



Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Archetype _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

<i>STR</i>	<i>DEX</i>	<i>INT</i> Idea
<i>CON</i>	<i>APP</i>	<i>POW</i>
<i>SIZ</i>	<i>EDU</i> Know	<i>Move</i> Rate

HIT POINTS	Current HP
	<input type="text"/>

LUCK	Luck Total
	<input type="text"/>

Max HP Major Wound Temp. Insane Indef. Insane Start Max

Current Sanity

SANITY

PULP CTHULHU

**Reckless Tales of Adventure
in the worlds of H.P. Lovecraft**

Current MP

MAX POINTS

Max MP

HERO SKILLS

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	_____	_____	_____	1d3 + db	_____	1	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY

Personal Description _____

Traits _____



Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

TALENTS

TALENTS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	>skill	\leq skill	$\frac{1}{2}$ skill	$\frac{1}{5}$ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 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.

FELLOW HEROES

A central circular logo containing the letters "ME" in a stylized, colorful font (blue and purple) is surrounded by eight wavy lines radiating outwards. Each line has a box at its end for writing a character's name and a box below it for writing a player's name. The lines are arranged in a circular pattern around the center.