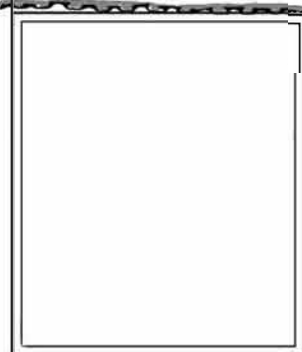


Name \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_  
 Occupation \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
 Archetype \_\_\_\_\_



### CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current
INT IDEA	Reg	Half	Fifth	EDU KNOW	Reg	Half	Fifth	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"/> Persuade (10%)	Reg	Half	Fifth
<input type="checkbox"/> Appraise (05%)	Reg	Half	Fifth	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
<input type="checkbox"/> Archaeology (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth	<i>Pilot</i>	Reg	Half	Fifth
<input type="checkbox"/> _____ (05%)	Reg	Half	Fifth	<i>Firearms</i>	Reg	Half	Fifth	<input type="checkbox"/> Psychoanalysis (01%)	Reg	Half	Fifth
<i>Art / Craft</i>	Reg	Half	Fifth	<input type="checkbox"/> First Aid (30%)	Reg	Half	Fifth	<input type="checkbox"/> Psychology (10%)	Reg	Half	Fifth
<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg	Half	Fifth	<input type="checkbox"/> Read Lips (01%)	Reg	Half	Fifth
<input type="checkbox"/> Charm (15%)	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg	Half	Fifth	<input type="checkbox"/> Ride (05%)	Reg	Half	Fifth
<input type="checkbox"/> Climb (20%)	Reg	Half	Fifth	<input type="checkbox"/> Jump (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
<input type="checkbox"/> Computer Use (00%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth	<i>Science</i>	Reg	Half	Fifth
Credit Rating (00%)	Reg	Half	Fifth	<i>Language (Other)</i>	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
Cthulhu Mythos (00%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (EDU)	Reg	Half	Fifth	<input type="checkbox"/> Sleight of Hand (10%)	Reg	Half	Fifth
<input type="checkbox"/> Demolitions (01%)	Reg	Half	Fifth	<i>Language (Own)</i>	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg	Half	Fifth
<input type="checkbox"/> Disguise (05%)	Reg	Half	Fifth	<input type="checkbox"/> Law (05%)	Reg	Half	Fifth	<input type="checkbox"/> Stealth (20%)	Reg	Half	Fifth
<input type="checkbox"/> Diving (01%)	Reg	Half	Fifth	<input type="checkbox"/> Library Use (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (10%)	Reg	Half	Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg	Half	Fifth	<input type="checkbox"/> Listen (20%)	Reg	Half	Fifth	<i>Survival</i>	Reg	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg	Half	Fifth	<input type="checkbox"/> Locksmith (01%)	Reg	Half	Fifth	<input type="checkbox"/> Swim (20%)	Reg	Half	Fifth
<input type="checkbox"/> Elec. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Mech. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Throw (20%)	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth	<input type="checkbox"/> Track (10%)	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Natural World (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> _____	Reg	Half	Fifth	<input type="checkbox"/> Navigate (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<i>Fighting</i>	Reg	Half	Fifth	<input type="checkbox"/> Occult (05%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth

### COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg	Half	Fifth	1D3 + DB	1	-	-
	Reg	Half	Fifth				
	Reg	Half	Fifth				
	Reg	Half	Fifth				

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



Handwriting practice lines on the left page, consisting of 20 horizontal lines.

Handwriting practice lines on the right page, consisting of 20 horizontal lines.