

PULP CTHULHU™

[illegible]

PUBLISHERS

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	Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
COMBAT	Brawl	<input type="text"/>	<input type="text"/>	<input type="text"/>	1D3 + DB	1	-	-
		<input type="text"/>	<input type="text"/>	<input type="text"/>				
		<input type="text"/>	<input type="text"/>	<input type="text"/>				
		<input type="text"/>	<input type="text"/>	<input type="text"/>				

	Reg	Half	Fifth
Build	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dodge	<input type="text"/>	<input type="text"/>	<input type="text"/>
Damage Bonus	<input type="text"/>		

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

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