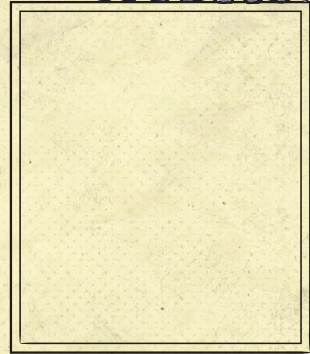


# PULP CTHULHU™

## PULP HERO

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



### CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current	
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current	
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current	
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	Sanity	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%)				<input type="checkbox"/> Firearms (Rifle/Shotgun)(25%)				<input type="checkbox"/> _____(01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____ <i>Firearms</i>				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%) <i>Art / Craft</i>				<input type="checkbox"/> First Aid (30%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> History (05%)				<input type="checkbox"/> Read Lips (01%)			
<input type="checkbox"/> Charm (15%)				<input type="checkbox"/> Intimidate (15%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Jump (20%)				<input type="checkbox"/> _____(01%)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ <i>Science</i>			
<input type="checkbox"/> Credit Rating (00%)				<input type="checkbox"/> _____ <i>Language (Other)</i>				<input type="checkbox"/> _____			
<input type="checkbox"/> Cthulhu Mythos (00%)				<input type="checkbox"/> _____ (EDU)				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> _____ <i>Language (Own)</i>				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> _____(10%)			
<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> _____ <i>Survival</i>			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____ <i>Fighting</i>				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
				<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> _____			

### COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl				1D3 + DB	1	-	-

Build   
 Dodge   
 Damage Bonus





## 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 vertical columns by a central vertical line. Each column contains 25 horizontal lines, providing a space for writing or drawing.