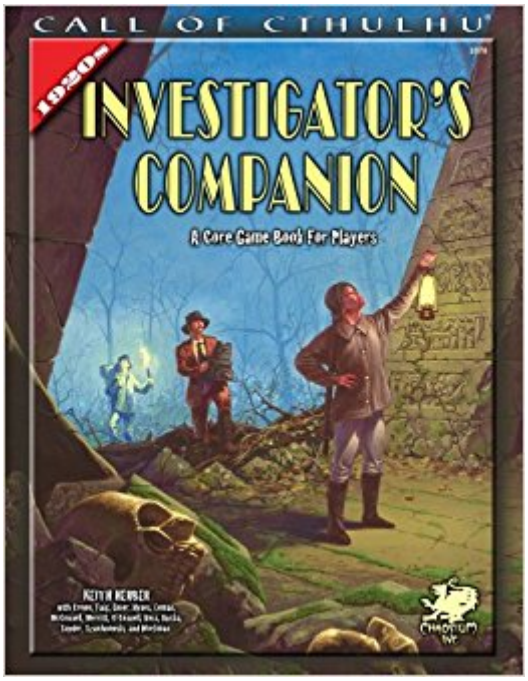
Ebook Directory
the best source of ebook

The book was found

The Investigator's Companion: A Core Game Book For Players (Call Of Cthulhu Roleplaying)



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

An Essential Guide for Players When faced with the horrors of the Cthulhu Mythos, investigators need all the help that they can get. This essential player's aid for Call of Cthulhu provides it. The 1920s Investigator's Companion is split into four sections. "The Roaring Twenties" details life in the 1920s, from a general historical overview to listing of favorite songs, books, and films of the era. "On Becoming An Investigator" details the trials of becoming an investigator, offers 140 different occupations, and annotates the use of skills in the 1920s. "The Tools of the Trade" lists resources investigators may use for research, describes various forms of transport and transportation, and also catalog other equipment and weapons. "Words of Wisdom" brings the book to a conclusion by offering advice to the intrepid investigator. Now, for the first time, everything a 1920s investigator needs is gathered in one place. TABLE OF CONTENTS Part One:Ã¢â ¬Ë†The Roaring Twenties An Overview of the Jazz Age Chronology of the Twenties Part Two: Becoming an Investigator Playing an Investigator 1920s Occupations

Book Information

Series: Call of Cthulhu Roleplaying

Paperback: 132 pages

Publisher: Chaosium Inc.; 4th edition (June 17, 2007)

Language: English

ISBN-10: 1568822804

ISBN-13: 978-1568822808

Product Dimensions: 8.3 x 0.3 x 11 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars 15 customer reviews

Best Sellers Rank: #974,961 in Books (See Top 100 in Books) #32 inÃ Â Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #70857 inÃ Â Books > Teens #77983 inÃ Â Books > Humor & Entertainment

Customer Reviews

Just remember, the NFA wasn't passed until 1934. That means you could legally buy a Thompson and probably could get a m1918 if you could contact the manufacturer. Even after the NFA, you could buy it, you just had to pay a $200 tax stamp and have a background check by the feds.

This book is EXTREMELY helpful if you don't want to do a ton of research on the 20s right off the

bat. If I had known about this prior to being introduced to CoC, I would've bought it just for the information value. There is a lot of good general information that is meant to paint the most accurate picture possible of the era possible -- political climate, popular trends, technology, science, medicine, the list goes on. Plus, there are lists of occupations, weapons, and vehicles with appropriate stats for the game. This means you won't have to make up CoC stats all by yourself; if you're a keeper it provides a benchmark you can use to tweak stats at your leisure.In short, if you want to avoid Wikipedia and a half-dozen other sites which may drive you to Cthulhean depths of insanity before you even start playing, this is a great 1920s resource to get you started!

Not angry, but insane. This booklet is an incredible supplement to the core rulebook, featuring literally everything you can do in the 1920's as an investigator. It's easy to mix-and-match to create custom occupations as well. The book also contains the standard character creation sheets in the back and the guide to creating characters as well.Please note that this is a supplemental book and does not go in-depth to what the character traits are (the core rulebook does, obviously), but does include trait bonuses and penalties. This book also contains sections on fashion, weaponry, auto-transportation, and their monetary value.The weaponry section does not include stats for the weapons but does include monetary value, the core rulebook does. So in order to play an adventure in the 1920's, I recommend bringing both books with you.

The 1920's investigators companion is the perfect sourcebook for Call of Cthulhu player's.The book offers a great source of information that aides the player's and keeper(gamemaster).The book offers a wealth of knowledge,from the background of the 1920's to becoming an investigator,occupations and skills.Equipment,vehicles and mundane information really helps with bringing the 1920's to life.I highly reccomend thi book for all it's knowledgeable refrences that helps with the 1920's itself.This is a book that should be amongst anyone's Call of Cthulhu collection,for it will be of great use.Don't pass this book by.Wether your a player or a keeper(gamemaster),this book is great to have,especially when prepariing to descend into the mythos and the 1920's.

Awesome product !

A good resource if you're brand new to the game and really want some guidance for the 1920 era, but it isn't necessary. The book includes information on some 20s culture and a list of professions with characteristics for investigators.

Quite possibly my favorite CoC supplement ever! So much atmosphere and options in this book. My players love it, as well. Anyone who plays "classic" 1920's Call of Cthulhu should own this book.

A must book for anyone roleplaying 1920s CoC. Lots of interesting background and of historical interest even if your not playing the game. Easy to read and has given me lots of ideas.

Download to continue reading...

The Investigator's Companion: A Core Game Book for Players (Call of Cthulhu roleplaying) The 1920s Investigator's Companion: A Core Game Book for Players (Call of Cthulhu) Cthulhu Rising: Call of Cthulhu Roleplaying in the 23rd Century (M.U. Library Assn. monograph, Call of Cthulhu #0311) Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft (Call of Cthulhu Roleplaying) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) Return of the Ripper: An 1890s Scenario for Call of Cthulhu and Cthulhu By Gaslight (M.U. Library Assn. monograph, Call of Cthulhu #0339) Cthulhu By Gaslight: Horror Roleplaying in 1890s England (Call of Cthulhu roleplaying) Cthulhu by Gaslight: Horror Roleplaying in 1890s England (Call of Cthulhu Horror Roleplaying, 1890s Era, #3303) Call of Cthulhu Investigators Handbook (Call of Cthulhu Roleplaying) Call of Cthulhu Keeper Screen (Call of Cthulhu Roleplaying) Alone Against the Flames: A Solo Adventure for the Call of Cthulhu 7th Ed. Quick-Start Rules (Call of Cthulhu Roleplaying) Nameless Horrors: Six Dreadful Adventures for Call of Cthulhu (Call of Cthulhu Roleplaying) Cthulhu Invictus Companion: The Mythos Threatens Ancient Rome (Call of Cthulhu roleplaying) The Keeper's Companion: Blasphemous Knowledge, Forbidden Secrets: A Core Book for Keepers, Vol. 1 (Call of Cthulhu Horror Roleplaying, #2388) Cthulhu Through the Ages (Call of Cthulhu roleplaying) Pulp Cthulhu (Call of Cthulhu Roleplaying) Cthulhu Dark Ages (Call of Cthulhu Horror Roleplaying, Chaosium #2398) Cthulhu Invictus: A Sourcebook for Ancient Rome (Call of Cthulhu roleplaying) Cthulhu Britannica Folklore (Call of Cthulhu Roleplaying) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying)

Contact Us

DMCA

Privacy

FAQ & Help