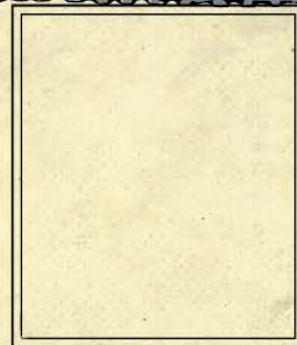


Name \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_  
 Occupation \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
 Archetype \_\_\_\_\_



### 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	Reg	Half	Fifth	EDU	Reg	Half	Fifth	Sanity	Starting	Current
IDEA				KNOW						

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

### COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl		1D3 + DB	1	-	-	-	
							Build
							Dodge
							Damage Bonus



## MY STORY

[illegible]

## BACKSTORY

## Traits

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## Injuries & Scars

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## Phobias & Manias

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## Arcane Tomes & Spells

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## Encounters with Strange Entities

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# WEALTH

		Spending Level _____
		Cash _____
		Assets _____

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

Char. \_\_\_\_\_  
Player \_\_\_\_\_

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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**Pushing Rolls:** must justify reroll; cannot push combat or Sanity Rolls

- 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  $\geq 30$ )

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.