonus n Handgun: 1D10 n Shotgun: 4D6 (at close range, otherwise 2D6; does not impale) n
Rifle: 2D6+4, Attacks that achieve an extreme level of success deliver increased damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons damage in the weapon's damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons damage in the weapon's damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons damage (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage bonus (if any); impaling weapons (blades and bullets) deal maximum damage (blades and bullet
the case of a handgun, for example). Fighting back: the best a person who is fighting back can achieve is "regular" damage. Example: A ghoul swings a clawed hand at Brian, who elects to dodge. The Keeper rolls 03—an extreme success. (below one-fifth of the ghoul's skill). 20 is rolled for Brian's 12 QUICKSTART RULES Dodge roll—a hard success.
The attacker has achieved a better level of success than the dodger and so Brian is hit, automatically taking the maximum of 10 damage (1D6+1D4) because the attack was an extreme success; the ghoul achieves
a regular success. Brian has a better level of success than the ghoul and so he successfully fights back—not only does he avoid injury, but he also inflicts 1D3 points of damage on the ghoul. may dodge or fight back as usual. Compare the Build of the two combatants. If the character performing the maneuver has a smaller Build than their opponent
then he or she takes a penalty die for each point of difference (to a maximum of two penalty dice). If an opponent exceeds the attacker may be able to lay hands on their opponent, but lacks the strength and size required to take advantage of their grip. Firearms Rules The
person firing the gun makes a percentile roll and compares the result with their Firearms skill. n Readied firearms act at DEX +50 for the purpose of determining the DEX turn order. n If firing 2 or 3 shots from a handgun in one round, apply one penalty die to each shot. n If you are at point-blank range (within one-fifth of your DEX in feet), you gain
one bonus die on the skill roll. Whenever you are shot at you may dive for cover, rolling against your Dodge is successful, the attacker's rolls to hit you are made with one penalty die. A character that opts to dive for cover forfeits their next attack (regardless of whether they were successful or not). If they have already used their
attack this round, they forfeit their attack in the following round. Fighting Maneuvers If a player describes a goal that is something other than simply inflicting physical harm then it can be resolved with a "fighting maneuver." A successful maneuver allows the character to achieve one thing, such as: n Disarm an opponent. n Knock an opponent to the
floor n Seize and hold an opponent, whereupon the opponent must apply one penalty die to his or her actions until he or she breaks free. A maneuver is treated the same way as a regular Fighting attack, using the Fighting maneuver). Brian's
Build is zero and the ghoul's Build is 1, so Brian takes 1 penalty die on his attack roll. Brian rolls 02 and 22; he had a penalty die so must use the higher roll—a hard success on its Fighting skill. Brian has achieved a better level of success and so his maneuver is
successful—he shoves the ghoul through the window. Outnumbered When a character is outnumbered by the opposition, the character is at a disadvantage. Once a character has either fought back or dodged in the present combat round, all subsequent melee attacks on them are made with one bonus die. This does not apply to attacks made using
firearms. HIT POINTS, WOUNDS, AND HEALING Points of damage are deducted from a character's hit points reach zero, he or she falls unconscious and in some situations may die. When a character takes damage of greater than or equal to half their
full hit points in a single blow, they have received a major wound; they must make a CON roll or fall unconscious. If a character with a major wound falls to zero hit points they are close to death (Dying). He or she must make a successful CON roll at the end of the following round and every round thereafter or die. Only successful use of the First Aid
skill can alleviate the Dying condition. n Characters without a major wound heal 1 hit points, or 2D3 for an extreme success. The major wound condition is removed if h either an extreme
success is rolled or current hit points are healed to half their maximum value or greater. o First Aid is used on a character it does not confer any immediate gain o dying in hit points, but takes at least hour and
appropriate equipment and supplies. If i one Medicine is used on a dying character it does not confer immediate gain in hit points, but allows a healing n any roll at the end of one week. g Example: Brian starts with 12 hit points. On Monday gets in a barroom brawl, taking damage from 3 d heseparate slugs to his jaw of 4, 2, and 4 points. This is a of
10 damage, reducing his hit points to 2. He has e total not taken a major wound, and will recover at the rate hit points of damage. This is a major wound. A friend p hitadministers First Aid and rushes him to hospital. After 7 on e OTHER FORMS OF
DAMAGE TABLE s days have passed, a successful CON roll is made for Brian and he regains 2 hit points on a 2D3 roll of the dice, and his current hit points now stand at 5. This erases his major wound marker, after which he heals at 1 hit
point per day. If a character suffers points of damage greater than or equal to their maximum hit points in a single blow, they die instantly. OTHER FORMS OF DAMAGE Often the Keeper will be forced to judge the amount of damage caused by some random event. Whatever the cause, consider the likely injury and rate it against the left-hand column
on the Other Forms of Damage table (p. 32). Each injury type is for one incident or one combat round; one round of being punched by one attacker, one bullet, one round of drowning, one round of being burned. The character will take further damage on each successive round that they are exposed to the source of the harm. Injury Damage Examples
Minor: a person could survive numerous occurrences of this level of damage. 1D3 Punch / kick / head-butt / mild acid / breathing smoky atmosphere / a thrown fist-size rock / falling (per 10 feet) onto grass / club / strong acid /
breathing water / exposure to vacuum / small-caliber bullet / arrow / fire (burning torch). Severe: likely to cause a major wound. One or two occurrences would render a person unconscious or dead. Deadly: the average person has a 50% chance of dying. Terminal: outright death is likely. Splat: outright death is almost certain. 1D10 2D10 4D10 8D10
 .38 calibre bullet / falling (per 10 feet) on to concrete / axe / fire (flamethrower, running through a burning room) / being 3 to 6 yards from an exploding hand grenade or stick of dynamite / strong poison. Hit by a speeding car / being within
3 yards of an exploding hand grenade or stick of dynamite / lethal poison. Being involved in a high-speed head-on collision, being hit by a train. 14 THE 2 HAUNTING CHAPTER This scenario is designed for new Keepers and players. Advice for the Keeper is included within the text (Keeper's Notes) on how and when to use dice and rules, as well as
guidance on how to run the scenario. Once you have read through this scenario and your players have each created an investigator character, you are ready to begin. The boxed text within the scenario is meant to be read aloud to the players—paraphrase these lines in your own words or just read out what is written. Player handouts are marked in
the text and have been collected at the end of the scenario to allow Keepers to copy them for presentation to the players when directed. The year is 1920 and the location is Boston, Massachusetts, although this scenario could be transported to a modern setting if desired. THE KEEPER'S SECRET The body of Walter Corbitt is buried in the basement
mystery posed to them, the investigators must learn about Corbitt. While they do this, Corbitt will be aware of the investigators and will try to murder them away. Failing that, he will try to murder them away. Failing that, he will try to murder them away. Failing that, he will try to murder them away.
understanding of both the rules and who their characters are if they go through this process. Tell the players the premise of the scenario. You are going to be hired to investigate an old house in 1920s Boston—rumor has it that it may be haunted! The players should create a team of private detectives, amateur sleuths, journalists, or friends of the
landlord who have volunteered for the task. Hand out the investigator sheets and talk the players through the process step by step. Encourage them to chat with each other about their characters and have fun creating backstories and relationships. Keep it all reasonably brisk; avoid getting bogged down with unnecessary details. Note down each
investigator's name, appearance (APP), Credit Rating score, and any notable aspects of their backstory for your reference during play. LOCATION 1: INTRODUCTION KEEPER'S NOTE: This introduction takes place wherever seems appropriate. If the investigators are private eyes, they might have an office. If they are friends of the landlord, it might
take place at his house or in a café. The location isn't overly important, but take a moment to set the scene. Then read the following aloud, roleplaying the landlord's discussion with the players. CALL OF CTHULHU s Handout 1 h Ahouselandlord, Mr. Knott, asks you to examine an old in central Boston, known as the Corbitt House. o Thin eaformer
tenants, the Macario family, were involved tragedy and the owner wishes to understand the o mysterious happenings at the house and set matters straight. Mr. Knott has been unable to rent the house out t since the tragedy and hopes that you can clear things up and restore its good name. He offers to reimburse you for i your time and trouble. The
landlord gives you the keys, the address, and $25 cash in advance. n research Knowing your jobs, you will want to conduct some before you head to the Boston Globe, to the Central Library, or go to The Hall of Records. d The choice is yours. Handout 1 (page 29) to the
players in case they e Pass wish to refer to it later. Give them time to absorb the discuss matters, and decide on a course of e information, action. Some players will be keen to head straight to the but you should suggest that they would be better p house, off conducting some research first. Knott recently inherited the property and o
wouldMr.likeSteven to make a profit on the place. Proceed to Location 2, 3 or 4, depending where the e players decide to go next. s KEEPER'S NOTE: It is up to you to describe the locations as you wish. Use your imagination and try
to evoke the feel of the places; the smell and noise of the printing presses at the Boston Globe, for example. There is no need to go in to detail when it comes to moving between locations—just cut to the investigators arriving at the a new location. LOCATION 2: THE BOSTON GLOBE The clippings files are not open to the general public and the
investigators will have to Persuade Arty Wilmot (a Boston Globe editor) of their case for access. Arty enjoys the little power he has and will try to deny the investigators access; play up his pomposity and encourage the players to strive to gain access to the morgue. Using Dice To... Gain Access To The Clippings Files KEEPER'S NOTE: Usually when
encountering a neutral non-player character you should roll versus the investigator's APP or Credit Rating; however in Arty's case the decision is preordained—he's unhelpful. First, establish a goal with the players, along the lines of "gain access to the clippings files." Roleplay the interaction between Arty and the investigators. Based on the way the
roleplay goes, choose one of the following options: n If the investigator is trying to win Arty, use the Persuade skill. n If the investigator is trying to con Arty, use the Persuade skill. n If the investigator is trying to con Arty, use
the Fast Talk skill. Ask the player doing most of the talking to roll percentage dice (1D100) and compare the result with his or her investigator's Persuade, Fast Talk, Charm, or Intimidate skill, as appropriate. If the roll is equal to or lower than the skill, the investigator has succeeded in gaining access for the group. KEEPER'S NOTE: Notice here how
the difficulty level for the players versus Arty is Regular; Arty's profession does not require a professional level (50%+) in Persuade, Charm, Intimidate or Psychology. If it did, the difficulty level would be Hard. A DAILY NEWSPAPER OF GOOD REPUTE KEEPER'S NOTE: As the players make their initial enquiries at the newspaper offices, roleplay the
people they could meet—the desk clerk, a journalist, or one of the editors. Be sure to mention the "morque" (the newspaper clippings files) in the basement of the Boston Globe. Pick up the roleplay again and incorporate the outcome of the skill roll in to what Arty says: n If the investigators have won, have Arty back down in a way that seems
continuing to pressure Arty in some way (they may change their approach and use an alternate method at this point). Depending on their course of action you should decide on what will happen if they fail (a consequence); for example: n If the investigators are using Intimidate, the consequence might be that Arty calls their bluff, leading to an
exchange of blows. n If the investigators are using Charm or Persuade, the consequence might be that Arty takes offence and screams at them to leave—for example, have Arty call on some strong-armed maintenance men for backup. The Clippings Files If the
investigators gain access, describe the dusty shelves of the clippings files morgue. In 1909, another family moved out. In 1918, a third family, the Macarios, rented the house, but they left almost
immediately under mysterious circumstances. If an investigator flirts with or befriends Ruth Blake, the record keeper in the clippings file (don't bother with dice here, the information isn't crucial), she remarks that the Globe files go back no further than a fire in 1878. If the Corbitt House is mentioned earlier than that, there is no record of it here.
LOCATION 3: THE CENTRAL LIBRARY This worthy institution has several interesting items tucked away. For each half-day spent in research at the library, ask each player to make a Library Use roll (rolling equal to or less than their skill on 1D100). If failed, there is no need to push the roll; the players can simply keep trying again and again, but
each roll means they have spent half a day more in research. If they spend more than a day researching, have their investigations—time is money after all. For each success, give out one of the following Handouts (in order). Handout 3 You are taken
down some steps by Ruth Blake, the records keeper, into a dusty basement filled with filing cabinets and stacked high with old newspapers and other assorted junk. The whole room smells musty and the boiler system in the corner gives out a lot of heat. In 1835, a prosperous merchant builds the house, but immediately falls ill and sells it to a Mr.
Walter Corbitt, esquire. The pertinent clippings are filed by street address. Since the players have already had to succeed in dice rolls to get in to the morgue it would be churlish stop them getting the one clue that is here, so it should be made obvious. Pass Handout 2 (page 30) to a player. In 1852, Walter Corbitt is sued by neighbours, who petition
to force him to leave the area "in consequence of his surious [sic] habits and unauspicious demeanor." Handout 2 Evidently Corbitt wins the lawsuit. His obituary in 1866 states that he still lived in the same place. It also states that a second lawsuit was being waged to prevent Corbitt from being buried in his basement, as provided by his will. Handout
4 Unpublished Story, Boston Globe 1918: A feature story, which was never published. It states that in 1880, a family of French immigrants moved into the house long stood vacant. 17 Handout 5 Handout 6 No outcome to the second lawsuit is
recorded. CALL OF CTHULHU s LOCATION 4: h HALL OF RECORDS o Ask for a Library Use roll. If successful, pass Handout 7 to the players. Use the same guidelines as for the Central o Library Use roll. If successful, pass Handout 7 to the players.
Contemplation and Church of Our of Secrets. The register of churches (also g available in the Hall of Records) notes the closure of the of Contemplation references to actions taken in 1912; however, the actual are not present. If the
investigators have been e records courteous to the clerk, he points out that serious crimes be handled in the county, commonwealth, or p would federal courts. A successful Law skill roll can indicate the thing. The records of city officers participating in o same arrests or seizures are filed at the Central Police Station. n e LOCATION 5: s HIGHER
COURTS; CENTRAL POLICE STATION Gaining access to these records will prove difficult, requiring at least one player to make a successful skill roll. Players can use one of the following: n Law skill: To establish that an investigator has an existing contact within the courts who will grant access. If failed, the player can ask to Push the Law skill roll to
establish a contact. You should make a concealed roll on behalf of the player. Do not inform the players of the dice roll, Kim is warm and friendly and will allow the investigators access to the file (Handout 8). If the roll is a
failure, Kim is unscrupulous and will demand a bribe before reneging on the deal and claiming not to know the investigators. n Credit Rating score of 75 or more, they may impress a clerk sufficiently to gain access. n Persuade skill: The player should present a good case for why access
should be granted. n Charm skill: A flutter of eyelids might gain access for a charming investigator. n Fast Talk skill: Perhaps this involves flashing a fake I.D. This is a risky approach given the location. If the roll is successful, pass Handout 8 to the player. If the players fail their roll, ask if they wish to continue their efforts. They need to justify a
Pushed roll. If using Credit Rating, Persuade, or Charm, they risk overstepping the mark, leading to a consequence such as causing offence and earning the antipathy of the police (perhaps receiving a shakedown or threats). Handout 8 The file concerns a secret raid on the Chapel of Contemplation. The police raid was occasioned by affidavits
swearing that members of the church were responsible for the disappearances of neighborhood children. During the raid, three policemen and seventeen cult members were killed by gunplay or fire. Autopsy reports are singularly lacking detail and uninformative, as though the coroner had not actually performed examinations. Though 54 members of
the church were arrested, all but eight were released. The records hint of illegal intervention in the proceedings by an important local official offering stories of the battle—the biggest criminal action in the city's history—that never appeared in print. Pastor Michael Thomas was arrested and sentenced to 40 years in prison on five counts of second-
degree murder. He escaped from prison in 1917 and fled the state. LOCATION 6: THE NEIGHBORHOOD Most of the people who lived in the area before the Great War have moved away or died. New offices and businesses have replaced the nineteenth-century homes, and the house in question (the "Corbitt House") with its overgrown front yard is
now the only private residence on the block. If the investigators ask around they find a Mr. Dooley's Reaction to the Investigators establish Mr. Dooley's Reaction to investigators who speak to him by rolling 1D100 and comparing it
with the investigator's APP or Credit Rating. A dice roll that is equal to or lower than one of these yields a positive reaction from Mr. Dooley. Otherwise Dooley is less than forthcoming to that particular investigator. A different investigator may try a Charm, Fast Talk, Persuade, or Intimidate roll to get Dooley to talk. Dooley Talks If the players manage
to get Dooley talking and ask about the Chapel of Contemplation, he is able to point out where it stood a few blocks distant. If asked about the house, he will refer to it as "the Corbitt House." Encourage the players to roleplay and engage Mr. Dooley in conversation. Draw upon the following points and incorporate them in to the conversation: n The
 Macario family moved into the house a couple of years ago. n A year after moving in, the father had a serious accident and shortly thereafter went violently mad. n They say he babbled about a haunting form with burning eyes. n About a month back, the old lady, Mrs. Macario, also went mad. n Mrs. Macario is with her husband over in Roxbury
Sanitarium, a few miles from Boston. n The kids were taken in by relatives down in Baltimore. KEEPER'S NOTE: Portray Dooley as you wish and improvise his dialogue freely—not everything spoken by a non-player character has to be true and he may well exaggerate. He is a salesman and used to engaging in banter and gossip. bible to his chest. At
some point he may open the bible at a random place (you decide where) and point to a passage (apparently quoting), "By his own weapon is the devil worsted!" While not a genuine quotation from the bible, this is a useful clue. If remembered later on in the scenario, an attentive player might realize that Corbitt may be killed with his own dagger
Don't overplay it— leave it up to the players to take note of the clue or not. Nothing more can be gleaned from Vittorio. Gabriela Macario is conscious and approachable. She can explain that an evil presence lives in the house. At night she would sometimes wake to find "it" leaning over her. When it was angry, the thing might cause dishes or other
objects to fly around the room. Mostly, it hated her husband, Vittorio, and concentrated its anger on him. The Keeper should end the interview quickly, since the investigator's questions will greatly upset her. The two young Macario boys are being cared for by
relatives in Baltimore. The investigators can visit, but they know nothing except that they miss their parents and that in their former home they often had nightmares of a strange man with burning eyes. LOCATION 8: THE CHAPEL OF CONTEMPLATION Read the following to the players: What is left of the old church stands at the end of a crooked,
dingy street. The ruins are so weathered and overgrown with greenery that the grey stone rubble seems more like natural stone than former walls and foundation. You pass a slumping wall bearing whitepainted symbols, apparently freshly swabbed—three Y's arranged in a triangle so that the top elements of each Y touch the other two Y's. In the
center, so created, is painted a staring eye. Handout 9 is an image of this symbol. Show it to the players decide to visit the sanitarium, they will find Vittorio Macario is quite mad. He is clasping a 19 CALL OF CTHULHU s describe While the investigators are near the signs, subtly to the players
how they begin to feel tingles in h their foreheads, like headaches, but not quite. When they find mostly blocks of granite, old halftimbers, and ancient rubbish. At some point t burned they should not provide the ruins; try to the scene and ask what they are doing. Prowling o describe the chapel, they find mostly blocks of granite, old halftimbers, and ancient rubbish. At some point t burned they should not provide the ruins; try to the scene and ask what they are doing.
become aware that the earth they stand on covering weakened floorboards. Call for Luck rolls: i isthose that fail their Luck rolls must attempt a Jump roll to leap to safety or find themselves falling as the players if there's anything do to justify Pushing the
Jump roll—perhaps d Eachtheyfalling make a last minute grab for the edge. investigator loses 1D6 hit points. Increase consequence if a player fails a Pushed roll, though e the perhaps rather than simply increasing the damage have e that investigator lose or break a personal possession. NOTE: This fall may be the first incident p KEEPER'S of physical
damage in the game. Tell the players to the damage from their current hit points. Refer o subtract to Hit Points, Wounds, and Healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment, recovery, and healing (page 13) as to a Major wound has occurred and for rules on n whether treatment has occurred and for rules on n whether treatment has occurred and for rules on n whether treatment has occurred and for rules on n whether treatment has occurred and for rules on n whether treatment has occurred and for rules on n whether treatment has occurred and for rules of the rules of t
off from the rest, originally reached by separate stairs now buried under tons of rubble. Within this room, next to a cabinet, are two skeletons dressed in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they hid from the police and then perished in tattered silk robes; perhaps they had for the perished in tattered silk robes.
the cabinet, ask for a Spot Hidden roll—only point out the journal and tome if player succeeds in the skill roll. Allow the players to Push the Spot Hidden roll, they might step on a nail or ruin their clothing. With a successful Spot Hidden roll
allow a player to find a journal (of cult activities) and a tome. Read the following aloud: of his house, "In accordance with his wishes and with the wishes of that one who waits in the dark". Alongside the journal is an enormous volume, handwritten in Latin, but so rotten and worm-eaten that whole sections no longer can be understood." The tome is a
copy of the Liber Ivonis. A cursory look at the book will show that it is in Latin and deals with matters of an occult nature. An initial reading of this book (requiring either a Read Latin skill of 50% or more, or a successful Read Latin roll) will take a minimum of three hours. If an investigator takes the time to do this then have that investigator gain 2%
Cthulhu Mythos knowledge (and reduce Maximum Sanity by the same amount, from 99 to 97). LOCATION 9: THE OLD CORBITT PLACE Read the following aloud to the players: The brick building is overshadowed by taller, newer office buildings on either side. The house fronts the street. In the rear are overgrown plantings and a halfcollapsed arbor
Access to the rear exists on either side of the residence. Studying the house, the observer is impressed by the way the house seems to withdraw into the shadows cast by the flanking buildings, and how the blank curtained windows hide all understanding of what lies within. The front door is secured with a single lock. Four additional bolts seem to
have been added within the last year or two. If the investigators think to test the ground floor windows, they find them all nailed shut from the inside. Study the plan provided. Sketch out each floor on a sheet of paper as the investigators explore it. GROUND FLOOR INTERIOR ROOM 1, A Storage Room The room is filled with boxes and junk, such as
rusted water tanks and old bicycles. At the right end of the room is a cupboard, boarded shut. The musty old journal falls to pieces as you turn the pages, but the name Walter Corbitt catches your eye. An entry records that Walter Corbitt was buried in the basement 20 QUICKSTART RULES If the cupboard is wrenched open, three bound books are
found within—the diaries of a certain W. Corbitt, a former inhabitant of the house, as the address on the flyleaf of volume one testifies. The Corbitt Diaries are in English, though sometimes strangely phrased. The three volumes take a total of two days to read, adding +4 to Cthulhu Mythos skill and losing 1D4 Sanity points. The diaries describe
Corbitt's various occult experiments, including the summoning of some unearthly spirit and other magic, and clearly describe a spell entitled "Call Forth the Opener of Ways" (an alternative title for the spell summon / Bind Dimensional Shambler). No other spells exist in the diaries. The spell takes 2D6 weeks to learn after the diaries have been read
KEEPER'S NOTE: This spell is not intended for use in this scenario and is included as an added feature. It is unlikely that this investigation will continue long enough for this spell to be of use—not that summoning a dimensional shambler is likely to be beneficial in any case! Details of the spell can be found in the full Call of Cthulhu Rulebook. ROOM
2, A Second Storage Room This room contains old furniture that might be broken up to burn in a wood stove. ROOM 3, The Mud Room Here hang overcoats, galoshes, hats, and umbrellas. Several bags of coal for the living room's freestanding stove are here. You notice that the side door is secured with three bolts and two locks. ROOM 4, The Living
Room This room contains conventional furnishings: a radio, couch, stuffed chairs, and shelves laden with gewgaws. You cannot help but notice the unusual quantities of crosses, images of the Virgin and other Catholic artifacts. KEEPER'S NOTE: Try to build a creepy atmosphere as the players explore the house. Remember Corbitt haunts the place
and at any time a noise might be heard upstairs (Bedroom 3). 21 CALL OF CTHULHU s ROOM 5, The Dining Room h Thtable, is isathebuilt-in dining room, complete with a long mahogany and seven chairs. Three places o are set and unused. Sideboard, Scraps of rice soup rot in a tureen. o ROOM 6, Kitchen t Aoven, conventional kitchen, with icebox
wood-fed stove and plus a meager larder. Some of the foodstuffs may i beseveral edible—there is canned soup and meat, rice kernels, pastas, and a few bottles of homemade wine. The n produce which has not spoiled has been eaten by rats, judging by the spoor left behind. g d UPPER FLOOR e e ROOM 1, Main Bedroom p Anwindow ordinary
bedroom, with a double bed, bookshelf and view. Apparently the room of Vittorio and o Gabriela. More crosses and many candles are here, and a rosary and breviary rest on a table beside the bed. n e ROOM 2, Children's Bedroom s ThPictures is room contains two small beds, toys, and dressers. of aircraft and cowboys mark this as the children's
bedroom. ROOM 3, Spare Bedroom This room contains a bed frame, bare bedsprings, and a dresser. Though unused, this room looks like the other two bedrooms. This was once the room of old Corbitt himself. He stayed here so long that his psychic influence lingers on and he is able to will certain deeds to happen in this room. Whenever he does, a
horrible smell manifests—a sure sign of the Mythos! KEEPER'S NOTE: Though Corbitt lays low at first, if the investigators seem determined to learn the secrets of the house then Corbitt tries to convince them that this room is the centre of the psychic disturbance. To this end, he makes pools of blood appear and tries to frighten the investigators off
with thumping sounds on the doors and walls. If an investigator is not convinced by Corbitt's haunting routine, Corbitt tries to lure him or her into this room to be killed (see Bed Attack), attracting the investigator to the window by making it rattle. Pick any of the following events and have them happen as and when you wish: n Corbitt can cause loud
thumping noises to emanate from this room. These noises can be heard from anywhere in the house. n Corbitt can make a rattling, scratching sound on the windowpane or door. n Corbitt can impel the bed at good speed, fast enough to strike a strong blow against
anything in the room (see below). Bed Attack Corbitt will lure the investigators to inspect the window in the spare bedroom, then make the bed fly across the room at high speed toward an unfortunate investigator. Ask the player may attempt a Dodge roll to
avoid being hit by the bed. 22 QUICKSTART RULES KEEPER'S NOTE: It is important to remain impartial as Keeper, so when inflicting a dangerous event on the investigators it is best to pick one of them at random. To do this, choose the investigators it is best to pick one of them at random.
bed, be clear on who is standing next to the window, and select among them at random. Anyone failing the DEX / Climb roll should be told that the stairs are too dangerous and that to go further risks injury. They now have a choice: remain upstairs or Push the roll and risk falling. Failing the Pushed roll will result in the loss of 1D6 hit points as the
fail should roll 1D4 to determine how many Sanity points they lose. KEEPER'S NOTE: The bed attack has the potential to deliver a major wound to an investigator. In the unlikely event of investigator death, have Mr. Knott (the landlord) brought in for use by that player. ROOM 4, Bathroom A bathroom containing a sink, bathtub, and a water closet
with an overhead tank. Towels and other possessions are still here, typical to a family of four. A brackish pool of water has collected in the bathtub, fed by a dripping faucet which cannot quite be closed off. THE BASEMENT ROOM 1: Storage The door to the basement has a lock and three bolts, able to be opened from the upstairs side only. Below is
the main basement storage room. The stairs are in poor repair and the electric light bulb does not work. The walls of the basement at the fuse box upstairs in the kitchen—if the investigators turn it back on, Corbitt can switch it off again when it best suits him.
The stairs are perilous; all the more so because Corbitt can make them move. One at a time, ask each investigator descending the stairs to make a DEX or Climb roll. Treat this as a Combined roll: the players should roll dice once and compare the result with their DEX and Climb skills. Rolling equal to or below one of these values counts as a success
 23 KEEPER'S NOTE: In a situation such as this, one investigator (who successfully negotiates the stairs) might volunteer to help another. You need to be a little creative with the rules in such a situation. As one investigator has already been successful, grant the second player a bonus die, but this time if the roll is failed then both fall and take
damage. In this way the player who is pushing the roll has an increased chance of success, but both players are sharing the risk. This creates a moment of tension and drama, exactly as dice rolls should do. Tell the players that in this smallish room are scattered tools, pipe, a trash can lid, lumber, nails, screws, and so forth. If an investigator searches
through the mess, ask the player to make a Spot Hidden roll. Treat this as an Obscure Clue (don't give the clue out if the player fails the roll). The player might Push the roll by taking time to conduct a more thorough search. You can foreshadow the consequence of failure by pointing out the many sharp things among the mess and the risk of injury.
With a successful Spot Hidden roll, the investigator finds Corbitt's knife (see The Floating Knife) and may pick it up. Once picked up, the knife will try to wrest itself free from the investigator catches a hand on
the possessed knife and it slashes him or her for 1D4+2 hit points of damage. KEEPER'S NOTE: Notice how you can inflict automatic damage as the result of a failed Pushed roll. The walls are lined with wooden boards, a cursory inspection of
which will reveal hollow areas (rooms 2 and 3). The Floating Knife An old knife with an ornate hilt, whose blade is coated with oddly thick rust. This is Corbitt's magic dagger and the rust is the dried blood of victims. If the players find it, Corbitt will use it to attack. If they do not find it, he will attack them with it if they begin tearing down the wooden
wall that conceals his body. CALL OF CTHULHU With the Knife s Attacking e knife floats into the air and stabs at an h Thinvestigator. This costs Corbitt 1 Magic point per combat round. The knife s Attacking e knife floats into the air and stabs at an h Thinvestigator. This costs Corbitt 1 Magic point per combat round. The knife can make one o attack per round. The knife s Attacking e knife floats into the air and stabs at an h Thinvestigator. This costs Corbitt 1 Magic point per combat round. The knife can make one o attack per round.
the investigator's Dodge roll. n n Compare Levels of Success and decide whether the investigator is hit: g n If Corbitt achieves a Regular success (46 90) and the investigator achieves a Fail, inflict e to1D4+2 damage. p n If Corbitt achieves a Hard success (19
to 45) and the achieves a Fail or Regular success, inflict o investigator 1D4+2 damage. n If Corbitt achieves an Extreme success, the attack has impaled, driving deep into the s investigator 's vitals and inflicting 6+1D4+2 damage. n If the investigator picks up a garbage
can lid for protection, grant a bonus die on the Dodge roll. If the investigator is unaware of the attack, ask the player to make a Spot Hidden roll to notice the dagger floating into the air. If the investigator fails to notice the dagger floating into the attack inflicts 1D4+2 damage, or 6+1D4+2 if
an Extreme success is rolled, and only misses if a fumble (100) is rolled. n Seeing the knife attack in this manner requires a Sanity check (SAN 1/1D4). If successful, lose 1D4 Sanity points. KEEPER'S NOTE: When the knife floats in to the air you should begin a combat round. Corbitt's DEX is low,
so the investigators will probably get to act first. If they decide to flee, the knife will attack anyone left in the basement or the last person to get to the stairs (it moves quite fast). Whether it pursues people through the house is up to you. Using a Fighting Maneuver to Grab the Knife out of the air using the
Fighting Maneuver rules (see Fighting Maneuvers, page 13). The player's goal is to grab the knife has been grabbed. In the case of a draw, the side whose turn it is wins the roll (if
it was Corbitt's action, the knife would hit on a draw; if it was the investigator's Build with that of the opponent to resolve a fighting maneuver, but since no one is actually holding the dagger this can be ignored. If the players are creative and use a
thick coat to help them in catching the knife, you may award a bonus die. KEEPER'S NOTE: All characters present in the basement get to initiate one action each combat round, and this includes Corbitt, using his floating knife. The one Magic point Corbitt spends to activate the knife covers all actions made with it during that round. Having Hold of
the Knife If an investigator has hold of the knife, Corbitt may attempt to wrench it away on future rounds: each combat round costs Corbitt another Magic point. To keep hold of the knife, Corbitt may attempt to wrench it away on future rounds: each combat round costs Corbitt another Magic point. To keep hold of the knife the player must succeed in an opposed roll, using the investigator's STR versus Corbitt's POW. 24 QUICKSTART RULES Dodge 42% (Hard 21/Extreme 8) ROOM 2:
AN EMPTY STORAGE BIN A storage bin, once intended for coal. The door to the outside coal chute has been nailed firmly shut. ROOM 3: Corbitt's Hidden Lair If the boards in the cellar are broken or removed, a crawl space is revealed between two wooden walls. Foul odors emanate from the rats that nest here. A pack of rats live in the wall. If the
investigators do not give the rats room to escape, they attack whoever tries to explore this space. The rats will use their Overwhelm attack against one investigator. Once one rat has been killed, those remaining will flee. Rat Pack Individual rats are not worthy opponents; however, an infestation of rats can be daunting. Assume ten rats per pack. A
successful attack by an investigator kills one or two rats and usually chases away the rest of that pack. Rat packs exist only for the purposes of gaming. RAT PACK STR 35 CON 55 SIZ 35 Carved into the inner wall of the crawl space are the words "Chapel of Contemplation" in irregular, scratchy letters (treat this as an Obvious clue, do not ask for a
Spot Hidden roll—not finding it will not add anything to the game). If the investigators break through this wall, they find themselves in Room 4. OPTION: Corbitt may cast his Dominate Spell (see Corbitt's Spells). He does not need to move at all to cast the spell. The casting
time for the spell is instantaneous. Add 50 to Corbitt's DEX for determining his turn in the round if he is casting this spell. Casting the spell in combat requires him to use his action for the round. He may choose to cast it as the investigators are breaking through the wall. ROOM 4: CORBITT'S HIDING PLACE Lying motionless and seemingly dead on a
pallet in the centre of the room is a drawn, wooden-looking, wizened figure of some six-feet. Skinny and naked, with ghastly wide-flaring, saucer-like eyes and a nose like a knife blade. Some sort of chain rests around his neck. He has lost all hair and his shrunken gums make his teeth look very long. From him comes a sharp, sweet, churning scent,
like rotten corn. POW 50 DEX 70 HP: 9 Average Bonus: -1 Average Bo
die on the attack. Such an attack would involve swarming over the target, biting, and scratching as they do so. Fighting 40% (Hard 20/Extreme 8), damage 1D3 Overwhelm (fighting maneuver) damage 2D6 25 CALL OF CTHULHU s h o o t i n q d e e p o n e s The floor is earthen and there is a table in the southwest corner with some curled papers on
it. BOUTS OF MADNESS (CHOOSE OR ROLL 1D10) 1. AMNESIA: The investigator has no memory of events that have taken place since they were eating breakfast and the next they are facing a monster. This lasts for 1D10 rounds. 2. PSYCHOSOMATIC DISABILITY: The
investigator suffers psychosomatic blindness, deafness, or loss of the use of a limb or limbs for 1D10 rounds. 3. VIOLENCE: A red mist of rage descends on the afflicted investigator and he or she explodes in a spree of uncontrolled violence and destruction directed at their surroundings, allies and foes alike, for 1D10 rounds. 4. PARANOIA: The
investigator suffers severe paranoia for 1D10 rounds. Everyone is out to get them! No one can be trusted! They are being spied on; someone has betrayed them; what they are seeing is a trick. 5. SIGNIFICANT PERSON: Review the investigator's background entry for Significant People. The investigator mistakes another person in the scene for their
Significant Person. Consider the nature of the relationship; the investigator acts upon it. This lasts 1D10 rounds. 7. FLEE IN PANIC: The investigator is compelled to get as far away as possible by whatever means are available, even if it means taking the only vehicle and leaving
everyone else behind. They travel for 1D10 rounds. 8. PHYSICAL HYSTERICS OR EMOTIONAL OUTBURST: The investigator is incapacitated laughing, crying, screaming, etc. for 1D10 rounds. 9. PHOBIA: Investigator gains a new phobia, such as Claustrophobia (fear of confined spaces), Demonophobia (fear of spirits or demons), or Katsaridaphobia
(fear of cockroaches). Even if the source of the phobia is not present, the investigator imagines it is there for the next 1D10 rounds. 10. MANIA: The investigator gains a new mania, such as Ablutomania (compulsion for washing oneself), Pseudomania (irrational compulsion for lying), or Helminthomania (an excessive liking for worms). The
investigator seeks to indulge in this new mania for the next 1D10 rounds. 26 The papers on the table crumble to dust if touched. What the investigators can see upon the papers looks like a horoscope. If they retrieve or photograph this material, the Keeper should disclose its true nature in some later adventure—whatever this may be is up to the
Keeper to determine and is placed here as a scenario seed for Keepers to use in future adventures with the same group of investigators. Corbitt Attacks By spending 2 Magic points. Corbitt Attacks By spending 2 Magic points. Corbit Attacks By spending 2 Magic points. Corbit Attacks By spending 2 Magic points.
players who have an investigator present to make a Sanity roll (1/1D8). Those who fail the roll make one involuntary action of the Keeper's choice, perhaps dropping their gun or screaming. If an investigator has understood the full implications
of the situation and is driven temporary Insanity as a Result of Meeting Corbitt, in DEX order, highest first. n If a character is shaken but remains sane. USING DICE TO RESOLVE COMBAT: A combat round will begin when Corbitt first moves. Draw up a list of the investigators and Corbitt in DEX order, highest first. n If a character
has a gun drawn already, add 50 to the investigator will go first, unless Corbitt is casting his Dominate OUICKSTART RULES
Delusions: The investigator will remain insane for 1D10 hours or until leaving the Corbitt House and having a good night's rest. Until then, the investigator will be prone to delusions; however, given that the only event that has the potential to cause insanity in this scenario is likely to occur in the final scene, the scope for using delusions is limited
Here are some suggestions: spell, in which case he acts on his DEX + 50 (during rounds in which he does not cast the spell you should continue to use his DEX 35). Ask what the player is doing. n If an investigator is attacking Corbitt using the Fighting skill, Corbitt fights back using his Fighting skill. Corbitt will also fight back against subsequent
attacks in the round using his Fighting skill. n If an investigator is attacking Corbitt using the Firearms skill, simply roll to hit. Corbitt will not Dive for Cover. If close enough, shots are made at point-blank range, granting a bonus die to the attack. n The second investigator to attack Corbitt should get a bonus die for outnumbering the target (see
Outnumbered, page 13). Temporary Insanity as a Result of Meeting Corbitt Bout of Madness: If an investigator is in the presence of other investigators, play out the result round by round. If the investigator is alone you may use the result to tell how the
investigator is found sometime later in a bad way, perhaps locked in a cupboard or drunk in a gutter. Backstory: Take the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add a suitable entry based upon the nature of the investigator sheet and add
Corbitt is his or her ancestor; it shows Corbitt and the investigator's grandfather together and names them as brothers (though in actuality is nothing more than a scrap of old newspaper). n If the deluded investigator stays in the cellar, pass the player a note to the effect that another investigator's face and voice have somehow changed and that he or
she is mumbling something in Latin (this is of course only a delusion). Reality Checks: If the player questions a delusion, suggest to the player wishes to make a reality check, ask for a Sanity roll: n If successful, drop the delusions and don't present that
player with any more. n If failed, have that investigator lose 1 Sanity point and experience another Bout of Madness, and escalate the delusions. Given that the temporary insanity is caused by a manifestation of the Cthulhu Mythos skill. CONCLUSION If the investigators have solved the
mystery and overthrown Corbitt, Mr. Knott the landlord pays them promptly and happily. CALL OF CTHULHU s If they fail to dispose of Corbitt and simply report Mr. Knott that nothing was wrong, he spends a night h toin the house to make sure and is stabbed to death in the basement by Corbitt's magic dagger. The investigators o will then be
sought by the police and must then seek to o proveOftheircourseinnocence. things may not go so well for the investigators. Both the knife and Corbitt are dangerous t and, depending would be to describe a brief for each player: dead investigators
are perhaps n epilogue reanimated by Corbitt's magic, to repair the basement before their bodies crumble to dust. Insane g walls investigators flee screaming into the night, never to d return. If the investigators are victorious then you may wish to ignore the ongoing effects of Corbitt's Claw attacks. e e Rewards Corbitt is conquered and destroyed,
each participating p Ifinvestigator gains 1D6 Sanity points. The investigators can claim the worm-eaten book o from the Chapel for their own. n Finally, the landlord gladly pays their fee and a bonus. e Extension will have noticed the freshly painted sign on the s Keepers rubble at the Chapel, as well as the evidence of the coverup following the raid in
1912. Connections to what may be a great conspiracy are available and might be returned to at some later time. Also, consider the strange, crumbling paper that looked like a horoscope—is this connected to the conspiracy or something altogether different? Both of these clues could lead the way into further adventures of your own devising for this
group of investigators. Walter Corbitt, Undead Fiend STR 90 CON 115 SIZ 55 INT 80 POW 90 DEX 35 APP 05 EDU 80 SAN: 0 (ignore Sanity costs for spells) HP: 16 Damage bonus: +1D4 Build: 1 Move: 8 Magic points: 18 (if spent, recover 1 per hour) Roleplaying hooks: n Corbitt is full of malice and will seek to divide investigators and turn them
against one another. n Corbitt seeks excitement and perverse amusement at the investigators' expense. n He will seek to acquire any sources of Mythos knowledge that are bought in to the house (such as the Liber Ivonis). KEEPER'S NOTE: Keep careful track of Corbitt's Magic points. Be sure to remember that he recovers at the rate of 1 point per
hour. Corbitt casts Flesh Ward as soon as anyone enters the house. If intruders head straight to his body, they may encounter Corbitt before he has regained those two points. ATTACKS Attacks per round: 1 Fighting attacks: When animated, Corbitt is able to make all regular attacks (kick, punch, etc.). Being wounded by Corbitt's clawed fingernails
risks serious disease; if he lands a successful attack upon an investigator, a Luck roll should be made. If it is failed, the investigator has been raked by Corbitt's claws and a day later the victim becomes delirious and must make a CON roll: n Failure: Delirium lasts 1D10 days; lose 1D10 CON. n Success: Delirium lasts 1D6 days; no further CON loss. n
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Repeat the procedure until the investigator recovers or dies. CON lost does not regenerate. Weapon: Floating magical dagger. See The Floating to attack for 1 round counts as Corbitt's combat action for the round. Fighting 50% (Hard 25%/Extreme 10%), damage 1D3 + damage bonus
(1D4) + possible infection (see above). Dodge 17% (Hard 8%/Extreme 3%). Armor: Each point of armor reduces the damage received by 1 point. Corbitt has cast Flesh Ward already. Roll 2D6 for his armor by one point for each point of damage he suffers. Spells: Dominate (variant, see below), Flesh Ward, Summon/Bind Dimensional
Shambler. Magical Artifact: Floating dagger. 28 QUICKSTART RULES Skills: Cthulhu Mythos 17%, Intimidate 64%, Listen 60%, Sleight of hand 30%, Stealth 72%. knife) might be attempted. Waking, the victim will not recall what happened. KEEPER'S NOTE: Only a few skills are listed for Corbitt—those that might come into play. You may improvise
others if required. FLESH WARD: Corbitt will already have cast this spell before the investigators get to him, to provide himself with armor (see Armor above). Sanity Loss: 1/1D8 Sanity points to see him move. n Cost: variable magic points ABOUT W. CORBITT, ESQ He might be silent at first, but at some point during the confrontation with the
investigators it will be more convincing to have him growl, screech, cackle, or mock. He does not breathe at all. Corbitt is not truly a vampire, nor any recognizable monster—he is a sorcerer in the process of transforming himself into something entirely inhuman. Sunlight causes him pain and is too bright for him to see comfortably. It might kill him,
but whether it does so is for the Keeper to determine. Although he drinks blood for food, he could also eat carrots—drinking blood is just more fun. His Flesh Ward spell operates as described below, but characterise its effect like this: bullets and blows only chip off pieces of his body, making him look even more horrific than he already does. His dried,
iron-hard flesh is invulnerable so long as the spell holds. If damage exceeds the armor, his hit points reduce normally. He never heals and cannot be knocked unconscious. Reaching zero hit points, Corbitt crumbles into dust and never returns.
stab Corbitt with it, he will quickly turn to ashes and dust, regardless of any spells. Corbitt's Spells DOMINATE (Corbitt's variant): Costs Corbitt 1 Magic point and takes one round to cast. With his version of the Dominate spell, Corbitt house. The
player should make an opposed POW roll versus Corbitt's POW of 90. If Corbitt succeeds, the target is in a daze for 1D6+1 combat rounds. While in this dazed state, the victim is subject to telepathic commands from Corbitt. These may take the form of subtle and creepy hallucinations or direct commands at the Keeper's discretion. He or she will not
commit suicidal acts, though homicidal, idiotic, or reckless acts (such as trying to swallow a butcher's 29 n Casting Time: 5 rounds Grants protection against physical attacks. This protection wears off as it blocks damage. For example, if a
character has 12 points of Flesh Ward as armor and suffers 8 points of damage, the character suffers no damage but the Flesh Ward is reduced to 4 points. The spell lasts 24 hours or until the protection is used up. Once cast, the spell may not be reinforced with further magic points, nor recast until the old spell's protection has been used up.
Handout 1 A landlord, Mr. Knott, asks you to examine an old house in central Boston, known as the Corbitt House out since the house out since the
tragedy, and hopes that you can clear things up and restore its good name. He offers to reimburse you for your jobs, you will want to conduct some research before you head to the house. You could check out old newspaper articles at the offices of
the Boston Globe, head to the Central Library, or go to The Hall of Records. The choice is yours. CALL OF CTHULHU s hoot in g deepones Handout 7 Handout 7 Handout 7 Handout 7 Civil court records show that the executor of Walter Corbitt's will was Reverend Michael Thomas, pastor of the Chapel of Contemplation & Church of Our Lord Granter of Secrets. The
register of churches (also available in the Hall or Records), notes the closure of the Chapel of Contemplation in 1912. Unpublished story, Boston Globe 1918. 1918 feature story, which was never published story, Boston Globe 1918. 1918 feature story, which was never published. It states that in 1880, a family of French immigrants moved into the house but fled after a series of violent accidents left the parents dead and
three children crippled. The house long stood vacant. In 1909 another family moved in, and immediately fell prey to illnesses. In 1914, the oldest brother went mad and killed himself with a kitchen knife, and the heartbroken family moved out. In 1918, a third family, the Macarios, rented the house, but they left almost immediately after they all
became ill at the same time. Handout 8 The file concerns a secret raid on the Chapel of Contemplation. The police raid was occasioned by affidavits swearing that members of the church were responsible for the disappearances of neighborhood children. During the raid, three policemen and seventeen cult members were killed by gunplay or fire the disappearances of neighborhood children.
Autopsy reports are singularly lacking detail and uninformative, as though the coroner had not actually performed examinations. Handout 3 In 1835, a prosperous merchant builds the house, but immediately falls ill and sells it to a Mr. Walter Corbitt, esquire. Though 54 members of the church were arrested, all but eight were released. The records
hint of illegal intervention in the proceedings by an important local official, offering stories of the battle—the biggest criminal action in the city's history—that never appeared in print. Handout 4 In 1852, Walter Corbitt is sued by neighbors, who petition to force him to leave the area "in consequence of his surious [sic] habits and unauspicious
demeanor." Pastor Michael Thomas was arrested and sentenced to 40 years in prison on five counts of second-degree murder. He escaped from prison in 1917 and fled the state. Handout 5 Evidently Corbitt wins the lawsuit. His obituary in 1866 states that he still lived in the same place. It also states that a second lawsuit was being waged to prevent
Corbitt from being buried in his basement, as provided by his will. Handout 9 Handout 6 No outcome to the second lawsuit is recorded. 30 Unbegrenzter Umfang für Upload-Dateien. Sie können beliebige Anzahl digitaler Dokumente im PDF, Microsoft Word und PowerPoint Format
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characters you create set the tone for the unfolding narrative, and their development often shapes the campaign's outcome. This article will provide deep insights into crafting unique Call of Cthulhu characters, guiding you in the process to ensure an engaging and terrifying adventure. Understanding the Essentials: Character Creation Before jumping
into character creation, understand that Call of Cthulhu utilizes the Basic Role-Playing system. Characters are defined by several key attributes such as Strength, Dexterity, and Intelligence. Each of these attributes directly influences investigations and interactions within the game. Additionally, players choose a character class and determine
backstory elements crucial for credibility, engagement, and personal connection to the campaign. Character Attributes: Identify your character's strengths and weaknesses. Class Selection: Choose a profession that aligns with your vision. Popular choices include Psychologist, Private Investigator, and Scholar. Background Development: Craft personal
histories that punctuate fears and motivations relevant to the cosmic horror realm. Delving into Backgrounds: Creating Rich Histories Creating on key elements of the backstory such as upbringing, relationships, and significant life-changing events. In a
universe steeped in horror, affiliations with clandestine organizations or traumatic experiences can significantly influence a character's previous challenges? How do they view the unknown? Are there haunting secrets influencing their actions? Personal
Philosophy: Motivations and Goals Every character in Call of Cthulhu thrives on a motivational core. What drives your character to combat the unimaginable horror that exists within the game? Some players may choose to be steadfast in their pursuit of knowledge, while others seek revenge against entities that harmed them. Creating a philosophical
backbone adds dimensions that enhance role playing. Motivational Elements: Knowledge: The ever-elusive goal, striving for answers. Revenge: Fueling their desire for retaliation against unknown evils. Protection: A commitment fueled by loss, seeking to shield loved ones from similar fates. Embracing Flaws: The Beauty of Imperfection The narrative
essence of Call of Cthulhu lies not only in a character's strengths but also their flaws. When developing your character, consider critical undercurrents such as fears or compulsions, which make them relatable and real. Whether it's a deep-seated phobia or a devastating mental illness, these imperfections will spice up interactions and narrative depth
Flaw Examples: An irrational fear of the dark. Obsessive-compulsive behaviors. Social withdrawal after trauma. Skills and Competencies: Paving Paths to Growth The Call of Cthulhu system allows for a landscape of skills that your character can develop over time. Focusing on specific areas can enhance both narrative style and mechanics. These skills that your character can develop over time.
can dictate how your character takes action during complex scenarios—from interrogation efforts to skilled navigation of dark secrets. Some suggested skills to consider: Investigation: Perfect for quests where the character searches for clues. Occultism: Ideal for delving into forbidden knowledge. Science: Enables logical problem-solving within
unfathomable environments. The Role of Madness: Anti-Heroes Arise Within the framework of Call of Cthulhu, sanity becomes a critical aspect as characters confront terrors beyond their comprehension. As players unravel dark enigmas, their Sanity Index might waver, leading to the unhinging of minds. This contributes to both intriguing role play as
well as elevates narrative stakes, making the eventual mental breakdowns dramatic points of interest. Sanity Tip: Encourage collaboration in-character to manage and understand the consequences of mental frailty, telling as much of the story as character to manage and understand the consequences of mental frailty, telling is intrinsic
to Call of Cthulhu. When crafting a character, keep in mind how your character sways group dynamics through established relationships with other player characters (PCs). Identify shared traumas or distant artifacts from each of your backstories allowing tight connections. Building Alliances: Look for potential links that unite your moral views or
past experiences with others. Conflict Creation: Narrative drama often emerges from character disagreements or competitive quests for knowledge. Embracing the Unknown: Strategies for Immersive drama often emerges from character disagreements or competitive quests for knowledge. Embracing the Unknown: Strategies for Immersive drama often emerges from character disagreements or competitive quests for knowledge.
interacting with the outer world filled with Blood-Crazed Cultists and Elder Gods. Infuse dialogue with their life experiences to convey reactions that can create resonance and tensions. Tips For Interactions: Use wisdom reflective of your character's past traumas or philosophical beliefs. Recall personal experiences when interacting with PSYCHIC
encounters or uncover grim discoveries. Conclusion: Your Adventure Awaits Crafting a character in Call of Cthulhu is akin to setting off on uncharted waters—fraught with risks yet filled with awe and deep revelations about the cosmos as well as oneself. You can summon lifetime memories through vivid backstories, elaborate personalities, and
unique situations to test mental fortitude throughout your adventure. Always remember to explore the delicate balance between flawed existence and gripping bravery, swimming into a narrative experience that resonates well beyond the table. So gather your dice, recall the whispers of Cthulhu's dreams, and let your character's journey roam free as
the unknown beckons you further! Call of Cthulhu is one of the 100 Best Games Click to learn more Last month, we took an in depth look at Delta Green. This time around, we're examining the most famous of the roleplaying games inspired by the works of H.P. Lovecraft: Call of Cthulhu (CoC) by Chaosium. Specifically, we're going to examine CoC
from the point-of-view of a player more familiar with Dungeons & Dragons 5th Edition (D&D). Comparing the Games: d20 vs d100 At first glance, D&D and Call of Cthulhu share a few similarities. Both games use attributes like Strength and Dexterity, for example, and both use skills to help define what characters can and can't do. The main
mechanical difference, then, is how the game uses those skills in play. In D&D, a player usually rolls at d20 and adds a bonus. High rolls are good, and a player generally wants to roll under a set number. For example, if your CoC character's First Aid skill is
47%, that means you need to roll a 47 or less to succeed when using that skill. That means that, unlike D&D, rolling low is good in CoC. It also means that a player has a pretty good idea how likely they are to succeed at a task. If your First Aid is 47%, unless things are going against you, that skill will work 47% of the time. Skills Instead of Classes
Call of Cthulhu doesn't use character classes, at least not the same way that D&D does. In D&D, every player character has a class that determines their role in the game. Wizards cast spells, rogues sneak around, and fighters excel at combat. The Call of Cthulhu RPG dispenses with classes and instead relies on a character's skills to define them. Bu
how do you know how you rank in each skill? Well, to a large extent, that's up to you. During character creation, you receive a number of points to assign to different skills as you see fit. It's not entirely freeform, however, as you'll also be guided by your character's Occupation. Occupations are kind of like classes, in that they help define who your
character is. They include things like pilot or librarian. Pilots are better at skills like Repair, Navigation, and Pilot (aircraft). For the most part, however, Occupation just affects what skills your character has access to and how good they are at using those skills. Unlike D&D, there aren't any class abilities or special powers tied to your background. If
you want to get better at those skills, use them in the adventure! In Call of Cthulhu, each time you successfully make use of a skill during a game, you place a checkmark next to it. As the characters progress, there's a chance the skills they've been using will improve. It's a clever system that ties character advancement to the actual events of the
game. Ordinary People vs Extraordinary Heroes A big theme of Lovecraft's writings is ordinary people facing off against ancient cosmic horrors that are beyond their ability to comprehend, let alone defeat. Unlike D&D, where tackling a world-threatening monstrosity is just a matter of hit points and magic items, Call of Cthulhu expects you to fail
 What can a librarian from Dunwich do against Nyarlathotep, the Crawling Chaos? Very little, it turns out. The Call of Cthulhu RPG, by default, expects your characters to die. Or to go insane. This isn't a game of epic heroes defeating equally epic monsters via combat. There's magic, but using it is risky. And sure, you can fight the monsters, but you
bullets likely won't do much more than slow them down (or make them angry). Call of Cthulhu characters aren't adventurers, they're investigators. And the things they're investigators are often threats to the very existence of the universe as we know it. Sanity Another key mechanic of the CoC game is the way it tracks a character's sanity. The
characters in Lovecraft's stories, faced with existential truths about tentacled sleeping gods in space, often struggled to maintain their own sanity. The game reflects this with the sanity score. Essentially, the more cosmic horrors your character faces, the more toll it can take on their mental state. Even worse, the more a character learns about the
true nature of the universe and the creatures they're up against, the worse it is for their sanity. Knowing the difference between a Mi-Go and a Shoggoth is necessary if you're going to stop those creatures from destroying Arkham, but that knowledge will eventually drive your character mad. Mystery Instead of the Dungeon So, if your character is
bound to die (or go insane), what's the point of the game? The mysteries and confront the evils they uncover. While the elder gods are well beyond the capability of humans, many of their servants are not. Through magic,
clever plans, or the occasional combat, it's possible to stop the schemes of these dark gods and their servitors...at least for a while. The big thrill in the Call of Cthulhu RPG is the challenge. The foes investigators face range from cultists up to godlike beings of darkness and horror whose very appearance can shatter the human mind. In a world like
this, every victory, no matter how small, can feel very rewarding. The investigators also know things very few people know. They uncover secrets through their own blood, sweat, and lost sanity. This unraveling of mysteries is what drives investigators to chase mysteries and keeps the players coming back. The world is not how people think it is, and
only the investigators can learn the truth. How to Start: Becoming a Keeper Call of Cthulhu Starter Set, from Chaosium If you're interested in running a game of Call of Cthulhu, a good option is to start with the Call of Cthulhu Starter Set and play through the included adventures. The Starter Set is a good value, and contains enough gameplay to help
a new GM (called Keeper in CoC) learn the rules of play. Next, you'll want to purchase the Call of Cthulhu - Keeper Rulebook (7th Edition). Note, unlike D&D, there's no separate Player's Handbook and Dungeon Master's Guide. All of the game's core rules can be found in the Keeper Rulebook. Call of Cthulhu Keeper Rulebook, from Chaosium Other
books, like the Investigator Handbook, are useful to have, but not essential for starting out. As an alternative option, you can start by playing one of the excellent solo adventures available for Call of Cthulhu. Alone Against the Frost, and Alone Against the Frost, and Alone Against the Tide are all good choices. A Great Tradition of Modules and Supplements
Call of Cthulhu: Horror on the Orient Express, from Chaosium One final note: one of the greatest attributes of the many acclaimed published
adventures, going back to 1981. Pulp Cthulhu, from Chaosium Famous adventures include Masks of Nyarlathotep and Horror on the Orient Express. There are estings, like Berlin - The Wicked City. There are also many options to explore beyond investigations in the 1920s: Pulp Cthulhu, Cthulhu, Cthulhu, Dark Ages, modern age, and more! Lose yourself—and
your mind—in Chaosium's Call of Cthulhu today! Written with contributions from Charles Dunwoody Charles discovered a nexus point where various dimensions that break the laws of science can be observed. He built a castle there and writes night and day of the awesome wonders he sees. [Read: Adapting Older D&D to Modern Rules] [Browse all
Call of Cthulhu RPG products ] [ Shop all RPGs ] Call of Cthulhu is easily one of my most favorite roleplaying games. Top 3 without a doubt. So in this article, I wanted to provide a step-by-step look at the Call of Cthulhu character creation process for 7th edition. I've been fortunate enough to be able to play the game with its original author Sandy
Petersen and with Chaosium's Lynne Hardy, the Associate Editor for the Call of Cthulhu line. Hopefully, I can inspire you as well to try and face Lovecraftian horrors on your way to the inevitable bouts of madness. Below I will provide you with the different steps you take during the character creation process. I will also add an actual example of me
creating a character so you can easily follow along. Let's start the Call of Cthulhu character while the game is often played in the 1920s, the era in which you can play the game
all the way from the Roman Era, through the Middle Ages, up to modern times, and even in the future. It's therefore important to check with your Keeper of Arcane Lore which setting you'll be playing in, in order to prepare a representative character for the chosen era. It's also always a good idea to talk to the other players and see what their ideas
are for the characters they want to play. While technically it's perfectly possible to play a game of Call of Cthulhu Investigator Handbook has a chapter detailing several investigator organizations, providing you and the Keeper with a
great aid to finding a common goal for the characters. This should hopefully help avoid the situation where a dilettante, a hobo, and a tribal member walk into a bar and ... Although if you like a challenge, you are certainly welcome to give that a try too. Once everyone has a basic concept of what they want to play, we can start rolling dice. The first
step in the Call of Cthulhu character creation process: determine characteristics. Valerie wants to play Call of Cthulhu for the first time. She asks Keeper Ralph in which era the game will take place. Ralph tells her they will play in the classic era of the 1920s. The other players are Koen and Steven. Steven would love to play a gritty and tough private
investigator while Koen prefers an older gentleman, probably a professor. Valerie has no clue yet about all the professions and decides to let the characteristics of your character. I will first highlight the main way that is used in
the Investigator Handbook, and then provide a quick overview of some alternatives/optional rules. In Call of Cthulhu your character has 8 characteristics: Strength, Constitution, Size, Dexterity, Appearance, Intelligence, Power, Education. Additionally the character will also have a Luck score. For most of these characteristics, 50 is considered an
average score. For example, the strength of an average human being is 50. Let's take a look at them one by one. Strength score determines your character's physical strength score determined by rolling 3D6 (3 six-sided dice). Multiply the
result by 5 and you have your strength characteristic. Constitution score determines your constitution score also affects the number of hit points your characteristic. Size (SIZ) Your size score
is a representation of your height and weight. Size will impact your hit points and possible damage bonus. For your size characteristic you roll 2D6+6 and multiply the result by 5. Dexterity is your nimbleness and agility. The higher your dexterity score, the earlier you can act during combat. Roll 3D6 and multiply the result by 5 to
get your dexterity characteristic. Appearance (APP) Your appearance characteristic is not just your looks. It also includes your personality. For your appearance characteristic you roll 3D6 and multiply the result by 5. Intelligence represents your memory and analytical skills. Your intelligence score is used to determine the number
of skill points that are available for your personal interests. Its value also equals your Idea score. To determine your intelligence characteristic, roll 2D6+6 and multiply the result by 5. Power (POW) Power is useful for casting or resisting
magical spells. Your power characteristic is gained by rolling 3D6 and multiplying the result by 5. Education (EDU) Education measures your factual knowledge, while intelligence governs the usage of that knowledge. Your education score is used to determine your occupational
skill points and your know score. Roll 2D6+6 and multiply the result by 5 to get your education characteristic. Luck Let's be honest, if you're facing Mythos creatures, you might need some luck here and there. To get out of hairy situations you can use a luck roll. To determine its score, you roll 3D6 and multiply the result by 5. Valerie rolls the dice
and comes up with the following results: STR: 50 CON: 50 SIZ: 40 DEX: 40 APP: 60 INT: 75 POW: 70 EDU: 80 LUCK: 70 Looking at the results of her rolls, Valerie notices that her physical characteristics are mostly average. Her character will shine however when it comes to her mental characteristics. She's thinking of a studious character, perhaps
one of the first female professors at Miskatonic University. "They have a restricted collection of books, right?", she asks. Keeper Ralph just nods and smiles. Alternative ways of generating characteristics Page 58 of the Call of Cthulhu Investigator Handbook provides 5 optional rules. These are basically other ways to generate the characteristics. The
first one is to scrap the dice rolls and start again. Now this may seem super obvious to some of us, but believe me, it's good that it's literally printed in the book. Another option is to modify the low rolls by rolling an extra 1D6. In the original method Valerie used above, the rolls are linked to the characteristics in order. A third optional way is to roll
70, and 80 to the different characteristics. Check with your Keeper which method they prefer to use and move on to the next step. Aging your character The Call of Cthulhu character creation rules give you the option to age you choose you will get
to make a number of improvement checks for your Education characteristic. It does however also mean that the older you start, the more points you'll have to deduct from you physical characteristics like Strength, Dexterity, Constitution, and Appearance. After all, the chances of your 70-year old dream character outrunning that Byakhee are quite
31, even in high heels, I'll be outrunning that Beakie-thing", she exclaims. Derived Attributes The characteristic score and your Magic Points
equal your POW score divided by 5. Hit Points Your Hit Points Your Hit Points are determined by adding together your CON and SIZ scores and then dividing them by 10. Fractions are being rounded down. Damage Bonus & Build Exceptionally strong characters might get a damage bonus in melee combat. Add your STR and SIZ scores together and consult Table 1
> SIZ: Movement Rate 9 If you have aged your Dodge score starts are half your DEX score. It is a skill however, so you can increase your Dodge score by spending skill points in the Skills section of the character creation process. Valerie's
POW characteristic is 70 so she starts with a very healthy dose of 70 Sanity Points. This also means she starts the game with 14 Magic Points. "No more running in high heels", she says, as she makes a few arcane gestures with her hands. Her smile guickly vanishes though, as she realizes her character will start the game with a mere 9 hit points. A
score of 90 doesn't provide her any damage bonus or build modifier. Comparing her DEX of 40 and her STR of 50 with her SIZ of 40, we can determine that the movement rate of her character will be 8. Her Dodge skill starts off at 20 points. Valerie is curious about all the other skills in the game and wonders if a 1 in 5 chance to dodge will save her
(and her high heels). Choosing an occupations of the Investigator Handbook details all the different occupations you can choose from. The book details a list of over 100 occupations often appear in Lovecraft's stories. Others like the Alienist
occupation is categorized as 'Classic', meaning that it's only available in the 1920s period. Same goes for occupation skill Points, a Credit Rating, Suggested Contacts, and 8 skills that define the occupation. "There's
so much to choose from!", Valerie pouts. She makes a list of occupations that appeal to her: Antiquarian, Antique Dealer, Eook Dealer, Librarian, Occultist, or Professor. As Koen indicates he would like to play a professor, Valerie removes that option from the list. Continuing on her character's studious nature and her own love for books, in the end
she chooses the Book Dealer. She feels the Librarian is just working for an institution and she would like her character to be an independant woman that has her own business. Having a book shop would also allow her to 'filter out' the occult-themed books for her personal collection. As a Book Dealer her Occupation Skill Points equal 4 times her
EDU score, so 320. These points she can allocate to the following skills: Accounting, Appraise, Drive Auto, History, Library Use, Own Language, Other Language, Other Language, and one interpersonal skill (Charm, Fast Talk, Intimidate, Persuade). Her Credit Rating will be between 20-40. The Book Dealer occupation gives her a few suggested contacts such as
bibliographers, book dealers, libraries and universities, and clients. This gives Valerie the option to link her character to Koen's professor, being a possible university contact. Perhaps Koen's professor, being a possible university contact. Perhaps Koen's professor has asked her to track down a certain book. "Does the book's name end in -omicon?", she asks. Skills Once your occupation has been chosen, it's time
for the next step in the Call of Cthulhu character creation process. Let's determine how many Occupation and Personal Interest Skill Points you have. Occupations the Occupations the Occupation Skills are determined by a multiple of the EDU characteristic. Some occupations however, also add in other characteristics. You can now
together and then allocate them to the various skills, or if they want you to keep the occupation and personal interest skill separate. Check with your Keeper if they have a maximum number of skill points that can be allocated to a single skill, in mind. Some Keepers might not want a starting character to have a skill of 95% for example. Try to have
the allocation of skill points make sense for the character you would like to play. There should be a REALLY GOOD explanation why your librarian has the Demolitions skill, or 80% in Firearms. Don't forget to add skill points to your Credit Rating skill, and if needed, to your Dodge skill. Using the Quickfire Method The Quickfire Method was
introduced in the Call of Cthulhu Quick-Start rules supplement and is repeated in the Investigator Handbook as an optional rule. To use the Quickfire Method you allocate the following values to the 8 Occupation skills and the Credit Rating skill: one at 70%, two at 60%, three at 50%, and three at 40%. For occupation skills you ignore the skill base
value when assigning these percentages. For your Personal Interest Skills you add the 20% to them. For personal Interest Skills you add the 20% to them. For personal interest skills you add the 20% to them. For personal interest skills you add the 20% to the skill base value.
allocate the skill points separately. Valerie decides to start allocating the Occupation Skill Points = 55% Credit Rating: 40 points = 40% Drive Auto: Base 5 + 50 points = 55% Library Use: Base 5 + 50 points = 70% Own Language: Base 80 (EDU)
Other Language (Latin): Base 1 + 50 points = 51% Persuade: Base 10 + 45 points = 55% Going with the independent woman angle, Valerie decides that her character will have at the very least a basic knowledge of accounting to understand as much as possible of her business finances. As a book dealer she wants to be capable at appraising rare
tomes and maxes out her credit rating as she wants to be known as a reputable seller. Her studious nature has given her a pretty good understanding of history and of course library use will be her ace in the hole skill. As Valerie teaches Latin in her day job, she decides to have her character be fluent in the language as well. Being a woman
entrepreneur in the 1920s, she learned the hard way that being persuasive is a golden skill to have. She then continues allocating her Personal Interest Skill Points = 35% Occult: Base 5 + 45 points = 50% Valerie decides to divide the
remaining 10 skill points between Appraise and Persuade to bring both of those skills to 60% As a singer in a metal band, she decides to pour more of her own qualities into her character will be a competent blues and jazz singer. Seeing how she has been obsessed with the arcane
part of the game during the whole character creation process, she decides that a thorough knowledge of the occult is required. Creating your character and fill in the personal details at the top left of the character sheet. If you're
wondering about period specific names, the Investigator Handbook has you covered with a handy table on page 54. Pick one you like, or roll a random result if you are more daring. On the back of the character sheet you will find room for a personal description, an ideology, significant people, meaningful locations, treasured possessions, and traits
Use these to further detail your character's background and behaviours. If you get stuck, you can always consult the tables for each section in the Investigator Handbook. You might have a strong feeling already on how you want to portray your character. Adding these details will help flesh them out. The daring among you that rolled their names
randomly, might want to leave these details up to a random roll as well. It can make for a nice challenge to roleplay a character that is far removed from your own personal tastes. Being the daring metal singer she is, Valerie decides to go for a random name. She rolls on the table in the Investigator Handbook and ends up with Claudia Kasper. That
name has quite a nice ring to it so she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she decides to keep it. It's a great stage name as well should she will should she will
sheet, Valerie will mix random rolls on certain tables with her own input in areas in which she has a clear view of the character. Personal description Claudia is a bookish, smart, independent entrepreneur. Ideology/Beliefs The best protection any woman can have is courage. Significant People Here Valerie decides to roll on the tables and gets 'A
non-player character in the game' and 'A feeling of regret'. Keeper Ralph and Valerie talk it over and decide that Claudia grew up in Mississippi in her grandmother's care. She ran away from home to move to the 'big city' and has never returned to her roots. Claudia deeply regrets cutting all ties with her family but is too ashamed to go back. She
 wants to 'make it' first so she can return with her head held high. Meaningful Locations Without a doubt this is Claudia's Classics, the bookstore she owns. Treasured possessions After some Google magic, Valerie comes up with 'All six volumes of a History of Woman Suffrage which are prominently displayed in her shop'. Traits Allergic to being told
she can't do something. When he reads this, Keeper Ralph smiles and says "Maybe we should just name your character Valerie?". Key Backstory Connections Then it's time to tie it all together. Keeper Ralph, Koen, Steven, and Valerie talk about the different possibilities with regards of their characters and come up with the following connection:
Several books on the study of the occult have gone missing from Boston University's library. The university has enlisted the help of Enoch Heminger, a local private eye played by Steven. Koen's character is Douglas Fillman a professor of anthropology at the university of Boston, and a regular customer at Claudia's Classics He has asked Claudia to
be on the lookout for these books as the thief might try to fence the stolen books in her shop. Your character portrait When it comes to finding a picture for your character there are a number of ways that I like to use: A google search for 1920s + your chosen profession Pinterest has great lists as well Rolling Boxcars has a great overview of
yearbook pictures And of course the british library has a veritable goldmine of resources on flickr which happen to include loads of portraits. Valerie's Google magic also came up with the perfect picture for her character. Equipping your cash, assets, and
equipment. For your cash and assets you can refer to the table on page 57 of the Investigator Handbook. Equipment can be found from page 238 onward. There's a veritable plethora of items from clothing and personal care to shotguns. With her Credit Rating of 40, Claudia will have an average living standard. She will be able to spend $10 a day
without requiring any record keeping. Her available cash will be twice her Credit Rating, so $80. Her assets will be 50 times her Credit Rating, so $2.000. These assets are mainly tied up in her business. When it comes to equipment, Keeper Ralph goes with the 'Reasonable and Logical' approach. This means characters can own things that are
required for their professions or hobbies without having to meticulously record every single item. Optional character creation rules On top of the optional methods of character creation that have been mentioned so far, the Investigator Handbook highlights two more at the end of the 'Creating Investigators' chapter. Capped starting skill values This
optional rule coincides with a note I made earlier about checking with your Keeper if there's a limit to the skill level of a starting investigator. Experience Packages that can be used to create an investigator that had some sort of career, prior to hunting down Byakhee in high heels
The experience packages that are available are: War, for investigators who served in the first World War; Police, for investigators who have served on or retired from the police force; Organized Crime, for investigators who might
have had some brushes with unspeakable horrors in the past. Each of these packages comes with age requirements, skill and/or characteristic increases or decreases, possible scar and phobias, and more. Character sheets Call of Cthulhu Resources RPGames is a participant in the Amazon Services LLC Associates Program, an affiliate advertising
program designed to provide a means for sites to earn advertising fees by advertising fees by advertising and linking to Amazon.com. We also participate in other affiliate programs which compensate us for referring traffic. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon
the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the licensor endorses you or
your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrict others from doing anything the license permits. You do not have to comply with the license
for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. The Dhole's
House is a free 'online toolkit' for both Keepers and players of Call of Cthulhu 7th Edition, developed by long-time fan Lee Carnell. Members can create investigators that are fully compatible with Call of Cthulhu 7th Edition and print off a PDF character sheet, all in a matter of minutes. All Investigators are saved and can be updated via the 'Character
Control Panel' as the campaign unfolds. Site members can also contribute to a Character Library, allowing anyone to download PDF character sheets for Call of Cthulhu investigators for use as PCs or NPC's. The Library is searchable by occupation and gender. The Keeper section of the Library includes a handout generator for quick creation of in-
game artefacts including three different types of telegram, visiting/business cards, newspaper clippings and calendars. Go to to try out the investigator generator and toolkit. Photo by Charl Folscher on Unsplash Are you looking for a good horror-based tabletop RPG to play that isn't a modified version of Dungeons and Dragons? I was once in the exact
same boat as you, and that's why I ended up turning to Call of Cthulhu. If you only have familiarity with more well-known tabletop games like DnD and Pathfinder, though, you might not be prepared for how different Call of Cthulhu's system is. Making characters is one aspect where this game diverges from most others. If you're wondering how to
make a character in Call of Cthulhu, I'm here to guide you. I'll walk you through the process in this guide. If you still have more questions, I'll also post links to the books I recommend getting. Anyway, let me get to the important stuff now... As usual, I want to start with a quick disclaimer. I'm using the seventh edition to guide you through making a
character in Call of Cthulhu. This is because that's the edition I have access to at the moment, and it's the one I'm most familiar with. Aside from the rulebook I linked to previously, I strongly recommend grabbing The Investigator's Handbook. It will give you all the information you need to make a character, including an extended list of professions to
choose from and sample pre-made characters for you to look at for comparison. In seventh edition, players have three main methods of making a character the quick fire method, and just rolling a character. There are some optional additional methods of making a character to have three main methods and experience packages described in the book that I won't touch on here are some optional additional methods and experience packages described in the book that I won't touch on here are some optional additional methods of making a character.
Before you get to the nitty-gritty stuff, though, I recommend thinking about the type of character you want to be an intellectual person, if you want to be prone to combat, or if you want to be prone to combat, or if you want to be an intellectual person, if you want to be prone to combat, or if you want to be an intellectual person, if you want to be an intellectual person, if you want to be an intellectual person as a character you want to be an intellectual person, if you want to be an intellectual person, if you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be an intellectual person as a character you want to be a character you want to be an intellectual person you want to be a character you want to be a character you want to
However, even this part can be done fairly quickly. If you don't want to read this whole guide, you can also watch this Call of Cthulhu videos that I've found particularly helpful in the past. This is his character creation video, which you can follow along with as
you build your own characters. The following process I'm going to describe is what I do every time I choose to make a new character you may find that moving the steps around is easier for you, so feel free to complete your own character. You may find that moving the steps around is easier for you, so feel free to complete your own characters in a different order. With that in mind, here is what I do: The very first step I take is considering a character
concept. I feel the phrase, "character concept" is a little vague, though, if you're new to the world of tabletop RPGs. So here's how I define it: "character concept" is the seed of a vision you have for a character concept" is the seed of a vision you have for a character. It can be as comprehensive or skimpy as you like at this point. For instance, you might think to yourself, "I want to play someone who's good needs to be a character concept" is the seed of a vision you have for a character concept."
at fighting." On the other hand, you might get super-detailed and decide that you're looking to play someone with a background in psychology and the occult who works in local asylums. This is tied heavily with choosing your occupation, actually. If you are having a hard time drawing up even the slightest details for a concept, you can skip onto the
next step and go from there. Otherwise, try asking yourself these questions: How do I like to play? (IE, Do you prefer solving puzzles? Do you like being an in-game socialite?) What types of backgrounds am I comfortable role-playing? What timeline is my campaign taking place in? (Most Call of Cthulhu campaigns take place in
either the 1920's or modern era)Does it matter to me if my character is wealthy? How do I want to resolve conflicts? Are there any themes I'm interested in? (Such as mafia-related, religious, etc.) Is there a type of character that's missing in my party? (If everyone else is playing an intellectual, for instance, maybe it's a good idea for you to consider
someone more socially or physically adept.) Whether or not you've been able to pin down a basic character concept, you can choose an occupation. In fact, if you find yourself stuck on the first step, I find that just moving on and picking an occupation helps. Sometimes, everything else falls into place once you have your character's profession picked
An occupation sounds boring, but the closest parallel I can compare it to is a class in Dungeons and Dragons. The skills your character has will be a reflection of your occupations in the core rulebook/Keeper's book, but I think the Investigator's Handbook is superior for this part. Its list of occupations is much more
comprehensive, and you can find them starting on page 68. Some examples of interesting occupations include assassin, antiquarian, book dealer, or occultist. Before you to choose to be a computer programmer if you're playing in the 1920's, for example
Fortunately, modern professions are labeled as such so you understand which ones are a better fit for your game. Do you have a character concept in mind and don't see an occupation that would fit it? No problem! You can create your own occupation, as well, if you feel comfortable doing so. This does mean you'll need to think of eight skills that
apply to that occupation and you'll need to determine an appropriate credit rating for it. Read Next: Call of Cthulhu - Where to Start Example of the 1920's sheet you can find on the Chaosium site character sheets page. Now with your concept and
occupation selected, it's time to actually discuss stats. Stats are the attributes that mirror your characteristics you'll need to fill in, and then five more you calculate after those eight overarching characteristics. Here they are (along with quick
definitions): Appearance: How attractive your character is and how likeable they are. Think of it as charisma in Dungeons and Dragons. Constitution: Your character can take, and Constitution instead references their overall vitality.) Dexterity:
Represents your character's level of grace and finesse. Education: Your character's schooling. Keep in mind that high education doesn't necessarily equate high intelligence, and vice versa. Intelligence, and vice versa. Intelligence is character's ability to put the pieces together and solve problems. In some ways, Call of Cthulhu punishes character's with a high Intelligence.
characteristic, because these characters are likelier to understand the gravity of a situation and lose Sanity as a result...so think carefully before you make a genius. Power: This characteristic is the strength of your character's willpower in DnD. Size: It's kind of a weird one, but this
characteristic represents your character's overall size. A lower Size characteristic means you're too slender, short, and frail. On the flipside, a high Size characteristic can mean you're a heavily muscled bodybuilder. Strength: This one is obvious - it's just your physical strength. It affects how much you can lift and how much damage you can do if you
starkest representation of those consequences. It portrays your character's mental/emotional stability, and can be lost or gained in a number of ways. Luck: Luck is the "x factor" in Call of Cthulhu. You can spend luck points to raise your rolls and reroll a failed roll as long as it isn't a sanity roll. Your Keeper may even have you roll Luck occasionally to
see if you succeed in random tasks.HP: HP stands for "hit points." These indicate how much damage you can take before being incapacitated or killed.Movement Rate: Your movement rate shows how quickly your character can move. Honestly, this is an underrepresented stat, and likely won't come into play unless you're moving in combat.Damage
actually listed among your character's skills - but it kind of functions more like a static characteristic. Your Credit Ratings to choose from. Now that I've described your stats, let's get to the important stuff: determining the
values for those states. There are three different methods of doing so, which I'll discuss below: If you're an experienced tabletop RPG player or you're willing to leave everything up to chance, then you'll be rolling a number of D6s depending
on the characteristic and then multiplying the result by 5. Here is the number of D6s you'll roll and then multiply by 5Power: 3D6 x 5Constitution: 3D6 x 5Constitution: 3D6 x 5Constitution: 3D6 x 5Education: 2D6 + 6, then multiply by 5Power: 3D6 x 5Education: 2D6 + 6, then multiply by 5Power: 3D6 x 5Education: 2D6 + 6, then multiply by 5Power: 3D6 x 5Education: 3D6 x 5E
then multiply by 5Luck: 2D6 +6, then multiply by 5 Your Sanity, Hit Points, Damage Bonus, Build, and Movement Rate will all be determined by rolls made for previous traits. Let's start with your HP. Unsurprisingly, it comes from your Constitution and Size characteristics. Add those together, then divide by 10 to get your hit points. Movement Rate
is dependent on your Dexterity, Strength, and Size characteristics. It will be 7 if your Dexterity and Strength are both less than your Size, and 9 if both are greater than your Size. If your character is age 40 and up, you'll decrease your Movement Rate by 1
decade beyond 40. For example, it starts at -1 for your 40's, then -2 for your 50's. Last but certainly not least, there's your Sanity. This is equal to whatever your skills go, you'll need to determine how many points you get
based on your occupation. Refer to the occupation section again, which starts on page 68. Every single occupation in the book has a section called "occupation skills points." This will usually tell you to add your Education characteristic and then one other characteristic after multiplying them. Sometimes, you may even be asked to multiply a single
characteristic value by a number rather than adding it to another characteristic's value. The result is the number of points you get to divide between your skills. As an example, pretend you're playing an antiquarian, which is described in more detail on page 71. Its occupation skill points section says, "EDU x 4." This just means you should multiply
your Education by four to get the number of points you can dedicate to skills. You should see small boxes next to your characteristics and skills. You should see small boxes next to your characteristics and skills. These are half and fifth values. If you use an auto-calculation version of the character sheet, these boxes
will automatically fill in. Otherwise, you'll need to fill them in manually. You do this by finding half of the characteristic's or skill's value and a fifth of its value, then adding them to the boxes. Half and fifth values are used for rolls that are at a higher difficulty; your Keeper may require you to make a role beneath those values in demanding
circumstances. Please note that you cannot put any points into the Cthulhu Mythos skill during character creation. This skill can only increase as you interact with Lovecraftian elements on your investigations. Of course, your Keeper may make exceptions to this rule at their discretion. If you're a beginner or you don't have a lot of time to make a
character (say, for example, if one of your characters had died in the campaign and you needed another one now), the quick fire method is your best bet. It's not as fun for experienced players because it assigns values for you to plug into your stats, but it works fine enough. For your reference, you can find it on page 60 in the Investigator's Handbook,
but I'll describe it briefly here. You'll have eight numbers: 80, 70, 60, 60, 50, 50, 50, and 40. Assign one number to each of your eight main characteristics. As a reminder, that includes your Appearance, Constitution, Dexterity, Education, Intelligence, Power, Size, and Strength. Think carefully about where you want to put each number. If you're
playing a highly educated and intelligent individual, for instance, you may not want to plug that 40 into your Education or Intelligence characteristics. After applying those values, you'll need to determine what your secondary characteristics. After applying those values, you'll need to determine what your secondary characteristics.
how to generate those. If you're using an Auto-Calc sheet (which you can download for free on the Chaosium site), those things will mostly be generated for you. Here is where you'll fill in your skills. The percentage in parenthesis is the base value for the skill. It does not get added on top of your points unless you're doing your four extra "hobby"
skills. Assuming you've chosen your occupation, you'll have eight skills related to that occupation at hand. Here are the nine numbers you'll put into your eight occupation, you'll have eight skills related to that occupation at hand. Here are the nine numbers you'll put into your eight occupation, you'll have eight skills related to that occupation at hand. Here are the nine numbers you'll put into your eight occupation, you'll have eight skills related to that occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand. Here are the nine numbers you'll put into your eight occupation at hand.
four you like, as long as they are fitting for your campaign's era. Add 20 to each of these skills' base values (the number already listed by the skills as a default). I recommend the point buy method for all you min-maxers out there. It also works well for those people who have a very specific character in mind and don't want to leave it up to chance or
be stuck with the preset values from the quick fire method. With point buy, you're given a budget of 460 points. You can allocate them however you like among your eight characteristics. Your Sanity, Luck, Movement Rate, Damage Bonus, and Build are all things you'll be able to calculate once you've allocated your original 460 points. You can refer to
the end of my section on the rolling method for how to calculate those values. (An auto-calc character sheet will do some of the legwork for you, though.) The values of your skills will be generated through the same way used by the rolling method. Check at that section of this guide for information on how to figure out how much you can put into your
skills. Read More: 10 Real Events that Would Make Perfect Hooks for Your Call of Cthulhu Campaign Picking your character's age in Call of Cthulhu has much more import than it does in other systems. Depending on your character's age in Call of Cthulhu has much more import than it does in other systems. Depending on your character's age, their Education stat may go up or their Strength, Constitution, and Dexterity may go down. Sometimes, both
things occur. You can find a quick overview of the necessary modifications you'll have to make to your stats depending on your age on page 64 in the Investigator's Handbook. If you're playing the youngest possible character (anywhere from 15-19), you'll have to remove 5 points from your Strength, Size, and Education. However, you do get the
benefit of rolling your Luck stat twice and picking the better value. Characters from 20-39 have to make a single Education improvement check. This means you will roll a percentage die, and if it's higher than your current Education improvement check. This means you will roll a percentage die, and if it's higher than your current Education improvement check.
checks. The drawback is that you'll also subtract five whole points from your Strength, Constitution, and Dexterity increases by 5 for each decade after your 40's. Similarly, the amount your
Appearance decreases also goes up by 5. You also get to make one additional Education improvement check for each decade after your 40's. Now all you need to do is put the finishing touches on your character sheet. You'll have a second page to your character sheet with several large fields for you to fill in. I've put a picture of it above. You can do
this on your own if you want. Anything within reason can go within those boxes, so feel free to get creative here and add some fun details. They might not even be important in-game; they may only come up on occasion while role-playing. But if you find yourself feeling uninspired, that's okay - Call of Cthulhu actually has a system in place for
developing a skeletal background for you. Turn to page 53 in the Investigator's Handbook. You'll find a series of sections you can roll a D10 within to develop random traits. For instance, there are tables for determining your character's religious beliefs, important people, and important locations - all with a roll of the die. Once you've gone through all
these steps, you'll have created a character that's ready to play. Now all that you need to do is actually try your character out! I know that, at a glance, this seems like an extremely detailed article. There are some things I didn't, go into, though, such as the full list of occupations. There are even alternative ways of building your character that I didn't,
mention here for an attempt at brevity. If you want even more information on building your Call of Cthulhu character, I strongly recommend the Investigator's Handbook. It will give you absolutely everything you need to know about creating compelling and fun characters. Now, what if you're going to be the one running the campaign? I suggest
taking a look at my list of Call of Cthulhu keeper tips to help you build a campaign for your players. Title: How to Make a Call of Cthulhu Character: A Guide for Aspiring Investigators Introduction: Call of Cthulhu Mythos. As an
investigator in this horror-filled universe, creating a compelling character is crucial to the success of your adventures. This article aims to provide a step-by-step guide on crafting a memorable Call of Cthulhu character, along with answers to seven frequently asked questions (FAQs) that often arise during character creation. Trending Now: A Fine
Madness Full Movie 1. Choose a Concept and Background: Before delving into the mechanics, start by envisioning your character's backstory will help shape their skills
and traits. 2. Assign Characteristics: Call of Cthulhu uses a percentile-based system to determine a character's abilities. Allocate points to characteristic affects different aspects of your character's abilities and skills. Trending Now: How to Watch
Daily Wire on TV3. Determine Occupation and Skills: Select an occupation that suits your character's background, which provides a range of initial skills. Consider how these skills align with your character's expertise in various areas, such as firearms, medicine, or
occult knowledge. 4. Calculate Derived Characteristics: Trending Now: What Book Is Finding You Based OnDerived characteristics, such as Hit Points, and Magic Points, and Magic Points, and capacity for supernatural abilities
within the game. 5. Choose a Personal Description: Flesh out your character's appearance, demeanor, and personal details. Consider their physical attributes, quirks, and distinctive features. These details will breathe life into your character and allow them to stand out in the game's narrative. Trending Now: How Is the Book of Amos Relevant
Today6. Determine Beliefs, Ideology, and Vulnerabilities: Every character has beliefs, ideologies, and vulnerabilities that shape their actions and reactions. Consider your character has beliefs, ideologies, and vulnerabilities that shape their actions and reactions.
making in the game. Trending Now: How Old Was John Wayne in the Quiet Man7. Equip Your Character: Select appropriate equipment for your character based on their occupation and skills. Whether it's a trusty revolver, a collection of rare books, or a set of lockpicks, the right tools can greatly enhance your character's chances of survival. FAQs:
1. Can I play a non-human character in Call of Cthulhu? - Call of Cthulhu? - Call of Cthulhu primarily focuses on human investigators, but the Keeper (Game Master) may allow certain non-human character in Call of Cthulhu? - Call of Cthulhu? 
is essential. Discuss with your Keeper to ensure your character with supernatural abilities? - While it is possible to create a character with supernatural abilities, it is important to discuss this with your Keeper. Overpowered characters can
disrupt the game's balance. Trending Now: The Movie Cast of a Party Gone Wrong4. What should I consider when choosing an occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills. A well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's background, interests, and skills a well-chosen occupation for my character's backgrou
modify or develop my character's skills during the game? - Yes, characters can learn and improve their skills as the game progresses. Discuss with your Keeper how skill advancements are handled in your campaign. Trending Now: What Has Happened to Dr Jeff Rocky Mountain Vet6. Are there any restrictions on character creation? - Some
campaigns may have restrictions on certain occupations, skills, or abilities to maintain the integrity of the game. Discuss any limitations with your Keeper. 7. Should I create a character alone or collaborate with other players? - Collaboration with other players? - Collaboration with other players can lead to interesting connections and shared narratives. However, if you prefer to create
your character independently, it is entirely acceptable. Trending Now: Who Do I Hire to Film a WeddingConclusion: Creating a Call of Cthulhu character requires careful consideration of their concept, background, characteristics, skills, and personal details. By following this step-by-step guide, you can craft a memorable investigator that will
navigate the horrors of the Cthulhu Mythos. Remember, collaboration with your Keeper and fellow players is key to ensuring a cohesive and engaging gaming experience. Prepare to delve into the dark abyss and face the unimaginable horrors that await in the world of Call of Cthulhu. Trending Now: How to Book Refugios in Dolomites
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