CHILDREN OF FEAR A 1920s CAMPAIGN ACROSS ASIA

INVESTIGATOR PACK

The Children of Fear © 2020 Chaosium Inc.

Call of Cthulhu, Chaosium Inc., and the Chaosium logo are registered trademarks of Chaosium Inc. Pulp Cthulhu is a trademark of Chaosium Inc.

> Call of Cthulhu © 1981–2020 Chaosium Inc. All rights reserved. Pulp Cthulhu © 2016 Chaosium Inc. All rights reserved.

This is a work of fiction. This pack may include descriptions and portrayals of real places, real events, and real people; these may not be presented accurately and with conformity to the real-world nature of these places, people, and events, and are reinterpreted through the lens of the Cthulhu Mythos and the *Call of Cthulhu* game in general. No offense to anyone living or dead, or to the inhabitants of any of these places, is intended.

This material is protected under the copyright laws of the United States of America. Reproduction of this work by any means without written permission of Chaosium Inc., except for the use of short excerpts for the purpose of reviews and the copying of character sheets and handouts for in-game use, is expressly prohibited.



APPENDIX

(

PRE-GENERATED INVESTIGATORS

This appendix contains six pre-generated investigators specifically tailored for this campaign. Two of the investigators, Timur Repin and Sofian Bazaz-Wain, have been given the additional War Experience Package, as detailed on page 61 of the *Investigator Handbook* to reflect their experiences during the Great War.

If the Keeper wishes, they may award 70 additional skill points to Chang Mei, Dr. and Mr. Lockhart, and Michael Li, to spend as their players see fit.



PRE-GENERATED INVESTIGATORS

CHANG MEI

Age: 24	Occupatio	n: Linguist,	Yenching U	niversity
STR 40	CON 50	SIZ 50	DEX 85	INT 70
APP 60	POW 70	EDU 80	SAN 70	HP 10
DB: 0	Build: 0	Move: 8	MP: 14	Luck: *
*Luck: roll	3D6 and mu	ltiply it by 5.		

Skills

Art/Craft (Calligraphy)	35% (17/7)
Credit Rating	30% (15/6)
History	50% (32/13)
Language (Chinese)	80% (40/16)
Language (English)	50% (27/11)
Language (Sanskrit)	60% (30/12)
Language (Tibetan)	40% (20/8)
Library Use	70% (35/14)
Listen	40% (20/8)
Lore (Buddhism)	30% (15/6)
Persuade	50% (30/12)
Spot Hidden	75% (37/15)

Note: plus one other language of the player's choice at 35% (17/7).

Combat

Brawl	25% (12/5), damage 1D3
Dodge	55% (27/11)

Backstory

Miss Chang is one of the first women to graduate from Peking University after it opened its doors to female students in 1920. Her flair for languages, both ancient and modern, makes her a valuable addition to the American School of Archaeology at Yenching University, where she works closely with Dr. Eudora Lockhart to translate and catalogue manuscripts and finds from ancient sites across China.

Known as "Mei Mei" ("Little Sister") to her friends, Mei is a conscientious and gifted scholar. She is well aware of the risk her family took in allowing her to pursue an academic career, particularly in these troubled times. As the eldest daughter of an old and respected Peking family, her marriage could have been used to seal business alliances or further her family's political ambitions, but her loving father indulged his clever child, and Mei works hard to repay that debt.

Mei has never left Peking, but is fascinated by the world beyond China's borders. She longs to visit the archaeological sites "her" manuscripts came from, as well as the sites Dr. Lockhart has visited across the globe. She is not sure how her absence would affect her father, though, so up until now she has been content to travel vicariously through her work. But, if the right opportunity presents itself, she knows she would be a fool to refuse.

- Description: slender and petite with a sparkling smile. Mei's long, black hair is usually worn in a neat bun at the nape of her neck. She wears smart, Westernstyle clothing, as dictated by the American School of Archaeology's dress code.
- Ideology/Beliefs: Mei follows her family's religious beliefs and is a quietly devout Buddhist.





supported her in her quest to become a respected scholar. She is grateful to Dr. Lockhart for employing her as a research assistant, but she is also somewhat in awe of her feisty boss.

- Meaningful Locations: the Lama Temple in Peking; although it does not adhere to exactly the same form of Buddhism as the one followed by her family, Mei finds comfort in listening the monks' chants.
- **Treasured Possessions:** the beautiful antique calligraphy set her father gave to her as a graduation present.
- **Traits:** once a person has earned Mei's trust and respect, she will stand by them, no matter what.
- Equipment: notebook and pencils, rosewood Buddhist rosary (*mala*), calligraphy set.



PULP ADJUSTMENTS

Archetype: Scholar Core Characteristic: change EDU to 90 Hit Points: 20

Add/Adjust Skills: History 70%, Language (English) 70%, Language (Sanskrit) 80%, Language (Tibetan) 60%, Library Use 90%.

- Linguist: able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.
- Quick Study: halve the time required for Initial and Full Reading of Mythos tomes, as well as other books.

DR. EUDORA LOCKHART

1150. 10	Cecupation incluciologist, fenering childrenty			
STR 60	CON 45	SIZ 60	DEX 45	INT 75
APP 70	POW 65	EDU 90	SAN 65	HP 10
DB: 0	Build: 0	Move: 7	MP: 13	Luck: *
*Luck: roll.	3D6 and mu	ltiply it by 5.		

Occupation: Archaeologist Venching University

Skills

A 40

Appraise	50% (25/10)
Archaeology	70% (35/14)
Credit Rating	40% (20/8)
History	65% (32/13)
Language (Chinese)	25% (12/5)
Language (English)	90% (45/18)
Language (Italian)	40% (20/8)
Library Use	65% (32/13)
Mechanical Repair	20% (10/4)
Navigate	40% (20/8)
Ride	40% (20/8)
Spot Hidden	60% (30/12)
Survival (Desert)	40% (20/8)

Combat

Brawl	25% (12/5), damage 1D3
Purdey shotgun (12-g, DB)	55% (27/11), damage 4D6/2D6/1D6
Dodge	45% (22/9)

Backstory

Dr. Lockhart is a formidable woman—she's worked her way from the ground up in a discipline dominated by men who don't believe a woman is tough enough to rough it in the field. But, having trained at University College, London, under the infamous Prof. William Flinders Petrie, Dr. Lockhart knows a thing or two about survival.

Born to wealthy old British industrialist Jeremiah Jessop and his second wife, Isabella, young Eudora was spared nothing in terms of indulgences or education. She traveled widely as a child, frequently visiting her Venetian mother's homeland, where she soaked up Italy's rich history and decided that, one day, she would make great discoveries of her own, like her idol, Marco Polo. Headstrong and bright, she excelled under her tutors at university, taking her lead from both Petrie and UCL's first female archaeology lecturer, Margaret Murray (*Investigator Handbook*, page 196). She was never as enthralled with Egypt as her fellow students, although it did prove a useful training ground for honing her professional skills.

During her round-the-world travels after graduating, Eudora found herself swept up in the heady social scene of Shanghai, where she met and fell in love with an agreeable young American diplomat, Charles Lockhart. They married soon afterward, much to everyone's surprise. After her husband's transfer to the American Legation in Peking, Eudora joined Peking's newly opened American School of Archaeology, where she earned her doctorate and became their first female archaeology lecturer.

Originally drawn to China by the works of Marco Polo and the discoveries of Sir Marc Aurel Stein and his associates, Dr. Lockhart was immensely jealous when her former employer, Langdon Warner, announced his expedition to the site of the Caves of the Thousand Buddhas—she hopes to go to the site and dreams of making her own discoveries there.



- **Description:** her dark hair (which is starting to show the first few flecks of silver) and olive skin clearly denote her Italian ancestry. Although she respects the school's dress code when on site, she wears practical breeches in the field.
- Ideology/Beliefs: Eudora works hard to ensure open access to education and increased rights for Chinese women.
- Significant People: her husband, Charles, whom she is still very much in love with, even after all these years.
- Meaningful Locations: the American School of Archaeology, Peking, which gave her the chance to realize her dreams.
- **Treasured Possessions:** the copy of *The Travels of Marco Polo* given to her by her late mother.
- **Traits:** once Eudora sets her mind to something, it takes a great deal of time and effort to dissuade her from it.
- Equipment: archaeological tools, locket containing a portrait of her husband, Purdey 12-bore shotgun, a well-thumbed and heavily annotated copy of *The Travels of Marco Polo*.



Archetype: Explorer

Core Characteristic: change either DEX or POW to 90 **Hit Points:** 21

Add/Adjust Skills: Archaeology 90%, Language (Chinese) 65%, Navigate 60%, Survival (Desert) 60%.

- Fast Load: ignores the penalty die for reloading and firing in the same round when using a shotgun.
- Strong Willed: gains a bonus die when making POW rolls.

PRE-GENERATED INVESTIGATORS

CHARLES LOCKHART Occupation: Diplomat

1150.11	Occupatio			and the second
STR 65	CON 55	SIZ 75	DEX 60	INT 75
APP 70	POW 70	EDU 70	SAN 70	HP 13
DB: +1D4	Build: 1	Move: 6	MP: 14	Luck: * *Luck:
roll 3D6 and	d multiply it	by 5.		
roll 3D6 and	d multiply it	by 5.		

Skills

A 11

~	
Charm	55% (27/11)
Credit Rating	40% (20/8)
Fast Talk	65% (32/13)
History	60% (30/12)
Intimidate	50% (25/10)
Language (Chinese)	55% (32/11)
Language (English)	75% (37/15)
Listen	60% (30/12)
Persuade	65% (32/13)
Psychology	60% (30/12)

Combat

Brawl Dodge 35% (17/7), damage 1D3+1D4 30% (15/6)

Backstory

A capable athlete, Charles preferred to spend his time at college on the playing fields-when not out socializing with his peers. The life and soul of the party, Charles was always a popular guest wherever he went, and had a way with people, no matter their background. He had a keen mind, but was uninterested in business and seemed content to drift through life until fate intervened.

Ever the dutiful son, Charles became engaged to the daughter of one of Boston's oldest families, largely because it was what his parents wanted. The young lady wasn't thrilled by the arrangement, either, and subsequently eloped with another man on her wedding day, much to their respective families' horror and shame. Seeing this as an opportunity to get away from the developing scandal and out from under his parents' thumb, Charles joined the US Diplomatic Corps with the help of his uncle.

Not long afterward, he found himself on the boat to Shanghai, China, as a junior clerk to the American Legation there. The city's nightlife suited him to a tee and, surprisingly, he found the work (and the country) fascinating. Not long after his arrival, he met and fell in love with the British adventuress Eudora Jessop. After a whirlwind romance, the two married and have lived and worked side-by-side ever since.

Lockhart's transfer to Peking marked the beginning of a brief rise within the ranks of the diplomatic service; however, his evenhandedness, affable nature, and insistence on treating everyone as equals infuriated some of his stuffier superiors in the Imperial City. He remains very good at his job, and is content to

stay at his current level, where he believes he can do more good for the people he serves.

- Description: tall, athletic, and handsome despite his gray hair. Some consider Lockhart to be a poster boy for the American diplomatic service abroad.
- Ideology/Beliefs: Charles believes that all people are created equal and, as a result, he cannot abide those who treat others as lesser beings.



- · Significant People: his wife, Dr. Eudora Lockhart; although her stubborn nature sometimes drives him to distraction, he wouldn't be without her.
- · Meaningful Locations: the restaurant at the Shanghai Race Club, where he proposed to Eudora.
- Treasured Possessions: a homerun baseball signed by members of the Boston Beaneaters, which Charles caught during a game he attended as a small child.
- Traits: Charles has a reputation of being honest and fair in all his dealings. It's probably why he hasn't advanced all that far through the diplomatic ranks.
- Equipment: hipflask, his lucky baseball, calling cards, silver cigarette case given to him by Eudora.



PULP ADJUSTMENTS

Archetype: Steadfast

Core Characteristic: change CON to 90 Hit Points: 33

Add/Adjust Skills: History 80%, Persuade 85%, Psychology 80%, Spot Hidden 65%.

- Endurance: gains a bonus die when making CON rolls (including to determine MOV rate for chases).
- · Fleet Footed: may spend 10 Luck to avoid being "outnumbered" in melee combat for one combat encounter.

APPENDIX G

MICHAEL LI

STR 60	CON 60	SIZ 65	DEX 45	INT 65
APP 60	POW 65	EDU 65	SAN 65	HP 12
DB: +1D4	Build: 1	Move: 7	MP: 13	Luck: *
*Luck: roll 3	BD6 and mu	tiply it by 5.		

Occupation: Christian Missionary

Skills

Age: 26

Anthropology	25% (12/5)
Credit Rating	10% (5/2)
First Aid	45% (22/9)
Language (Chinese)	55% (27/11)
Language (English)	65% (32/13)
Lore (Buddhism)	25% (12/5)
Lore (Christianity)	50% (25/10)
Lore (Other Faiths)	30% (15/6)
Medicine	30% (15/6)
Natural World	30% (15/6)
Persuade	50% (25/12)
Psychology	50% (25/12)
Spot Hidden	50% (25/12)
Survival (Desert)	30% (15/6)

Combat

Brawl	25% (12/5), damage 1D3+1D4
Dodge	45% (22/9)

Backstory

Born Li Jianyu to a poor family in Shantung (Shandong) Province, Jianyu lost his birth parents in the Boxer Rebellion, which targeted (among others) Christian converts and their families. Rescued by a fleeing Scottish Protestant missionary, Grace Strachan, little Jianyu found himself holed up in the Foreign Legation Quarter in Peking during its infamous siege, which he was lucky to survive.

Under the tutelage of his adopted mother, Michael (as he became known) quickly learned all about his parents' adopted faith. Once the political ramifications of the Boxer uprising had subsided, he traveled across Kokonor (Qinghai) and Sinkiang (Xinjiang) at Miss Strachan's side, aiding her in her missionary work for the China Inland Mission.

Despite his upbringing and his chosen profession, Michael has a keen interest in the religions of those around him and has taken the time to learn as much as he can about the Muslim, Buddhist, and Taoist faiths he has encountered during his travels. He finds the parallels between the doctrines fascinating and likes nothing better than to discuss intricate points of religious lore with the learned elders in the towns he visits. As a result, his proselytizing is not, perhaps, as enthusiastic as it should be, much to his mother's distress.

He is currently in Peking visiting old missionary friends, several of whom work for Yenching University. While in the city, he's taken the opportunity to tour the various religious sites, including the Lama Temple and Peking's various Catholic cathedrals. He is secretly working on a manuscript about his travels across China and the interesting people he has met along the way.

• Description: in accordance with China Inland Missions' protocols, Michael dresses in traditional Chinese clothing, consisting of a long robe topped with a Chinese-style waistcoat. He wears his hair in a rather old-fashioned pigtail.



- Ideology/Beliefs: Michael believes in a god, he's just not entirely certain which one—they're all so fascinating.
- Significant People: his adopted mother, Grace Strachan, to whom he owes his life.
- Meaningful Locations: the British Legation, Peking; without their shelter, he and his mother would have perished during the Boxer Rebellion.
- **Treasured Possessions:** a songbird Michael raised from a chick after it fell from its nest and was injured. The bird lives in an ornate, antique cage.
- **Traits:** in keeping with the tenets of his Christian faith, Michael tries to be generous and kind, and shares whatever he has with those in need.
- Equipment: heavily worn Bible (King James Version), book notes.



Archetype: Sidekick

Core Characteristic: change either DEX or CON to 90 **Hit Points:** 25 (or 31)

Add/Adjust Skills: First Aid 65%, Listen 60%, Navigate 30%, Stealth 40%.

- **Resilient:** may spend Luck points to shrug off Sanity loss, on a one-for-one basis.
- **Resourceful:** always seems to have what they need to hand; may spend 10 Luck points (rather than make Luck roll) to find a certain useful piece of equipment (e.g. a flashlight, length of rope, a weapon, etc.) in their current location.

PRE-GENERATED INVESTIGATORS

TIMUR STEPANOVICH REPIN Occupation: White Army Russian refuge

1150.20	Occupatio		iniy itussian	rerugee
STR 60	CON 60	SIZ 70	DEX 90	INT 70
APP 50	POW 70	EDU 60	SAN 58	HP 13
DB: +1D4	Build: 1	Move: 8	MP: 14	Luck: *
*Luck: roll 3	3D6 and mu	ltiply it by 5.		

Note: immune to Sanity loss from viewing a corpse or gross injury.

Skills

Art/Craft (Acting)	50% (25/10)
Credit Rating	20% (10/4)
Firearms (Rifle)	40% (20/8)
First Aid	50% (25/10)
History (Art)	45% (22/9)
Intimidate	65% (32/13)
Language (Chinese)	35% (17/7)
Language (English)	25% (12/5)
Language (Russian)	60% (30/12)
Listen	60% (30/12)
Navigate	30% (15/6)
Psychology	60% (30/12)
Spot Hidden	45% (22/9)
Stealth	50% (25/10)
Survival (Desert)	30% (15/6)
Throw	35% (17/7)

Combat

Brawl	55% (27/11), damage 1D3+1D4
Mauser C96 pistol	65% (32/13), damage 1D10+2
Dodge	55% (27/11)

Backstory

The young Russian had at one point hoped to join the Imperial Russian Ballet, but he was drafted at the outset of the Great War, and went on to serve with distinction on the Eastern Front. Realizing all was lost near the war's end, he finally fled across the Chinese border on the Trans-Siberian Express in 1920, eventually making his way to Peking and the Russian Spiritual Mission. After years of hard work, first as a janitor at Yenching University and then as an assistant and occasional art history expert with Dr. Eudora Lockhart, Repin has made a new life for himself in China. The imminent arrival of the first Soviet Ambassador to Peking fills him with dread, and he wonders if the time has come to head for even further shores-perhaps even the United States of America.

Or so he says... In reality, while tales of his life before the Revolution are true, Repin was sickened by the decadence and callousness he saw on display during his childhood. He secretly joined the Bolsheviks and is on the Soviet payroll. He isn't running from anyone-he was sent to Peking to spy on the White Russian

expatriate community and report back to his masters in Moscow, as well as to gather useful information on foreign activities in China.

- Description: strong, lithe, and athletic, Repin would have made a good dancer. Otherwise, he is fairly nondescript (something of an advantage given his line of work), although there is a haunted look in his eyes.
- Ideology/Beliefs: Repin

- is a Communist through and through, although he must keep his political opinions to himself if he doesn't want to blow his cover.
- Significant People: his young daughter, Manya. Repin wants to make the world a better place for his little girl. The girl's mother, Tamara Aleksandrovna Tyutcheva, is a genuine White Russian refugee, unlike her husband; as Repin views his marriage to Tamara as one of convenience to maintain his cover, she is not one of his Significant People.
- · Meaningful Locations: the Hermitage, Petrograd (Saint Petersburg). Despite his loathing of the Tsarist regime, Repin has many happy memories of his childhood playground.
- Treasured Possessions: his Mauser pistol; the gun has saved his life on more than one occasion.
- Traits: Repin is quite prepared to die for his beliefs if his Soviet masters deem it necessary.
- Phobias & Manias: ligyrophobia-the fear of sudden loud noises.
- Equipment: Mauser C96 "Broomhandle" pistol.



PULP ADJUSTMENTS

Archetype: Cold Blooded Core Characteristic: change INT to 90 Hit Points: 26

Add/Adjust Skills: Art/Craft (Acting) 70%, Firearms (Handgun) 85%, Intimidate 85%, Stealth 70%, Survival (Desert) 50%.

- · Hardened: ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.
- · Rapid Attack: may spend 10 Luck points to gain one further melee attack in a single combat round.

SOFIAN BAZAZ-WAIN

STR 60	CON 45	SIZ 70	DEX 60	INT 70
APP 50	POW 50	EDU 87	SAN 44	HP 11
DB: +1D4	Build: 1	Move: 6	MP: 10	Luck: *
*Luck: roll 3	D6 and mul	tiply it by 5.		

Note: immune to Sanity loss from viewing a corpse or gross injury.

Occupation: Photojournalist and Explorer

Skills

Age: 49

Art/Craft (Photography)	65% (32/13)
Art/Craft (Writing)	35% (17/7)
Charm	65% (32/13)
Climb	30% (15/6)
Credit Rating	30% (15/6)
First Aid	40% (20/8)
History (Exploration)	45% (22/9)
Language (English)	90% (45/18)
Language (French)	35% (17/7)
Language (Hindustani)	55% (27/11)
Natural World	40% (20/8)
Navigate	40% (20/8)
Psychology	60% (30/12)
Science (Chemistry)	40% (20/8)
Spot Hidden	60% (30/12)
Stealth	40% (20/8)
Survival (Desert)	30% (15/6)

Combat

Brawl Webley .38 revolver Dodge 25% (12/5), damage 1D3+1D4 50% (25/10), damage 1D10 30% (15/6)

Backstory

Fascinated by explorers and their adventures, Sofian and his little brother, Adem, used to plan their own expeditions from their home in Srinagar, in the Princely State of Jammu and Kashmir, across the Karakorums and on into the mysterious lands where their ancestors' wealth had originated. When they were older, the two actually made the journey across the Taklamakan Desert, as far as Sian—in fact, not long after Sir Marc Aurel Stein made his famous discovery at Tun-huang. Sofian's published article and accompanying photographs made the brothers famous and gave his career as a freelance journalist a much-needed boost.

Other trips around the world, either alone at the behest of organizations (such as the Asiatic Society) or as an expedition photographer and reporter, soon followed, although the Great War saw a change of occupation to war correspondent as Sofian was deemed too old to enlist. Adem's death on the Western Front in 1917 was a devastating blow to his family and Sofian in particular; for a brief moment he contemplated giving up his travels. But, in the end, he felt driven to continue them in honor of his brother.

• **Description:** tall and wellbuilt, Sofian's midriff is definitely beginning to expand now that his adventuring days are drawing to a close. Apart from a few wrinkles (laughter lines, he insists), he could easily pass for a man ten years younger. He tends to dress in Western-style suits, but adopts the relevant native garb when on expedition.



- Ideology/Beliefs: as a devotee of Islam, Sofian attempts to follow the five pillars of his faith as best he can.
- **Significant People:** Adem, his youngest brother, killed while serving in the Great War. Adem was a dreamer who wanted to see the world and everything it had to offer; Sofian travels to honor his memory.
- Meaningful Locations: although Sofian now lives in Delhi, visits home to Srinagar—its lakes, gardens, and boats—always fill him with a sense of great peace.
- Treasured Possessions: his faithful Thornton Pickard Royal Ruby field camera.
- **Traits:** Sofian has always been ambitious, even if his desire to explore and document the world's empty spaces is starting to diminish with age.
- Phobias & Manias: ecdemomania-a compulsion to travel or wander.
- Equipment: Thornton Pickard Royal Ruby field camera, camera equipment (flash, tripod, developing chemicals, etc.), photographic plates, travel journal and pencil.



PULP ADJUSTMENTS

Archetype: Explorer

Core Characteristic: change either DEX or POW to 90 **Hit Points:** 23

Add/Adjust Skills: Natural World 60%, Navigate 60%, Survival (Desert) 60%, Track 50%.

- Hardened: ignores Sanity point loss from attacking other humans, or from viewing horrific injuries or the deceased.
- Stout Constitution: may spend 10 Luck points to reduce poison or disease damage and effects by half.













												e	03
Na	20s Era Inves	TIGAT	OR		Сн	AR	RA	CTERISTIC	S				
	ame_Chang Mei		_	STR	40 20	Catalana.	DEX	49	70	35	-		
S901	ayer Accupation		-	JIU		_	JLA			14	X		
~	ge _24 Sex _F	F		CON	50 25		\P F	$\mathbf{P} \begin{bmatrix} 30 \\ 12 \end{bmatrix} \mathbf{POW}$	70	35 14			6
	esidencePeking, Chir		_	C17	25	_	DU			+1		30	
	rthplace_Peking, Chir	าล	_	SIZ	bu 10		Know	80 40 ///ove 16 Rate	8	-1			
Ma Woi			I	emp. Isane	Indef. Insane	12 1	3 14	70 Max	Insane	01		100 OIL 10	
POINTS	Dying 00 0 Unconscious 03 0	01 02 04 05	1	31	32 33 34	35 3	6 37	38 39 40 41 42 43 61 62 63 64 65 66	44 45 4	6 47	48 49 50 51 5	2 53	Z
		09 🕕						84 85 86 87 88 89			94 95 96 97 9		<
토		14 15 19 20		A	LL	pî (THUL	ΗI		0 01 02 03	04 -	
	00 00 10 11 10	12.1	4 15	16 17 1	Out o			01 02 03 04 05 06	the second second	05		09	MACIO
ICK I	31 32 33 34 35	36 37	7 38	39 40 4	1 42 43 4	4 45	46	24 25 26 27 28 29 47 48 49 50 51 52	53	10		(14) 🚐	T
E								70 71 72 73 74 75 93 94 95 96 97 98	and the second second	20		19 24	NTS
					INVES	STIC	GAT	OR SKILLS				X75/4	
	Accounting (05%)			Fast Talk	(05%)			🗖 Law (05%)			Science (01%)		
	Anthropology (01%)] Fighting ((Brawl) (25%)	25	12 5	🗖 Library Use (20%)	70 <mark>35</mark> 14				
	Appraise (05%)		_] []			E	Listen (20%)	40 <mark>20</mark> 8				
	Archaeology (01%)]				Locksmith (01%)			Sleight of Hand (10%)		
	Art / Craft (05%) Calligraphy	35 1	<u>-</u>	J firearms (Handgu	n) (20%)	20	10 4	🗖 Mech. Repair (10%)			Spot Hidden (25%)	75 <mark>3</mark> 1	
]] Firearms (Rifle/Sh	otgun) (25%)		H	Medicine (01%)			Stealth (20%)	20 ¹	
	l]			H	Natural World (10%)			Survival (10%)		
	Charm (15%)			First Aid	(30%)	30	and the second s	Navigate (10%)			Swim (20%)		
	Climb (20%)	20 <mark>1</mark>		History (a	o 5%)	50	25 10	Occult (05%)			Throw (20%)	20 <mark> </mark>	
	Credit Rating (00%)	30 <mark>1</mark>	6 C	Intimidat	te (15%)			Op. Hv. Machine (01%)			Track (10%)		
	Cthulhu Mythos (00%)			Jump (20		20	10 4	Persuade (10%)	50 <mark>25</mark> 10				
	Disguise (05%)			English	e (Other) (01 %) 1	50		□ ^{Pilot (01%)}			Language (Other)		7
	Dodge (half DEX)	55 <mark>2</mark> 1	۲ L	Sanskri	.t		30 12	Psychology (10%)	10 <u>5</u> 2		Lore (Buddhism)	30 <mark> </mark>	5
	Drive Auto (20%)			Tibetar		40	the second se	Psychoanalysis (01%)					
	Elec Repair (10%)			Chines	e (Own) (EDU) e	80	40 16	🗖 Ride (05%)					

BACKSTORY

Personal Description Slender and petite with a sparkling smile. Mei's long black hair is usually worn in a neat bun at the nape of her neck. She wears smart, Western-style clothing as dictated by the American School of Archaeology's dress code.

Ideology/Beliefs Mei follows her family's religious beliefs and is a quietly devout Buddhist.

Significant People Her father, Chang Chou, who has always supported her in her quest to become a respected scholar. She is grateful to Dr. Lockhart for employing her as a research assistant, but she is also somewhat in awe of her feisty boss.

Meaningful Locations <u>The Lama Temple in Peking</u>. Although it doesn't adhere to the same form of Buddhism practiced by her family, Mei finds comfort in listening to the monks' chants.

Treasured Possessions The beautiful antique calligraphy set her father gave her as a graduation present.

Traits Once a person has earned Mei's trust and respect, she will stand by them, no matter what.

Injuries & Scars _

Phobias & Manias

Arcane Tomes, Spells & Artifacts.

Encounters with Strange Entities

CEAR & POSSESSIONS

Notebook and pencils, rosewood Buddhist mala (rosary), calligraphy set. Spending Level \$10 Cash \$60 Assets \$1,500

CASH & ASSETS

QUICK REFERENCE RULES Skill & Characteristic Rolls

 Levels of Success:
 Fumble 100/96+
 Fail >skill
 Regular \leq skill
 Hard ½ skill
 Extreme ½ skill
 Critical ½ skill

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

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll







Chang Mei:

Miss Chang is one of the first women to graduate from Peking University after it opened its doors to female students in 1920. Her flair for languages, both ancient and modern, makes her a valuable addition to the American School of Archaeology at Yenching University, where she works closely with Dr. Eudora Lockhart to translate and catalogue manuscripts and finds from ancient sites across China.

Known as "Mei Mei" ("Little Sister") to her friends, Mei is a conscientious and gifted scholar. She is well aware of the risk her family took in allowing her to pursue an academic career, particularly in these troubled times. As the eldest daughter of an old and respected Peking family, her marriage could have been used to seal business alliances or further her family's political ambitions, but her loving father indulged his clever child, and Mei works hard to repay that debt.

Mei has never left Peking, but is fascinated by the world beyond China's borders. She longs to visit the archaeological sites "her" manuscripts came from, as well as the sites Dr. Lockhart has visited across the globe. She is not sure how her absence would affect her father, though, so up until now, she has been content to travel vicariously through her work. But now that the right opportunity has arisen, she knows she would be a fool to refuse.



$\begin{array}{c c c c c c c c c c c c c c c c c c c $	and the second sec
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	(TP)
$Age \underline{40} Sex F = CON 45 9 APP 70 14 POW 65 13$	2
0	A
Residence Peking, China SI7 60 30 EDU 90 45 Move 7 41	
Birthplace Newcastle upon Tyne, England SIZ 60 12 EDU 80 18 Move Rate 7	and have
insuite insuite	02 03 04 05 06 07
Dying 00 01 02 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 Munconscious 03 04 05 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47	48 49 50 51 52 53 🛓
State Dying Uo 01 02 Unconscious 03 04 05 06 07 08 09 10	
11 12 13 14 15 16 17 18 19 20 CALL & CALL & CTALLAN	(M131P)
Out of Luck 01 02 03 04 05 06 07 00	
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	
5 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 20 NVESTIGATOR SKILLS) 21 22 23 24 0
Accounting (05%)	Science (01%)
Anthropology (01%) Fighting (Brawl) (25%) 25 12 Library Use (20%) 65 32 13	
	Sleight of Hand (10%)
	Spot Hidden (25%) 60 30
	Stealth (20%) 20 10
	Survival (10%) 40 8
	Swim (20%)
	Throw (20%) 20 10
	Track (10%)
Cthulhu Mythos (00%) Imp (20%) Imp (20%)	
Disguise (05%)	
Dodge (half DEX) 45 22 1 Italian 40 20 Psychology (10%) 10 5 2 □	
Dodge (half DEX) 45 22 9 Italian 40 20 8 Psychology (10%) 10 5 2 Drive Auto (20%) Drive Auto (20%) Drive Auto (20%) Psychology (10%) 10 5 2 Image (10%) Elec Repair (10%) Elec Repair (10%) Image (Own) (EDU) 90 45 18 Ride (05%) 40 20 8	-

BACKSTORY

Personal Description Her dark hair (which is starting to show the first few flecks of silver) and olive skin clearly denote her Italian ancestry. Although she respects the school's dress code when on site, she wears practical breaches in the field.

Ideology/Beliefs Eudora works hard to ensure open access to education and increased rights for Chinese women.

Significant People Her husband, Charles, whom she is still very much in love with, even after all these years.

Mcaningful Locations The American School of Archaeology, Peking, which gave her the chance to realize her dreams.

Treasured Possessions <u>The copy of "The Travels of</u> Marco Polo" given to her by her late mother. Traits Once Eudora sets her mind to something, it takes a great deal of time and effort to dissuade her from it.

Phobias & Manias

Injuries & Scars

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

CEAR & POSSESSIONS

Archaeological tools,	
locket containing a	
portrait of her husband,	
Purdey 12-gauge shotgun,	
a well-thumbed and	
heavily annotated copy of	
"The Travels of Marco	
Polo."	

 Spending Level
 \$10

 Cash
 £80

 Assets
 \$2,000

CASH & ASSETS

QUICK REFERENCE RULES

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥½ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll



Dr. Lockhart is a formidable woman - she's worked her way from the ground up in a discipline dominated by men who don't believe a woman is tough enough to rough it in the field. But, having trained at University College London under the infamous Prof. William Flinders Petrie, Dr. Lockhart knows a thing or two about survival.

Born to wealthy old British industrialist Jeremiah Jessop and his second wife, Isabella, young Eudora was spared nothing in terms of indulgences or education. She traveled widely as a child, frequently visiting her Venetian mother's homeland, where she soaked up Italy's rich history and decided that one day, she would make great discoveries of her own, like her idol, Marco Polo.

Headstrong and bright, she excelled under her tutors at university, taking her lead from both Petrie and UCL's first female archaeology lecturer, Margaret Murray. She was never as enthralled with Egypt as her fellow students, although it did prove a useful training ground for honing her professional skills.

During her round-the-world travels after graduating, Eudora found herself swept up in the heady social scene of Shanghai, where she met and fell in love with an agreeable young American diplomat, Charles Lockhart. They married soon afterwards, much to everyone's surprise. After her husband's transfer to the American Legation in Peking, Eudora joined Peking's newly opened American School of Archaeology, where she earned her doctorate and became their first female archaeology lecturer.

Originally drawn to China by the works of Marco Polo and the discoveries of Sir Marc Aurel Stein and his associates, Dr. Lockhart was immensely jealous when her former employer, Langdon Warner, announced his expedition to the site of the Caves of the Thousand Buddhas herself - she hopes to go to the site and dreams of making her own discoveries there.



,9 ,9							
1920S ERA INVE	STIGATOR	Сн	ARA	CTERISTIC	", S		
Name_Charles Lockha	rt		and a second second second	20		37	
Player		STR 65 32		K 60 30 INT 12 Idea	75	15	
Occupation_Diploma		CON 55 27	APF	P 70 35 POW		35 14	
Residence_Peking, Cl				. 25			
Birthplace_Boston, N		SIZ 75 37	EDL Know			-1	
Major Wound	P	Temp. Indef.		70 Max	Insane		
Dying 00 Unconscious 03	01 02 04 05	31 32 33 34	35 36 37	4 15 16 17 18 19 20 7 38 39 40 41 42 43	44 45 4	46 47 48 49 50 51 5	2 53 2
Unconscious 03 06 07 08	09 10) 61 62 63 64 65 66 3 84 85 86 87 88 89			
日 11 12 ① 16 17 18	14 15 19 20	CALL	of C	тип	UN	(Mataap)	
10 17 18	19 20	Outo	of Luck	01 02 03 04 05 06	07	00 01 02 03 05 06 07 08	04 MACIC
A		5 16 17 18 19 20 2	21 22 23	24 25 26 27 28 29	30	10 11 12 13	
54 55 56 57 5	8 59 60 6	1 62 63 64 65 66 6	67 68 69	474849505152707172737475	76	15 16 17 18	19 POINTS
77 78 79 80 8	1 82 83 8			93 94 95 96 97 98	99	20 21 22 23	24 0
Accounting (05%)		Tast Talk (05%)	65 <u>32</u> 13	Law (05%)		Science (01%)	
Anthropology (01%)		Fighting (Brawl) (25%)	35 17 7	Library Use (20%)	H		
Appraise (05%)	Ē		Ē	Listen (20%)	60 <mark>30</mark> 12		
Archaeology (01%)	P		P	Locksmith (01%)	A	Sleight of Hand (10%)	
Art / Craft (05%)	Ē	Firearms (Handgun) (20%)	20 10 4	🗖 Mech. Repair (10%)	Ē	Spot Hidden (25%)	25 12 5
		Firearms (Rifle/Shotgun) (25%)	P	Medicine (01%)	A	Stealth (20%)	20 10 4
	P		\square	🗖 Natural World (10%)	P	Survival (10%)	FAIL
Charm (15%)	55 27	First Aid (30%)	30 15 6	☐ Navigate (10%)	A	Swim (20%)	
Climb (20%)	20 10 4	History (05%)	60 <mark>30</mark> 12	🗖 Occult (05%)	Ē	Throw (20%)	20 10 4
Credit Rating (00%)	40 20 8	Intimidate (15%)	50 <mark>25</mark> 10	Dp. Hv. Machine (01%)		🗖 Track (10%)	
Cthulhu Mythos (00%	()	🗖 Jump (20%)	20 10 4	Persuade (10%)	65 <mark>32</mark> 13		
Disguise (05%)		Language (Other) (01% Chinese) 55 <mark>27</mark> 11	□ Pilot (01%)			
Dodge (half DEX)	30 <u>15</u> 6			Psychology (10%)	60 30 12		
Drive Auto (20%)				Psychoanalysis (01%)		□	
Elec Repair (10%)	$ $ $ $	Language (Own) (EDU) English	75 37	🗖 Ride (05%)	$ $		

 $\ensuremath{\mathbb{C}}$ 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

BACKSTORY Traits Charles has a reputation of being handsome despite his gray hair. Some consider fair and honest in all his dealings. It's Lockhart to be the poster boy for the American probably why he hasn't advanced all

that far through the diplomatic ranks.

Injuries & Scars

Phobias & Manias.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

CEAR & POSSESSIONS

Personal Description Tall, athletic, and still

Ideology/Beliefs Unlike many of his fellow

diplomats, Charles believes all people are created equal. As a result, he cannot abide people who treat others as lesser beings.

Although her stubborn nature sometimes drives him to distraction, he wouldn't be

Meaningful Locations The restaurant at the

Shanghai Race Club where he proposed to

Treasured Possessions A homerun baseball signed

by members of the Boston Beaneaters, which Charles caught during a game he attended as a

Significant People His wife, Dr. Eudora Lockhart.

diplomatic service abroad.

without her.

Eudora.

small child.

Hipflask, his lucky baseball, calling cards, silver cigarette case given to him by Eudora.

Spending Level \$10 Cash \$80 Assets \$2,000

CASH & ASSETS

QUICK REFERENCE RULES Skill & Characteristic Rolls

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

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying** Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll



Charles Lockhart:

Although not from one of the leading Boston families, Charles Lockhart certainly never wanted for anything during his childhood. Well-educated and moving in all the right social circles, it was expected that he would marry well and eventually take over the reins of the family publishing firm when his father retired.

A capable athlete, Charles preferred to spend his time at college on the playing fields - when not out socializing with his peers. The life and soul of the party, Charles was always a popular guest wherever he went, and had a way with people, no matter their background. He had a keen mind, but was uninterested in business and seemed content to drift through life until fate intervened.

Ever the dutiful son, Charles became engaged to the daughter of one of Boston's oldest families, largely because it was what his parents wanted. The young lady wasn't thrilled by the arrangement, either, and subsequently eloped with another man on her wedding day, much to their respective families' horror and shame. Seeing this as an opportunity to get away from the developing scandal and out from under his parents' thumb, Charles joined the US Diplomatic Corps with the help of his uncle.

Not long afterward, he found himself on the boat to Shanghai, China, as a junior clerk to the American Legation there. The city's nightlife suited him to a tee and, surprisingly, he found the work (and the country) fascinating. Not long after his arrival, he met and fell in love with the British adventuress, Eudora Jessop. After a whirlwind romance, the two married and have lived and worked side by side ever since.

Lockhart's transfer to Peking marked the beginning of a brief rise within the ranks of the diplomatic service. However, his evenhandedness, affable nature, and insistence on treating everyone as equals infuriate some of his stuffier superiors in the Imperial City. He remains very good at his job, and is content to stay at his current level where he believes he can do more good for the people he serves.



3

		S	C'TIC'S							
	Real Provide State			ACTER	HAF		OR	ESTIG <i>a</i>	1920s Era Inve	Contra I
		65 32	atatatatatatatatata	· · · · · · · · · · · · · · · · · · ·	and an an an an an an	Tatatatatata .			Name_Michael Li	N
		65 13	INT Idea	$\begin{bmatrix} X & 45 \end{bmatrix}^2$	30 12	R 60	_		Player	
	S I A	65 32	POW	PP 60 3	30	ON 60	ary C		Occupation Christian	
	A LOF		l		12		- -	x	Age <u>26</u> Sex Residence Varies	
7		7	Move Rate	0U w 65 3	32 13	Z 65	nina S	Province, (Birthplace Shantung Pi	
	02 03 04 05 06 07	Insane 01 0	lax T	65	ndef.		Temp	IP)	Major Wound M12	N We
	25 26 27 28 29 30 18 49 50 51 52 53) 11 12 1 3 34 35 3	08 09 10 31 32 33)2			Ę
	71 72 73 74 75 76 94 95 96 97 98 99						0		Unconscious 03 06 07 08	
	(M131P)				I	AII	5		😫 11 🚺 13	
5	01 02 03 04	00					20	19	<u> </u>	
	11 10 10 14	0 10		3 24 25 26		7 18 19 2			08 09 10 11 1	
	16 17 18 19	LAND CONTRACTOR 1 F							31 32 33 34 3 54 55 56 57 5	
	21 22 23 24	9 20		2 93 94 95 ATOR S			3 84 85	81 82	77 78 79 80 8	
	ience (01%)	Sci	L,L,)		VE,SII	Talk (05%)			Accounting (05%)	
			(20%)		(25%) 25	nting (Brawl) (2) 25	Anthropology (01%)	
		20 10		Listen (:		0			Appraise (05%)	
	ight of Hand (10%)								Archaeology (01%)	
25 10) 20	arms ndgun) (20%)			Art / Craft (05%)	
10 4	alth(20%) 20	30 15 6 Ste	o1%) 3	Medici		arms	- F			
15 6	rvival (10%) 30	30 15 G Sur	orld (10%) 3	🗌 🗖 Natural						
\square	im (20%)		»%)	2 🗖 Navigat	45	t Aid (3 0%)	F		🗖 Charm (15%)	
10 4	row (20%) 20	Thr	%)	Occult		tory (05%)	10 4	20	Climb (20%)	
Ā	ck (10%)		chine (01%)	Op. Hv		midate (15%)	5 2	10	Credit Rating (00%)	
12 5	ore (Buddhism) 25	50 25 10 Lo	o%) 5	D Persuac	20	ıp (20%)		o%)	Cthulhu Mythos (00%	
05	50 2				r) (01%) 5 5	<mark>guage (Other)</mark> iinese			Disguise (05%)	
15 6	20	EQ 25	(10%) 5	Psychol				45	Dodge (half DEX)	
Ā				Psycho					Drive Auto (20%)	
Ā		- A		2 3 🗖 Ride (0	(EDU) 65	guage (Own) (glish			Elec Repair (10%)	
	rvival (10%) 30 ssert 20% im (20%) 20 rew (20%) 20 ck (10%) 25 ore (Buddhism) 50 ore (Christianity) 20	30 15	vrld (10%) 31 x%)	 Natural Navigat Occult Op. Hv. Persuac Pilot (content Psychol Psychol 	() (01%) 55	le/Shotgun) (2 t Aid (30%) tory (05%) midate (15%) mp (20%) guage (Other) tinese		20 10 0%)	 Charm (15%) Charm (15%) Climb (20%) Credit Rating (00%) Cthulhu Mythos (00%) Disguise (05%) Dodge (half DEX) Drive Auto (20%) 	

BACKSTORY

Personal Description In accordance with the China Inland Mission's protocols, Michael dresses in traditional Chinese clothing, consisting of a long robe topped with a Chinese-style waistcoat. He wears his hair in a rather old-fashioned pigtail.

Ideology/Beliefs Michael believes in a god, he's just not entirely certain which one - they're all so fascinating.

Significant People_His adopted mother, Grace_ Strachan, to whom he owes his life.

Meaningful Locations The British Legation, Peking. Without their shelter, he and his mother would have perished during the Boxer Rebellion.

Treasured Possessions A songbird Michael raised from a chick after it fell from its nest and was injured. The bird lives in an ornate antique cage. Traits In keeping with the tenets of his Christian faith, Michael always tries to be generous and kind, and will share whatever he has with those in need.

Injuries & Scars

Phobias & Manias_

Arcane Tomes, Spells & Artifacts.

Encounters with Strange Entities

CEAR & POSSESSIONS

Heavily worn Bible (King James version), book notes. Spending Level <u>\$10</u> Cash \$20

CASH & ASSETS

Assets \$500

QUICK REFERENCE RULES Skill & Characteristic Rolls

Levels of Success:FumbleFailRegularHardExtremeCritical100/96+>skill \le skill $\frac{1}{2}$ skill $\frac{1}{2}$ skill01Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack Reach 0 HP without Major Wound = **Unconscious** Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilizéd; then require Medicine Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll





Michael Li:

Born Li Jianyu to a poor family in Shantung (Shandong) Province, Jianyu lost his birth parents in the Boxer Rebellion, which targeted (among others) Christian converts and their families. Rescued by a fleeing Scottish Protestant missionary, Grace Strachan, little Jianyu found himself holed up in the Foreign Legation Quarter in Peking during its infamous siege, which he was lucky to survive.

Under the tutelage of his adopted mother, Michael (as he became known) quickly learned all about his parents' adopted faith. Once the political ramifications of the Boxer uprising had subsided, he traveled across Kokonor (Qinghai) and Sinkiang (Xinjiang) at Miss Strachan's side, aiding her in her missionary work for the China Inland Mission.

Despite his upbringing and his chosen profession, Michael has a keen interest in the religions of those around him and has taken the time to learn as much as he can about the Muslim, Buddhist, and Taoist faiths he has encountered during his travels. He finds the parallels between the doctrines fascinating and likes nothing better than to discuss intricate points of religious lore with learned elders in each town he visits. As a result, his proselytizing is not, perhaps, as enthusiastic as it should be, much to his mother's distress.

He is currently in Peking with Miss Strachan visiting old missionary friends, several of whom work for Yenching University. While in the city, he's taken the opportunity to tour the various religious sites, including the Lama Temple and Peking's various Catholic cathedrals. He is secretly working on a manuscript about his travels across China and the interesting people he has met along the way.

1920S ERA INVESTIGATOR	CHARACTERISTICS					
Name_Timur Stepanovich Repin	GIAMASTEMSTICS					
Player	STR $60 \frac{30}{12}$ DEX $90 \frac{45}{18}$ INT $70 \frac{35}{14}$	5				
Occupation_Refugee	CON 60 30 APP 50 25 POW 70 35					
Age <u>26</u> Sex <u>M</u> Residence <u>Peking</u> , China						
Birthplace Saint Petersburg, Russia	SIZ 70 $\frac{35}{14}$ EDU $_{\text{Know}}$ 60 $\frac{30}{12}$ Rate 8 $\frac{41}{-1}$					
Major Wound 13P	Temp. Indef. 70 Max Insane 01 02 03 04 05 06	6 07				
	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29					
Unconscious 03 04 05 06 07 08 09 10	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 7	5 76 🕎				
岸 11 12 1 14 15						
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$						
08 09 10 11 12 13 14 1	5 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 10 11 12 13	11				
	1 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76	19 00				
		24 09				
Accounting (05%)						
Anthropology (01%)						
Appraise (05%)						
Archaeology (01%)						
Art / Craft (05%) 50 25 Acting 50 10	Firearms (Handgun) (20%) 65 32 13 Mech. Repair (10%) Spot Hidden (25%)	45 22 9				
	Firearms (Rifle/Shotgun) (25%) 40 20 Medicine (01%) Stealth (20%)	50 25 10				
	Image: Natural World (10%) Image: Survival (10%) Image: Description of the sector of	30 15 6				
Charm (15%)	☐ First Aid (30%) 50 25 ☐ Navigate (10%) 30 15 ☐ Swim (20%)					
Climb (20%) 20 10	History (05%) Occult (05%) Throw (20%)	35 17 7				
Credit Rating (00%) 20 10	□ Intimidate (15%) 65 32 13 □ Op. Hv. Machine (01%) □ Track (10%)					
Cthulhu Mythos (00%)	□ Jump (20%) 20 10 / 4 □ Persuade (10%) □ History (Art)	45 22 9				
Disguise (05%)	Language (Other) (01%) 35 17 Chinese 7 Pilot (01%)					
Dodge (half DEX) 55 27 11	English 25 12 Psychology (10%) 60 30 12					
Drive Auto (20%)	Image: Psychoanalysis (01%) Image: Psychoanalysis (01%) Image: Psychoanalysis (01%)					
🗖 Elec Repair (10%)	Language (Own) (EDU) 60 30 12 Ride (05%)					
	WEAPONS COMB	AT				
Weapon Regular Unarmed 55	Hard Extreme Damage Range Attacks Ammo Malf. 27 11 1dz + db - 1 - Damage					
Mauser C96 Pistol 65	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	1D4				
	Build (+1				
	Dodge 55	5 27				

BACKSTORY

Personal Description Strong, lithe, and athletic, Repin would have made a good dancer. Otherwise, he is fairly nondescript (something of an advantage given his line of work), although there is a haunted look in his eyes.

Ideology/Beliefs Repin is a Communist through and through, although he must keep his political opinions to himself if he doesn't want to blow his cover.

Significant People better place for his little girl to grow up in. The girl's mother, Tamara Aleksandrovna Tyutcheva, is a genuine White Russian refugee, unlike her husband; as Repin views his marriage to Tamara as one of convenience to maintain his cover, she is not one of his Significant People.

Meaningful Locations The Hermitage, Petrograd (Saint Petersburg). Despite his loathing of the Tsarist regime, Repin has many fond memories of his childhood playground.

Treasured Possessions His Mauser pistol. The gun has saved his life on more than one occasion.

Traits Repin is quite prepared to die for his beliefs if his Soviet masters deem it necessary.

Injuries & Scars _

Phobias & Manias Ligyrophobia - the fear of sudden loud noises.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

CEAR & POSSESSIONS

Mauser C96 "Broomhandle" pistol. *Repin is immune to Sanity loss from viewing corpses or gross injury.

CASH & ASSETS

Spending Level <u>\$10</u> Cash <u>\$40</u> Assets <u>\$1,000</u>

QUICK REFERENCE RULES Skill & Characteristic Rolls

Levels of Success:FumbleFailRegularHardExtremeCritical100/96+>skill \leq skill $\frac{1}{2}$ skill $\frac{1}{3}$ skill01Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = Dying Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll





Timur Stepanovich Repin:

Born in Saint Petersburg (as it was then known) as the youngest son of a museum curator, Timur was named after the conqueror Timur the Great (also known as Tamberlaine) by his historyloving mother. He grew up among the Hermitage's fabulous exhibits, and as a result became something of an expert on them. His other passion, for a while at least, was dance.

The young Russian had at one point hoped to join the Imperial Russian Ballet, but he was drafted at the outset of the Great War and went on to serve with distinction on the Eastern Front. Loyal to the Tsar, he was horrified when the the Russian Revolution broke out, and sided with the White Russians in the ensuing civil war. Pursued by the Bolsheviks, Repin fought his way across Russia in an attempt to turn back the Red Tide.

Realizing all was lost, he finally fled across the Chinese border on the Trans-Siberian Express in 1920, eventually making his way to Peking and the Russian Spiritual Mission. After years of hard work, first as a janitor at Yenching University and then as an assistant and occasional art history expert (once his former experience came to light) with Dr. Eudora Lockhart, Repin has made a new life for himself in China. The imminent arrival of the first Soviet Ambassador to Peking fills him with dread, and he wonders if the time has come to head for even further shores - perhaps even the United States of America.

Or so he says... In reality, while his tales of life before the Revolution are true, Repin was sickened by the decadence and callousness he saw on display during his childhood. He secretly joined the Bolsheviks and is on the Soviet payroll. He isn't running from anyone - he was sent to Peking to spy on the White Russian expatriate community and report back to his masters in Moscow.

	وکی												C	
a conta	1920s Era Inves	TIGATOR		C'H			CTERISTIC	"C'		NVV				Contraction of the second
SW I I	Name_Sofian Bazaz-Wai			at at at a tat at a	Talalala	and the second		ATATA TATA		25		30		
	Player		STR	60 30 12	1	DEX	60 30 12 INT	7		35 14		E.		
<u> </u>	Occupation Photojour	nalist	CON	45 22		NPP	E0 25 DOW	x/ E	50 ¹	25	1	AN.	5	
	Age <u>49</u> Sex <u>1</u>			45 9] ^		50 23 10 POV			10		VI	1	
	Residence Delhi, British Birthplace Srinagar, Bri		SIZ	70 35 14		DU {now	87 43 Move 17 Rate		6)	+1			1	
			Temp.	Indef.		UNOW				-1				
W	/ound	01 02	Insane	Insane	12 1	3 14	50 Max 15 16 17 18 19 20		sane 22 23			04 05 0 27 28 2		
		04 05	31 3	32 33 34 3 55 56 57 5	35 3 58 5	6 37 9 60	38 39 40 41 42 43 61 62 63 64 65 66	44 6 67	45 46 68 69	5 47 9 70	48 49 71 72	50 51 5 73 74 7	2 53 5 76	NIT
		9 10 4 15					84 85 86 87 88 89				94 95	96 97 9		
		9 20	CA	LLO	ji (THUL	H		00	01	10 P O O O O O O O O O O	04	
	2000	1	-	Out of			01 02 03 04 05 06	15.5		05	06	02 03 07 08	04	5
	العسط						242526272829474849505152			10	11	12 13	14	
							70 71 72 73 74 75 93 94 95 96 97 98	1000		15 20	16 21	17 18 22 23	19 24	POINTS
				-			OR SKILLS							
	Accounting(05%)	\square	🗖 Fast Talk (o 5%)			🔲 Law (05%)				<mark>cience (</mark> C Chemist	01%) ry	40	20 8
	Anthropology (01%)		🗖 Fighting (I	Brawl) (25%)	25	12 5	🔲 Library Use (20%)							\square
	Appraise (05%)						🔲 Listen (20%)	20	10 4					\square
ſ	Archaeology (01%)	P					Locksmith (01%)		\square		leight of	Hand (10%)		A
	Art / Craft (05%) Photography	65 <mark>32</mark> 13	Firearms (Handgun) (20%)	50	25 10	🔲 Mech. Repair (10%)		\square	– s	pot Hidd	en (25%)	60	30 12
C		35 17	Firearms (Rifle/Sho				Medicine (01%)				tealth (20	o%)	40	20 8
]	P		(23/0)			🔲 Natural World (10%)	40	20 8		urvival (10 Desert	ാ%)	30	15
	Charm (15%)	65 <mark>32</mark> 13	First Aid (3 0%)	40	20 8	🔲 Navigate (10%)	40			wim (20%	6)		A
ſ	Climb (20%)	30 <mark>15</mark> 6	History (0	5%)			🗖 Occult (05%)				hrow (20)	%)	20	10
	Credit Rating (00%)	30 <mark>15</mark> 6	🗖 Intimidate				Dp. Hv. Machine (01%)				rack (10%)		۲II
	Cthulhu Mythos (00%)		Jump (2 0)		20	10 4	Persuade (10%)							
	Disguise (05%)			(Other) (01%)			Pilot (01%)				listory /F	xploration)	45	<u>22</u> 9
	Dodge (half DEX)		Hindust			27 11	Psychology (10%)	60	30 12		iistory (E	Aplotation)		
	Drive Auto (20%)			.am			Psychoanalysis (01%)							
	Elec Repair (10%)			(Own) (EDU)	90	45	□ Ride (05%)							
		CP153 DP1			Suman In			NUPT			7750	COMP		
	Weapon	Regular	Hard Extrem	₩ EAP(ne Dama			nge Attacks Am	mo	Ma	alf.		COMB	AI	
	Unarmed		<u>12</u> 5	1d3 +	db		- 1					mage +	1D	4
	Webley .38 revolver		25 10	<u>1d1</u>	0	1	5 yds 1 (3) 3	8	9	7	BC	onus		$\leq \parallel$
											Bu	uild (+1	
62				_								odge		\leq
101 6												JUPC		

 $\ensuremath{\mathbb{C}}$ 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

BACKSTORY

Tall and well-built, Sofian's midriff is definitely Personal Description beginning to expand now that his adventuring days are drawing to a close. Apart from a few wrinkles (laughter lines, he insists), he could easily pass for a man ten years younger. He tends to dress in Western-style suits but adopts the relevant native garb when on expedition.

Ideology/Beliefs As a devotee of Islam, Sofian attempts to follow the five pillars of his faith as best he can.

Significant People Adem, his youngest brother, killed while serving in the Great War. Adem was a dreamer who wanted to see the world and everything it had to offer. Sofian travels to honor his memory.

Meaningful Locations Although Sofian now lives in Delhi, visits home to Srinagar - its lakes,

gardens, and boats - always fill him with a

sense of great peace.

Treasured Possessions His faithful Thornton Pickard Royal Ruby field camera.

Traits Sofian has always been ambitious, even if his desire to explore and document the world's empty spaces is starting to diminish with age.

Injuries & Scars

Phobias & Manias_Ecdemomania - a compulsion to travel or wander.

Arcane Tomes, Spells & Artifacts.

Encounters with Strange Entities

CEAR & POSSESSIONS

Thornton Pickard Royal *Immune to Sanity losses Ruby field camera, camera from viewing a corpse or equipment (flash, tripod, gross injury. developing chemicals, etc.), photographic plates, travel journal and pencil.

CASH & ASSETS

Spending Level \$10 Cash \$60 Assets \$1,500

QUICK REFERENCE RULES **Skill & Characteristic Rolls**

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

Wounds & Healing

Medicine heals +1d3 HP First Aid heals 1HP;

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack Reach 0 HP without Major Wound = Unconscious Reach 0 HP with Major Wound = **Dying** Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day Natural Heal rate (Major Wound): weekly healing roll

Char	Char	Char	-
Player	Player	Player	
Char Player	Me	Char Player	-
Char	Char.	Char	-
Player	Player	Player	

1 4 35-1

FEILOW INVECTICATODO

Sofian Bazaz-Wain:

The Bazaz-Wains, a well-respected clan of businessmen and shopkeepers, have a long history in Kashmir. Sofian's family were once involved in the silk trade with China along the old Silk Road; in fact, that's where they made their fortune before diversifying out into silk manufacture and weaving at their own facilities after China lost the secrets of sericulture to the outside world.

Fascinated by explorers and their adventures, Sofian and his little brother, Adem, used to plan their own expeditions from their home in Srinagar, in the Princely State of Jammu and Kashmir, across the Karakorums and on into the mysterious lands where their ancestors' wealth had originated. When they were older, the two actually made the journey across the Taklamakan as far as Sian - in fact, not long after Sir Marc Aurel Stein made his famous discovery at Tun-huang. Sofian's published article and accompanying photographs made the brothers famous and gave his career as a freelance journalist a much-needed boost.

Other trips around the world, either alone or in the behest of organizations (such as the Asiatic Society) or as an expedition photographer and reporter, soon followed, although the Great War saw a change of occupation to war correspondent as Sofian was deemed too old to enlist. Adem's death on the Western Front in 1917 was a devastating blow to his family and Sofian in particular; for a brief moment, he contemplated giving up his travels. But, in the end, he felt driven to continue them in honor of his brother.

Now based in New Delhi, Sofian's photojournalist career is slowing down. Although aware that his eyesight is not what it was, he still feels he has one last big trip in him before he hangs up his camera for good. He is currently in Peking as a guest of the China Lecture Association, which has invited him to give a talk on his travels in Sinkiang, inspired by Langdon Warner's expedition.



											9
PULP HE	RO!	(Gl	HAI	3/A	GTL	E(BIIST)	1CS				
Name Chang Mei			20			2		35	600		
Player		STR 40	8 L	DEX		IT Idea	70	14	N. S.		
Occupation Linguist Age 24 Sex			25				70	35	64		
Age 24 Sex	ANAL SOL	CON 50	10	IPP			70	14		68	
Residence Peking, Chin	na	617 50	25	DU		5 Mov		+1			
Birthplace Peking, Chin	na	SIZ 50		now		8 Rate	8	-7	A AMARIAN D		
Dying 20	Y		def.	KC	70	Max	Insane	01 0	02 03 04 05 0	6 07	
9 00 01 02 03 04	and a	Insane Ins 08 09 10	ane 11 12 1	3 14		7 18 19 20			25 26 27 28 2	60	
07 08 09 10 11 0 14 15 16 17 18		31 32 33		6 37 9 60		0 41 42 43 3 64 65 66			18 49 50 51 5. 71 72 73 74 7.	2 53	
21 22 23 24 25		Shell				6 87 88 89					
28 29 30 31 32 35 36 37 38 39		DMI	D (TPU				<u>(M147)</u>	140	
	11. 11	P OL	Dut of Luc	k .	01 02 03	04 05 06	07	00	01 02 03	04	
08 09 10 11 12	13 14 15	and the second second	20 21 22		24 25 26		30	05	06 07 08 11 12 13	09	
31 32 33 34 35 54 55 56 57 58	36 37 38 59 60 61		43 44 45 66 67 68		47 48 49 70 71 72	50 51 52 73 74 75	2000000	15	16 17 18	19	
77 78 79 80 81					93 94 95		99	20	21 22 23	24	
		刘子子 医白色	FIB(C		5 <u>[K</u> [ILLS					
Accounting (05%)	P	Elec. Repair (109	and the state of the state of the	H	Langua	ge (Own) (EDU)	P	Re.	ad Lips (01%)	P	
Appraise (05%)		🔲 Fast Talk (05%)		B	🗖 Law (0	5%)			le (05%)	B	
Archaeology (01%)	P	Fighting (Brawl)	(25%) 25	12	Library	Use (20%)	90 45 18		ience (01%)	P	
Art / Craft (05%) Calligraphy	35 17			A	🗖 Listen	(20%)	40 20 8			P	
	Ē			Ē	Locksr	nith (01%)	A	Sle	ight of Hand (10%)	A	
Charm (15%)		Firearms (Handgun) (20%)	6) 20	10	🗖 Mech.	Repair (10%)		🗖 Sp	ot Hidden (25%)	75 <u>37</u> 15	
Climb (20%)	20 10 4	Firearms (Rifle/Shotgun)	(25%)	B	Medici	ne (01%)		Store Status	ealth (20%)	20 10 4	
Computer Use (00%)		Firearms (SMG)	(15%)	B	🗖 Natura	l World (10%)			rvival (10%)		
Credit Rating (00%)	30 6			Ð	🗖 Naviga	te (10%)		Sw	im (20%)		
Cthulhu Mythos (00%)		🗖 First Aid (30%)	30		Occult		E	00000000000	row (20%)	20 10 4	
Demolitions (01%)		History (05%)	70	35	Op. Hv.	Machine (01%)		Tra	ick (10%)		
Disguise (05%)		🔲 Intimidate (15%))	H	Persua	de (10%)	50 25 10		nguage (Tibetan)	60 <u>30</u> 12	
Diving (01%)	A	🗖 Jump (20%)	20	<u>10</u> 4	Pilot (01%)	IA		nguage (Other)	35 17	
Dodge (half DEX)	55 27	Language (Other) English	(01%) 70	35 14	Psycho	analysis (01%)	P	-	ore (Buddhism)	30 15 6	
Drive Auto (20%)	FA	Sanskrit	80	<u>40</u> 16	Psycho	logy (10%)	10 <u>5</u> 2			A	
			A <i>PO</i>		5			-	M	BAT	
Weapon	Regular I	Hard Extreme	₹ <i>Ų°</i> © Damage		ange A	ttacks Am	mo M	lalf.	Com	9020	
Unarmed	25		1d3 + db			1		-	Damage	one	
1			1. A. A.						Bonus		
									Build	0)	
		<u></u>							Dodge 5	117	-
				-					Douge];	0 11	
							S. K. H. L.		Month R.		

Contraction of the state of the

A DESCRIPTION OF THE OWNER OWNER OF THE OWNER OWNE

≡**[BACKSTO**ry**=**=

Personal Description Slender and petite with a sparkling smile. Mei's long black hair is usually worn in a neat bun at the nape of her neck. She wears smart, Western-style clothing as dictated by the American School of Archaeology's dress code. Ideology/Beliefs Mei follows her family's religious beliefs and is a quietly devout Buddhist.

Significant People Her father, Chang Chou, who has always supported her in her quest to become a respected scholar. She is grateful to Dr. Lockhart for employing her as a research assistant, but she is also somewhat in awe of her feisty boss. Meaningful Locations The Lama Temple in Peking. Although it doesn't adhere to the same form of Buddhism practiced by her family, Mei finds comfort in listening to the monks' chants. Treasured Possessions The beautiful antique calligraphy set her father gave her as a graduation present. Traits Once a person has earned Mei's trust and respect, she will stand by them, no matter what.

Injuries & Scars ____

Phobias & Manias

Arcane Tomes, Spells & Artifacts ____

Encounters with Strange Entities _____



Chang Mei:

Miss Chang is one of the first women to graduate from Peking University after it opened its doors to female students in 1920. Her flair for languages, both ancient and modern, makes her a valuable addition to the American School of Archaeology at Yenching University, where she works closely with Dr. Eudora Lockhart to translate and catalogue manuscripts and finds from ancient sites across China.

Known as "Mei Mei" ("Little Sister") to her friends, Mei is a conscientious and gifted scholar. She is well aware of the risk her family took in allowing her to pursue an academic career, particularly in these troubled times. As the eldest daughter of an old and respected Peking family, her marriage could have been used to seal business alliances or further her family's political ambitions, but her loving father indulged his clever child, and Mei works hard to repay that debt.

Mei has never left Peking, but is fascinated by the world beyond China's borders. She longs to visit the archaeological sites "her" manuscripts came from, as well as the sites Dr. Lockhart has visited across the globe. She is not sure how her absence would affect her father, though, so up until now, she has been content to travel vicariously through her work. But now that the right opportunity has arisen, she knows she would be a fool to refuse.

											C.
PULP HE	RO!	()	HHA	MR/	ACTL	zirist	1 0 S		6	CIE.	
Name Dr. Eudora Lockh	nart		20			2		37		10	
Player		STR 6	0 30 12	DEX			75	15		See .	
Occupation Archaeolo	AND STREET, ST		122			laea		32	A	- 15	
Age 40 Sex F	F	CON 4	15 22 9	APP			✔ 65	13	A	X-93	
Archetype Explorer	1220					1		13	Here a		
Residence Peking, Chir		SIZ 6	0 30 12	EDL		5 Mov 8 Rate			123	1 12	
Birthplace Newcastle upon T			12	Know		8 Rate	<u> </u>				
Dying 21/P		Temp.	Indef.		65	Max	Insane	e 01 (02 03 04 0	5 06 07	60 H
00 01 02 03 04		08 09			4 15 16 1 7 38 30 4				25 26 27 2		SA
07 08 09 10 11 14 15 16 17 18	12 13 19 20	111111111							48 49 50 5 71 72 73 7		TUN
	000								94 95 96 9		
28 29 30 31 32 35 36 37 38 39		DIM	D	C	THU	TAT 1			<u></u>		
		BOT	-	No.			CONC	00		03 04	M
08 09 10 11 12	13 14 15	16 17 18 1	Out of 9 20 21		01 02 03 24 25 26	04 05 06 27 28 29	07	05		08 09	019
31 32 33 34 35	36 37 38	39 40 41 4	12 43 44	45 46	47 48 49	50 51 52	53	10		13 14 18 19	01
54 55 56 57 58 77 78 79 80 81	59 60 61			68 69 91 92	70 71 72 93 94 95		76	15 20		18192324	SLIMI
77 78 79 80 81	02 03 04					90 97 98	99	20	21 22	23 24	
		Bay Rey	Eß		DIVI	ge (Own) (EDU)	00 45		No. of Concession, Name		_
Accounting (05%)		Elec. Repair	(10%)		Englis	h	90 45 18	Re	ead Lips (01%)		
Appraise (05%)	50 25 [Fast Talk (05	5%)	H	🗖 Law (0	5%)		🗖 Ri	ide (05%)	40	<u>20</u> 8
Archaeology (01%)	90 45	Fighting (Bra	awi) (25%)	25 12	Library	Use (20%)	65 <u>32</u> 13	□ Sc	cience (01%)		
Art / Craft (05%)		- · 7			Listen		20 10				
		-) -							eight of Hand (1		
		Firearms		20 10	e original second		20 10				<u>30</u> 12
Charm (15%)	20 10	-) (Handgun) (20%)	FF 27		Repair (10%)	20 4		pot Hidden (25%		12
Climb (20%)	20 4	(Rifle/Shotg		55 11	Medici			_ 51	tealth (20%) urvival (10%)	20	4 30
Computer Use (00%)		Firearms (SM	1G) (15%)		9	l World (10%)			lesert	60	12
Credit Rating (00%)	40 20 []			Naviga	te (10%)	60 <u>30</u> 12	Sv	wim (20%)		
Cthulhu Mythos (00%)		First Aid (30)%)	30 15 6	Occult	(05%)		IT D	hrow (20%)	20	10 4
Demolitions (01%)		History (05%	6)	65 32 13	Op. Hv.	Machine (01%)		Tr	rack (10%)		
Disguise (05%)		🗍 Intimidate (1	15%)		Persua						
Diving (01%)		Jump (20%)		20 <u>10</u> 4	Pilot ()1%)					
Dodge (half DEX)	45 22 [Language (Ot Chinese	her) (01%)	60 30 12	Psycho	analysis (01%)					
Drive Auto (20%)	H	J _Italian		45 22 9	Psycho	logy (10%)	10 <u>5</u> 2				
			AP		5				(Cent	VIB/A	57
Weapon	Dogular 1					ttacks Am		4-15	Carle la	ner	Ľ
Unarmed	Regular h 25	lard Extremo 12 5	e Dama 1d3 +		lange A	ttacks Am 1	-	Malf.	Damage		7
Purdey 12-g Shotgun	THE PERSON AND	27 11	4d6/2d6	and the second	/20/50 yds 1	or 2	2	100	Bonus	none	
I UIUCY 12-4 SHULUUH	sector se			1315	1.18	The second second				-	5
									Build	0)
										1	
									Dodge	A5 2	29

≡**[BACKSTO**BY**=**

Personal Description Her dark hair (which is starting to show the first few flecks of silver) and olive skin clearly denote her Italian ancestry. Although she respects the school's dress code when on site, she wears practical breaches in the field. Ideology/Beliefs Eudora works hard to ensure open access to education and increased rights for Chinese women.

Significant People Her husband, Charles, whom she is still very much in love with, even after all these years.

Meaningful Locations The American School of Archaeology, Peking, which gave her the chance to realize her dreams.

Treasured Possessions <u>The copy of "The Travels of</u> Marco Polo" given to her by her late mother. Traits Once Eudora sets her mind to something, it takes a great deal of time and effort to dissuade her from it.

Injuries & Scars ____

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities ____

CASH & ASSETS CEAR & POSSESSIONS Spending Level \$10 Archaeological tools, *Don't forget to adjust **Cash** \$80 locket containing a either her DEX or POW to Assets \$2,000 portrait of her husband, 90 for her core Purdey 12-gauge shotgun, characteristic (as well as a well-thumbed and any derived statistics). TALENTS heavily annotated copy of Fast Load "The Travels of Marco Strong Willed Polo." FELLOW HEBOES QUICK REFERENCE RULES **Skill & Characteristic Rolls**
 Levels of Success:
 Fumble 100/96+
 Fail >skill
 Regular ≤skill
 Hard ½skill
 Extreme
 Critical
 Char. Char. Player. Player Player Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls **Using Luck** Char. Char Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck). *ITTE* Player_ Player Halve SAN loss (SAN loss x 2 Luck); Stay conscious (1 Luck, double per round after). Avoid Death (all Luck points spent; requires Luck \geq 30). Healing Natural healing: +2 HP per day. Char. Char. Char. Player First Aid: +1D4 HP. Player Player Medicine: +1D4 HP.

Dr. Eudora Lockhart:

Dr. Lockhart is a formidable woman - she's worked her way from the ground up in a discipline dominated by men who don't believe a woman is tough enough to rough it in the field. But, having trained at University College London under the infamous Prof. William Flinders Petrie, Dr. Lockhart knows a thing or two about survival.

Born to wealthy old British industrialist Jeremiah Jessop and his second wife, Isabella, young Eudora was spared nothing in terms of indulgences or education. She traveled widely as a child, frequently visiting her Venetian mother's homeland, where she soaked up Italy's rich history and decided that one day, she would make great discoveries of her own, like her idol, Marco Polo.

Headstrong and bright, she excelled under her tutors at university, taking her lead from both Petrie and UCL's first female archaeology lecturer, Margaret Murray. She was never as enthralled with Egypt as her fellow students, although it did prove a useful training ground for honing her professional skills.

During her round-the-world travels after graduating, Eudora found herself swept up in the heady social scene of Shanghai, where she met and fell in love with an agreeable young American diplomat, Charles Lockhart. They married soon afterwards, much to everyone's surprise. After her husband's transfer to the American Legation in Peking, Eudora joined Peking's newly opened American School of Archaeology, where she earned her doctorate and became their first female archaeology lecturer.

Originally drawn to China by the works of Marco Polo and the discoveries of Sir Marc Aurel Stein and his associates, Dr. Lockhart was immensely jealous when her former employer, Langdon Warner, announced his expedition to the site of the Caves of the Thousand Buddhas - she hopes to go to the site and dreams of making her own discoveries there.

		J
PULP HE	RO! (CHARACTERISTICS	
Name Charles Lockhart		
Player	STR 65 32 DEX 60 30 INT 75 37 5	
Occupation Diplomat		
Age 41 Sex	$\underbrace{\textbf{CON}}_{45} 90 \underbrace{\begin{array}{c}45\\18\end{array}}_{18} \textbf{APP}} 70 \underbrace{\begin{array}{c}35\\14\end{array}}_{14} \textbf{POW}} 70 \underbrace{\begin{array}{c}35\\14\end{array}}_{14} \textbf{OW}$	
Archetype Steadfast Residence Peking, Chin		
Birthplace Boston, MA		
		74
Dying 33	Insane Insane I 02 03 04 05 06 07	
00 01 02 03 04	05 06 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 12 13 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53	
07 08 09 10 11 14 15 16 17 18 21 22 23 24 25		ATV A
21 22 23 24 25 28 29 30 31 32		7
35 36 37 38 39		
	Out of Luck 01 02 03 04 05 06 07 05 06 07 08 09	4 01
08 09 10 11 12 31 32 33 34 35 54 55 56 57 58	36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53	
	82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 20 21 22 23 24 G	<u>고</u>
	HERO SKILLS	
Accounting (05%)	Image: Language (Own) (EDU) 75 37 Image (Own) (EDU) English English 75 15 Image (Own) (EDU)	Į
Appraise (05%)	□ Fast Talk (05%) 65 32 □ Law (05%) □ Ride (05%)	
Archaeology (01%)	Fighting (Brawl) (25%) 35 17 C Library Use (20%) Science (01%)	11
Art / Craft (05%)	Listen (20%) 60 30 12	Ĩ
	Locksmith (01%)	Į
Charm (15%)	55 27 Firearms (Handgun) (20%) 20 10 Mech. Repair (10%) Image: Constraint of the second	Ĩ
Climb (20%)	20 10 Firearms (Rifle/Shotgun) (25%) Medicine (01%) Stealth (20%)	Ĩ
Computer Use (00%)	☐ Firearms (SMG) (15%) ☐ ☐ Natural World (10%) ☐ ^{Survival} (10%)	Ē
Credit Rating (00%)	40 20 Navigate (10%)	E
Cthulhu Mythos (00%)		
Demolitions (01%)	History (05%) 80 40 16 Dp. Hv. Machine (01%) Track (10%)]
Disguise (05%)	□ Intimidate (15%) 50 25 10 □ Persuade (10%) 85 42 □	J
Diving (01%)	Jump (20%) 20 10 Pilot (01%) Image: Control of the second	
Dodge (half DEX)	30 15 Chinese 55 11 Psychoanalysis (01%) 11	1
Drive Auto (20%)	Psychology (10%) 80 40/16	
	WEAPONS COMBAT	
Weapon	Regular Hard Extreme Damage Range Attacks Ammo Malf.	
Unarmed	<u>35 17 7 1d3 + db - 1 - Damage</u>	
	Bonus	
	Build (+1)	
	Dodge 30 15	
1		(Canal

= BACKSTORY ===

Personal Description Tall, athletic, and still handsome despite his gray hair. Some consider Lockhart to be the poster boy for the American diplomatic service abroad. Ideology/Beliets Unlike many of his fellow diplomats, Charles believes all people are created equal. As a result, he cannot abide people who treat others as lesser beings. Significant People His wife, Dr. Eudora Lockhart. Although her stubborn nature sometimes drives him to distraction, he wouldn't be without her. Meaningful Locations The restaurant at the Shanghai Race Club where he proposed to Eudora.

Treasured Possessions A homerun baseball signed by members of the Boston Beaneaters, which Charles caught during a game he attended as a small child. Traits Charles has a reputation of being fair and honest in all his dealings. It's probably why he hasn't advanced all that far through the diplomatic ranks.



TS

Phobias & Manias ____

Injuries & Scars

Arcane Tomes, Spells & Artifacts ____

Encounters with Strange Entities _____

GEAR & POSSES Hipflask, his lucky baseball, calling cards, silver cigarette case given to him by Eudora.		CASH &	
QUINCK BEFERENCE OULLES Skill & Characteristic Rolls Levels of Success: Fumble Fail 100/96+ > skill ≤ skill ½ skill ½ skill ½ skill 01 Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls Majust 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 Mealing: +2 HP per day. First Aid: +1D4 HP. Medicine: +1D4 HP.	CharPlayer	LILOW H	CharPlayer
© 2020 Chaosium Inc. All rights res	erved. Permission gran	nted to copy for personal in-	-game use.

Charles Lockhart:

Although not from one of the leading Boston families, Charles Lockhart certainly never wanted for anything during his childhood. Well-educated and moving in all the right social circles, it was expected that he would marry well and eventually take over the reins of the family publishing firm when his father retired.

A capable athlete, Charles preferred to spend his time at college on the playing fields - when not out socializing with his peers. The life and soul of the party, Charles was always a popular guest wherever he went, and had a way with people, no matter their background. He had a keen mind, but was uninterested in business and seemed content to drift through life until fate intervened. Ever the dutiful son, Charles became engaged to the daughter of one of Boston's oldest families, largely because it was what his parents wanted. The young lady wasn't thrilled by the arrangement, either, and subsequently eloped with another man on her wedding day, much to their respective families' horror and shame. Seeing this as an opportunity to get away from the developing scandal and out from under his parents' thumb, Charles joined the US Diplomatic Corps with the help of his uncle.

Not long afterwards, he found himself on the boat to Shanghai, China, as a junior clerk to the American Legation there. The city's nightlife suited him to a tee and, surprisingly, he found the work (and the country) fascinating. Not long after his arrival, he met and fell in love with the British adventuress, Eudora Jessop. After a whirlwind romance, the two married and have lived and worked side by side ever since.

Lockhart's transfer to Peking marked the beginning of a brief rise within the ranks of the

diplomatic service. However, his evenhandedness, affable nature, and insistence on treating

everyone as equals infuriate some of his stuffier superiors in the Imperial City. He remains very

good at his job, and is content to stay at his current level where he believes he can do more good for the people he serves.

¥							
PULP HE	RO!	(BH)	AR	CTERIST	1 C S		
Name_Michael Li		20	SEC.	22	22	2-0	
Player		STR 60 12	DEX	(45 <u>9</u> IN1	65 13		
Occupation Missionar		20	_	Idea	22	NO TO	
Age 26 Sex	<u>M</u>	CON 60 30 12	APP	$\begin{array}{c c} 60 & \frac{30}{12} \\ \hline 70 & 70 \\ \hline$	65 32 13		
Archetype Sidekick						A LOSE	
Residence Varies Birthplace Shantung Prov	vince, China	SIZ 65 32 13		65 32 Move 13 Rate	* (7) ⊢		
		Temp. Indef.					17/4
Dying 25		Insane Insane I		65 Max		02 03 04 05 06 07	60
00 01 02 03 04 07 08 09 10 11	005	May / Ma	12 13 14 35 36 37			25 26 27 28 29 30 48 49 50 51 52 53	AN
14 15 16 17 18	19 20			61 62 63 64 65 66			YTT
21 22 23 24 23 28 29 30 31 32		77 78 79 80 3		84 85 86 87 88 89	90 91 92 93	13	
35 36 37 38 39		PULP	C	JUBIUL		01 02 03 04	2
<u></u>	47 12	Out of		01 02 03 04 05 06	07 05	06 07 08 09	AGI
		5 16 17 18 19 20 2 [.] 8 39 40 41 42 43 44		24 25 26 27 28 29 47 48 49 50 51 52		11 12 13 14	0 9
	59 60 61	1 62 63 64 65 66 63	7 68 69	70 71 72 73 74 75	76 15	16 17 18 19	UNIO
77 78 79 80 81	82 83 84			93 94 95 96 97 98	99 20	21 22 23 24	6
Contraction of the second s		篇 份值场		SKILLS			
Accounting (05%)		Elec. Repair (10%)		Language (Own) (EDU) English	65 32 🗖 R	ead Lips (01%)	
Appraise (05%)		🔲 Fast Talk (05%)		🗖 Law (05%)		ide (05%)	
Archaeology (01%)	PA	Fighting (Brawl) (25%)	25 <u>12</u> 5	Library Use (20%)		cience (01%)	7
Art / Craft (05%)	A		A	🔲 Listen (20%)	60 <u>30</u> 12		
	A		A	Locksmith (01%)		leight of Hand (10%)	
Charm (15%)		Firearms (Handgun) (20%)	\square	🔲 Mech. Repair (10%)			25
Climb (20%)	20 <u>10</u> 4	Firearms (Rifle/Shotgun) (25%)	B	Medicine (01%)		tealth (20%) 40	20 8
Computer Use (00%)		Firearms (SMG) (15%)		Natural World (10%)			15 6
Credit Rating (00%)	10 <u>5</u> 2	•		Navigate (10%)	30 15 6 🗆 S	wim (20%)	
Cthulhu Mythos (00%)		First Aid (30%)	65 <u>32</u> 13	🗖 Occult (05%)		hrow (20%)	
Demolitions (01%)		History (05%)		Op. Hv. Machine (01%)	the second se	rack (10%)	
Disguise (05%)		🔲 Intimidate (15%)		Persuade (10%)	50 25 10 _	nthropology	12 5
Diving (01%)		Jump (20%)	20 10 4	Pilot (01%)		ore (Buddhism)	15 6
Dodge (half DEX)	45 <u>22</u> 9	Language (Other) (01%) <u>Chinese</u>	55 <u>27</u> 11	Psychoanalysis (01%)			25
Drive Auto (20%)			EB	Psychology (10%)	50 <u>25</u> <u>10</u> <u>1</u>		15 6
	Succession of the		PON	S		COMBA	T
Weapon	Regular	Hard Extreme Dama	nge A	lange Attacks Am	mo Malf.		
Unarmed		<u>12</u> <u>5</u> 1d3 +	db	<u> </u>	<u> </u>	Damage +1d4	
						Bonus	$\langle $
					THE SHOP	Build +1	
		<u>NA 400</u> 830			DES CONC	Dodge 45 22	
	-					Journal 10 9	
A							Gan

Harrison and States

1

BACKSTORY:

Personal Description In accordance with the China Inland Mission's protocols, Michael dresses in traditional Chinese clothing, consisting of a long robe topped with a Chinese-style waistcoat. He wears his hair in a rather old-fashioned pigtail. Ideology/Beliefs Michael believes in a god, he's just not entirely certain which one - they're all so fascinating.

Significant People His adopted mother, Grace Strachan, to whom he owes his life.

Meaningful Locations The British Legation, Peking. Without their shelter, he and his mother would have perished during the Boxer Rebellion.

Treasured Possessions A songbird Michael raised from a chick after it fell from its nest and was injured. The bird lives in an ornate antique cage.

Traits In keeping with the tenets of his Christian faith, Michael always tries to be generous and kind, and will share whatever he has with those in need.



Phobias & Manias ____

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

CEAR & POSSESSIONS

Heavily worn Bible (King *Don't forget to adjust James version), book notes.

either his DEX or CON to 90 for his core characteristic (as well as any derived stats that are affected).

CASH & ASSETS Spending Level \$10 Cash \$20

Assets \$500

TALENTS Resilient Resourceful

QUICK REFERENCE RULES

Skill & Characteristic Rolls
 Levels of Success:
 Fumble 100/96+
 Fail >skill
 Regular ≤skill
 Hard ½skill
 Extreme
 Critical

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 \geq 30).

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

second and the second	
A Martin Contraction	Contraction of the second seco
- IRAIE	Char
- LEASE	Player
15	Char.
- Char	
	_ Player
	Char.

Michael Li:

Born Li Jianyu to a poor family in Shantung (Shandong) Province, Jianyu lost his birth parents in the Boxer Rebellion, which targeted (among others) Christian converts and their families. Rescued by a fleeing Scottish Protestant missionary, Grace Strachan, little Jianyu found himself holed up in the Foreign Legation Quarter in Peking during its infamous siege, which he was lucky to survive.

Under the tutelage of his adopted mother, Michael (as he became known) quickly learned all about his parents' adopted faith. Once the political ramifications of the Boxer uprising had subsided, he traveled across Kokonor (Qinghai) and Sinkiang (Xinjiang) at Miss Strachan's side, aiding her in her missionary work for the China Inland Mission.

Despite his upbringing and his chosen profession, Michael has a keen interest in the religions of those around him and has taken the time to learn as much as he can about the Muslim, Buddhist, and Taoist faiths he has encountered during his travels. He finds the parallels between the doctrines fascinating and likes nothing better than to discuss intricate points of religious lore with learned elders in each town he visits. As a result, his proselytizing is not, perhaps, as enthusiastic as it should be, much to his mother's distress.

He is currently in Peking with Miss Strachan visiting old missionary friends, several of whom work for Yenching University. While in the city, he's taken the opportunity to tour the various religious sites, including the Lama Temple and Peking's various Catholic cathedrals. He is secretly working on a manuscript about his travels across China and the interesting people he has met along the way.

PULP HE	RO!	(G(H)	AR	ACTERIST	108		
Name Timur Stepanovi	<u>ch Repin</u>			45	15	(Te)	
Player		STR 60 12	DE	30 18	90 18) E	
Occupation Refugee		20			25		
Age 26 Sex		CON 60 12	AP	$P 50 \frac{25}{10} POV$	V 70 35 14		
Archetype Cold Bloode		20					
Residence Peking, Chin Birthplace Saint Petersb		SIZ 70 35		60 30 Move 12 Rate			
							774
Dying 26	Die Contraction of the Contracti	Insane Insane _		50 Max		02 03 04 05 06 07	
00 01 02 03 04 07 08 09 10 11	192	AND THE REAL PROPERTY OF THE P	12 13 14 35 36 37	4 15 16 17 18 19 20 7 38 39 40 41 42 43	21 22 23 24 44 45 46 47	25 26 27 28 29 30 48 49 50 51 52 53	
6 14 15 16 17 18		54 55 56 57				71 72 73 74 75 76	
21 22 23 24 25 28 29 30 31 32		77 78 79 80	81 82 83	3 84 85 86 87 88 89	90 91 92 93	000000000000000000000000000000000000000	
35 36 37 38 39		RULP	C	THUL			
1 23 112	44 24	Out of	Luck	01 02 03 04 05 06	00 07 05	01 02 03 04 06 07 08 09	
08 09 10 11 12	13 14 15	6 16 17 18 19 20 2	1 22 23	24 25 26 27 28 29	30 10	11 12 13 14	
31 32 33 34 35 54 55 56 57 58	36 37 38 59 60 61	3 39 40 41 42 43 4 62 63 64 65 66 6		47 48 49 50 51 52 70 71 72 73 74 75	53 76 15	16 17 18 19	
77 78 79 80 81		85 86 87 88 89 9			99 20	21 22 23 24	VTG
And a state of the second s		ຼ (#佢仍	R(O §	S/K//L/LS			
Accounting (05%)		Elec. Repair (10%)		Language (Own) (EDU)	60 30 R	ead Lips (01%)	7
				Russian Law (05%)		ide (05%)	51
Appraise (05%)		Fast Talk (05%)	FF 27			cience (01%)	-
Archaeology (01%)		Fighting (Brawl) (25%)	55 <u>27</u> 11	Library Use (20%)			Į į
Art / Craft (05%) Acting	70 <u>35</u> 14			Listen (20%)	60 <u>30</u> <u>12</u>]
		•		Locksmith (01%)		eight of Hand (10%)	
Charm (15%)		Firearms (Handgun) (20%)	85 42 17	Mech. Repair (10%)		pot Hidden (25%) 45 22	
Climb (20%)	20 10 4	Firearms (Rifle/Shotgun) (25%)	40 20 8	Medicine (01%)		tealth (20%) 70 35	
Computer Use (00%)		🔲 Firearms (SMG) (15%)	EB	Natural World (10%)		urvival (10%) 50 25 Desert 10	Ĵ
Credit Rating (00%)	20 10 4	□		Navigate (10%)	30 15 G S	wim (20%)	
Cthulhu Mythos (00%)		🗖 First Aid (30%)	50 <u>25</u> 10	Occult (05%)		hrow (20%) 35 17 7	
Demolitions (01%)		History (05%)		Op. Hv. Machine (01%)		rack (10%)	
Disguise (05%)		🗖 Intimidate (15%)	85 42 17	Persuade (10%)		listory (Art) 45 9	
Diving (01%)	P	🗖 Jump (20%)	20 10 4	Pilot (01%)			
Dodge (half DEX)	55 27	Language (Other) (01%) Chinese	35 1 7 7	Psychoanalysis (01%)			7
Drive Auto (20%)	A		25 <u>12</u> 5	Psychology (10%)	60 <u>30</u>		7
	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~						
We are a second se	Dent		POIN			COMBAT	
Weapon Unarmed	<b>Regular I</b> 55	Hard Extreme Dama 27 11 1d3 +	-	Range Attacks Am - 1	mo Malf.	Damage 1144	
Mauser C96 Pistol	65	32 13 1d10	Street Production of the	15 yds 1 (3) 1	0 100	Bonus +1d4	1
		une arean strain				Build +1	
		Ser States States				Build +1	1
	<u></u>	<u>Nel 2005</u> 2000	<u> </u>			Dodge 55 27	1
			<u></u>			JJ 11	

A DESCRIPTION OF THE OWNER OWNER OF THE OWNER OWNER OF THE OWNER OWNE

# ≡**[BACKSTO**ry**=**=

Personal DescriptionStrong, lithe, and athletic, Repinwould have made a good dancer. Otherwise, he is fairlynondescript (something of an advantage given his lineof work), although there is a haunted look in his eyes.Ideology/BeliefsRepin is a Communist throughand through, although he must keep hispolitical opinions to himself if he doesn't wantto blow his cover.

His young daughter, Manya. Repin wants to make the world a better place for his little girl to grow up in. The girl's mother, Tamara Aleksandrovna Tyutcheva, is a genuine White Russian refugee, unlike her husband; as Repin views his marriage to Tamara as one of convenience to maintain his cover, she is not one of his Significant People.

Meaningful Locations The Hermitage, Petrograd (Saint Petersburg). Despite his loathing of the Tsarist regime, Repin has many fond memories of his childhood playground.

Treasured Possessions His Mauser pistol. The gun has saved his life on more than one occasion.

Traits Repin is quite prepared to die for his beliefs if his Soviet masters deem it necessary.

Injuries & Scars _

Phobias & Manias Ligyrophobia - the fear of sudden loud noises.

Arcane Tomes, Spells & Artifacts _

Encounters with Strange Entities ____



Timur Stepanovich Repin:

Born in Saint Petersburg (as it was then known) as the youngest son of a museum curator, Timur was named after the conqueror Timur the Great (also known as Tamberlaine) by his history-loving mother. He grew up among the Hermitage's fabulous exhibits, and as a result became something of an expert on them. His other passion, for a while at least, was dance.

The young Russian had at one point hoped to join the Imperial Russian Ballet, but he was drafted at the outset of the Great War and went on to serve with distinction on the Eastern Front. Loyal to the Tsar, he was horrified when the the Russian Revolution broke out and sided with the White Russians in the ensuing civil war. Pursued by the Bolsheviks, Repin fought his way across Russia in an attempt to turn back the Red Tide.

Realizing all was lost, he finally fled across the Chinese border on the Trans-Siberian Express in 1920, eventually making his way to Peking and the Russian Spiritual Mission. After years of hard work, first as a janitor at Yenching University and then as an assistant and occasional art history expert (once his former experience came to light) with Dr. Eudora Lockhart. Repin has made a new life for himself in China. The imminent arrival of the first Soviet Ambassador to Peking fills him with dread, and he wonders if the time has come to head for even further shores - perhaps even the United States of America.

Or so he says... In reality, while his tales of life before the Revolution are true, Repin was sickened by the decadence and callousness he saw on display during his childhood. He secretly joined the Bolsheviks and is on the Soviet payroll. He isn't running from anyone - he was sent to Peking to spy on the White Russian expatriate community and report back to his masters in Moscow.

PULP HERO!	<b>GHARACTERIST</b>	105 👝
Name Sofian Bazaz-Wain	20 20	70 35
Player	SIR 00 12 DEX 00 12 INI	
Occupation Photojournalist		25
Age 49 Sex M	CON 45 22 APP 50 25 POW	50 25
Archetype Explorer		
Residence Delhi, British India Birthplace Srinagar, British India	SIZ 70 35 EDU 87 43 Move Know 87 17 Rate	
Dying A23P	Temp. Indef. 50 Max	Insane 01 02 03 04 05 06 07
		21 22 23 24 25 26 27 28 29 30 44 45 46 47 48 49 50 51 52 53
00         01         02         03         04         05         06           07         08         09         10         11         12         13           14         15         16         17         18         19         20		67 68 69 70 71 72 73 74 75 76
1 21 22 <b>23</b> 24 25 26 27	77 78 79 80 81 82 83 84 85 86 87 88 89	90 91 92 93 94 95 96 97 98 99
28 29 30 31 32 33 34 35 36 37 38 39 40 41	PMP CTAMJ	
1 14 11 11 11	Out of Luck 01 02 03 04 05 06 0	
08 09 10 11 12 13 14 15		05 00 07 00 09
31 32 33 34 35 36 37 38 54 55 56 57 58 59 60 61		3 15 16 17 18 19
	62 63 64 65 66 67 68 69 70 71 72 73 74 75 7 85 86 87 88 89 90 91 92 93 94 95 96 97 98 9	
A state of the other state of the state of t	# HERO SKILLS	
		90 45 18 🗖 Read Lips (01%)
Accounting (05%)	English	
Appraise (05%)	☐ Fast Talk (05%) ☐ Law (05%)	Ride (05%)
Archaeology (01%)	<b>Fighting (Brawl) (25%)</b> 25 <b>12 Library Use (20%)</b>	Science (01%) 40 20 Chemistry 40 8
Art / Craft (05%) Photography 65 32 13	□ Listen (20%)	20 4
25 17	Locksmith (01%)	Sleight of Hand (10%)
	- Firearms	□ Spot Hidden (25%) 60 30 12
		20
Climb (20%) 20 10 [	(Rifle/Shotgun) (25%)	<b>Stearth</b> (20%) 40 8
	Firearms (SMG) (15%)     The second sec	60         30 12         Desert         60         30 12
Credit Rating (00%) 30 15 [	□ Navigate (10%)	60 30 12 Swim (20%)
Cthulhu Mythos (00%)	☐ First Aid (30%) 40 20 ☐ Occult (05%)	Throw (20%) 20 4
Demolitions (01%)	🗍 History (05%) 🛛 🗖 Op. Hv. Machine (01%)	Track (10%) 50 25 10
Disguise (05%)	Intimidate (15%)	$60 \frac{30}{12}$ $30$ $Desert$ $60 \frac{30}{12}$ $60 \frac{30}{12}$ $Swim (20\%)$ $0$ $12$ $Swim (20\%)$ $0$ $12$ $Swim (20\%)$ $0$ $12$ $Swim (20\%)$ $0$ $12$ $Throw (20\%)$ $20 \frac{10}{4}$ $12$ $Track (10\%)$ $50 \frac{25}{10}$ $12$ $History (Exploration)$ $45 \frac{22}{9}$ $12$ $History (Exploration)$ $45 \frac{22}{9}$ $12$ $History (Exploration)$ $45 \frac{22}{9}$ $12$ $12$ $145$ $12$ $12$ $145$ $12$ $12$ $144$ $12$ $144$ $144$ $12$ $15$ $15$ $12$ $15$ $15$ $12$ $15$ $15$
Diving (01%)	<b>7</b> June (20%) 20 10 <b>7</b> Pilot (01%)	
	language (Other) (01%) 17	
Dodge (half DEX) 30 15 6		
Drive Auto (20%)	→ <u>Hindustani</u> 55 27 11 → Psychology (10%)	
	WEAPONS	COMBAT
Weapon Regular I	lard Extreme Damage Range Attacks Amm	no Malf.
Unarmed 25	12 <u>5</u> <b>1d3 + db - 1</b> -	Damage +1d4
Webley .38 revolver 50	25 <u>10</u> <u>1D10</u> <u>15 yds</u> <u>1 (3)</u> <u>8</u>	Bonus
	where decision receiver and and a survey have been	— — — Build +1
	the second s	Dodge 30 5
		<b>JU</b> 6

# =**BACKSTO**BY==

Tall and well-built, Sofian's midriff is definitely beginning to expand now that his adventuring days are drawing to a close. Apart from a few wrinkles (laughter lines, he insists), he could easily pass for a man ten years younger. He tends to dress in Western-style suits but adopts the relevant native garb when on expedition

Ideology/Beliefs As a devotee of Islam, Sofian attempts to follow the five pillars of his faith as best he can.

Significant People Adem, his youngest brother, killed while serving in the Great War. Adem was a dreamer who wanted to see the world and everything it had to offer. Sofian travels to honor his memory. Meaningful Locations Although Sofian now lives in

Delhi, visits home to Srinagar - its lakes, gardens, and boats - always fill him with a

### sense of great peace.

Treasured Possessions His faithful Thornton Pickard Royal Ruby field camera. Traits Sofian has always been ambitious, even if his desire to explore and document the world's empty spaces is starting to diminish with age.



Phobias & Manias Ecdemomania - a compulsion to travel or wander.

Arcane Tomes, Spells & Artifacts_

Encounters with Strange Entities ____



Sofian Bazaz-Wain:

The Bazaz-Wains, a well-respected clan of businessmen and shopkeepers, have a long history in Kashmir. Sofian's family were once involved in the silk trade with China along the old Silk Road; in fact, that's where they made their fortune before diversifying out into silk manufacture and weaving at their own facilities after China lost the secrets of sericulture to the outside world.

Fascinated by explorers and their adventures, Sofian and his little brother, Adem, used to plan their own expeditions from their home in Srinagar, in the Princely State of Jammu and Kashmir, across the Karakorums and on into the mysterious lands where their ancestors' wealth had originated. When they were older, the two actually made the journey across the Taklamakan as far as Sian - in fact, not long after Sir Marc Aurel Stein made his famous discovery at Tun-huang. Sofian's published article and accompanying photographs made the brothers famous and gave his career as a freelance journalist a much-needed boost.

Other trips around the world, either alone or in the behest of organizations (such as the Asiatic Society) or as an expedition photographer and reporter, soon followed, although the Great War saw a change of occupation to war correspondent as Sofian was deemed too old to enlist. Adem's death on the Western Front in 1917 was a devastating blow to his family and Sofian in particular; for a brief moment, he contemplated giving up his travels. But, in the end, he felt driven to continue them in honor of his brother.

Now based in New Delhi, Sofian's photojournalist career is slowing down. Although aware that his eyesight is not what it was, he still feels he has one last big trip in him before he hangs up his camera for good. He is currently in Peking as a guest of the China Lecture Association, which has invited him to give a talk on his travels in Sinkiang, inspired by Langdon Warner's expedition.