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About This Content

Pulp Cthulhu (7th edition Call of Cthulhu)

Two-Fisted Action & Adventure Against The Mythos

Calling All Heroes! It's Time To Take The Fight to Cthulhu!

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 Pulps" 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!

Authors: **Mike Mason, Alan Bligh, James Lowder, Jeff Tidball, Glyn White, Paul Fricker, Wolfgang Baur, Matt Sanderson, Scott Dorward, and Dan Kramer.**

Converted by: **Ian Ward and Damian Hupfeld**

Released on November 21, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds full or ultimate license and a one time purchase of the Call of Cthulhu ruleset

Title: Fantasy Grounds - Pulp Cthulhu (CoC7E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 30 Nov, 2017

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

The White Point Hotel Internal Floorplan

THE
WHITE POINT HOTEL
INTERNAL FLOORPLAN

FIRST FLOOR

OPEN TO

TO THE BAR

STONE ANGEL

STORY

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- 1.2.2.1 The Discovery
- 1.2.2.2 The Disintegrator: Physical Descri
- 1.3 INTRODUCTION: PROFESSOR FINCH
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- The White Point Hotel Internal Floorplan

1.4.1.1 THE WHITE POINT HOTEL

The hotel is a sizable three-story building of red brick and white-painted timber in a somewhat showy mid-Victorian style. It is set in its own spacious grounds and close to the small cove which gives its name. An attendant stable block (now converted into a parking garage) lies nearby and a small boathouse can be found in the cove itself.

The White Point Hotel and Environs

The building was originally constructed as the summer residence of the Proctor family, who were Rhode Island shipping magnates with connections to the people and businesses of Kingsport. The building stayed in the Proctor family for some forty years before it became something of an unwanted white elephant and was sold on, seeing reconstruction in the early 1900s as a resort hotel for gentrified vacationers drawn to the scenic Kingsport section of the coast. The hotel's heyday, such as it was, was in the boom years of the early '20s, but since has quickly faded in line with a vanishing moneyed clientele. Now it is something of a demure relic of a departing age unlikely to see out many more years as a going concern in its current form. It is still, however, well maintained and well looked after by its staff on behalf of its absentee owners in Boston. The majority of the staff live locally in Kingsport.

The White Point Hotel Internal Floorplan

As the heroes encounter it, the White Point Hotel is coming to the end of its season (being closed entirely for the winter months) and, as such, is operating with a reduced number of staff. With only a handful of guests, the unexpected flurry of auction guests is providing the hotel's owners with unexpected and very welcome revenue.

1.4.1 ARRIVAL

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A Slow Boat To China

Pandora's Box

The Disintegrator

Waiting for the Hurricane

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The Grand Hotel and Environs

GRAND HOTEL
AND ENVIRONS

SWAMP

GARDEN AREA & POOL

ATLANTIC BOULEVARD

SWAMP

THE GRAND HOTEL

BERTHA S

PARKING

RENTED APARTMENTS

SMATHER'S BEACH

THE BEACH

THE S OF F

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Call of Cthulhu Pulp Theme by Die Hard Gaming.

GM

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2.0 THE GRAND HOTEL: SETTING THE SCENE

- The Grand Hotel and Environs
- The Grand Hotel Internal Floorplan

It is mid-afternoon on Monday, 2nd September 1935. The wind is rising and rain is falling from a cloud-covered sky that is gray from one horizon to the next. The streets are as good as deserted as everyone battens down the hatches at home. Only the occasional vehicle passes by, carrying wooden beams destined for securing windows elsewhere. Strong winds buffet the vehicles as they snake along the road—a warning to those who might try to drive later.

The Grand Hotel is a three-story structure that lives up to its name. It overlooks the sandy far-western end of Smathers Beach. Surrounding the main building is a series of standalone, single-floor apartments for higher-paying guests. The upper floors of the main building have balconies and large shutters across the windows; these are currently being nailed shut by hotel staff. A few of the guests stand in the foyer, looking out to sea, almost mesmerized by the growing savageness of the waves crashing on the shore.

The Keeper should ascertain where the heroes are at the beginning of the scenario. The best location would be in the hotel's bar and restaurant adjacent to the lobby. Here, the heroes have a good view of what is to unfold.

A police patrol car pulls up outside and two officers walk into the lobby. They talk quietly with the receptionist and then go into the manager's (Vincent Lloyd's) office. A few minutes later, they come out of the office, followed by Lloyd. While the officers head to their car outside, Lloyd addresses the guests assembled in the lobby and the bar, explaining that the

Archetypes		Characters		Chases	
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A Slow Boat To China

Pandora's Box

The Disintegrator

Waiting for the Hurricane

- Story
- Images & Maps
- Items
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Modules | Store

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/reload /console Pulp Cthulhu Combat

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Pulp Cthulhu

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Black Mask, Astounding Stories, Weird Tales, and the long-lived western story magazine, to now lesser-known publications such as Spicy Detective, Flying Aces, Cupid's Diary, Exciting Sports, and Jungle Stories. Also of note were the later, single character-centric, "Hero Pulps" considered by many to be the direct forerunners of modern comics, such as Doc Savage, The Shadow, The Spider, and Secret Service Operator #5.

The true heyday of the pulps came in the twenties and the thirties, with individual issues of some pulps selling a million copies each. Pulps which focused on escapist adventure of one sort or another were particularly popular during these hard times. It is from this age, with its hard-boiled detectives, lost worlds, dames to kill for, hideous monsters, out-of-control superscience, outlandish plots, and larger-than-life characters that most people today get their conception of what pulp means. For others, pulp fiction also has a darker side, it encompasses not just the outré but the transgressive and truly strange, from the brutality and implied sadism of some of the later "weird menace" and "true crime" pulps, to the more worthy cosmic horror and otherworldly imaginings of Howard Phillips Lovecraft and Clark Ashton

THE ALL-STORY

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