

1920S ERA INVESTIGATOR

Name Pranit Singh Dhillon
 Player _____
 Occupation Ex-Soldier
 Age 29 Sex Male
 Residence No fixed abode
 Birthplace Ferozepore, India

CHARACTERISTICS

STR **75** ³⁷/₁₅ DEX **65** ³²/₁₃ INT **65** ³²/₁₃
 CON **65** ³²/₁₃ APP **75** ³⁷/₁₅ POW **60** ³⁰/₁₂
 SIZ **80** ⁴⁰/₁₆ EDU **65** ³²/₁₃ Know 60 Move Rate **7** ⁺¹/₋₁



Major Wound 14

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane	Indef. Insane	60	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

SANITY

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

M12

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

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	65 ³² / ₁₃	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Sword	60 ³⁰ / ₁₂	<input type="checkbox"/> Listen (20%)	35 ¹⁷ / ₇	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> War-quoit	60 ³⁰ / ₁₂	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	60 ³⁰ / ₁₂
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%) Desert	30 ¹⁵ / ₆
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	60 ³⁰ / ₁₂
Credit Rating (00%)	20 ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	50 ²⁵ / ₁₀	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	65 ³² / ₁₃	<input type="checkbox"/> Spanish	31 ¹⁵ / ₆	<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Arabic	31 ¹⁵ / ₆	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) Punjabi	50 ²⁵ / ₁₀	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	65	32	13	1d3 + db	-	1	-	-
Kirpan (knife)	65	32	13	1D4+2+db		1		
Saber (sword)	60	30	12	1D8+1+db		1		
Chakram (war-quoit)	60	30	12	1D8+1D2	15 yards	1		
.45 Martini-Henry rifle	55	27	11	1D8+1D6+3	80 yards	1/3	1	100

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **65** ³²/₁₃

BACKSTORY

Personal Description Indian, tall and handsome, with piercing eyes, an unkempt beard, and a pale-blue turban.

Ideology/Beliefs God is one, and all men (and women) are equal.

Significant People

Meaningful Locations

Treasured Possessions The five Ks (the articles of his faith), including his kangha (ivory comb), kara (steel bangle), and kirpan (ceremonial knife).

Traits Proud and loyal to those he considers his comrades.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10
Cash \$40
Assets \$1,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

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**

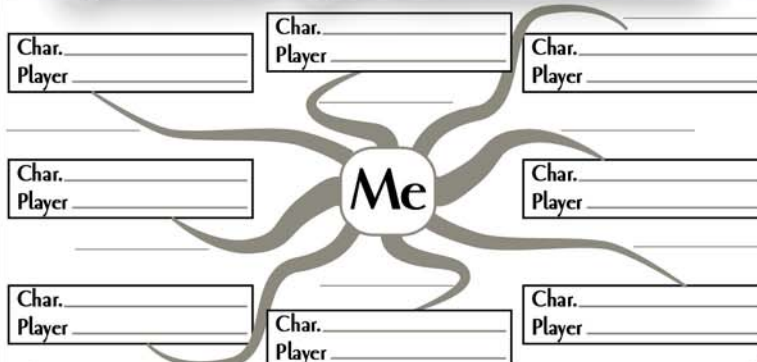
Reach 0 HP with Major Wound = **Dying**

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

FELLOW INVESTIGATORS



Pranit Singh Dhillon

Born and raised in the Punjabi city of Ferozepore, Pranit's family have a long history of military service; first for the Maharajas of the Sikh Empire, and then for the British after the empire's fall. Keen to follow in his forebears' footsteps, Pranit joined the 14th Prince of Wales's Own Ferozepore Sikhs as soon as he could. During the Great War, the battalion saw service in Egypt, Gallipoli, Persia, and Mesopotamia (where the valor of the Sikh soldiers earned them the nickname "the Black Lions"). Having been one of the few to survive the bloodbath that was the Third Battle of Krithia unscathed (Gallipoli, 1915), Pranit was finally invalided out of the army due to injury just before the Armistice. Finding it difficult to settle into civilian life, Pranit decided to put his military skills to good use and now travels the world as a soldier for hire. His previous contract as a guard at one of Peru's silver mines had just expired, so seeing an advertisement for Augustus Larkin's expedition to find a lost pyramid couldn't have come at a better time. On reading his service history, Larkin has taken Pranit on as security for the upcoming expedition.