Pulp Cthulhu™

Pulp Hero

Name _____ Residence _____ Age _____

Occupation _____ Birthplace _____ Pronoun _____

Archetype _____

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth
STR				SIZ			
CON				POW			
DEX				APP			
INT (IDEA)				EDU (KNOW)			

	Maximum	Current
Hit Points		
Magic Points		

	Starting	Current	Insane
Luck			
Sanity			

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

Pulp Talents

_____

_____

_____

_____

_____

_____

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
☐ Computer Use (00%)			
Credit Rating (00%)			
Cthulhu Mythos (00%)			
☐ Demolitions (01%)			
☐ Disguise (05%)			
☐ Diving (01%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			

	Reg	Half	Fifth
☐ Firearms (Handgun) (20%)			
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)			
☐ Read Lips (01%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)			
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	–	–	–

Move ☐

Build ☐

Dodge (Reg / Half / Fifth) ☐ ☐ ☐

Damage Bonus ☐

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PULP CTHULHU™

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 ⅕ 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

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