

Coc character creation cheat sheet

STEP 1: Attributes

Choose either ROLL or QUICKFIRE method

Quickfire:

Assign the following numbers to your attributes:

80, 70, 60, 60, 50, 50, 50 and 40.

Roll 3d6x5 for luck. Move on to step 2.

Roll:

Roll (3d6x5), 5 times. Assign them to Str, Dex, App, CON and POW as desired.

Roll (2d6+6)x5, 3 times. Assign them to Size, Int and Edu

Roll (3d6x5) for luck. Move on to step 2

Step 2: Derived values

Write in half and 1/5th values for stats

Starting sanity= POW. Note down 1/5th of starting san- this is your indefinite insanity threshold

HP= (con+ Size)/10

MP= 1/5 POW

Movement rate:

If dex and Str are both < size, rate is 7

If dex or Str= or >Size, rate is 8

If dex AND Str> size, rate is 9

Damage Bonus and Build:

Siz+ Str	Damage Bonus	Build
2-64	-2	-2
65-84	-1	-1
85-124	none	0
125-164	+1d4	1
165-204	+1d6	2

Step 3: Age

If your character is between 15-19, remove 5 points from STR and/or Siz. Remove 5 points from EDU. Roll twice for luck and take the better result

If your character is between 20-39, make one improvement check for EDU

If your character is between 40-49, make 2 improvement checks for EDU, reduce APP by 5 and reduce 5 points from Str, Con and/or dex. Reduce Mov by 1

If your character is between 50-59, make 3 improvement checks for EDU, reduce APP by 10 and remove 10 points from Str, dex and/or Con. Reduce Mov by 2

If your character is between 60-69, make 4 improvement checks for EDU, reduce APP by 15, and remove 20 points from Str, Con and/or Dex. Reduce Mov by 3.

If your character is 70+, ask the GM for the full table

Step 4: Occupation and skills.

Pick an occupation from the book (if you'd like something not in the book, discuss with GM).

Each occupation has a number of skills and skill points listed (Generally EDUx4, or EDUx2 + Other Attribute x2). Distribute points amongst the skills listed and Credit rating. You must invest at least your minimum Credit rating rank. (Eg you have 200 points, and the occupation has a CR of 9-50. You must invest at least 9 points into CR).

Each skill has a no in brackets, such as History (5%). This is the base level. When investing points into a skill, you add them to the starting value. If I put 5 points into History, I would have 10%.

Once these points are distributed among your job skills, you get INTx 2 personal interest skills which you can invest wherever you like except for Cthulhu Mythos, which starts at 0.

Step 5: Backstory

Develop a backstory. Write down a description, some traits, an ideology, an important person, location and possession. Mark one to be your key touchstone. Bouts of madness may affect your personal touchstones, but it will not touch your key touchstone without at least one dice roll from the player

Step 6: Money

See table on page 57 of Investigator's handbook

Pulp character creation cheat sheet

STEP 1: Archetype

Select a Pulp Archetype (pp 15-23 Pulp Cthulhu)

Step 2: Attributes

Choose either ROLL or QUICKFIRE method

Quickfire:

Assign 90 to your core characteristic

Assign the following numbers to your remaining attributes:

80, 70, 60, 60, 50, 50 and 40.

Roll $(2d6+6) \times 5$ for luck. Move on to step 2.

Roll:

Roll $(1d6+13) \times 5$ for your core characteristic.

Roll $(3d6 \times 5)$, 5 times (4 times if you've already assigned your core characteristic to one of the following). Assign them to Str, Dex, App, CON and POW as desired.

Roll $(2d6+6) \times 5$, 3 times (2 times, if you've already applied your core characteristic to one of the following). Assign them to Size, Int and Edu

Roll $(2d6+6) \times 5$ for luck. Move on to step 2

Step 3: Derived values

Write in half and 1/5th values for stats

Starting sanity= POW. Note down 1/5th of starting san- this is your indefinite insanity threshold

HP= $(\text{con} + \text{Size}) / 5$

MP= $\frac{1}{5}$ POW

Movement rate:

If dex and Str are both < size, rate is 7

If dex or Str= or >Size, rate is 8

If dex AND Str > size, rate is 9

Damage Bonus and Build:

Siz+ Str	Damage Bonus	Build
2-64	-2	-2
65-84	-1	-1

85-124	none	0
125-164	+1d4	1
165-204	+1d6	2

Step 4: Age

No penalties are applied regardless of age at character creation

Step 5: Pulp Talents:

Select 2 pulp talents from the tables (pp24-26)

Step 6: Occupation and skills.

Pick an occupation from either the Investigator's handbook or the Pulp Cthulhu book (if you'd like something not in the book, discuss with GM). Each occupation has a number of skills and skill points listed (Generally EDUx4, or EDUx2 + Other Attribute x2). Distribute points amongst the skills listed and Credit rating. You must invest at least your minimum Credit rating rank. (Eg you have 200 points, and the occupation has a CR of 9-50. You must invest at least 9 points into CR).

Each skill has a number in brackets, such as History (5%). This is the base level. When investing points into a skill, you add them to the starting value. If I put 5 points into History, I would have 10%.

Next, attribute your Archetype skills. Each archetype receives 100 skills, and lists specific skills those points can be put into. As with occupational skills, you cannot put any points into skills not listed by your archetype

Once these points are distributed among your job skills, you get INTx 2 personal interest skills which you can invest wherever you like except for Cthulhu Mythos, which starts at 0.

Step 7: Backstory

Develop a backstory. Write down a description, some traits, an ideology, an important person, location and possession. Mark one to be your key touchstone. Bouts of madness may affect your personal touchstones, but it will not touch your key touchstone without at least one dice roll from the player

Step 8: Money

See table on page 57 of Investigator's handbook, or 42 in the Pulp Rulebook