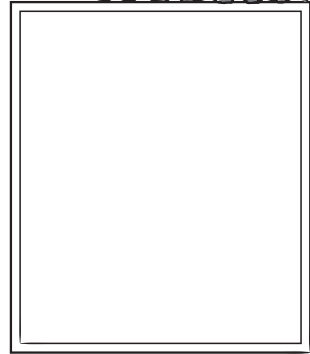


PULP CTHULHU™

PULP HERO

Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Pronoun _____
 Archetype _____



CHARACTERISTICS

STR

Reg	Half	Fifth

CON

Reg	Half	Fifth

DEX

Reg	Half	Fifth

INT

Reg	Half	Fifth

IDEA

SIZ

Reg	Half	Fifth

POW

Reg	Half	Fifth

APP

Reg	Half	Fifth

EDU

Reg	Half	Fifth

KNOW

Hit Points

Maximum	Current

Magic Points

Maximum	Current

Luck

Starting	Current

Sanity

Starting	Current	Insane

PULP TALENTS

Max Sanity Temporary Insanity Indefinite Insanity Major Wound Unconscious Dying

SKILLS

<input type="checkbox"/> Accounting (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Firearms (Handgun) (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Persuade (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Appraise (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____(01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Archaeology (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Psychoanalysis (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Charm (15%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Intimidate (15%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Ride (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Climb (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Jump (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____(01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Computer Use (00%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Credit Rating (00%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Cthulhu Mythos (00%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ (EDU) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Sleight of Hand (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Demolitions (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Law (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Spot Hidden (25%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Disguise (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Library Use (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Stealth (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Diving (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Listen (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____(10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Dodge (half DEX) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Locksmith (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Swim (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Drive Auto (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Mech. Repair (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Throw (20%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Elec. Repair (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Medicine (01%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Track (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Fast Talk (05%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Natural World (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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<input type="checkbox"/> Fighting (Brawl) (25%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> Navigate (10%) <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				<input type="checkbox"/> _____ <table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move												
Brawl	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth				1D3 + DB	1	-	-	-	<table border="1"><tr><td>Reg</td><td>Half</td><td>Fifth</td></tr><tr><td></td><td></td><td></td></tr></table>	Reg	Half	Fifth			
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MY STORY

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKSTORY

Personal Description _____	Traits _____
_____	_____
_____	_____
_____	_____
Ideology & Beliefs _____	Injuries & Scars _____
_____	_____
_____	_____
_____	_____
Significant People _____	Phobias & Manias _____
_____	_____
_____	_____
_____	_____
Meaningful Locations _____	Arcane Tomes & Spells _____
_____	_____
_____	_____
_____	_____
Treasured Possessions _____	Encounters with Strange Entities _____
_____	_____
_____	_____
_____	_____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____

WEALTH

Spending Level _____

Cash _____

Assets _____

FELLOW HEROES



Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

Char. _____ Player _____
Char. _____ Player _____
Char. _____ Player _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

Using Luck

- Half SAN loss (SAN loss x 2 Luck)
- Adjust Skill roll (1 Luck per skill point)
- Avoid malfunction/melee fumble (10 Luck)
- Stay conscious (1 Luck, double per round after)
- Avoid Death (all Luck points spent; requires Luck ≥ 30)

Healing

Natural Healing: +2 HP per day
 First Aid: +1D4 HP Medicine: +1D4 HP



A large rectangular area containing two columns of horizontal lines, designed for writing. The lines are evenly spaced and extend across most of the page's width and height.