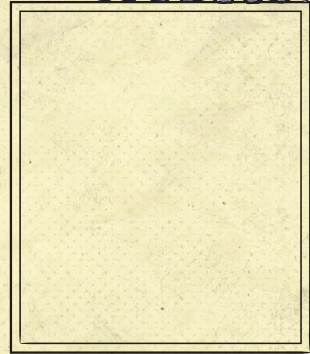


PULP CTHULHU™

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 IDEA	Reg	Half	Fifth	EDU 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"/> _____ <i>Firearms</i>	Reg	Half	Fifth	<input type="checkbox"/> Psychoanalysis (01%)	Reg	Half	Fifth
<input type="checkbox"/> _____ (05%) <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"/> Charm (15%)	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg	Half	Fifth	<input type="checkbox"/> Read Lips (01%)	Reg	Half	Fifth
<input type="checkbox"/> Climb (20%)	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg	Half	Fifth	<input type="checkbox"/> Ride (05%)	Reg	Half	Fifth
<input type="checkbox"/> Computer Use (00%)	Reg	Half	Fifth	<input type="checkbox"/> Jump (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
<input type="checkbox"/> Credit Rating (00%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%) <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) <i>Language (Own)</i>	Reg	Half	Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg	Half	Fifth
<input type="checkbox"/> Demolitions (01%)	Reg	Half	Fifth	<input type="checkbox"/> Law (05%)	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg	Half	Fifth
<input type="checkbox"/> Disguise (05%)	Reg	Half	Fifth	<input type="checkbox"/> Library Use (20%)	Reg	Half	Fifth	<input type="checkbox"/> Stealth (20%)	Reg	Half	Fifth
<input type="checkbox"/> Diving (01%)	Reg	Half	Fifth	<input type="checkbox"/> Listen (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (10%)	Reg	Half	Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg	Half	Fifth	<input type="checkbox"/> Locksmith (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____ <i>Survival</i>	Reg	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg	Half	Fifth	<input type="checkbox"/> Mech. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Swim (20%)	Reg	Half	Fifth
<input type="checkbox"/> Elec. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth	<input type="checkbox"/> Throw (20%)	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg	Half	Fifth	<input type="checkbox"/> Natural World (10%)	Reg	Half	Fifth	<input type="checkbox"/> Track (10%)	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Navigate (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> _____ <i>Fighting</i>	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 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 with a decorative, scalloped border. The interior is divided into two columns by a vertical line down the center. Each column contains 25 horizontal lines, providing a space for writing or drawing.