



Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Archetype _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

<i>STR</i>	<i>DEX</i>	<i>INT</i> Idea
<i>CON</i>	<i>APP</i>	<i>POW</i>
<i>SIZ</i>	<i>EDU</i> Know	<i>Move</i> Rate

HIT POINTS	Current HP
	<input type="text"/>

LUCK	Luck Total
	<input type="text"/>

Max HP Major Wound Temp. Insane Indef. Insane Start Max

Current Sanity

SANITY

PULP CTHULHU

**Reckless Tales of Adventure
in the worlds of H.P. Lovecraft**

Current MP

MAX POINTS

Max MP

HERO SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Elec. Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Read Lips (01%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Ride (05%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Firearms (SMG) (15%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Computer Use (00%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Swim (20%)
Credit Rating (00%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Throw (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Demolitions (01%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Diving (01%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	_____	_____	_____	1d3 + db	_____	1	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY

Personal Description _____

Traits _____



Ideology/Beliefs _____

Injuries & Scars

Significant People _____

Phobias & Manias

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

TALENTS

TALENTS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	>skill	\leq skill	$\frac{1}{2}$ skill	$\frac{1}{5}$ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck
Skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (1 SAN loss (SAN loss x 2 Luck)); **Stay conscious** (1 Luck, double per round); **Avoid Death** (all Luck points spent; requires Luck > 30).

Healing

Natural healing: +3 HP per day.

First Aid: +1D4 HP

Medicine: +1D4 HP

FELLOW HEROES

The worksheet features a central circular logo with the letters 'ME' in blue and green. Eight red tentacles with black outlines radiate from behind the logo, each pointing towards one of eight rectangular boxes arranged in a circle around the center. Each box contains two lines for writing: 'Char.' on the top line and 'Player.' on the bottom line.

Char. _____	Char. _____	Char. _____	Char. _____
Player. _____	Player. _____	Player. _____	Player. _____
Char. _____	Char. _____	Char. _____	Char. _____
Player. _____	Player. _____	Player. _____	Player. _____
Char. _____	Char. _____	Char. _____	Char. _____
Player. _____	Player. _____	Player. _____	Player. _____