

PULP CTHULHU

Name *Amanda Atwood* Residence *Arkham, MA* Age *31*
Occupation *Aviator* Birthplace *Chicago, IL* Gender *Female*
Archetype *Adventurer*



CHARACTERISTICS

STR	50 / 25 / 10	SIZ	75 / 37 / 15	Hit Points	25 /
DEX	95 / 47 / 19	POW	70 / 35 / 14	Magic Points	14 /
CON	50 / 25 / 10	APP	55 / 27 / 11	Luck	65 /
INT	40 / 20 / 8	EDU	50 / 25 / 10	Sanity	94 / / 14

Max Sanity **94** Temporary Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

<input type="checkbox"/> Accounting (10%)	___ / ___ / ___	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	___ / ___ / ___	<input type="checkbox"/> Operate Heavy Machinery (1%)	14 / 7 / 2
<input type="checkbox"/> Aircraft Maintenance (5%)	54 / 27 / 10	<input type="checkbox"/> First Aid (30%)	40 / 20 / 8	<input type="checkbox"/> Persuade (10%)	___ / ___ / ___
<input type="checkbox"/> Anthropology (1%) <i>Science</i>	___ / ___ / ___	<input type="checkbox"/> History (5%)	___ / ___ / ___	<input type="checkbox"/> Aircraft (1%) <i>Pilot</i>	86 / 43 / 17
<input type="checkbox"/> Appraise (5%)	___ / ___ / ___	<input type="checkbox"/> Hypnosis (1%)	___ / ___ / ___	<input type="checkbox"/> Psychoanalysis (1%)	___ / ___ / ___
<input type="checkbox"/> Archaeology (1%)	___ / ___ / ___	<input type="checkbox"/> Intimidate (15%)	___ / ___ / ___	<input type="checkbox"/> Psychology (10%)	27 / 13 / 5
<input type="checkbox"/> _____ (5%) <i>Art/Craft</i>	___ / ___ / ___	<input type="checkbox"/> Jump (20%)	___ / ___ / ___	<input type="checkbox"/> Radio Operator (1%)	___ / ___ / ___
<input type="checkbox"/> Block	___ / ___ / ___	<input type="checkbox"/> Elder Thing Cipher (1%) <i>Other Language</i>	___ / ___ / ___	<input type="checkbox"/> Ride (5%)	___ / ___ / ___
<input type="checkbox"/> Charm (15%)	___ / ___ / ___	<input type="checkbox"/> English (EDU) <i>Own Language</i>	50 / 25 / 10	<input type="checkbox"/> Astronomy (1%) <i>Science</i>	___ / ___ / ___
<input type="checkbox"/> Climb (40%)	___ / ___ / ___	<input type="checkbox"/> _____ (1%) <i>Science</i>	___ / ___ / ___	<input type="checkbox"/> _____ (1%) <i>Science</i>	___ / ___ / ___
Credit Rating (15%)	50 / 25 / 10	<input type="checkbox"/> Law (5%)	___ / ___ / ___	<input type="checkbox"/> Sleight of Hand (10%)	17 / 8 / 3
Cthulhu Mythos (0%)	5 / 2 / 1	<input type="checkbox"/> Library Use (20%)	30 / 15 / 6	<input type="checkbox"/> Spot Hidden (25%)	82 / 41 / 16
<input type="checkbox"/> Disguise (5%)	___ / ___ / ___	<input type="checkbox"/> Listen (20%)	72 / 36 / 14	<input type="checkbox"/> Stealth (20%)	50 / 25 / 10
<input type="checkbox"/> Dodge (half DEX)	55 / 27 / 11	<input type="checkbox"/> Locksmith (1%)	___ / ___ / ___	<input type="checkbox"/> Survival (Polar) (1%)	20 / 10 / 4
<input type="checkbox"/> Drive Auto (20%)	___ / ___ / ___	<input type="checkbox"/> _____ (1%) <i>Lore</i>	___ / ___ / ___	<input type="checkbox"/> Swim (20%)	___ / ___ / ___
<input type="checkbox"/> Drive Dog Sled (20%)	___ / ___ / ___	<input type="checkbox"/> Mechanical Repair (10%)	75 / 37 / 15	<input type="checkbox"/> Throw (25%)	___ / ___ / ___
<input type="checkbox"/> Electrical Repair (10%)	25 / 12 / 5	<input type="checkbox"/> Medicine (1%)	___ / ___ / ___	<input type="checkbox"/> Track (10%)	15 / 7 / 3
<input type="checkbox"/> Explosives (1%)	___ / ___ / ___	<input type="checkbox"/> Meteorology (5%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Fast Talk (5%)	7 / 3 / 1	<input type="checkbox"/> Natural World (10%)	___ / ___ / ___	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Fighting (Brawl) (25%)	___ / ___ / ___	<input type="checkbox"/> Navigate (10%)	20 / 10 / 4	<input type="checkbox"/> _____	___ / ___ / ___
<input type="checkbox"/> Firearms (Handgun) (25%)	90 / 45 / 18	<input type="checkbox"/> Occult (5%)	26 / 13 / 5	<input type="checkbox"/> _____	___ / ___ / ___

PULP TALENTS

Keen Vision – gain a bonus die to Spot Hidden rolls.

Nimble – does not lose next action when “diving for cover” versus firearms.

Hardened – ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.

MY STORY

In the smoke-filled speakeasies and dimly lit streets of Chicago, Amanda Atwood's story began. Born to a wealthy family, she rebelled against the conventional expectations placed upon her gender, choosing a life that embraced adventure and danger. Her fascination with aviation started at an early age when she witnessed her first airplane take flight at a local airshow. From that moment on, she knew she wanted to soar through the skies and explore the world from above.

Against her family's wishes, Amanda pursued her dream of becoming a pilot. She trained rigorously, obtaining her license and acquiring a reputation as one of the select few

female aviators in a male-dominated field. Nicknamed the "Sky Siren," Amanda's skill, daring, and charisma quickly made her a local celebrity.

However, her life took an unexpected turn when her elder brother, Charles, who was a professor at Miskatonic University, disappeared during an expedition to the South Pole. The mysterious reports that came back from the survivors fueled Amanda's desire to find out what had really happened to her brother.

BACKSTORY

Personal Description

Daring, fearless and adventurous, brimming with energy and an insatiable curiosity and determination. Passionate about exploring the world, especially from the skies above.

Ideology & Beliefs

Life is an adventure! It should be full of excitement and challenges to overcome. Forces that threaten these joys of life should be opposed by all means possible.

Significant People

Lost brother Charles (Amanda is determined to discover until his fate).

Meaningful Locations

Amanda's house in Arkham.

Treasured Possessions

Photograph of brother Charles

Traits

Fearless, stubborn, risk-taker

Injuries & Scars

Nothing serious so far.

Phobias & Manias

None so far.

Arcane Tomes & Spells

None

Encounters with Strange Entities

Just suspicions thus far (prior to the campaign, that is).



GEAR & POSSESSIONS

"The Silver Gryphon" (Douglas World Cruiser biplane)
Model 631 LadySmith .32 automatic pistol & revolver & ammo (200), switchblade, blackjack
Handbag, hand mirror, make-up, sunglasses
Cigarettes, tobacco, lighter, compass
Rum (6 bottles), limes, sun hat

WEALTH

Spending Level \$ 50
Cash \$ 250
Assets \$ 21500

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Damage Bonus
Brawl	25 / 12 / 5	1D3	1	-	-	-	8	0	
Knife, small	25 / 12 / 5	1D4	1	-	-	-			
Blackjack	25 / 12 / 5	1D8	1	-	-	-			
.32 revolver	90 / 45 / 18	1D8	1 (3)	15 yds	6	100			
.32 automatic	90 / 45 / 18	1D8	1 (3)	15 yds	6	99			