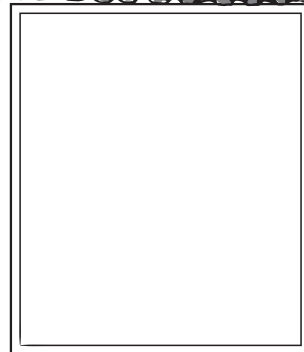




Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Gender _____
 Archetype _____



CHARACTERISTICS

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

☐ 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"/> _____			

PULP TALENTS

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