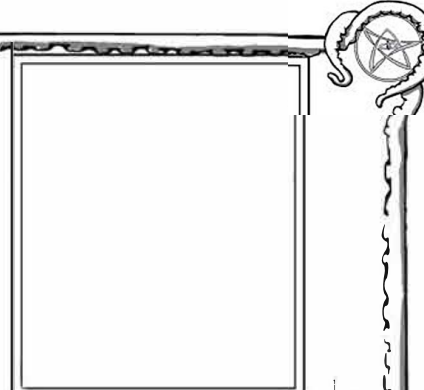


Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Pronoun _____
 Archetype _____



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"/> _____ (Firearms)	Reg	Half	Fifth	<input type="checkbox"/> Pilot	Reg	Half	Fifth
<input type="checkbox"/> _____ (05%)	Reg	Half	Fifth	<input type="checkbox"/> First Aid (30%)	Reg	Half	Fifth	<input type="checkbox"/> Psychoanalysis (01%)	Reg	Half	Fifth
<input type="checkbox"/> _____ (Art / Craft)	Reg	Half	Fifth	<input type="checkbox"/> History (05%)	Reg	Half	Fifth	<input type="checkbox"/> Psychology (10%)	Reg	Half	Fifth
<input type="checkbox"/> Charm (15%)	Reg	Half	Fifth	<input type="checkbox"/> Intimidate (15%)	Reg	Half	Fifth	<input type="checkbox"/> Read Lips (01%)	Reg	Half	Fifth
<input type="checkbox"/> Climb (20%)	Reg	Half	Fifth	<input type="checkbox"/> Jump (20%)	Reg	Half	Fifth	<input type="checkbox"/> Ride (05%)	Reg	Half	Fifth
<input type="checkbox"/> Computer Use (00%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (01%)	Reg	Half	Fifth
Credit Rating (00%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (Language (Other))	Reg	Half	Fifth	<input type="checkbox"/> _____ (Science)	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	<input type="checkbox"/> Law (05%)	Reg	Half	Fifth	<input type="checkbox"/> Spot Hidden (25%)	Reg	Half	Fifth
<input type="checkbox"/> Disguise (05%)	Reg	Half	Fifth	<input type="checkbox"/> Library Use (20%)	Reg	Half	Fifth	<input type="checkbox"/> Stealth (20%)	Reg	Half	Fifth
<input type="checkbox"/> Diving (01%)	Reg	Half	Fifth	<input type="checkbox"/> Listen (20%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (10%)	Reg	Half	Fifth
<input type="checkbox"/> Dodge (half DEX)	Reg	Half	Fifth	<input type="checkbox"/> Locksmith (01%)	Reg	Half	Fifth	<input type="checkbox"/> _____ (Survival)	Reg	Half	Fifth
<input type="checkbox"/> Drive Auto (20%)	Reg	Half	Fifth	<input type="checkbox"/> Mech. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Swim (20%)	Reg	Half	Fifth
<input type="checkbox"/> Elec. Repair (10%)	Reg	Half	Fifth	<input type="checkbox"/> Medicine (01%)	Reg	Half	Fifth	<input type="checkbox"/> Throw (20%)	Reg	Half	Fifth
<input type="checkbox"/> Fast Talk (05%)	Reg	Half	Fifth	<input type="checkbox"/> Natural World (10%)	Reg	Half	Fifth	<input type="checkbox"/> Track (10%)	Reg	Half	Fifth
<input type="checkbox"/> Fighting (Brawl) (25%)	Reg	Half	Fifth	<input type="checkbox"/> Navigate (10%)	Reg	Half	Fifth	<input type="checkbox"/> _____	Reg	Half	Fifth
<input type="checkbox"/> _____ (Fighting)	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
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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



Handwriting practice lines on the left page, consisting of 25 horizontal lines.

Handwriting practice lines on the right page, consisting of 25 horizontal lines.