

Dodge	70	35
		14

BACKSTORY



Personal Description Tattooed

Traits Tough

Ideology/Beliefs Everyone let me down, so I take care of myself.

Injuries & Scars

Significant People Carmin "Bugs" Bugsey, he taught me how to love.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Boxing gloves

Encounters with Strange Entities

GEAR & POSSESSIONS

Crowbar

CASH & ASSETS

Spending Level

Cash

Assets

TALENTS

Heavy Hitter

Outmaneuver

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).

Halve SAN loss (SAN loss x 2 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.

FELLOW HEROES

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

ME

Private Ella “Crowbar” Martinez

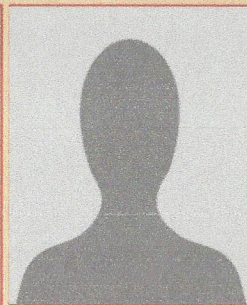
You are from New York City. Your father owned a boxing gym. After your mother died, you were there every day after school until closing. Your father does not even try to hide his pride at your abilities in the ring. You met “Bugs” - Carmine Bugsey - at a bar right after you came home from training and you hit it off when you both realized that the other was in the Army. You have been inseparable ever since.

PULP HERO!

Name Capt. Tim "Meat Wagon" Douglas
 Player _____
 Occupation Doctor
 Age _____ Sex Male
 Archetype Scholar
 Residence _____
 Birthplace Wisconsin

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 60 ³⁰/₁₂ INT 80 ⁴⁰/₁₆
 CON 60 ³⁰/₁₂ APP 40 ²⁰/₈ POW 70 ³⁵/₁₄
 SIZ 50 ²⁵/₁₀ EDU 90 ⁴⁵/₁₈ Move Rate 8



Dying 22

Temp. Insane

Indef. Insane

70 99

Insane 01 02 03 04 05 06 07

HIT POINTS

00	01	02	03	04	05	06
07	08	09	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	41

08	09	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	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

PULP CTHULHU

14

LUCK

08	09	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	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAJIC POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

HERO SKILLS

<input type="checkbox"/> Accounting (05%)	5 ² / ₁	<input type="checkbox"/> Elec. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU) English	90 ⁴⁵ / ₁₈	<input type="checkbox"/> Read Lips (01%)	1 ⁰ / ₀
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)	5 ² / ₁	<input type="checkbox"/> Ride (05%)	5 ² / ₁
<input type="checkbox"/> Archaeology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	83 ⁴¹ / ₁₆	<input type="checkbox"/> Science (01%) Biology	70 ³⁵ / ₁₄
<input type="checkbox"/> Art / Craft (05%)	5 ² / ₁			<input type="checkbox"/> Listen (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Pharmacy	60 ³⁰ / ₁₂
<input type="checkbox"/>				<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%)	10 ⁵ / ₂
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> Firearms (Handgun) (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 ¹² / ₅	<input type="checkbox"/> Medicine (01%)	85 ⁴² / ₁₇	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use (00%)	0 ⁰ / ₀	<input type="checkbox"/> Firearms (SMG) (15%)	15 ⁷ / ₃	<input type="checkbox"/> Natural World (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
Credit Rating (00%)	40 ²⁰ / ₈			<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
Cthulhu Mythos (00%)	0 ⁰ / ₀	<input type="checkbox"/> First Aid (30%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Occult (05%)	40 ²⁰ / ₈	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Demolitions (01%)	1 ⁰ / ₀	<input type="checkbox"/> History (05%)	19 ⁹ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Track (10%)	30 ¹⁵ / ₆
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂		
<input type="checkbox"/> Diving (01%)	1 ⁰ / ₀	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Pilot (01%)	1 ⁰ / ₀		
<input type="checkbox"/> Dodge (half DEX)	30 ¹⁵ / ₆	<input type="checkbox"/> Language (Other) (01%) Latin	60 ³⁰ / ₁₂	<input type="checkbox"/> Psychoanalysis (01%)	1 ⁰ / ₀		
<input type="checkbox"/> Drive Auto (20%)	20 ¹⁰ / ₄			<input type="checkbox"/> Psychology (10%)	50 ²⁵ / ₁₀		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.45 Automatic	40	20	8	1D10+2	15	1 (3)	7	100
M1 Rifle	25	12	5	2D6+4	110	1	8	100
Hand Grenade	20	10	4	4D10	10	1	-	99
Knife	25	12	5	1D4+2	Touch	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **30** ¹⁵/₆

BACKSTORY



Personal Description Bald

Traits Skeptical

Ideology/Beliefs Hard work never killed anyone

Injuries & Scars

Significant People Elvis! I idolize him

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions A letter written in an unknown language that was sent to my mother after her death.

Encounters with Strange Entities

GEAR & POSSESSIONS

Medical kit

Notebook

Magnifying glass

CASH & ASSETS

Spending Level

Cash

Assets

TALENTS

Photographic Memory

Quick Study

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).

Halve SAN loss (SAN loss x 2 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.

FELLOW HEROES

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	ME	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

Captain Tim “Meat Wagon” Douglas, M.D.

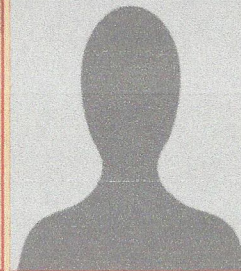
You are fresh out of medical school. You are only in the Army because it was the only way you could pay for the cost of school. You hope to complete your required service quietly and then go back to Wisconsin to practice in your home town.

PULP HERO!

Name Cpl. David "Truck" Wallace
 Player _____
 Occupation Chauffeur
 Age _____ Sex Male
 Archetype Grease Monkey
 Residence _____
 Birthplace North Carolina

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 80 ⁴⁰/₁₆ INT 90 ⁴⁵/₁₈
 CON 60 ³⁰/₁₂ APP 50 ²⁵/₁₀ POW 40 ²⁰/₈
 SIZ 50 ²⁵/₁₀ EDU 70 ³⁵/₁₄ Move Rate 9



Dying 22

Temp. Insane

Indef. Insane

40 99

Insane 01 02 03 04 05 06 07

HIT POINTS

00	01	02	03	04	05	06
07	08	09	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	41

08	09	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	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

PULP CTHULAU

8

LUCK

Out of Luck

01	02	03	04	05	06	07
08	09	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	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

MACRO POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

HERO SKILLS

<input type="checkbox"/> Accounting (05%)	5 ² / ₁	<input type="checkbox"/> Elec. Repair (10%)	43 ²¹ / ₈	<input type="checkbox"/> Language (Own) (EDU) English	70 ³⁵ / ₁₄	<input type="checkbox"/> Read Lips (01%)	1 ⁰ / ₀
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/> Fast Talk (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Law (05%)	5 ² / ₁	<input type="checkbox"/> Ride (05%)	5 ² / ₁
<input type="checkbox"/> Archaeology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) (25%)	58 ²⁹ / ₁₁	<input type="checkbox"/> Library Use (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Science (01%)	1 ⁰ / ₀
<input type="checkbox"/> Art / Craft (05%)	5 ² / ₁	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%)	10 ⁵ / ₂
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Spot Hidden (25%)	80 ⁴⁰ / ₁₆
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use (00%)	0 ⁰ / ₀	<input type="checkbox"/> Firearms (SMG) (15%)	15 ⁷ / ₃	<input type="checkbox"/> Natural World (10%)	10 ⁵ / ₂	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
Credit Rating (00%)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
Cthulhu Mythos (00%)	0 ⁰ / ₀	<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Occult (05%)	5 ² / ₁	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Demolitions (01%)	1 ⁰ / ₀	<input type="checkbox"/> History (05%)	5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine (01%)	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> Intimidate (15%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Diving (01%)	1 ⁰ / ₀	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Pilot (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 ²⁰ / ₈	<input type="checkbox"/> Language (Other) (01%)	1 ⁰ / ₀	<input type="checkbox"/> Psychoanalysis (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	70 ³⁵ / ₁₄	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 ⁵ / ₂	<input type="checkbox"/>	

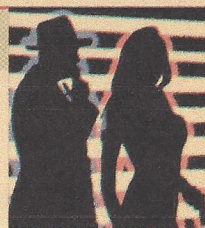
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	58	29	11	1d3 + db	-	1	-	-
M1 Rifle	50	25	10	2D6+4	110	1	8	100
Hand Grenade	20	10	4	4D10	12	1	-	99
.45 Automatic	20	10	4	1D10+2	15	1 (3)	7	100
Knife	58	29	11	1D4+2	Touch	1	-	-
Baseball Bat	58	29	11	1D8+2	Touch	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 40 ²⁰/₈

BACKSTORY



Personal Description Virile

Traits Practical

Ideology/Beliefs Without my friends and family I am nothing

Injuries & Scars

Significant People Grandparent. I wronged them and seek reconciliation.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions A wrench that my father gave me.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

TALENTS

Handy

Keen Vision

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).

Halve SAN loss (SAN loss x 2 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.

FELLOW HEROES

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

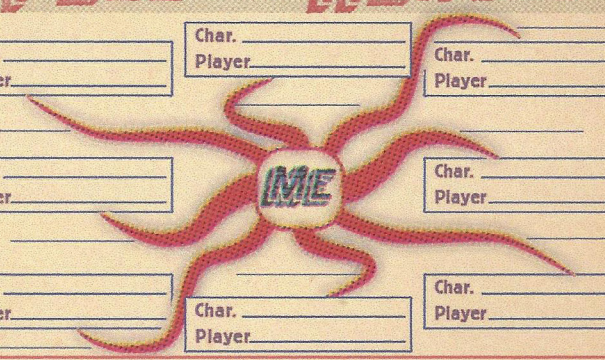
Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____



Corporal David “Truck” Wallace

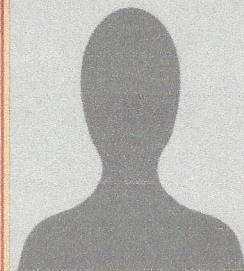
You are a young man from North Carolina who dreams of being a stock car driver. Your two loves are fixing cars and driving them. You took a job with the Army after high school in hopes of making enough money to get started with you own team when you get out. This is your first deployment.

PULP HERO!

Name Anita "Tin Man" Hutchins
 Player _____
 Occupation Spy
 Age _____ Sex Female
 Archetype Femme Fatale
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 70 ³⁵/₁₄ INT 90 ⁴⁵/₁₈
 CON 60 ³⁰/₁₂ APP 80 ⁴⁰/₁₆ POW 60 ³⁰/₁₂
 SIZ 40 ²⁰/₈ EDU 50 ²⁵/₁₀ Move Rate 9



Dying 20

HIT POINTS
 00 01 02 03 04 05 06
 07 08 09 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 41

Temp. Insane

Indef. Insane

60 99
 Insane 01 02 03 04 05 06 07
 08 09 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 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

SANITY

PULP CTHULHU

Out of Luck 01 02 03 04 05 06 07
 08 09 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 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

LUCK

12

00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

MAGIC POINTS

HERO SKILLS

<input type="checkbox"/> Accounting (05%)	5 ² / ₁	<input type="checkbox"/> Elec. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU) English	50 ²⁵ / ₁₀	<input type="checkbox"/> Read Lips (01%)	1 ⁰ / ₀
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)	5 ² / ₁	<input type="checkbox"/> Ride (05%)	5 ² / ₁
<input type="checkbox"/> Archaeology (01%)	21 ¹⁰ / ₄	<input type="checkbox"/> Fighting (Brawl) (25%)	65 ³² / ₁₃	<input type="checkbox"/> Library Use (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Science (01%)	1 ⁰ / ₀
<input type="checkbox"/> Art / Craft (05%) Acting	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Sleight of Hand (10%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Charm (15%)	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Firearms (Handgun) (20%)	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	25 ¹² / ₅
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 ¹² / ₅	<input type="checkbox"/> Medicine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Stealth (20%)	90 ⁴⁵ / ₁₈
<input type="checkbox"/> Computer Use (00%)	0 ⁰ / ₀	<input type="checkbox"/> Firearms (SMG) (15%)	15 ⁷ / ₃	<input type="checkbox"/> Natural World (10%)	10 ⁵ / ₂	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
Credit Rating (00%)	40 ²⁰ / ₈	<input type="checkbox"/> Firearms (MG)	10 ⁵ / ₂	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
Cthulhu Mythos (00%)	0 ⁰ / ₀	<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Occult (05%)	5 ² / ₁	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Demolitions (01%)	0 ⁰ / ₀	<input type="checkbox"/> History (05%)	5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
<input type="checkbox"/> Disguise (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Diving (01%)	1 ⁰ / ₀	<input type="checkbox"/> Jump (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Pilot (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 ¹⁷ / ₇	<input type="checkbox"/> Language (Other) (01%) German	70 ³⁵ / ₁₄	<input type="checkbox"/> Psychoanalysis (01%)	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	70 ³⁵ / ₁₄	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-
Knife	65	32	13	1D4+2	Touch	1	-	-
.45 Automatic	80	40	16	1D10+2	15	1 (3)	7	100
M1 Rifle	25	12	5	2D6+4	110	1	8	100
Hand Grenade	20	10	4	4D10	10	1	-	99

COMBAT

Damage Bonus none

Built 0

Dodge 35 ¹⁷/₇

BACKSTORY



Personal Description Alluring

Traits Cunning

Ideology/Beliefs I don't trust anyone

Injuries & Scars

Significant People Spy school instructor who taught me stealth. I seek to prove myself to them.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Knife I used to kill a Russian agent in Germany

Encounters with Strange Entities

GEAR & POSSESSIONS

.45 Automatic

Knife

CASH & ASSETS

Spending Level

Cash

Assets

TALENTS

Beady Eye

Smooth Talker

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).
Halve SAN loss (SAN loss x 2 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.

FELLOW HEROES

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

ME

Anita “Tin Man” Hutchins

You are one of the few Black female spies active in the CIA. Your German language skills have proven to be invaluable in the post-war, divided Germany. Unfortunately, your cover was blown when your head of station was compromised by a Soviet agent. They found a way to leverage your German skills by assigning her to be Dr. Kreuger’s “assistant” during his time at the Ice Dragon base. The CIA is very suspicious of the former Nazi, and has warned you that he has a weird fascination with the occult and may have anti-American sympathies. No one at the base is aware of your actual identity. You are anxious to get to Dr. Kreuger as soon as possible. A transportation mix up allowed him to get to the base several days ahead of you.

Dodge	45	25
		9

BACKSTORY



Personal Description Handsome

Traits Firm but fair

Ideology/Beliefs Without my family and friends I am nothing

Injuries & Scars

Significant People William, my partner in New York. I feel guilty for the time that the Army has forced us to spend apart.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Photograph of my dead grandfather

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

TALENTS

Quick Draw

Tough Guy

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

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FELLOW HEROES

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

ME

Sgt. Ji-hun “The Bear” Kwok

This will be your last deployment before retiring. You are a veteran of WWII and Korea. This is not your first trip to the Ice Dragon base. You were here two years ago for six months right after construction was completed.