

DOWN DARKER TRAILS

PULP HERO

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

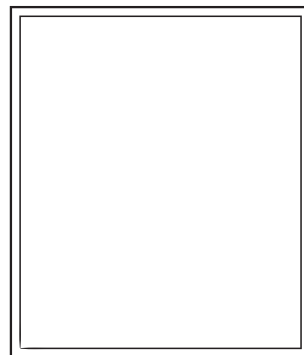
PULP CTHULHU™

CHARACTERISTICS

	Reg	Half	Fifth
STR			
CON			
DEX			
INT IDEA			

	Reg	Half	Fifth
SIZ			
POW			
APP			
EDU KNOW			

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



SKILLS

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

SKILLS

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)				<input type="checkbox"/> Firearms (Handgun) (20%)				<input type="checkbox"/> Occult (05%)			
<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"/> _____ (01%)			
Credit Rating (00%)				<input type="checkbox"/> <i>Language (Other)</i>				<input type="checkbox"/> <i>Science</i>			
Cthulhu Mythos (00%)				<input type="checkbox"/> _____ (EDU)				<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> <i>Language (Own)</i>				<input type="checkbox"/> Spot Hidden (25%)			
<input type="checkbox"/> Dodge (half DEX)				<input type="checkbox"/> Law (05%)				<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/> Drive Wagon/Coach (20%)				<input type="checkbox"/> Library Use (20%)				<input type="checkbox"/> _____ (10%)			
<input type="checkbox"/> Elec. Repair (00%)				<input type="checkbox"/> Listen (20%)				<input type="checkbox"/> <i>Survival</i>			
<input type="checkbox"/> Fast Talk (05%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Fighting (Brawl) (25%)				<input type="checkbox"/> Mech. Repair (10%)				<input type="checkbox"/> Throw (20%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Track (10%)			
<input type="checkbox"/> <i>Fighting</i>				<input type="checkbox"/> Natural World (20%)				<input type="checkbox"/> Trap (10%)			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)				<input type="checkbox"/> _____			

COMBAT

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

Move ☐

Build ☐

Dodge

Reg	Half	Fifth

Damage Bonus ☐

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

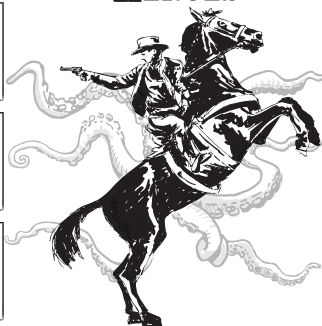
WEALTH

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

