

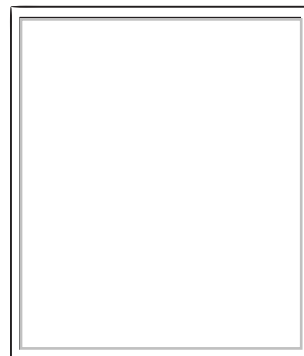
CTHULHU by GASLIGHT

Pulp Hero

KEEPER COMPANION

Name _____ Social Status _____ Age _____

Occupation _____ Archetype _____ Gender _____



Characteristics

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

PULP CTHULHU™

Health

☐ Major Wound ☐ Unconscious ☐ Dying

Sanity

☐ Max Sanity ☐ Shock ☐ Changed

Pulp Talents

Skills

☐ _____ (05%) <i>Art / Craft</i>	Regular	Hard	Extreme	☐ Library Use (20%)	Regular	Hard	Extreme	☐ _____ (01%) <i>Science</i>	Regular	Hard	Extreme
☐ _____				☐ Listen (20%)				☐ Sleight of Hand (10%)			
☐ Climb (20%)				☐ Mech. Repair (20%)				☐ Spot Hidden (25%)			
Credit Rating (00%)				☐ Navigate (10%)				☐ Stealth (20%)			
Cthulhu Mythos (00%)				☐ Occult (05%)				☐ Survival (10%)			
☐ Dodge (half DEX)				☐ Operate Heavy Machinery (01%)				☐ Swim (30%)			
☐ Drive Carriage (20%)				☐ Persuade (10%)				☐ Throw (20%)			
☐ First Aid (30%)				☐ Psychology (10%)				☐ Track (10%)			
☐ Jump (20%)				☐ Reassure (fifth APP)				☐ _____			
☐ _____ (01%) <i>Language (Other)</i>				☐ _____ (20%) <i>Ride</i>				☐ _____			
☐ _____				☐ _____ (01%) <i>Science</i>				☐ _____			
☐ _____ (EDU) <i>Language (Own)</i>				☐ _____				☐ _____			

Combat

Skill	Regular	Hard	Extreme	Damage	# of Attacks	Range	Ammo	Malf.	Move	Starting	Current
☐ Fighting (Brawl) (25%)				1D3 + DB	1	-	-	-	MvP	0	
☐ _____									Build		
☐ Handgun (20%)									Dodge		
☐ Rifle/Shotgun (25%)									Damage Bonus		
☐ _____											

My Story

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Backstory

Description

Personality

_____	_____
_____	_____
_____	_____

Significant Person & Place

Notable Items

_____	_____
_____	_____
_____	_____

Fears

Injuries & Scars

_____	_____
_____	_____
_____	_____

Arcane Tomes & Spells

Encounters with Strange Entities

_____	_____
_____	_____
_____	_____

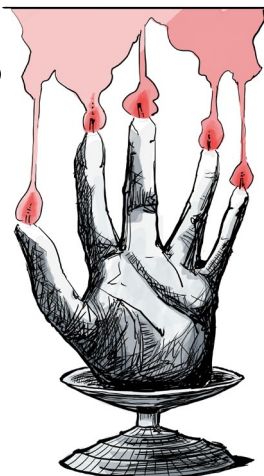
Gear & Possessions

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