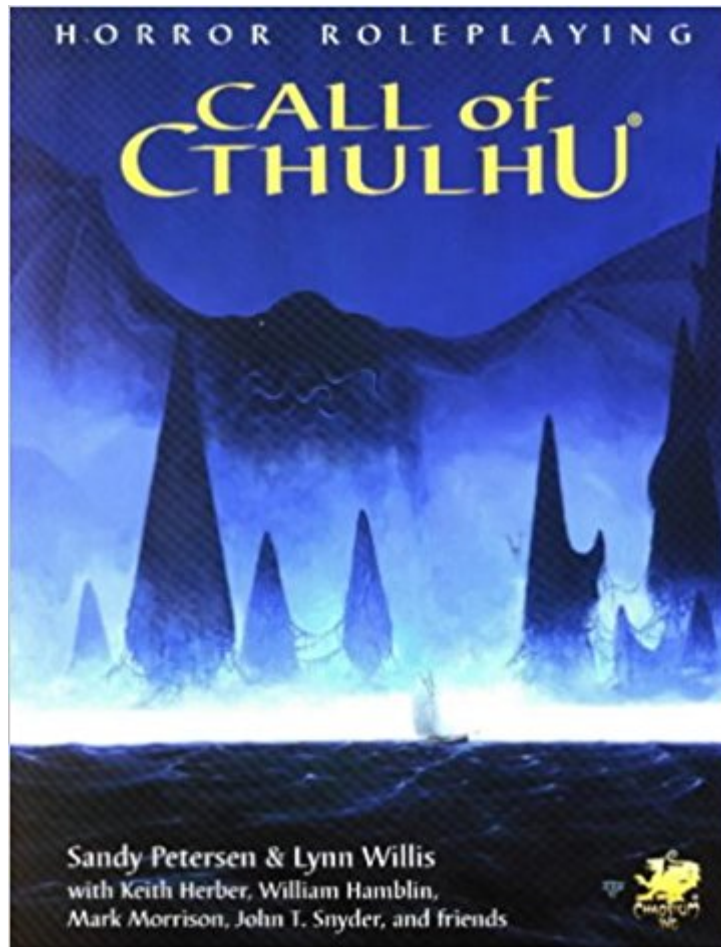


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# Call Of Cthulhu: Horror Roleplaying In The Worlds Of H.P. Lovecraft (5.5 Edition / Version 5.5)



## Book Information

Paperback: 288 pages

Publisher: Chaosium; 5.5 edition (January 1, 1998)

Language: English

ISBN-10: 1568821344

ISBN-13: 978-1568821344

Product Dimensions: 0.8 x 8.5 x 11 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.9 out of 5 stars [See all reviews](#) (21 customer reviews)

Best Sellers Rank: #1,841,964 in Books (See Top 100 in Books) #77 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#) #22363 in [Books > Humor & Entertainment > Puzzles & Games](#) #39218 in [Books > Literature & Fiction > Genre Fiction > Horror](#)

## Customer Reviews

CAVEAT: I've been running Call of Cthulhu since first edition, and I own all of the published editions up to and including the 30th anniversary edition. This early 5th edition printing of the rules for Call of Cthulhu is to my mind the last really accessible rulebook for the beginning "keeper", with everything laid out in an easy to find, easy to understand manner that eschews the later editions at times forced attempts to transcend the limitations of the RPG idiom and their disorganized layouts. I recommend this edition above any of the later ones for the starting keeper as it presents a way of running the game that is easy to understand and to convey to players also new to the genre of cosmic horror. The game core hasn't really changed very much since the second edition introduced the idea of Magic Points. There are detail differences between this edition and earlier ones: more skill points are available for players when building characters and some skills have been combined, but essentially this is a detail upgrade to the game rather than a new mechanic. If you know Call of Cthulhu by an older version, you'll not have any trouble at all stepping into 5th edition. Physically the book is a perfect bound paperback with black ink printing on white paper. A sturdy book, but it won't open flat without risking damage to the spine. I bought an inexpensive used copy (for about 8 bucks) and cut it up, putting the pages into sleeves and rebinding it in a ring-binder. Now it lies flat and is drool-proof. Bottom line: This is the version I'd give someone as a gift, the version I'd tell people to buy when starting their own campaign and the version I'm using as of 2012 for my own games - I'm tired of having to stop play so I can search the 6th edition for some snippet or other.

Like all Chaosium games, Call of Cthulhu (or "Call", as it is referred to by initiates) is based on literature. In this case, its Literature with a big L: that of Mr. H. P. Lovecraft's "Cthulhu Mythos". It explores such things as sleepy old New England towns, dreams, cats, terrible ancient books, ancestral secrets, insanity, and the wonderfully inhuman nature of the universe. It uses pulp melodrama to reveal the boiling terror under the world. You also end up using a lot of percentile and 6-sided dice. The system is very smooth, indeed to such a degree that one does not even notice how much it supports the game world-view: you just end up playing that way: it's one of the few systems I have never felt the need to customize. Most impressively, the game succeeds where countless horror writers (often of great ability) failed: it is a worthy continuation of Mr. H. P. Lovecraft's stories. It has had the good sense to ignore the well-meant travesties of August Derleth (though recently there has been worrying signs of degenerate sympathy towards his "ideas"), and though one could quibble about the need for stats in cases such as Azathoth, it has succeeded in bringing Lovecraft's darkly holy world to life. Simply put, this is one of the two best role-playing games in the world. Pleasant nightmares.

One of the oldest horror RPG's, it remains one of the best. Faithful in both atmosphere and plot to the works of the ever-chilling H. P. Lovecraft, modern Master of the Macabre, it evokes a true sense of 'weirdness' during an evening's gaming. A favourite of mine for years, both for its subject matter and as a resource for other games with a horror theme. Highly recommended...

I am rather new to the "Call of Cthulhu" RPG. As of this writing I am preparing for my first "Delta Green" adventure. But everything I have read so far has impressed me greatly. The rule book, while not perfect, is very well thought out and written VERY well. The system is easy to learn, the monsters and critters are scary, and the art work is really really good. This is a top notch RPG which is a great addition to anybody's game shelf. So if you are tired of slaying dragons, or rebelling against evil galactic empires, give Cthulhu and his minions a try.

This is a fantastic book; it's how RPG books are meant to be. It's all-encompassing, featuring the how-to-play rules for players and keepers alike, a collection of monsters (both Lovecraftian and otherwise), a lengthy spell list, character sheets, little printable articles and documents, lists of mental illnesses and phobias, sample adventures, and what I found most impressive, a long and incredibly interesting collection of information regarding the paranormal happenings, world events, economic situations and ideologies from the 1890's through 1990's. What a wonderful book! Being a

DM/GM for D&D and Gamma World of 3 years, the system of Call of Cthulhu is a bit wonky to me. The way skills work and the clunkiness of the stats is very odd, but it's charming in its own way. I was hooked on this system once I heard that there was a Sanity point system. I'm running a game soon and really excited to try this system out!

Although Call of Cthulhu is not the RPG with the most sophisticated battle system, it has the most interesting bases, and it is the best alternative so far I've known to the other games, which consist mainly on killing and battling. It includes a good amount of suspense, mystery, and horror, which makes it very interesting to play. I strongly recommend it.

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