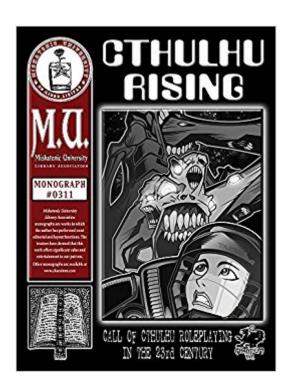


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# Cthulhu Rising: Call Of Cthulhu Roleplaying In The 23rd Century (M.U. Library Assn. Monograph, Call Of Cthulhu #0311)





## **Synopsis**

The Miskatonic University Library Association fosters new talent in literature and the arts. M.U. Monographs are works in which the author has performed most or all editorial and layout functions of this book. It has not been otherwise edited or modified. The trustees deem that this work offers significant value and entertainment to our patrons and fans of the Call of Cthulhu roleplaying game.CTHULHU RISING: It is the year 2271. The future is a dark and dangerous place. Outer space is the new frontier \$\hat{A}\psi a - a \cdot \text{humanity exploits the galaxy for its own ends. It is more than a hundred and fifty years since the United Earth Federation began to colonise the solar system and beyond. Millions of colonists  $\tilde{A}\phi\hat{a} - \hat{a} \cdot \text{employees}$  of either the Federation or one of the many megacorporations â⠬⠕ live out their lives on worlds light years from Earth. Corporate-funded exploration craft push ever-deeper into space. It is only a matter of time before one of these craft stumbles upon some remote, alien edifice, a cosmic mausoleum of the Great Old Ones. But who is to say this has not already occurred? Players take the roles of the investigators of the future. These enlightened and oft-unlucky individuals know something of the true nature of the universe. Be they fools or heroes, they take the fight against the Great Old Ones to the stars themselves. This monograph is comprised of two parts: Part one provides an overview of human society in the late 23rd Century, enabling Keepers to create a backdrop against which to set a campaign almost 300 years into our future. It is by no means exhaustive. Part two provides supplemental rules for generating 23rd Century Investigators, as well as information on the equipment and weapons that will aid them in combating dark cults.

#### **Book Information**

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#### Customer Reviews

This is a good book. Lots of great ideas, and lots of background information that you can utilize, utilize part of, or ignore and head in your own direction. Just started a SF campaign, and this is a fantastic starting point.

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