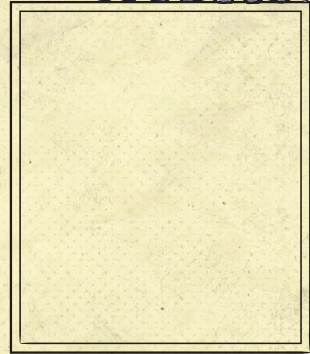


# PULP CTHULHU™

## PULP HERO

Name \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_  
 Occupation \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
 Archetype \_\_\_\_\_



### CHARACTERISTICS

|             |     |      |       |             |       |      |       |            |          |              |          |         |
|-------------|-----|------|-------|-------------|-------|------|-------|------------|----------|--------------|----------|---------|
| STR         | Reg | Half | Fifth | SIZ         | Reg   | Half | Fifth | Hit Points | Maximum  | Current      |          |         |
|             | Reg | Half | Fifth |             | Reg   | Half | Fifth |            | Maximum  | Current      |          |         |
|             | CON | Reg  | Half  |             | Fifth | POW  | Reg   | Half       | Fifth    | Magic Points | Starting | Current |
|             |     | Reg  | Half  |             | Fifth |      | Reg   | Half       | Fifth    |              | Starting | Current |
| DEX         | Reg | Half | Fifth | APP         | Reg   | Half | Fifth | Luck       | Starting | Current      | Insane   |         |
|             | Reg | Half | Fifth |             | Reg   | Half | Fifth |            | Starting | Current      | Insane   |         |
| INT<br>IDEA | Reg | Half | Fifth | EDU<br>KNOW | Reg   | Half | Fifth | Sanity     | Starting | Current      | Insane   |         |
|             | Reg | Half | Fifth |             | Reg   | Half | Fifth |            | Starting | Current      | Insane   |         |

### PULP TALENTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

### SKILLS

|  |     |      |       |   |     |      |       |  |     |      |       |
|--|-----|------|-------|---|-----|------|-------|--|-----|------|-------|
| <input type="checkbox"/> Accounting (05%)                  | Reg | Half | Fifth | <input type="checkbox"/> Firearms (Handgun) (20%)         | Reg | Half | Fifth | <input type="checkbox"/> Persuade (10%)                    | Reg | Half | Fifth |
| <input type="checkbox"/> Appraise (05%)                    | Reg | Half | Fifth | <input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)    | Reg | Half | Fifth | <input type="checkbox"/> _____ (01%)                       | Reg | Half | Fifth |
| <input type="checkbox"/> Archaeology (01%)                 | Reg | Half | Fifth | <input type="checkbox"/> _____<br><i>Firearms</i>         | Reg | Half | Fifth | <input type="checkbox"/> <i>Pilot</i> Psychoanalysis (01%) | Reg | Half | Fifth |
| <input type="checkbox"/> _____ (05%)<br><i>Art / Craft</i> | Reg | Half | Fifth | <input type="checkbox"/> First Aid (30%)                  | Reg | Half | Fifth | <input type="checkbox"/> Psychology (10%)                  | Reg | Half | Fifth |
| <input type="checkbox"/> _____                             | Reg | Half | Fifth | <input type="checkbox"/> History (05%)                    | Reg | Half | Fifth | <input type="checkbox"/> Read Lips (01%)                   | Reg | Half | Fifth |
| <input type="checkbox"/> Charm (15%)                       | Reg | Half | Fifth | <input type="checkbox"/> Intimidate (15%)                 | Reg | Half | Fifth | <input type="checkbox"/> Ride (05%)                        | Reg | Half | Fifth |
| <input type="checkbox"/> Climb (20%)                       | Reg | Half | Fifth | <input type="checkbox"/> Jump (20%)                       | Reg | Half | Fifth | <input type="checkbox"/> _____ (01%)                       | Reg | Half | Fifth |
| <input type="checkbox"/> Computer Use (00%)                | Reg | Half | Fifth | <input type="checkbox"/> _____ (01%)                      | Reg | Half | Fifth | <input type="checkbox"/> _____<br><i>Science</i>           | Reg | Half | Fifth |
| <input type="checkbox"/> Credit Rating (00%)               | Reg | Half | Fifth | <input type="checkbox"/> _____<br><i>Language (Other)</i> | Reg | Half | Fifth | <input type="checkbox"/> _____                             | Reg | Half | Fifth |
| <input type="checkbox"/> Cthulhu Mythos (00%)              | Reg | Half | Fifth | <input type="checkbox"/> _____ (EDU)                      | Reg | Half | Fifth | <input type="checkbox"/> Sleight of Hand (10%)             | Reg | Half | Fifth |
| <input type="checkbox"/> Demolitions (01%)                 | Reg | Half | Fifth | <input type="checkbox"/> _____<br><i>Language (Own)</i>   | Reg | Half | Fifth | <input type="checkbox"/> Spot Hidden (25%)                 | Reg | Half | Fifth |
| <input type="checkbox"/> Disguise (05%)                    | Reg | Half | Fifth | <input type="checkbox"/> Law (05%)                        | Reg | Half | Fifth | <input type="checkbox"/> Stealth (20%)                     | Reg | Half | Fifth |
| <input type="checkbox"/> Diving (01%)                      | Reg | Half | Fifth | <input type="checkbox"/> Library Use (20%)                | Reg | Half | Fifth | <input type="checkbox"/> _____ (10%)                       | Reg | Half | Fifth |
| <input type="checkbox"/> Dodge (half DEX)                  | Reg | Half | Fifth | <input type="checkbox"/> Listen (20%)                     | Reg | Half | Fifth | <input type="checkbox"/> _____<br><i>Survival</i>          | Reg | Half | Fifth |
| <input type="checkbox"/> Drive Auto (20%)                  | Reg | Half | Fifth | <input type="checkbox"/> Locksmith (01%)                  | Reg | Half | Fifth | <input type="checkbox"/> Swim (20%)                        | Reg | Half | Fifth |
| <input type="checkbox"/> Elec. Repair (10%)                | Reg | Half | Fifth | <input type="checkbox"/> Mech. Repair (10%)               | Reg | Half | Fifth | <input type="checkbox"/> Throw (20%)                       | Reg | Half | Fifth |
| <input type="checkbox"/> Fast Talk (05%)                   | Reg | Half | Fifth | <input type="checkbox"/> Medicine (01%)                   | Reg | Half | Fifth | <input type="checkbox"/> Track (10%)                       | Reg | Half | Fifth |
| <input type="checkbox"/> Fighting (Brawl) (25%)            | Reg | Half | Fifth | <input type="checkbox"/> Natural World (10%)              | Reg | Half | Fifth | <input type="checkbox"/> _____                             | Reg | Half | Fifth |
| <input type="checkbox"/> _____<br><i>Fighting</i>          | Reg | Half | Fifth | <input type="checkbox"/> Navigate (10%)                   | Reg | Half | Fifth | <input type="checkbox"/> _____                             | Reg | Half | Fifth |
|  | Reg | Half | Fifth | <input type="checkbox"/> Occult (05%)                     | Reg | Half | Fifth | <input type="checkbox"/> _____                             | Reg | Half | Fifth |

### COMBAT

| Weapon | Skill          | Damage   | # of Attacks | Range | Ammo | Malf. | Move                                  |
|--------|----------------|----------|--------------|-------|------|-------|---------------------------------------|
| Brawl  | Reg Half Fifth | 1D3 + DB | 1            | -     | -    | -     | <input type="checkbox"/>              |
|        | Reg Half Fifth |          |              |       |      |       | Build <input type="checkbox"/>        |
|        | Reg Half Fifth |          |              |       |      |       | Dodge <input type="checkbox"/>        |
|        | Reg Half Fifth |          |              |       |      |       | Damage Bonus <input type="checkbox"/> |



## 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<br>100/96+ | Fail<br>> skill | Regular<br>≤ skill | Hard<br>½ skill | Extreme<br>¼ skill | Critical<br>01 |
|-------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|

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 with a decorative, scalloped border. The interior is divided into two vertical columns by a central vertical line. Each column contains 25 horizontal lines, providing a template for writing or drawing.