

Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Pronoun _____
 Archetype _____

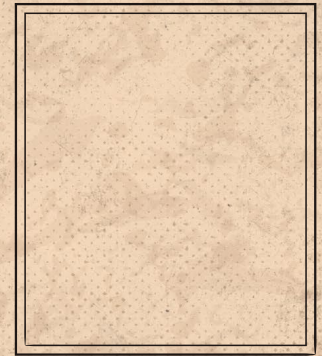
PULP CTHULHU™

CHARACTERISTICS

STR	Reg	Half	Fifth
CON	Reg	Half	Fifth
DEX	Reg	Half	Fifth
INT	Reg	Half	Fifth

SIZ	Reg	Half	Fifth
POW	Reg	Half	Fifth
APP	Reg	Half	Fifth
EDU	Reg	Half	Fifth

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



PULP CTHULHU

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

SKILLS

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

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move <input type="checkbox"/>
Brawl		1D3 + DB	1	-	-	-	Build <input type="checkbox"/>
							Dodge <input type="checkbox"/>
							Damage Bonus <input type="checkbox"/>

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 ¼ skill	Critical 01
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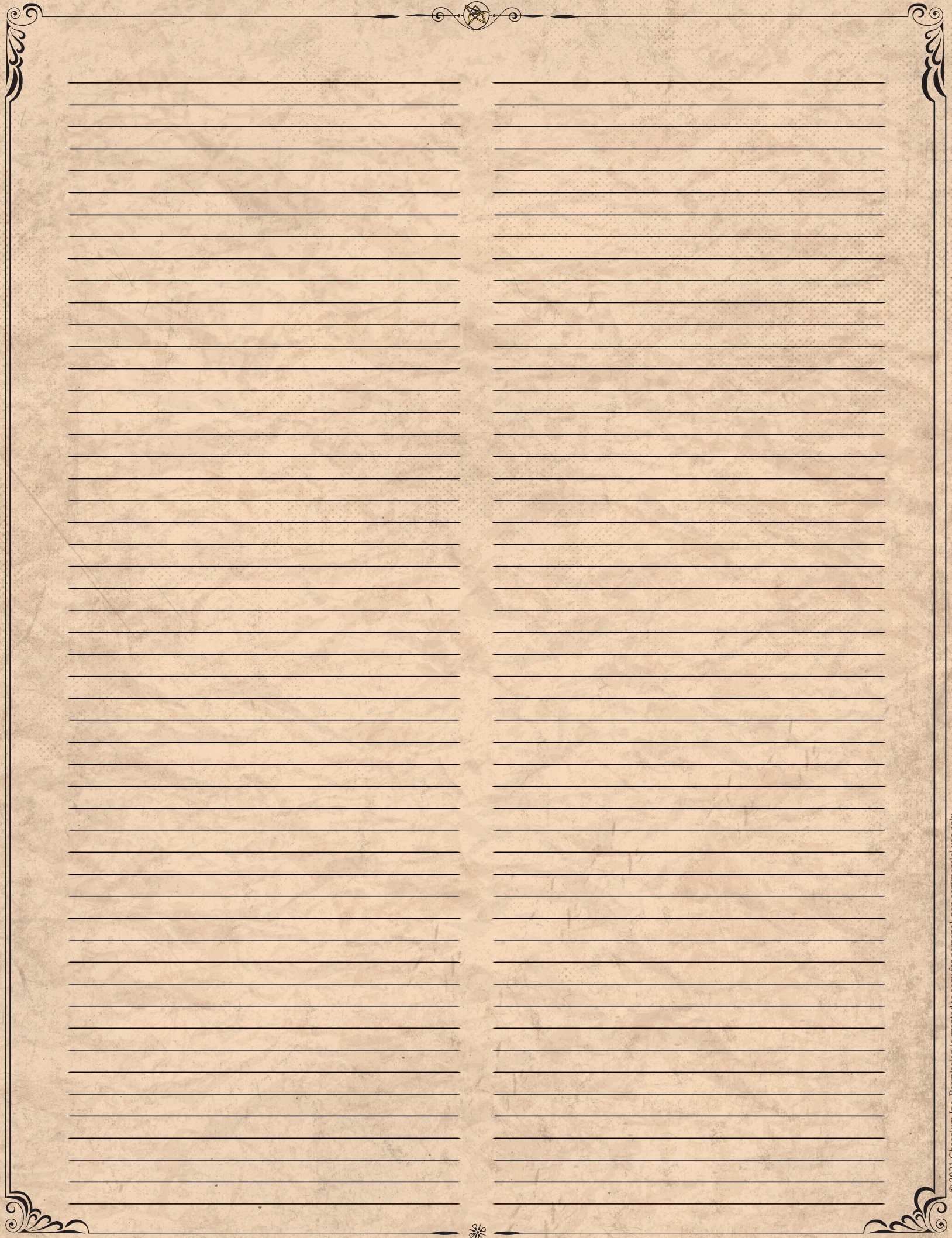
Pushing Rolls: must justify reroll; cannot push combat or Sanity Rolls

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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Handwriting practice lines on the right page, consisting of 25 horizontal lines.