

PULP CTHULHU™

PULP HERO

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



CHARACTERISTICS

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

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

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

PULP TALENTS

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

SKILLS

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

