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. Authors: Scott David Aniolowski, Shannon Appel, Gilem Arbaret, Bruce Ballon, William G. Dunn, Christian Grussey, William Hamblin, Keith Herber, Sam Johnson, Mark Morrison, Sandy Petersen, Kevin A. Ross, Eric Rowe, Brian M. Sammons, Samuel Tarapaki, Michael Tice, Lynn Willis Illustrators: Paul Carrick Description This is the sixth French edition After the bear (credits and legal references) and table materials (one page each), the book begins with a new Call of Cthulhu (8 pages). It is followed by a summary of the genesis of works by G.P. Lovecraft and others that contributed to the enrichment of the Myth (3 pages). Then came two pages that contained fictitious research about him, the first with the topic of ghouls, the second contained a graph, classifying the various essences of the Myth. Then there is the chronology of the backstory (5 pages), explaining the main events that had as the main characters of the race of The Myth, with parallel excerpts of the works, fictional or not. It is complemented by another page of chronology, telling about the events in Lovecraft's stories, as well as the autopsy report (1 page), after the raid on Insmouth, and presenting the deepest. This first part of the book ends with the presentation of Necronomicon and some of the most famous entities, or types of entities. Myth (6 pages). The second part of the book is dedicated to the creation of characters (45 pages). The main differences from the previous edition are the ability to have multiple styles of play, from the occult investigator to the pulp style, and a new feature, Aplomb, which reduces its loss in mental health (SAN) and maintains self-control in the worst situations. The characteristics are then presented in a general sense. Conventional derivative attributes, such as Knowledge for Intelligence (INT), are extended to all characteristics. The standard of living is now a percentage. To identify attributes, the old random method can be replaced by a distribution of points. The same goes for skills: you can allocate a fixed number of points, depending on the style of play, and not calculated by characteristics. The tips for creating a character and the group as a whole celebrate this part of the book. Description of skills and professions, rules of character evolution, example of creation and summary of various stages complete this part. So-called rules third part of the book (44 pages). It starts with common situations, including knowledge tests, special and critical successes, opposition, use of functions and numerous actions. The rest relates to managing the duration of action, as well as the consequences of that time managing and managing investigators. Fighting is an important part, with basic rules, but also details such as bonuses or malus depending on the size of the target, change of situation, blind shooting, etc. Physical health management is not left aside, with injuries, their consequences such as amputation, bleeding, pain, the consequences of deprivation and treatment. As for Mental Health (SAN), the central element of the system, it is also entitled to detailed treatment, with a list of pathologies to support it. Mental disorders now have three levels of severity, giving a different malus. Aplomb makes its appearance. He quantifies habits in the face of horror, and the loss of SAN is diminished at Aplomb's expense. You can sacrifice points of this characteristic to improve success in the event of life or death. The SAN points that can be restored under the scenario are equivalent to half of the lost. This system allows you to extend the life of the characters a little. Additional rules have a separate part (54 pages). They mainly relate to specific actions or conditions that are usually found in Cthulhu's appeal. Thus, the search for clues is detailed depending on the time, relevance and availability of indices. It includes not only excavation of premises, but also research in the library or scientific analysis, as well as analogue research: concealment, belongings or self. Social relationships, on the other hand, are managed on a scale to assess people's attitudes, from hostile to acquired, giving bonuses or malus to requests that can be presented to them. Similarly, cultural or language barriers, clothing care, social level or bribery are considered. Another element often used in role-playing, prosecution is also entitled to a section here. This includes rules not only to manage them, but also to take into account the damage done to people and vehicles during shocks, or to fight in motion. Managing the environment as inanimate as an obstacle to be overcome, or animated as a hostile jungle, gets some of its own rules. These include autopsies and falls, accidents or explosions. It also addresses other environmental problems, such as loss of vision when exposed to strong light or difficulties with lack of oxygen at altitude. Equipment and ailments are the last points explored in this part: the first are given instructions on the use and management of its condition; in seconds, a few rules and a catalogue of diseases and poisons. They are characterized by virulence, speed, different stages, and if necessary the possibility of infection. Given its importance in the game, the paranormal has a separate part (24 pages). This includes discussing supernatural persons, including places with their specific powers, and rules for hypnosis or possession. The works of myth and their study are covered by new rules. Cthulhu Myth skill is now growing as a book of understanding. A catalogue of works that are occult or related to the Myth is then provided. They allow you to study spells, objects from the next section. Again, the rules for running them have been slightly changed, and followed by a catalog of spells, somewhat compared to previous editions. The last part, with the exception of the scripts, consists of information for the use of the Guardian (46 pages). There are tips on whether to use the rules in specific situations, activate the game, create an atmosphere, etc. It presents the basic principles governing the author's stories and the main antagonists that can be encountered. Land dreams are also briefly triggered, and preceded by presentations of possible game styles and the format of future scenarios. The end of this part is devoted to the entities faced by researchers, from untested characters to the Great Ancients through the creation of classical folklore, a catalog in support. At the end of the book (29 pages) there is a mini-campaign of three scenarios. In the first, the characters learn about the existence of the artifact coveted by many people. Secondly, they can investigate what is happening in the area by being blocked by a storm in a small village. The third scenario sees the end of the campaign, the symbols of prevention, if all goes well, the invasion of a part of the Earth. The book ends with several pre-drawn player characters, a table of weapons, blank sheets of characters, reading books, adventures and tracking investigators, a detailed index of two and advertising future products in the range. This newsletter was written between May 8, 2000 and May 8, 2009. Last updated On October 20, 2019 Leonel reviews What to say about this version? Already, this is one of the most beautiful Cthulhu edition I've ever had in my hands! And then it makes sense to revive the Call after a great absence in our country, and that is why we can only welcome it. It is clear that it is beautiful, and the annotations on the pages allow you to regularly return to do a few readings. As for the rules, we will appreciate (or not) a great effort to try to simplify them even more. Like it or not. Many of them try to take into account all possible situations, absolutely stunning. An experienced goalkeeper will be able to do without him, but those who like a pretty dirigiste setting will be served. The mini-campaign is quite classic, but do not sulk another scenario, very well presented. If I had a critique, it would be at the level of bestiary and grimoire. A lot of spells and monsters have disappeared from these sections (I don't know VO editions). It's a disgrace. The review was written in May 2009. Johan Huber Model genre, I usually tend to avoid overflow, but I rarely read a book written with such clarity. Let's take a step back and explain. The authors have been careful to write a basic book in which everyone can find their way around. Each point of the rule is explained correctly, without gravity, with a clear and airy layout. The chaos system, which is slowly starting to age, is now well prowling, and although you can imagine additional rules, the basic skeleton is more than enough to play with. The leader's tools are properly presented, it's hard to get lost because the layout is well made. In addition, each creature of bestiary is accompanied by a small inspiration that offers a path to adventure. The only weakness in general is that the myth deserves a more comprehensive approach, but it would probably undermine the clarity of the book. Probably the best version of the call to date. PS: Did I mention the presence of the campaign in the main book? Plus, which is always interesting to see. PPS: Did I also mention the index? AN UNSYABLE tool and often overlooked and well, is not only present, but it is also well done. The review was written in May 2009. Born in 1981, Cthulhu's appeal has seen many editions. However, versions 1 to 4 (1981-1989) are virtually identical, with new editions essentially adding elements from the add-ons. Then there was the V5 (in 1992), which made some minor changes, mostly on the list of skills and experience. Different V5.x and even the current American V6 only light V5. In 2008, this V6SD, the French premiere, with some radical changes, seriously breaking with previous versions to really enter the third generation of the game ... This new version of Cthulhu's address is the work of a French publisher determined to revive the game by modernizing its rules and atmosphere. VCI (old undetectable jerk) before the eternal, I admit that this criticism, while accumulating grunt regretting the good old days (or versions of Chaosium), but I hope that the real fans, having protested these new rules, will balance it with positive reviews! My first impression was that the game took a distinctly simulationist orientation. In the old versions of the system, the rules took up so little space that they were barely noticed in the end-to-end. This time they dominate the pagination, with the power of permutation. The old system almost never used skill modifiers other than splits into two parts, or for rules in the app (explosion of shooting, etc.). This time the game accumulates modifiers plus or minus 10% or 20%, differ 3 levels of success, found different situations of search or interaction.... The combat system distinguishes between several different fire poses, modifiers depending on the size of the target, in the short many things that go very well in the past when we preferred basic and fast resolution. As for the character description, the skill list has been enriched and redesigned wisely, with some helpful additions. Each function now has a related percentage throw, called attribute: The Force is associated with the attribute of the Force, etc. This is a big change in relation to previous editions where this kind of mouth-hole percentage has been used only for jets of idea (based on intelligence), knowledge (based on education) or chance (based on power). This attribute of Chance has also disappeared from this new French edition, an attribute associated with the Power now will be. For a few rule points, the attribute of the Jets is being replaced by a few strange jets of old editions such as d20 jets according to functions, con x 5 jets, etc. aplomb feature novelty, serving as armor against losses of SAN, and reserve points of fate. This is an interesting innovation, but which can radically change the mood of the tables, if some characters become insensitive to the usual horrors (mutilated corpses, etc.). It's a warning pen, so. Wealth and shopping are being managed in an abstract way, which is a very interesting innovation. Another change on the character sheet, now we'll list his circles Typical relationships, contacts and rivals. This is useful for providing ideas to players seeking outside help. As for the resolution system, we now detail opposition skills throws (or attributes) with comparisons between the results of the jets (critical failure, failure, success, special success, critical success). There are even a few examples where the good old resistance table (confrontation between characteristics) has been replaced by opposition throws attributes: for example, to stifle the enemy, it is power against the government (and more for against FOR). As I said before, the book offers entire pages of tips and regulations to handle many situations. This is, however, a typical example of rule-turning modeling. In earlier versions of the rules, when it came to dealing with an invisible monster, the necessary rules of the dots take a few lines in the description of the monster (contact combat skill halved, shooting skill - 50%), or, or shot blind, which sends us a page 91, where we learn that we have to make a throw to listen to, to know if touching the substance requires special success (20% of the skill of shooting) or critical (01). It doesn't look much harder, but my nothing is 2 page breaks, the possible use of combined skills and a dose of judgment of the Ministry of Justice ... Bestiary was seriously relieved: to get out of the characteristics of deities and their descriptive illustrations, small monsters are smaller, and normal animals are no more. For the gods, it is a bit of a shame, because their incredible abilities were instructive and amusing, and compatible with Lovecraft's very materialistic vision; there we prefer their intangible and divine side. As for small monsters, we can understand the elimination of fairy-tale creatures such as Gugs (although there is an illustration of them on page 75), but we regret the absence of a few classic and cool monsters such as Flying Polyps and Kthulu star larvae that are discussed elsewhere in the book. There has also been a bit of decreasing in the described gods such as Nyogtha or Y'golonac. Among other changes to the game, the rules about madness are now more realistic and gradual. In the past, we've only featured temporary and uncertain nonsense: after a certain amount of mental health (SAN) is lost, we've gone crazy, and the game doesn't really give any indication of how to deal with these nonsense, except that PJ has become almost unrecieved. There we see shock and 3 gradual stages similar to rules developed for the use of diseases. It's a mess and it's interesting! On the other hand, the new version of the game has become very tough on the loss of mental health. As the rules are written, it is currently impossible to recover your entire SAN: at best, half of the losses are recovered at the end of the adventure. Characters of previous editions had much more opportunities to recover or even progress: to defeat the monster, master the skill, disrupt the plot ... The rules for reading books are heavier, requiring a whole series of dice (one thread to the point of myth): in a more simulationist game point of view, the library jet, perhaps combined with the tongue of the jet, is now needed rather than a simple jet of language, and it should be pitted against the jet of difficulty work. Each aircraft is an opportunity to lose the SAN and gives you the opportunity to improve your myth skills or acquire spells. All this seems more lengthy to manage than the old rules more brutal and approximate: instead of three rolls of dice once to read Necronomi (duration, language, SAN), perhaps repeated in case of failure, now it is necessary to repeat fifteen times triple jet (complexity, library, language). Grimouars are described differently from the old rules, as they are given the complexity and (not accidental) loss of SAN on the plane. The main book also offers a list of spells for each book. The total list of spells has also been revised downwards in Lower Grimoire (rare and/or minor spells), from a hundred to thirty in this main book. Upper Grimoire remained almost the same as in the 5th edition, despite the passage of a handful of spells in Lower Grimoire. Given household spells and bestiary, the reader may feel some frustration by reading lists of book spells, many of which are not described (in this main book), or describing some spells to evoke undressed creatures (in this main book). You have to make your imagination work, wait for supplements... or refer to the old editions! Of course, this edition was not designed by Azathoth, a blind and deaf god. Authors of reworked ideas that are already lying in a few additives or exchanged on fan forums. They pondered, exchanged, tested and released a version of the game that lived up to their expectations, and obviously filled many fans of the game. I am one of the few grunts who regret their good old simplified and binary system... but it won't stop me from following this new French range, especially if other books are made with such

