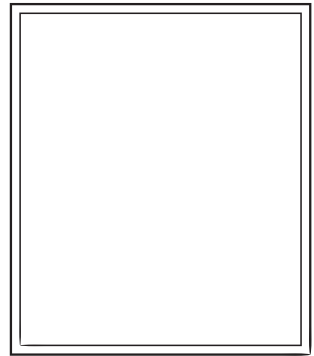


# MODERN ERA PULP HERO

Name \_\_\_\_\_ Residence \_\_\_\_\_ Age \_\_\_\_\_  
 Occupation \_\_\_\_\_ Birthplace \_\_\_\_\_ Pronoun \_\_\_\_\_  
 Archetype \_\_\_\_\_

## PULP CTHULHU™



CHARACTERISTICS	Reg    Half    Fifth	Reg    Half    Fifth	Maximum    Current
	STR <input type="text"/> <input type="text"/> <input type="text"/>	SIZ <input type="text"/> <input type="text"/> <input type="text"/>	Hit Points <input type="text"/> <input type="text"/>
	Reg    Half    Fifth	Reg    Half    Fifth	Maximum    Current
	CON <input type="text"/> <input type="text"/> <input type="text"/>	POW <input type="text"/> <input type="text"/> <input type="text"/>	Magic Points <input type="text"/> <input type="text"/>
Reg    Half    Fifth	Reg    Half    Fifth	Starting    Current	
DEX <input type="text"/> <input type="text"/> <input type="text"/>	APP <input type="text"/> <input type="text"/> <input type="text"/>	Luck <input type="text"/> <input type="text"/>	
Reg    Half    Fifth	Reg    Half    Fifth	Starting    Current    Insane	
INT <input type="text"/> <input type="text"/> <input type="text"/> <small>IDEA</small>	EDU <input type="text"/> <input type="text"/> <input type="text"/> <small>KNOW</small>	Sanity <input type="text"/> <input type="text"/> <input type="text"/>	

PULP TALENTS

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Max Sanity     Temporary Insanity     Indefinite Insanity     Major Wound     Unconscious     Dying

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

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

## 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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