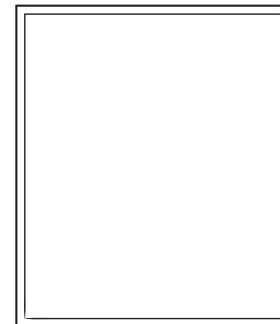


CTHULHU by GASLIGHT™ Pulp Hero

Name _____ Social Status _____ Gender _____
Occupation _____ Residence _____ Age _____
Archetype _____

PULP CTHULHU™

Characteristics	Regular	Hard	Extreme	Regular	Hard	Extreme	Maximum	Current			
	STR				SIZ				Hit Points		
	CON				POW				Magic Points		
	DEX				APP				Luck		
	INT IDEA				EDU KNOW				Sanity		



Pulp Talents

Maximum	Current

☐ Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying

Skills	Regular	Hard	Extreme	Regular	Hard	Extreme	Regular	Hard	Extreme	
	☐ Accounting (10%)				☐ Firearms			☐ Persuade (10%)		
	☐ Alienism (01%)				☐ _____ (01%)			☐ Pilot		
	☐ Anthropology (01%)				☐ First Aid (30%)			☐ Psychology (10%)		
	☐ Appraise (05%)				☐ History (05%)			☐ Reassure (fifth APP)		
☐ Archaeology (01%)				☐ Intimidate (15%)			☐ Religion (10%)			
☐ _____ (05%)				☐ Jump (20%)			☐ Ride (20%)			
☐ Art / Craft				☐ _____ (01%)			☐ Science			
☐ Charm (15%)				☐ Language (Other)			☐ _____			
Climb (20%)				☐ _____ (EDU)			☐ _____			
Credit Rating (00%)				☐ Language (Own)			☐ Sleight of Hand (10%)			
Cthulhu Mythos (00%)				☐ Law (05%)			☐ Spot Hidden (25%)			
☐ Disguise (05%)				☐ Library Use (20%)			☐ Stealth (20%)			
☐ Dodge (half DEX)				☐ Listen (20%)			☐ _____ (10%)			
☐ Drive Carriage (20%)				☐ Locksmith (01%)			☐ Survival			
☐ Fast Talk (05%)				☐ Mech. Repair (20%)			☐ Swim (30%)			
☐ Fighting (Brawl) (25%)				☐ Medicine (01%)			☐ Throw (20%)			
☐ _____				☐ Natural World (10%)			☐ Track (10%)			
☐ Fighting				☐ Navigate (10%)			☐ _____			
☐ Firearms				☐ Occult (05%)			☐ _____			
☐ (Handgun) (20%)				☐ Operate Heavy			☐ _____			
☐ Firearms				☐ Machinery (01%)			☐ _____			
☐ (Rifle/Shotgun) (25%)										

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 _____
_____	_____
_____	_____
_____	_____
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