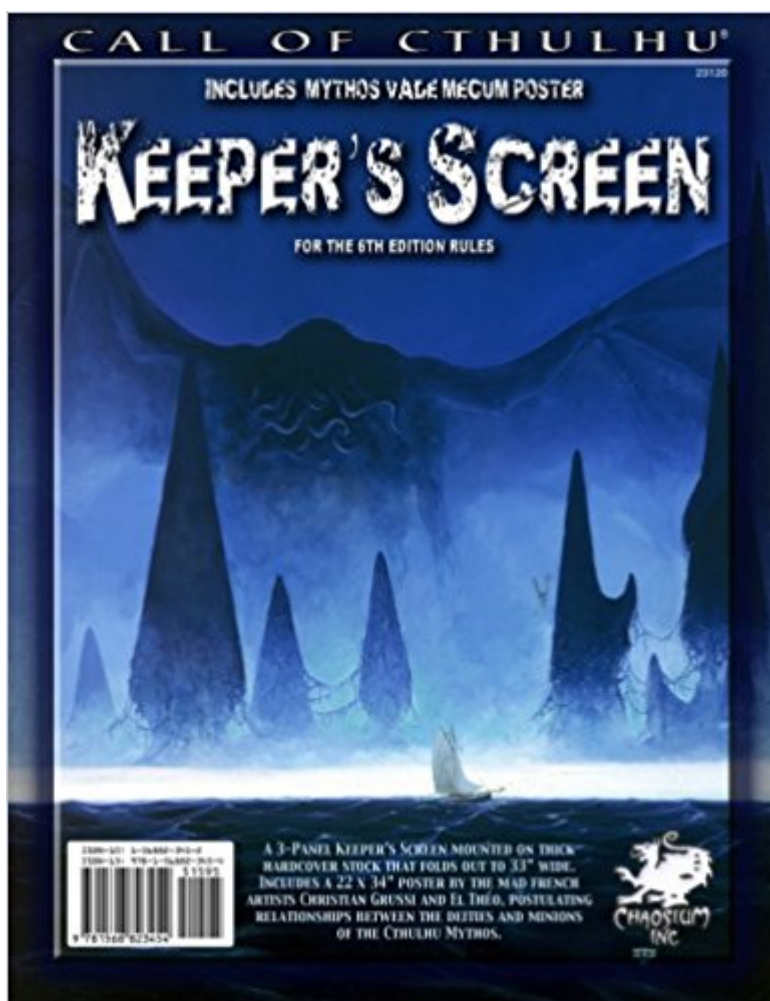


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Call Of Cthulhu Keeper's Screen (for 6th Edition)



Synopsis

A 3-Panel Keeper's Screen mounted on thick hardcover stock that folds out to 33 inches wide. Includes a 22x34" Mythos Vade Mecum poster by the mad french artists Christian Grussi and El Theo, postulating relationships between the deities and minions of the Cthulhu Mythos. (For use with Call of Cthulhu).

Book Information

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Customer Reviews

I could not be happier with this screen! I'm used to the classic cardstock gm screens that are meant to stand tall like a notebook standing on its end, and while still 3 panel, are relatively narrow. We always ended up putting 2 side by side and overlapping slightly so that we could clip them together so they would curve around the sides better, and then had to crane our necks to see the players over the top of it. I opened this one and first noticed it is not cardstock, but rather made very sturdy and shiny, like the board of a board game, which I love, and then realized it is shaped right! It is like the notebook on its side, so that while it is tall enough to hide what it needs to hide, I can still see the players over it easily (and I'm pretty short...lol...) . This also means it is longer, so it covers the sides well without feeling like you need to put two together. On top of this, the art is perfect, a panoramic photo of a New England field with standing stones and a small group in 20s clothes gazing at them, it feels nicely Lovecraftian. :) Add to that the useful information on the inside, and it makes for a great keeper's screen. The poster that comes with it is a nice addition too. I would recommend it to anyone.

I'm a new keeper (been GMing other systems for a few years) and this screen makes me feel more comfortable with Chaosium's "Call of Cthulhu." It's not an essential tool like the AD&D Dungeon Master Screens are/were, but this screen does provide quick access to data that keepers will find necessary. There are the details on the Sanity mechanic and some ideas for insanity conditions on the left wing. The center panel is dominated by the Resistance Table, and the right panel has information regarding combat, weapon stats and range, mechanics for drowning/suffocating, etc. This last panel is probably my favorite in the whole screen. What draws me to "Cthulhu" is that it is firmly grounded in the real world (eldritch horrors notwithstanding). Unlike D&D or other high fantasy systems, "Cthulhu" works because the investigators are all human, with the same abilities and weaknesses. The real-world knowledge that this panel (and the screen in general) imparts was inspiring. It made me want to play. There are some drawbacks, of course. In the range table, I think there's a typo (a "greater than" instead of a "lesser than" symbol, but I can't independently confirm if that's an error or not). A lot of space is given to the Resistance Table, but I have yet to really use it in my play. And lastly, the "Indefinite Insanity" ruler running along the top of the screen is not explained at all and I had to look up how it was meant to be used. (In case you were wondering, the top number is the player's SAN and the bottom number is the amount of SAN the player has to lose in a reasonable time in order to go indefinitely insane.) Regardless of these admittedly petty faults, and most of them a result of my own inexperience, this Keeper's Screen is a great tool for your Call of Cthulhu game. P.S. Can't forget about the poster. The poster was pretty cool.

I've never used an actual screen for my gaming before (in our group we just hide our stuff behind binders or something) but this is a great improvement. After reading some other reviews I was a little iffy about how useful the information would be--but it's really amazing and handy. Even stuff that you wouldn't think would be handy, like base skill percentiles, is great to just have right in front of you--for if you need to generate an NPC on the fly, for instance. The art on the back (front?) side is also quite lovely and evocative of the Call of Cthulhu experience. It's nothing special, but it's nice and fits the tone. I wasn't aware of this, but it also comes with a poster referencing some of the mythos deities, which is also rather neat. A nice little bonus. Overall, I'd say if you like to Keep for Call of Cthulhu, there's no real reason not to have this, even if you can get by just fine without it. It's an amazing tool.

For the money, you get a whole lot of valuable information and saved time. Although in all the CoC games I've played, the only dice rolls I've done as Keeper have been for NPC and "monster"

characters (players/Investigators roll their own), the screen is still pretty awesome for what's there. Resistance table, sample insanity, various special rolls for various combat and other situations; do yourself a favor and get this until 7th edition comes out.

I have to say that I purchased this because my old blue screen went missing. When I got this I was blown away at the solid construction and glossy paper used. I am also very impressed with the cover photo that captures the feel of the game almost to a 'T'. The poster of the realms is nice, especially when framed. Kind of blown away with this one.

This game screen for Call of Cthulhu 6th edition has almost everything I could ever want in a screen. The key information found in it is perfect for any Keeper! Key parts of combat, sanity, skills, and weapons are nicely placed. I really liked how it wasn't flooded with excessive details I have seen in other game master screens. Best of all it is of a heavier stock durable paper, making it the strongest game screen I have ever seen. the only thing I could ask to make this amazing screen even better would be the art on the other side. With all of the fantastic art for the Chtulhu Mythos, I was hoping for more interesting art.

With every roleplaying GM screen, there is some stuff that I wish they had more of on here, and other stuff that I will probably never use. I mainly use it to hide my side of things, and for that, it does well. The quality is very nice though, and I really like the artwork on the outside. The free poster is just an added bonus.

Lovely strange vista in the artwork, solid construction. The panels alone carry nearly all the play info a group would need, buy this,

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