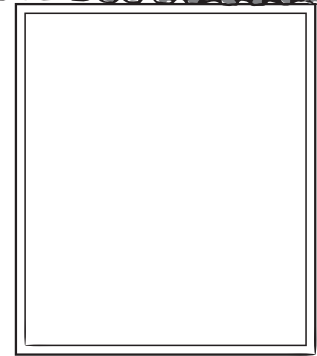


PULP CTHULHU™

PULP HERO

Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Gender _____
 Archetype _____



CHARACTERISTICS

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

IDEA KNOW

PULP TALENTS

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

SKILLS

	Regular	Hard	Extreme		Regular	Hard	Extreme		Regular	Hard	Extreme
☐ Accounting (05%)				☐ Firearms (Handgun) (20%)				☐ Persuade (10%)			
☐ Appraise (05%)				☐ Firearms (Rifle/Shotgun) (25%)				☐ _____ (01%)			
☐ Archaeology (01%)				☐ _____				☐ Psychoanalysis (01%)			
☐ _____ (05%)				☐ First Aid (30%)				☐ Psychology (10%)			
☐ _____				☐ History (05%)				☐ Read Lips (01%)			
☐ Charm (15%)				☐ Intimidate (15%)				☐ Ride (05%)			
☐ Climb (20%)				☐ Jump (20%)				☐ _____ (01%)			
☐ Computer Use (00%)				☐ _____ (01%)				☐ _____			
☐ Credit Rating (00%)				☐ _____				☐ _____			
☐ Cthulhu Mythos (00%)				☐ _____ (EDU)				☐ Sleight of Hand (10%)			
☐ Demolitions (01%)				☐ Law (05%)				☐ Spot Hidden (25%)			
☐ Disguise (05%)				☐ Library Use (20%)				☐ Stealth (20%)			
☐ Diving (01%)				☐ Listen (20%)				☐ _____ (10%)			
☐ Dodge (half DEX)				☐ Locksmith (01%)				☐ Swim (20%)			
☐ Drive Auto (20%)				☐ Mech. Repair (10%)				☐ Throw (20%)			
☐ Elec. Repair (10%)				☐ Medicine (01%)				☐ Track (10%)			
☐ Fast Talk (05%)				☐ Natural World (10%)				☐ _____			
☐ Fighting (Brawl) (25%)				☐ Navigate (10%)				☐ _____			
☐ _____				☐ Occult (05%)				☐ _____			

Art / Craft Pilot Science Survival Fighting

COMBAT

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

Regular Hard Extreme



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