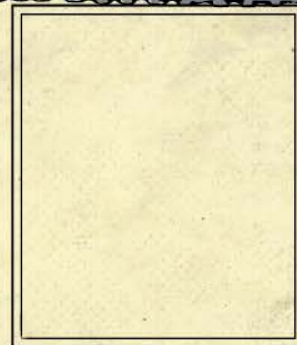


Name _____ Residence _____ Age _____
 Occupation _____ Birthplace _____ Pronoun _____
 Archetype _____



CHARACTERISTICS

STR	Reg	Half	Fifth	SIZ	Reg	Half	Fifth	Hit Points	Maximum	Current
CON	Reg	Half	Fifth	POW	Reg	Half	Fifth	Magic Points	Maximum	Current
DEX	Reg	Half	Fifth	APP	Reg	Half	Fifth	Luck	Starting	Current
INT	Reg	Half	Fifth	EDU	Reg	Half	Fifth	Sanity	Starting	Current
IDEA				KNOW						

PULP TALENTS

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

SKILLS

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

COMBAT

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

[illegible]

Personal Description	Traits
Ideology & Beliefs	Injuries & Scars
Significant People	Phobias & Manias
Meaningful Locations	Arcane Tomes & Spells
Treasured Possessions	Encounters with Strange Entities

Spending Level _____
Cash _____
Assets _____

Char. _____
Player _____

Char. _____
Player _____

Natural Healing: +2 HP per day
First Aid: +1D4 HP Medicine: +1D4 HP



Handwriting practice lines on the left page, consisting of 20 horizontal lines.

Handwriting practice lines on the right page, consisting of 20 horizontal lines.