



**PULP  
HERO!**

Name \_\_\_\_\_  
Player \_\_\_\_\_  
Occupation \_\_\_\_\_  
Age \_\_\_\_\_ Sex \_\_\_\_\_  
Archetype \_\_\_\_\_  
Residence \_\_\_\_\_  
Birthplace \_\_\_\_\_

## CHARACTERISTICS

STR

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DEX

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INT

Idea

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CON

--	--

APP

--	--

POW

--	--

SIZ

--	--

EDU

Know

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Move  
Rate

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HIT POINTS

**Current HP**

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Max HP

Major  
Wound

Temp.  
Insane

Indef.  
Insane

Start

Max

**Current Sanity**

--

SANITY

LUCK

**Luck Total**

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## PULP CTHULHU

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

Max MP

**Current MP**

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Magic Points

## HERO SKILLS

<input type="checkbox"/> Accounting (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Elec. Repair (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Own) (EDU)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Read Lips (01%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Appraise (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fast Talk (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Law (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Ride (05%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Archaeology (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Fighting (Brawl) (25%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Library Use (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Science (01%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Art / Craft (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Listen (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Locksmith (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Sleight of Hand (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Charm (15%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Handgun) (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Mech. Repair (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Spot Hidden (25%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Climb (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Medicine (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Stealth (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Computer Use (00%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Firearms (SMG) (15%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Natural World (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Survival (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
Credit Rating (00%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Navigate (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Swim (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
Cthulhu Mythos (00%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> First Aid (30%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Occult (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Throw (20%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Demolitions (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> History (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Op. Hv. Machine (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Track (10%)	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Disguise (05%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Intimidate (15%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Persuade (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Diving (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Jump (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Pilot (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Dodge (half DEX)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Language (Other) (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychoanalysis (01%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>		
<input type="checkbox"/> Drive Auto (20%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> Psychology (10%)	<table border="1"><tr><td></td><td></td></tr></table>			<input type="checkbox"/> _____	<table border="1"><tr><td></td><td></td></tr></table>		

## WEAPONS

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

## COMBAT

Damage  
Bonus

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Build

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Dodge

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# 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	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 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

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

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

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

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

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

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

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

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

