Converting Between *Call of Cthulhu* and *Colonial Gothic*

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Colonial Gothic, Rogue Games' tabletop RPG of horror and conspiracy at the dawn of American history, owes a great debt to the work of H. P. Lovecraft. The shadow of the Colonial period looms over much of Lovecraft's writing, reflected in his descriptions of Innsmouth and Arkham and taking a more active role in stories like *The Case of Charles Dexter Ward* and *The Dreams in the Witch-House*.

With the 2015 release of *Colonial Gothic: Lovecraft*, players can experience black-powder fantasy adventures against many of the horrors of the Cthulhu Mythos. At the time of writing, there is no official Colonial-era source material for *Call of Cthulhu*, but that game remains the gold standard for tabletop roleplaying adventures against the Mythos.

It seems to me that fans of both games can benefit from a rough-and-ready set of calculations for converting stats between the two systems, so here they are. Whether you are adapting *Colonial Gothic* source material for your *Call of Cthulhu* game or converting game stats from *Call of Cthulhu's* extensive coverage of monsters, magic, and alien technology for your *Colonial Gothic* game, I hope you will find these guidelines useful.

For those who want to dig deeper into the stats, the AnyDice converter (www.anydice.com) provides a useful tool for examining probabilities by converting the results of any dice roll into percentages. To see the probabilities for a 2d12 roll, enter *output 2d12* in the top window and click the *Calculate* button immediately beneath.

Colonial Gothic **to** *Call of Cthulhu*

Using this system, the *Call of Cthulhu* Keeper can turn many of *Colonial Gothic's* adventures and sourcebooks into resources for an 18th-century *Call of Cthulhu* campaign, or just for a time-traveling side-track from one of Chaosium's established timelines. The following titles are of particular interest to *Call of Cthulhu* fans:

- [Second Edition Rulebook](): contains general historical and setting information, equipment, prices, common character types, etc;
- [Gazetteer](): describes each of the Thirteen Colonies up to 1776, with notes on local mysteries and other items of interest;
- [Boston Besieged](): includes a detailed sourcebook on Boston during the siege of 1775-1776;
- [The Philadelphia Affair](): describes the city at the time of the Second Continental Congress and the drafting of the Declaration of Independence;
- [Player Companion](): includes detailed templates which are easily adapted to create period Investigator types for *Call of Cthulhu*;
- [The Bestiary](): presents a range of non-Mythos adversaries for rounding out Colonial-era adventures;
- Many other sourcebooks and adventures are available in [print](), [PDF](), [ePub](), and [Kindle]() formats.

STR = Might * 1.67

CON = Vigor * 2.27

SIZ: generate from scratch, referring to similar characters/creatures in the *Call of Cthulhu* rules.

INT = Reason * 1.75

POW: generate from scratch, referring to similar characters/creatures in the *Call of Cthulhu* rules.

DEX = Nimble * 2.17

Skills and spells are hard to convert directly because of differences in the two game systems. However, with a little imagination an experienced Keeper should have no difficulty in coming up with numbers that work, based on the attribute scores, the overall concept and the relevant *Colonial Gothic* skill, spell, and Trait descriptions.

Call of Cthulhu to *Colonial Gothic*

A *Colonial Gothic* GM can use this system to help convert additional Mythos horrors from *Call of Cthulhu* sources: the copyright status of the Cthulhu Mythos is complex, and limited the range of creatures that could be covered in the *Colonial Gothic* sourcebook.

Might = STR * 0.6

Nimble = DEX * 0.46

Vigor = CON * 0.44

Reason = INT * 0.57

Resolution: generate from scratch, based on Reason score and POW * 0.5.

Vitality = (Might + Vigor) * 2.5, rounding down.

Skills, spells, and Traits can be adapted from *Call of Cthulhu* descriptions. Several new Traits, specific to the Cthulhu Mythos, are listed in the *Colonial Gothic: Lovecraft* sourcebook. The GM will find additional Traits in the *Colonial Gothic Bestiary*.