

CTHULHU LIVE

3RD Edition

*To H.P. Lovecraft, Robert E. Howard,
Robert W. Chambers, Clark Ashton Smith,
and all the other bards of the Mythos
whose visions have inspired this work.*

*By Robert "Mac" McLaughlin
and the Skirmisher Game Development Group*

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Introduction

C*thulhu Live* is the official live-action version of the immensely popular *Call of Cthulhu* tabletop role-playing game published by Chaosium Inc. This new 3rd edition set of rules, brings dynamic new changes to player skills, sanity tests, combat rules, and many other aspects of the game. The book incorporates best practices and ideas culled from live-action groups around the world.

Inspired from the stories of Howard Phillips Lovecraft and the group of writers known as the Lovecraft Circle, *Cthulhu Live* allows players to use skills, wits, and teamwork to combat dark and alien forces from the stars and from outside our known concepts of reality. These ancient horrors wait just beyond the perception of our science and our senses; waiting to reclaim what was once theirs.

Live-action role-playing is unlike many games you may have played before. The game comes to life around you, rather than on a table or in your mind, with numerous players, props, costumes, and locations. Players have the opportunity to handle ancient relics, page through tomes of blasphemous secrets, and face otherworldly horrors in real-time interactions.

Each session involves at least one game master — known as the Keeper of Arcane Lore — a variable number of players, and a few members of a support staff who assist the Keeper and perform the roles of Non-Player Characters (NPCs). The number of players, Keepers, and support staff vary from one adventure to the next, depending on the complexity of the adventure and the number of players available. For convenience, the masculine gender is used throughout most of this rulebook, but of course there are no such restriction on the gamer's gender.

Adventures in *Cthulhu Live* are a form of interactive, improvisational theater. Adventure scripts are typically written to cover the most likely courses of action, but no one can foresee every eventuality. The unpredictability of the game is part of the fun. Players can often take the game in new directions and create interesting new twists to the established plot.

Cthulhu Live is based on the role-playing game *Call of Cthulhu*. Experienced role-players will notice that the rules of *Cthulhu Live* are streamlined and simpler than traditional role-playing games. The intent is to accommodate the requirements of live role-playing. Neither dice nor pages of complex tables are used in this game. The design of the entire rules system is to facilitate smooth, uninterrupted role-play. Even new actions not covered in the rules may be easily settled and adjudicated by the Keeper. Gamers may create new skills and tests they feel are necessary.