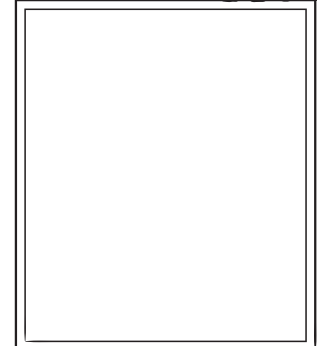




Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Gender _____
 Archetype _____



CHARACTERISTICS

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

PULP TALENTS

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

SKILLS

	Regular	Hard	Extreme		Regular	Hard	Extreme		Regular	Hard	Extreme
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)				<input type="checkbox"/> _____ (01%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> _____ (Firearms)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> _____ (05%) (Art / Craft)				<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%) (Science)			
<input type="checkbox"/> Computer Use (00%)				<input type="checkbox"/> _____ (01%) (Language (Other))				<input type="checkbox"/> _____			
Credit Rating (00%)				<input type="checkbox"/> _____ (EDU)				<input type="checkbox"/> Sleight of Hand (10%)			
Cthulhu Mythos (00%)				<input type="checkbox"/> _____ (Language (Own))				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Demolitions (01%)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> _____ (10%) (Survival)			
<input type="checkbox"/> Diving (01%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> Drive Auto (20%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> Elec. Repair (10%)				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Natural World (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			
<input type="checkbox"/> _____ (Fighting)				<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