Character Name: _____

Archetype: _____ Alias: _____

Code (of Conduct): _____ Race: _____

Toughness	Stamina	HEALING	MOVE	Action	PULP	PHY BONUS	PHY Damage	AIM BONUS

1920's

Wounds

Head ○○○

L ARM ○○○

R ARM ○○○

Torso ○○○

R Leg ○○○

L Leg ○○○

Pulp Points				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40

Lethal Damage				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40

Subdual Damage				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40

Investigator Portrait

Abilities	(Base)	FULL	1/2	1/4
Physique				
Intellect				
Discipline				
Aim Right				
Aim Left				
Reflexes				
Influence				
Allure				
PULP Roll				
HEALTH Roll				

Horror Roll: _____ (Novice ☐ Expert ☐)

The Skill Chart

Skill Level	Fail	Full %	1/2 %	1/4 %
Expert	Poor	Good	Major	Critical
Novice	Failure	Poor	Good	Major
Unskilled	Bungle	Failure	Poor	Good

Skill (Base)	Level	Mod.
Aerials (REF)		
Anthropology (INT)		
Archeology (INT)		
Archery (REF)		
Astronomy (INT)		
Athletics (REF)		
Basic MA (REF)		
Basic Science (INT)		
Battle Master (REF)		
Botany (INT)		
Boxing (REF)		
Brawling (REF)		
Business (INT)		
Chemical (INT)		
Climbing (PHY)		
Connoisseur (INT)		
Contortion (REF)		
Cryptology (INT)		
Cthulhu Mythos (%)		
Cultures (INT)		
_____		
_____		
_____		
_____		
_____		
_____		
Dancing (REF)		
Demolitions(INT)		
DETECT (INT)		
Dirty Fighting (REF)		
Disguises (INT)		
Dives (REF)		
Driving (REF)		
Electrical (INT)		
Engine Repair (INT)		

Skill (Base)	Level	Mod.
Engineering (INT)		
Fencing (REF)		
Finger Printing (INT)		
First Aid (INT)		
Flips (REF)		
Forensics (INT)		
Forgery (INT)		
Gadgetry (INT)		
Gambling (GEN)		
Geology (INT)		
Giant Swings (REF)		
Hand Over Hand (PHY)		
Horsemanship (INT)		
Interrogation (INF)		
Journalism (GEN)		
Judo (REF)		
Juggling (REF)		
Ju-Jitsu (REF)		
Karate (REF)		
Knife Fighting (AIM)		
Knife Throwing (AIM)		
Kung-Fu (REF)		
Languages (INT)		
_____		
_____		
_____		

Skill (Base)	Level	Mod.
_____		
_____		
_____		
_____		
_____		
_____		
_____		
_____		
_____		
Legal (GEN)		
Lip Reading (INT)		
Lock Picking (REF)		
Marksmanship (AIM)		
Master MA (REF)		
Medical (INT)		
Meditation (DIS)		
Mimicry (INF)		
Monster Fighting (REF)		
Morse Code(INT)		
Music (INT)		
Nerve Strike (REF)		
Occult (INT)		
Oceanography (INT)		
Photography (INT)		
Piloting (INT)		
Psychology (GEN)		

Skill (Base)	Level	Mod.
Quick Draw (COM)		
_____		
_____		
Religion (INT)		
Rope Swings (REF)		
Safe Cracking (INT)		
Sailing (INT)		
Savate (REF)		
Scouting (INT)		
Security Sys (INT)		
SEEK (INT)		
Shadowing (INT)		
Sign Language (INT)		
Singing (INF)		
Sleight of Hand (REF)		
Smuggling (INT)		
Stage Magic (INT)		
Stealth (REF)		
Stick Fighting (REF)		
Street Wise (GEN)		
Survival (DIS)		
Swimming (PHY)		
Tight Rope (REF)		
Toxicology (INT)		
Tracking (INT)		
Vaults(PHY)		
Ventriloquism (INF)		
Weapon Making (INT)		
Wooing (GEN)		
Wrestling (REF)		
Zoology (INT)		
_____		
_____		
_____		
_____		

Cthulhu Pulp
Tales from Beyond Pulp
INVESTIGATOR SHEET

Weapon	ATT	DEF	DAM	RATE	RANGE	AMMO	NOTE

Advantage	Description