

# CTHULHU by GASLIGHT

## Pulp Hero

Name \_\_\_\_\_

Social Status \_\_\_\_\_ Pronoun \_\_\_\_\_

Occupation \_\_\_\_\_

Residence \_\_\_\_\_ Age \_\_\_\_\_

Archetype \_\_\_\_\_

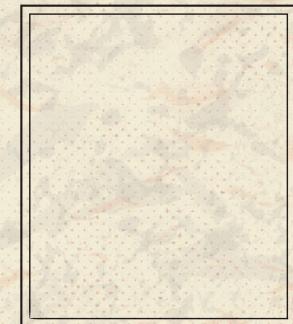
## PULP CTHULHU™

### Characteristics

	Reg	Half	Fifth
STR			
CON			
DEX			
INT			
IDEA			

	Reg	Half	Fifth
SIZ			
POW			
APP			
EDU			
KNOW			

	Maximum	Current
Hit Points		
Magic Points		
Luck	Starting	Current
Sanity	Starting	Current
		Insane



Pulp  
Gaslight

Max Sanity  Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

### Skills

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

### Combat

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

# My Story

---

---

---

---

---

## Backstory

Personal Description \_\_\_\_\_

Traits \_\_\_\_\_

Ideology &amp; Beliefs \_\_\_\_\_

Injuries &amp; Scars \_\_\_\_\_

Significant People \_\_\_\_\_

Phobias \_\_\_\_\_

Meaningful Locations \_\_\_\_\_

Arcane Tomes &amp; Spells \_\_\_\_\_

Treasured Possessions \_\_\_\_\_

Encounters with Strange Entities \_\_\_\_\_

## GEAR & POSSESSIONS

---

---

---

---

---

## WEALTH

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

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

## Quick Reference Rules

### Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	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

