

Cthulhu Dark Ages™

PULP HERO

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 TALENTS

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

SKILLS

☐ Accounting (10%)	Reg	Half	Fifth	☐ Library Use (05%)	Reg	Half	Fifth	☐ Religion (20%)	Reg	Half	Fifth
☐ Animal Handling (15%)	Reg	Half	Fifth	☐ Listen (25%)	Reg	Half	Fifth	☐ Ride Horse (05%)	Reg	Half	Fifth
☐ Appraise (05%)	Reg	Half	Fifth	☐ Medicine (01%)	Reg	Half	Fifth	☐ _____ (01%)	Reg	Half	Fifth
☐ _____ (05%)	Reg	Half	Fifth	☐ _____ (20%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
<i>Art / Craft</i>				<i>Natural World</i>				<i>Science</i>			
☐ Charm (15%)	Reg	Half	Fifth	☐ Navigate (10%)	Reg	Half	Fifth	☐ Sleight of Hand (25%)	Reg	Half	Fifth
☐ Climb (20%)	Reg	Half	Fifth	☐ Occult (05%)	Reg	Half	Fifth	☐ Spot Hidden (25%)	Reg	Half	Fifth
☐ Cthulhu Mythos (00%)	Reg	Half	Fifth	☐ _____ (10%)	Reg	Half	Fifth	☐ _____ (00%)	Reg	Half	Fifth
☐ Disguise (05%)	Reg	Half	Fifth	<i>Other Kingdoms</i>				<i>Status</i>			
☐ Dodge (half DEX)	Reg	Half	Fifth	☐ _____ (01%)	Reg	Half	Fifth	☐ Stealth (20%)	Reg	Half	Fifth
☐ Drive (Horses/Oxen) (20%)	Reg	Half	Fifth	<i>Other Language</i>				☐ Swim (25%)	Reg	Half	Fifth
☐ Fast Talk (05%)	Reg	Half	Fifth	☐ _____ (20%)	Reg	Half	Fifth	☐ Throw (25%)	Reg	Half	Fifth
☐ Fighting (Brawl) (25%)	Reg	Half	Fifth	<i>Own Kingdom</i>				☐ Track (10%)	Reg	Half	Fifth
☐ _____	Reg	Half	Fifth	<i>Own Language</i>				☐ _____	Reg	Half	Fifth
<i>Fighting</i>				☐ Persuade (15%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
☐ _____	Reg	Half	Fifth	☐ Pilot Boat (01%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
<i>Ranged Weapon</i>				☐ _____	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
☐ First Aid (30%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
☐ Insight (05%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
☐ Intimidate (15%)	Reg	Half	Fifth	☐ _____ (01%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth
☐ Jump (25%)	Reg	Half	Fifth	<i>Read/Write Language</i>				☐ _____	Reg	Half	Fifth
☐ Repair/Devise (20%)	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth	☐ _____	Reg	Half	Fifth

ARMOR

Armor Type	Value
Armor Type	Value
Shield Type	dmg/armor
Shield Type	dmg/armor

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

