We are all unique little snowflakes

Unlike many other roleplaying games Call of Cthulhu tends to focus on story and actual roleplaying over character progression and combat. We have all heard that a million times I am sure but what does that really mean for the player. As a Keeper I know that the most interesting games are the ones in which the players truly become their characters and act accordingly. I get the ability to converse with a PC and have scenes that make sense as if we were watching a movie or listening to a radio drama. There are players out there who excel at this type of on your toes roleplaying that provides a rich and interesting atmosphere for the scenario and keeps the other players interested while waiting for their chance to take the spotlight. It is always great to play with someone who stays in character most of the time and maybe even does accents or alters their normal voice to fit the character. That is all well and good but I would say that a larger number of roleplaying game enthusiasts who have played many games for many years do not play in this manner. Which is totally understandable and acceptable, it is rare to find full blown actors and actresses out there who enjoy the theater of it and are willing to take the stage as it were. For some players it could be that they feel a bit embarrassed or shy about getting out there even though they play in a totally accepting environment. I understand that and that is what this article is all about. How can you provide good roleplaying simply by building your character with flaws?

The first thing a Call of Cthulhu player must get passed is the idea that their cherished character will live on forever gaining power and knowledge eventually to retire after a long adventuring career. That just is not gonna happen. More than likely you will be dead after the first few sessions and rolling up another character trying to figure out a good tie in for your new persona. It’s ok really, just let go and hope that your investigator has a truly epic and memorable death. The most you can hope for is to go out with a bang, maybe a literal bang, and take a few bad guys with you. If the players at your table remember your characters death after a few sessions have passed, then you have achieved a truly great thing. You now live on in the hearts and minds of the players you roll next to session after session, it brings a tear to my eye.