

MODERN ERA PULP HERO

Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Pronoun _____
 Archetype _____

PULP CTHULHU™

CHARACTERISTICS

| | | | |
|-----|-----|------|-------|
| STR | Reg | Half | Fifth |
| CON | Reg | Half | Fifth |
| DEX | Reg | Half | Fifth |
| INT | Reg | Half | Fifth |

| | | | |
|-----|-----|------|-------|
| SIZ | Reg | Half | Fifth |
| POW | Reg | Half | Fifth |
| APP | Reg | Half | Fifth |
| EDU | Reg | Half | Fifth |

| | | |
|--------------|----------|---------|
| Hit Points | Maximum | Current |
| Magic Points | Maximum | Current |
| Luck | Starting | Current |
| Sanity | Starting | Current |

PULP TALENTS

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

SKILLS

| | | | | | | | | | | | |
|---|-----|------|-------|---|-----|------|-------|--|-----|------|-------|
| <input type="checkbox"/> Accounting (05%) | Reg | Half | Fifth | <input type="checkbox"/> Firearms (Handgun) (20%) | Reg | Half | Fifth | <input type="checkbox"/> Occult (05%) | Reg | Half | Fifth |
| <input type="checkbox"/> Anthropology (01%) | | | | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) | | | | <input type="checkbox"/> Persuade (10%) | | | |
| <input type="checkbox"/> Appraise (05%) | | | | <input type="checkbox"/> <i>Firearms</i> | | | | <input type="checkbox"/> <i>Pilot</i> (01%) | | | |
| <input type="checkbox"/> Archaeology (01%) | | | | <input type="checkbox"/> First Aid (30%) | | | | <input type="checkbox"/> Psychoanalysis (01%) | | | |
| <input type="checkbox"/> <i>Art / Craft</i> (05%) | | | | <input type="checkbox"/> History (05%) | | | | <input type="checkbox"/> Psychology (10%) | | | |
| <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"/> <i>Science</i> (01%) | | | |
| <input type="checkbox"/> Computer Use (05%) | | | | <input type="checkbox"/> <i>Language (Other)</i> | | | | <input type="checkbox"/> Sleight of Hand (10%) | | | |
| Credit Rating (00%) | | | | <input type="checkbox"/> <i>Language (Own)</i> (EDU) | | | | <input type="checkbox"/> Spot Hidden (25%) | | | |
| Cthulhu Mythos (00%) | | | | <input type="checkbox"/> Law (05%) | | | | <input type="checkbox"/> Stealth (20%) | | | |
| <input type="checkbox"/> Disguise (05%) | | | | <input type="checkbox"/> Library Use (20%) | | | | <input type="checkbox"/> <i>Survival</i> (10%) | | | |
| <input type="checkbox"/> Dodge (half DEX) | | | | <input type="checkbox"/> Listen (20%) | | | | <input type="checkbox"/> Swim (20%) | | | |
| <input type="checkbox"/> Drive Auto (20%) | | | | <input type="checkbox"/> Locksmith (01%) | | | | <input type="checkbox"/> Throw (20%) | | | |
| <input type="checkbox"/> Elec. Repair (10%) | | | | <input type="checkbox"/> Mech. Repair (10%) | | | | <input type="checkbox"/> Track (10%) | | | |
| <input type="checkbox"/> Electronics (01%) | | | | <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"/> <i>Fighting</i> | | | | | | | | <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 |
|-------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|

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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