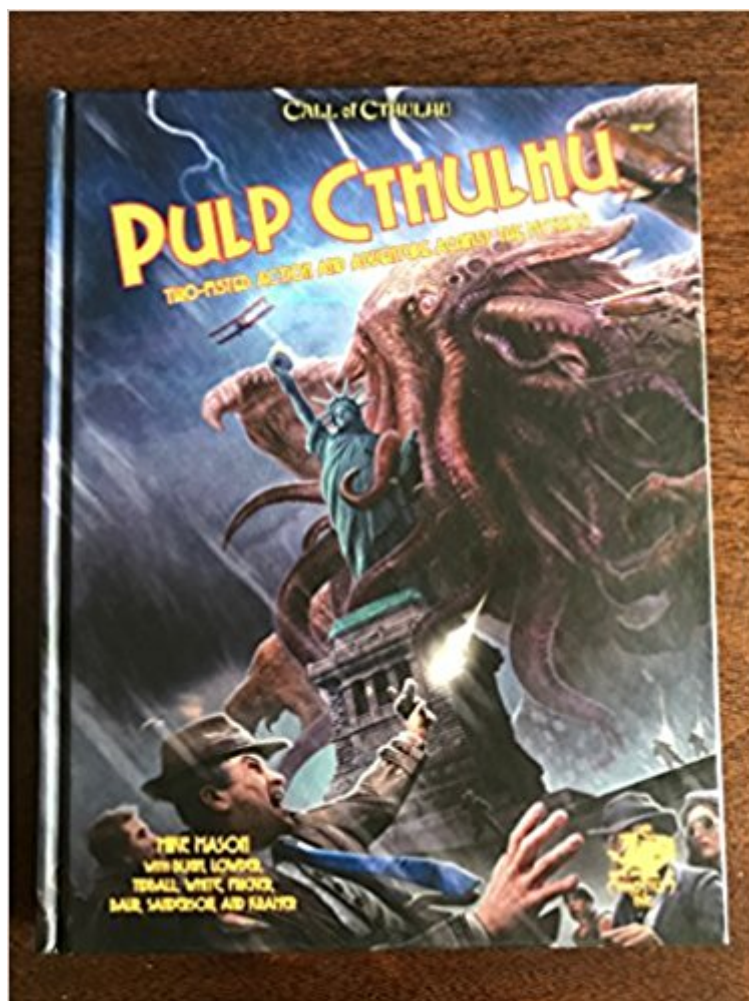


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Pulp Cthulhu (Call Of Cthulhu Roleplaying)



Synopsis

Pulp Cthulhu is a game of two-fisted adventure, weird science, dark deeds, and brave heroes. With this book, some roleplaying dice, and the Call of Cthulhu Rulebook, you have everything you need to adventure and explore games set in the pulp genre. Tired of your investigators dying in quick succession when jaunting around the world in a desperate bid to save humanity? Wishing that sometimes your investigator could make a stand instead of hiding and waiting for the eldritch horror to pass? Pulp Cthulhu ups the ante and provides you with tougher, more capable heroes ready to take on the villainous machinations of the Cthulhu Mythos! Here you will find an adapted character generation system, rules for psychic powers, sanity, augmented skills, and weird science, as well as tips for Keepers on developing and running pulp-style games. Also, you will find information on the Pulpsters themselves and the 1930s era when America was in the grip of the Great Depression and on the road to World War II. A collection of pulp villains and monsters, and a range of pulp organizations provide the Keeper with a firm basis for running pulp style scenarios and campaigns. Four action-packed scenarios round out the book, getting your Pulp Cthulhu games started with a bang. The guidance in this book means that you can apply the Pulp Cthulhu rules to any setting and time period, enabling Keepers to bring the flavor and action of pulp to the classic 1920s or modern-day eras, as well as anywhere else they see fit. A Time For Heroes And A Time For Adventure!

Book Information

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Customer Reviews

A really good book for anyone who likes Cthulhu, pulp fiction, and/or role-playing games. Combines

the horror rpg of Cthulhu with that of pulp fiction from the early part of the 20th Century. Whether it's radio dramas, classic movies, pulp books and comics, or some combination of those, the book gives a good overview of mixing the two tropes together. Expanding upon the Call of Cthulhu RPG series, it allows people to apply pulp fiction worlds to that of Call of Cthulhu with some samples included in the book. Even people who don't necessarily like one or more of the aforementioned things, it's still a good book. Definitely recommend it to people who like rpgs, pulp fiction material, and/or the Cthulhu mythos

Many Players really enjoy the original Call of Cthulhu, which is dark, scary and quite gritty. But others don't care for the fact that their carefully designed and beloved character (Investigator) is heading for..... certain doom. So, Mike Mason and team came up with a slightly different CoC, one where the characters are Pulp Heroes- and in some cases verging on heroes from the Golden Age of Comics (no supers, but Wildcat is doable). Not quite up to Doc Savage or The Shadow, but you can play the likes of Flashgun Casey, Mr. Death, The Phantom, The Spirit, and so forth. The first part of the book explains Pulp Heroes and the genre, then Character generation. "Pulp Talents" like "Tough Guy" or "Weird Science" can keep your character alive longer and make him or her more unique. Also an important addition is "Investigator Luck" where you get and can spend luck points to ward off damage or even sanity loss- to a point. Not to be scorned is the fact that Hit Points are more or less twice what they were in standard CoC. Mysticism, Weird Science, and Hypnosis are also some of the things Investigators can get into. Keepers (Game Masters) can adjust things by the "Pulp-o-Meter" with optional rules. A nice section on the 1930s with plenty of background information is included. Good stuff for any game set in that period. Rounding out this excellent book are no less than four interesting looking adventures, complete with floor plans (one of a Zeppelin!) and plenty of handouts. Owning a copy of Call of Cthulhu will be handy, but not necessary.

There is one very important thing to note about this book: it is essentially a campaign sourcebook, and contains very few of the rules of the actual game. That is to say, it's a book about how to run a pulp-style Call of Cthulhu game; so it has rules for creating pulp-style character, and very slight additions to the regular rule set, but it does not, for example, have any rules for combat, or most of the rest of the things required to run a Call of Cthulhu game. For that, you need the Keeper's Guide, the main rulebook. Oddly, the alternate rulebook for players, the Investigator's Handbook, is basically the same thing, just for a standard CoC game. Maybe that's considered normal for this setting, but I've

been an RPG gamer for thirty years, and it certainly surprised me. (what this means is that if you're playing the pulp game, you do NOT need both the Pulp Cthulhu book and the Investigator's Handbook as they replicate the same things, for a pulp and standard settings, respectively. You will need a Keeper's Rulebook, however). None of this takes away from the quality of the book, which is generally high. Text and illustrations are good, the index is a bit weird (the included adventures each have an index separate from the main one?), and it's a kind of strange mix of things only needed by players and things only needed by gamemasters, but as long as you know that going in, it's a solid purchase. I definitely prefer the Pulp setting to the standard one, for example.

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