

PULP HERO

KEEPER COMPANION

Name _____ Residence _____ Age _____

Occupation _____ Archetype _____ Gender _____

CHARACTERISTICS

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

PULP CTHULHU™

HEALTH

☐ Major Wound ☐ Unconscious ☐ Dying

SANITY

☐ Max Sanity ☐ Shock ☐ Changed

PULP TALENTS

SKILLS

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

COMBAT

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

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 INVESTIGATORS

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