



PULP HERO!

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

CHARACTERISTICS

STR DEX INT
Idea
 CON APP POW
 SIZ EDU Move Rate

Current HP

HIT POINTS

Max HP

Major Wound Temp. Insane Indef. Insane

Current Sanity

SANITY

Luck Total

LUCK

PULP CTHULHU

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

Current MP

MAGE POINTS

Max MP

HERO SKILLS

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

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

QUICK REFERENCE RULES

Skill & Characteristic Rolls

| | | | | | | |
|--------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|
| Levels 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

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

Char. _____
 Player _____

Char. _____
 Player _____