THE 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

G

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.



CHANG MEI

Age: 24 **Occupation:** Linguist, Yenching University

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 multiply 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, 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 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%.

Talents

- **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

Age: 40 **Occupation:** Archaeologist, Yenching University

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 multiply it by 5.*

Skills

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*.

PULP ADJUSTMENTS

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%.

Talents

- **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.

CHARLES LOCKHART

Age: 41 **Occupation:** Diplomat

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 multiply it by 5.*

Skills

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	35% (17/7), damage 1D3+1D4
Dodge	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%.

Talents

- **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.

MICHAEL LI

Age: 26 **Occupation:** Christian Missionary

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 3D6 and multiply it by 5.*

Skills

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.

PULP ADJUSTMENTS

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%.

Talents

- **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.

TIMUR STEPANOVICH REPIN

Age: 26 **Occupation:** White Army Russian refugee

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 3D6 and multiply 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 non-descript (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%.

Talents

- **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

Age: 49 **Occupation:** Photojournalist and Explorer

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 3D6 and multiply it by 5.*

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

Skills

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	25% (12/5), damage 1D3+1D4
Webley .38 revolver	50% (25/10), damage 1D10
Dodge	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 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.
- **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%.

Talents

- **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.

1920s Era Investigator

Name: Chang Mei
Player:
Occupation: Linguist
Age: 24 Sex: F
Residence: Peking, China
Birthplace: Peking, China

Characteristics

STR	40	20 / 8	DEX	85	42 / 17	INT (Idea)	70	35 / 14
CON	50	25 / 10	APP	60	30 / 12	POW	70	35 / 14
SIZ	50	25 / 10	EDU (Know)	80	40 / 16	Move Rate	8	+1 / -1



Major Wound: ☐ Max HP: 10

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

Temp. Insane: ☐ Indef. Insane: ☐ Max Sanity: 70

Sanity: 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

Call of Cthulhu

Max MP: 14

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

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

Investigator Skills

Skill		Skill		Skill		Skill	
☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	25 / 12 / 5	☐ Library Use (20%)	70 / 35 / 14	☐	
☐ Appraise (05%)		☐		☐ Listen (20%)	40 / 20 / 8	☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%) Calligraphy	35 / 17 / 7	☐ Firearms (Handgun) (20%)	20 / 10 / 4	☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	75 / 37 / 15
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	20 / 10 / 4
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)	30 / 15 / 6	☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)	20 / 10 / 4	☐ History (05%)	50 / 25 / 10	☐ Occult (05%)		☐ Throw (20%)	20 / 10 / 4
Credit Rating (00%)	30 / 15 / 6	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)	20 / 10 / 4	☐ Persuade (10%)	50 / 25 / 10	☐	
☐ Disguise (05%)		☐ Language (Other) (01%) English	50 / 25 / 10	☐ Pilot (01%)		☐ Language (Other)	35 / 17 / 7
☐ Dodge (half DEX)	55 / 27 / 11	☐ Sanskrit	60 / 30 / 12	☐ Psychology (10%)	10 / 5 / 2	☐ Lore (Buddhism)	30 / 15 / 6
☐ Drive Auto (20%)		☐ Tibetan	40 / 20 / 8	☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU) Chinese	80 / 40 / 16	☐ Ride (05%)		☐	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

Combat

Damage Bonus: none

Build: 0

Dodge: 55 / 27 / 11

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

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

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

Injuries & Scars

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.

Phobias & Manias

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.

Arcane Tomes, Spells & Artifacts

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

Encounters with Strange Entities

Gear & Possessions

Notebook and pencils, rosewood Buddhist mala (rosary), calligraphy set.

Cash & Assets

Spending Level $10

Cash $60

Assets $1,500

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Wounds & Healing

First Aid heals 1 HP; 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

1920s Era Investigator

Name: Dr. Eudora Lockhart
Player:
Occupation: Archaeologist
Age: 40 Sex: F
Residence: Peking, China
Birthplace: Newcastle upon Tyne, England

Characteristics

STR	60	30 / 12	DEX	45	22 / 9	INT (Idea)	75	37 / 15
CON	45	22 / 9	APP	70	35 / 14	POW	65	32 / 13
SIZ	60	30 / 12	EDU (Know)	90	45 / 18	Move Rate	7	+1 / -1



Major Wound ☐ — Max HP: 10

Hit Points: Dying / Unconscious; 00 01 02 03 04 05 06 07 08 09 **10** 11 12 13 14 15 16 17 18 19 20

Temp. Insane ☐ — Indef. Insane ☐ — Max Sanity: 65

Sanity: 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

Call of Cthulhu

Max MP: 13

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

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

Investigator Skills

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	25 / 12 / 5	☐ Library Use (20%)	65 / 32 / 13	☐	
☐ Appraise (05%)	50 / 25 / 10	☐		☐ Listen (20%)	20 / 10 / 4	☐	
☐ Archaeology (01%)	70 / 35 / 14	☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	20 / 10 / 4	☐ Mech. Repair (10%)	20 / 10 / 4	☐ Spot Hidden (25%)	60 / 30 / 12
☐		☐ Firearms (Rifle/Shotgun) (25%)	55 / 27 / 11	☐ Medicine (01%)		☐ Stealth (20%)	20 / 10 / 4
☐		☐		☐ Natural World (10%)		☐ Survival (10%) Desert	40 / 20 / 8
☐ Charm (15%)		☐ First Aid (30%)	30 / 15 / 6	☐ Navigate (10%)	40 / 20 / 8	☐ Swim (20%)	
☐ Climb (20%)	20 / 10 / 4	☐ History (05%)	65 / 32 / 13	☐ Occult (05%)		☐ Throw (20%)	20 / 10 / 4
Credit Rating (00%)	40 / 20 / 8	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)	20 / 10 / 4	☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%) Chinese	25 / 12 / 5	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	45 / 22 / 9	☐ Italian	40 / 20 / 8	☐ Psychology (10%)	10 / 5 / 2	☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU) English	90 / 45 / 18	☐ Ride (05%)	40 / 20 / 8	☐	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Purdey 12-g shotgun	55	27	11	4d6/2d6/1d6	10/20/50 yds	1 or 2	2	100

Combat

Damage Bonus: none
Build: 0
Dodge: 45 / 22 / 9

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

Traits Once Eudora sets her mind to something, it takes a great deal of time and effort to dissuade her from it.

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.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

Gear & 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."

Cash & Assets

Spending Level $10

Cash £80

Assets $2,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Wounds & Healing

First Aid heals 1 HP; 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

1920s Era Investigator

Name: Charles Lockhart
Player:
Occupation: Diplomat
Age: 41 Sex: M
Residence: Peking, China
Birthplace: Boston, MA

Characteristics

STR	65	32/13	DEX	60	30/12	INT (Idea)	75	37/15
CON	55	27/11	APP	70	35/14	POW	70	35/14
SIZ	75	37/15	EDU (Know)	70	35/14	Move Rate	6	+1 / -1



Major Wound ☐ Max HP: 13

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

Temp. Insane ☐ Indef. Insane ☐ Max Sanity: 70

Sanity: 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

Call of Cthulhu

Max Magic Points: 14

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

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

Investigator Skills

☐ Accounting (05%)		☐ Fast Talk (05%)	65	32/13	☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	35	17/7	☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐			☐ Listen (20%)	60	30/12	☐		
☐ Archaeology (01%)		☐			☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	20	10/4	☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	25	12/5
☐		☐ Firearms (Rifle/Shotgun) (25%)			☐ Medicine (01%)		☐ Stealth (20%)	20	10/4
☐		☐			☐ Natural World (10%)		☐ Survival (10%)		
☐ Charm (15%)	55	27/11	☐ First Aid (30%)	30	15/6	☐ Navigate (10%)		☐ Swim (20%)		
☐ Climb (20%)	20	10/4	☐ History (05%)	60	30/12	☐ Occult (05%)		☐ Throw (20%)	20	10/4
Credit Rating (00%)	40	20/8	☐ Intimidate (15%)	50	25/10	☐ Op. Hv. Machine (01%)		☐ Track (10%)		
Cthulhu Mythos (00%)			☐ Jump (20%)	20	10/4	☐ Persuade (10%)	65	32/13	☐		
☐ Disguise (05%)		☐ Language (Other) (01%) Chinese	55	27/11	☐ Pilot (01%)		☐		
☐ Dodge (half DEX)	30	15/6	☐			☐ Psychology (10%)	60	30/12	☐		
☐ Drive Auto (20%)		☐			☐ Psychoanalysis (01%)		☐		
☐ Elec Repair (10%)		☐ Language (Own) (EDU) English	75	37/15	☐ Ride (05%)		☐		

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-

Combat

Damage Bonus: +1D4

Build: +1

Dodge: 30 / 15 / 6

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

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.

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.

Injuries & Scars

Significant People His wife, Dr. Eudora Lockhart. Although her stubborn nature sometimes drives him to distraction, he wouldn't be without her.

Phobias & Manias

Meaningful Locations The restaurant at the Shanghai Race Club where he proposed to Eudora.

Arcane Tomes, Spells & Artifacts

Treasured Possessions A homerun baseball signed by members of the Boston Beaneaters, which Charles caught during a game he attended as a small child.

Encounters with Strange Entities

Gear & Possessions

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

Cash & Assets

Spending Level $10

Cash $80

Assets $2,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Wounds & Healing

First Aid heals 1 HP; 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

Char. / Player

© 2020 Chaosium Inc. All rights reserved. Permission granted 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 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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

1920s Era Investigator

Name: Michael Li
Player:
Occupation: Christian Missionary
Age: 26 Sex: M
Residence: Varies
Birthplace: Shantung Province, China

Characteristics

STR	60	30/12	DEX	45	22/9	INT (Idea)	65	32/13
CON	60	30/12	APP	60	30/12	POW	65	32/13
SIZ	65	32/13	EDU (Know)	65	32/13	Move Rate	7	+1 / -1



Major Wound ☐ Max HP: 12

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

Temp. Insane ☐ Indef. Insane ☐ Sanity: 65 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

Call of Cthulhu

Max HP: 13

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

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

Investigator Skills

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)	25 / 12 / 5	☐ Fighting (Brawl) (25%)	25 / 12 / 5	☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)	20 / 10 / 4	☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	20 / 10 / 4	☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	50 / 25 / 10
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)	30 / 15 / 6	☐ Stealth (20%)	20 / 10 / 4
☐		☐		☐ Natural World (10%)	30 / 15 / 6	☐ Survival (10%) Desert	30 / 15 / 6
☐ Charm (15%)		☐ First Aid (30%)	45 / 22 / 9	☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)	20 / 10 / 4	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	20 / 10 / 4
Credit Rating (00%)	10 / 5 / 2	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)	20 / 10 / 4	☐ Persuade (10%)	50 / 25 / 10	☐ Lore (Buddhism)	25 / 12 / 5
☐ Disguise (05%)		☐ Language (Other) (01%) Chinese	55 / 27 / 11	☐ Pilot (01%)		☐ Lore (Christianity)	50 / 25 / 10
☐ Dodge (half DEX)	45 / 22 / 9	☐		☐ Psychology (10%)	50 / 25 / 10	☐ Lore (Other Faiths)	30 / 15 / 6
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU) English	65 / 32 / 13	☐ Ride (05%)		☐	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

Combat

Damage Bonus: +1D4
Build: +1
Dodge: 45 / 22 / 9

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

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.

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

Injuries & Scars

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

Phobias & Manias

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

Arcane Tomes, Spells & Artifacts

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.

Encounters with Strange Entities

Gear & Possessions

Heavily worn Bible (King James version), book notes.

Cash & Assets

Spending Level $10

Cash $20

Assets $500

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Wounds & Healing

First Aid heals 1 HP; 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

1920s Era Investigator

Name: Timur Stepanovich Repin
Player:
Occupation: Refugee
Age: 26 Sex: M
Residence: Peking, China
Birthplace: Saint Petersburg, Russia

Characteristics

		1/2	1/5		
STR	60	30	12		
DEX	90	45	18		
INT (Idea)	70	35	14		
CON	60	30	12		
APP	50	25	10		
POW	70	35	14		
SIZ	70	35	14		
EDU (Know)	60	30	12		
Move Rate	8			+1	-1



Major Wound ☐ — MP 13

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

Temp. Insane ☐ — Indef. Insane ☐ — Sanity: Max 70

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

Call of Cthulhu

MP 14

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

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

Investigator Skills

		1/2	1/5
☐	Accounting (05%)		
☐	Anthropology (01%)		
☐	Appraise (05%)		
☐	Archaeology (01%)		
☐	Art / Craft (05%) Acting	50	25 / 10
☐			
☐			
☐	Charm (15%)		
☐	Climb (20%)	20	10 / 4
	Credit Rating (00%)	20	10 / 4
	Cthulhu Mythos (00%)		
☐	Disguise (05%)		
☐	Dodge (half DEX)	55	27 / 11
☐	Drive Auto (20%)		
☐	Elec Repair (10%)		
☐	Fast Talk (05%)		
☐	Fighting (Brawl) (25%)	55	27 / 11
☐			
☐			
☐	Firearms (Handgun) (20%)	65	32 / 13
☐	Firearms (Rifle/Shotgun) (25%)	40	20 / 8
☐			
☐	First Aid (30%)	50	25 / 10
☐	History (05%)		
☐	Intimidate (15%)	65	32 / 13
☐	Jump (20%)	20	10 / 4
☐	Language (Other) (01%) Chinese	35	17 / 7
☐	English	25	12 / 5
☐			
☐	Language (Own) (EDU) Russian	60	30 / 12
☐	Law (05%)		
☐	Library Use (20%)		
☐	Listen (20%)	60	30 / 12
☐	Locksmith (01%)		
☐	Mech. Repair (10%)		
☐	Medicine (01%)		
☐	Natural World (10%)		
☐	Navigate (10%)	30	15 / 6
☐	Occult (05%)		
☐	Op. Hv. Machine (01%)		
☐	Persuade (10%)		
☐	Pilot (01%)		
☐	Psychology (10%)	60	30 / 12
☐	Psychoanalysis (01%)		
☐	Ride (05%)		
☐	Science (01%)		
☐			
☐			
☐	Sleight of Hand (10%)		
☐	Spot Hidden (25%)	45	22 / 9
☐	Stealth (20%)	50	25 / 10
☐	Survival (10%) Desert	30	15 / 6
☐	Swim (20%)		
☐	Throw (20%)	35	17 / 7
☐	Track (10%)		
☐	History (Art)	45	22 / 9
☐			
☐			
☐			
☐			

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Mauser C96 Pistol	65	32	13	1d10+2	15 yds	1(3)	10	100

Combat

Damage Bonus: +1D4

Build: +1

Dodge: 55 / 27 / 11

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.

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

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.

Injuries & Scars

Significant People 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.

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

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

Arcane Tomes, Spells & Artifacts

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

Encounters with Strange Entities

Gear & Possessions

Mauser C96 "Broomhandle" pistol.

*Repin is immune to Sanity loss from viewing corpses or gross injury.

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	⅕ skill	01

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

Wounds & Healing

First Aid heals 1 HP; 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 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

1920s Era Investigator

Name: Sofian Bazaz-Wain
Player:
Occupation: Photojournalist
Age: 49 Sex: M
Residence: Delhi, British India
Birthplace: Srinagar, British India

Characteristics

STR	60	30/12	DEX	60	30/12	INT (Idea)	70	35/14
CON	45	22/9	APP	50	25/10	POW	50	25/10
SIZ	70	35/14	EDU (Know)	87	43/17	Move Rate	6	+1 / -1



Major Wound: ☐ Max HP: 11

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

Temp. Insane: ☐ Indef. Insane: ☐ Max Sanity: 50

Sanity: 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

Call of Cthulhu

Max Magic Points: 10

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

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

Investigator Skills

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%) Chemistry 40 (20/8)
☐ Anthropology (01%)	☐ Fighting (Brawl) (25%) 25 (12/5)	☐ Library Use (20%)	☐
☐ Appraise (05%)	☐	☐ Listen (20%) 20 (10/4)	☐
☐ Archaeology (01%)	☐	☐ Locksmith (01%)	☐ Sleight of Hand (10%)
☐ Art / Craft (05%) Photography 65 (32/13)	☐ Firearms (Handgun) (20%) 50 (25/10)	☐ Mech. Repair (10%)	☐ Spot Hidden (25%) 60 (30/12)
☐ Writing 35 (17/7)	☐ Firearms (Rifle/Shotgun) (25%)	☐ Medicine (01%)	☐ Stealth (20%) 40 (20/8)
☐	☐	☐ Natural World (10%) 40 (20/8)	☐ Survival (10%) Desert 30 (15/6)
☐ Charm (15%) 65 (32/13)	☐ First Aid (30%) 40 (20/8)	☐ Navigate (10%) 40 (20/8)	☐ Swim (20%)
☐ Climb (20%) 30 (15/6)	☐ History (05%)	☐ Occult (05%)	☐ Throw (20%) 20 (10/4)
Credit Rating (00%) 30 (15/6)	☐ Intimidate (15%)	☐ Op. Hv. Machine (01%)	☐ Track (10%)
Cthulhu Mythos (00%)	☐ Jump (20%) 20 (10/4)	☐ Persuade (10%)	☐
☐ Disguise (05%)	☐ Language (Other) (01%) French 35 (17/7)	☐ Pilot (01%)	☐ History (Exploration) 45 (22/9)
☐ Dodge (half DEX)	☐ Hindustani 55 (27/11)	☐ Psychology (10%) 60 (30/12)	☐
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%)	☐
☐ Elec Repair (10%)	☐ Language (Own) (EDU) English 90 (45/18)	☐ Ride (05%)	☐

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Webley .38 revolver	50	25	10	1d10	15 yds	1 (3)	8	97

Combat

Damage Bonus: +1D4
Build: +1
Dodge: ☐

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

Backstory



Personal Description 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.

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.

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

Injuries & Scars

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.

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

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.

Arcane Tomes, Spells & Artifacts

Treasured Possessions His faithful Thornton Pickard Royal Ruby field camera.

Encounters with Strange Entities

Gear & Possessions

Thornton Pickard Royal Ruby field camera, camera equipment (flash, tripod, developing chemicals, etc.), photographic plates, travel journal and pencil.

*Immune to Sanity losses from viewing a corpse or gross injury.

Cash & Assets

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

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Wounds & Healing

First Aid heals 1 HP; 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 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

PULP HERO!

Name Chang Mei
Player
Occupation Linguist
Age 24 **Sex** F
Archetype Scholar
Residence Peking, China
Birthplace Peking, China

CHARACTERISTICS

STR	40	20 / 8	**DEX**	85	42 / 17	**INT** Idea	70	35 / 14
CON	50	25 / 10	**APP**	60	30 / 12	**POW**	70	35 / 14
SIZ	50	25 / 10	**EDU** Know	90	45 / 18	**Move Rate**	8	+1 / -1



Dying 20 **Temp. Insane** **Indef. Insane** 70 Max

HIT POINTS

00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

SANITY

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

PULP CTHULHU

LUCK

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

MAGIC POINTS 14

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

HERO SKILLS

☐ Accounting (05%)		☐ Elec. Repair (10%)		☐ Language (Own) (EDU)		☐ Read Lips (01%)	
☐ Appraise (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Ride (05%)	
☐ Archaeology (01%)		☐ Fighting (Brawl) (25%)	25 / 12 / 5	☐ Library Use (20%)	90 / 45 / 18	☐ Science (01%)	
☐ Art / Craft (05%) Calligraphy	35 / 17 / 7	☐		☐ Listen (20%)	40 / 20 / 8	☐	
☐		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Charm (15%)		☐ Firearms (Handgun) (20%)	20 / 10 / 4	☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	75 / 37 / 15
☐ Climb (20%)	20 / 10 / 4	☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	20 / 10 / 4
☐ Computer Use (00%)		☐ Firearms (SMG) (15%)		☐ Natural World (10%)		☐ Survival (10%)	
Credit Rating (00%)	30 / 15 / 6	☐		☐ Navigate (10%)		☐ Swim (20%)	
Cthulhu Mythos (00%)		☐ First Aid (30%)	30 / 15 / 6	☐ Occult (05%)		☐ Throw (20%)	20 / 10 / 4
☐ Demolitions (01%)		☐ History (05%)	70 / 35 / 14	☐ Op. Hv. Machine (01%)		☐ Track (10%)	
☐ Disguise (05%)		☐ Intimidate (15%)		☐ Persuade (10%)	50 / 25 / 10	☐ Language (Tibetan)	60 / 30 / 12
☐ Diving (01%)		☐ Jump (20%)	20 / 10 / 4	☐ Pilot (01%)		☐ Language (Other)	35 / 17 / 7
☐ Dodge (half DEX)	55 / 27 / 11	☐ Language (Other) (01%) English	70 / 35 / 14	☐ Psychoanalysis (01%)		☐ Lore (Buddhism)	30 / 15 / 6
☐ Drive Auto (20%)		☐ Sanskrit	80 / 40 / 16	☐ Psychology (10%)	10 / 5 / 2	☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
Build 0
Dodge 55 / 27 / 11

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

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

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

Injuries & Scars

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.

Phobias & Manias

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.

Arcane Tomes, Spells & Artifacts

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

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook and pencils, rosewood Buddhist mala (rosary), calligraphy set.

CASH & ASSETS

Spending Level $10

Cash $60

Assets $1,500

TALENTS

Linguist

Quick Study

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); **Stay conscious** (1 Luck, double per round after).
Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

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

FELLOW HEROES

ME

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

PULP HERO!

Name Dr. Eudora Lockhart
Player
Occupation Archaeologist
Age 40 **Sex** F
Archetype Explorer
Residence Peking, China
Birthplace Newcastle upon Tyne, England

CHARACTERISTICS

STR	60	30 / 12	**DEX**	45	22 / 9	**INT** Idea	75	37 / 15
CON	45	22 / 9	**APP**	70	35 / 14	**POW**	65	32 / 13
SIZ	60	30 / 12	**EDU** Know	90	45 / 18	**Move Rate**	8	+1 / -1



Dying 21 (Max HP)

HIT POINTS

00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

Temp. Insane **Indef. Insane** 65 (Max)

SANITY

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				

PULP CTHULHU

Max MP 13

MAGIC POINTS

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

LUCK

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

HERO SKILLS

☐ Accounting (05%)			☐ Elec. Repair (10%)			☐ Language (Own) (EDU) English	90	45 / 18	☐ Read Lips (01%)		
☐ Appraise (05%)	50	25 / 10	☐ Fast Talk (05%)			☐ Law (05%)			☐ Ride (05%)	40	20 / 8
☐ Archaeology (01%)	90	45 / 18	☐ Fighting (Brawl) (25%)	25	12 / 5	☐ Library Use (20%)	65	32 / 13	☐ Science (01%)		
☐ Art / Craft (05%)			☐			☐ Listen (20%)	20	10 / 4	☐		
☐			☐			☐ Locksmith (01%)			☐ Sleight of Hand (10%)		
☐ Charm (15%)			☐ Firearms (Handgun) (20%)	20	10 / 4	☐ Mech. Repair (10%)	20	10 / 4	☐ Spot Hidden (25%)	60	30 / 12
☐ Climb (20%)	20	10 / 4	☐ Firearms (Rifle/Shotgun) (25%)	55	27 / 11	☐ Medicine (01%)			☐ Stealth (20%)	20	10 / 4
☐ Computer Use (00%)			☐ Firearms (SMG) (15%)			☐ Natural World (10%)			☐ Survival (10%) Desert	60	30 / 12
Credit Rating (00%)	40	20 / 8	☐			☐ Navigate (10%)	60	30 / 12	☐ Swim (20%)		
Cthulhu Mythos (00%)			☐ First Aid (30%)	30	15 / 6	☐ Occult (05%)			☐ Throw (20%)	20	10 / 4
☐ Demolitions (01%)			☐ History (05%)	65	32 / 13	☐ Op. Hv. Machine (01%)			☐ Track (10%)		
☐ Disguise (05%)			☐ Intimidate (15%)			☐ Persuade (10%)			☐		
☐ Diving (01%)			☐ Jump (20%)	20	10 / 4	☐ Pilot (01%)			☐		
☐ Dodge (half DEX)	45	22 / 9	☐ Language (Other) (01%) Chinese	60	30 / 12	☐ Psychoanalysis (01%)			☐		
☐ Drive Auto (20%)			☐ Italian	45	22 / 9	☐ Psychology (10%)	10	5 / 2	☐		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Purdey 12-g Shotgun	55	27	11	4d6/2d6/1d6	10/20/50 yds	1 or 2	2	100

COMBAT

Damage Bonus none

Build 0

Dodge 45 / 22 / 9

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

Traits Once Eudora sets her mind to something, it takes a great deal of time and effort to dissuade her from it.

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.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & 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."

*Don't forget to adjust either her DEX or POW to 90 for her core characteristic (as well as any derived statistics).

CASH & ASSETS

Spending Level $10

Cash $80

Assets $2,000

TALENTS

Fast Load

Strong Willed

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); **Stay conscious** (1 Luck, double per round after).
Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

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

FELLOW HEROES

ME

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

PULP HERO!

Name Charles Lockhart
Player
Occupation Diplomat
Age 41 **Sex** M
Archetype Steadfast
Residence Peking, China
Birthplace Boston, MA

CHARACTERISTICS

STR	65	32 / 13	DEX	60	30 / 12	INT (Idea)	75	37 / 15
CON	90	45 / 18	APP	70	35 / 14	POW	70	35 / 14
SIZ	75	37 / 15	EDU (Know)	70	35 / 14	Move Rate	7	+1 / -1



Dying 33 **Max**

HIT POINTS

[00]	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	(33)	34
35	36	37	38	39	40	41

Temp. Insane **Indef. Insane** 70 **Max**

SANITY

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				

PULP CTHULHU

Max 14

MAGIC POINTS

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

LUCK

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

HERO SKILLS

☐ Accounting (05%)			☐ Elec. Repair (10%)			☐ Language (Own) (EDU) English	75	37 / 15	☐ Read Lips (01%)		
☐ Appraise (05%)			☐ Fast Talk (05%)	65	32 / 13	☐ Law (05%)			☐ Ride (05%)		
☐ Archaeology (01%)			☐ Fighting (Brawl) (25%)	35	17 / 7	☐ Library Use (20%)			☐ Science (01%)		
☐ Art / Craft (05%)			☐			☐ Listen (20%)	60	30 / 12	☐		
☐			☐			☐ Locksmith (01%)			☐ Sleight of Hand (10%)		
☐ Charm (15%)	55	27 / 11	☐ Firearms (Handgun) (20%)	20	10 / 4	☐ Mech. Repair (10%)			☐ Spot Hidden (25%)	65	32 / 13
☐ Climb (20%)	20	10 / 4	☐ Firearms (Rifle/Shotgun) (25%)			☐ Medicine (01%)			☐ Stealth (20%)		
☐ Computer Use (00%)			☐ Firearms (SMG) (15%)			☐ Natural World (10%)			☐ Survival (10%)		
Credit Rating (00%)	40	20 / 8	☐			☐ Navigate (10%)			☐ Swim (20%)		
Cthulhu Mythos (00%)			☐ First Aid (30%)	30	15 / 6	☐ Occult (05%)			☐ Throw (20%)		
☐ Demolitions (01%)			☐ History (05%)	80	40 / 16	☐ Op. Hv. Machine (01%)			☐ Track (10%)		
☐ Disguise (05%)			☐ Intimidate (15%)	50	25 / 10	☐ Persuade (10%)	85	42 / 17	☐		
☐ Diving (01%)			☐ Jump (20%)	20	10 / 4	☐ Pilot (01%)			☐		
☐ Dodge (half DEX)	30	15 / 6	☐ Language (Other) (01%) Chinese	55	27 / 11	☐ Psychoanalysis (01%)			☐		
☐ Drive Auto (20%)			☐			☐ Psychology (10%)	80	40 / 16	☐		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-

COMBAT

Damage Bonus +1d4
Build +1
Dodge 30 / 15 / 6

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

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.

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.

Injuries & Scars

Significant People His wife, Dr. Eudora Lockhart. Although her stubborn nature sometimes drives him to distraction, he wouldn't be without her.

Phobias & Manias

Meaningful Locations The restaurant at the Shanghai Race Club where he proposed to Eudora.

Arcane Tomes, Spells & Artifacts

Treasured Possessions A homerun baseball signed by members of the Boston Beaneaters, which Charles caught during a game he attended as a small child.

Encounters with Strange Entities

GEAR & POSSESSIONS

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

CASH & ASSETS

Spending Level $10

Cash $80

Assets $2,000

TALENTS

Endurance

Fleet Footed

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); **Stay conscious** (1 Luck, double per round after).
Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

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

FELLOW HEROES

ME

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted 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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

PULP HERO!

Name Michael Li
Player
Occupation Missionary
Age 26 **Sex** M
Archetype Sidekick
Residence Varies
Birthplace Shantung Province, China

CHARACTERISTICS

STR	60	30 / 12	DEX	45	22 / 9	INT (Idea)	65	32 / 13
CON	60	30 / 12	APP	60	30 / 12	POW	65	32 / 13
SIZ	65	32 / 13	EDU (Know)	65	32 / 13	Move Rate	7	+1 / -1



Dying 25 **Max**

HIT POINTS

[00]	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	(25)	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

Temp. Insane **Indef. Insane** **Sanity** 65 **Max**

SANITY

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				

PULP CTHULHU

Max 13

MAGIC POINTS

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

LUCK

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

HERO SKILLS

☐ Accounting (05%)			☐ Elec. Repair (10%)			☐ Language (Own) (EDU) English	65	32 / 13	☐ Read Lips (01%)		
☐ Appraise (05%)			☐ Fast Talk (05%)			☐ Law (05%)			☐ Ride (05%)		
☐ Archaeology (01%)			☐ Fighting (Brawl) (25%)	25	12 / 5	☐ Library Use (20%)			☐ Science (01%)		
☐ Art / Craft (05%)			☐			☐ Listen (20%)	60	30 / 12	☐		
☐			☐			☐ Locksmith (01%)			☐ Sleight of Hand (10%)		
☐ Charm (15%)			☐ Firearms (Handgun) (20%)			☐ Mech. Repair (10%)			☐ Spot Hidden (25%)	50	25 / 10
☐ Climb (20%)	20	10 / 4	☐ Firearms (Rifle/Shotgun) (25%)			☐ Medicine (01%)	30	15 / 6	☐ Stealth (20%)	40	20 / 8
☐ Computer Use (00%)			☐ Firearms (SMG) (15%)			☐ Natural World (10%)	30	15 / 6	☐ Survival (10%) Desert	30	15 / 6
Credit Rating (00%)	10	5 / 2	☐			☐ Navigate (10%)	30	15 / 6	☐ Swim (20%)		
Cthulhu Mythos (00%)			☐ First Aid (30%)	65	32 / 13	☐ Occult (05%)			☐ Throw (20%)		
☐ Demolitions (01%)			☐ History (05%)			☐ Op. Hv. Machine (01%)			☐ Track (10%)		
☐ Disguise (05%)			☐ Intimidate (15%)			☐ Persuade (10%)	50	25 / 10	☐ Anthropology	25	12 / 5
☐ Diving (01%)			☐ Jump (20%)	20	10 / 4	☐ Pilot (01%)			☐ Lore (Buddhism)	30	15 / 6
☐ Dodge (half DEX)	45	22 / 9	☐ Language (Other) (01%) Chinese	55	27 / 11	☐ Psychoanalysis (01%)			☐ Lore (Christianity)	50	25 / 10
☐ Drive Auto (20%)			☐			☐ Psychology (10%)	50	25 / 10	☐ Lore (Other Faiths)	30	15 / 6

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus +1d4

Build +1

Dodge 45 / 22 / 9

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

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.

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

Injuries & Scars

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

Phobias & Manias

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

Arcane Tomes, Spells & Artifacts

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.

Encounters with Strange Entities

GEAR & POSSESSIONS

Heavily worn Bible (King James version), book notes.

*Don't forget to adjust 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	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); **Stay conscious** (1 Luck, double per round after).
Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

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

FELLOW HEROES

ME

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

PULP HERO!

Name Timur Stepanovich Repin
Player
Occupation Refugee
Age 26 **Sex** M
Archetype Cold Blooded
Residence Peking, China
Birthplace Saint Petersburg, Russia

CHARACTERISTICS

STR	60	30 / 12	DEX	90	45 / 18	INT (Idea)	90	45 / 18
CON	60	30 / 12	APP	50	25 / 10	POW	70	35 / 14
SIZ	70	35 / 14	EDU (Know)	60	30 / 12	Move Rate	8	+1 / -1



Dying ☐ MAX 26

HIT POINTS

[00]	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	(26)	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

Temp. Insane ☐ Indef. Insane ☐ START 70 Max

SANITY

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																								

PULP CTHULHU

MAGIC POINTS MAX 14

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

LUCK

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

HERO SKILLS

Skill			Skill			Skill			Skill		
☐ Accounting (05%)			☐ Elec. Repair (10%)			☐ Language (Own) (EDU) Russian	60	30 / 12	☐ Read Lips (01%)		
☐ Appraise (05%)			☐ Fast Talk (05%)			☐ Law (05%)			☐ Ride (05%)		
☐ Archaeology (01%)			☐ Fighting (Brawl) (25%)	55	27 / 11	☐ Library Use (20%)			☐ Science (01%)		
☐ Art / Craft (05%) Acting	70	35 / 14	☐			☐ Listen (20%)	60	30 / 12	☐		
☐			☐			☐ Locksmith (01%)			☐ Sleight of Hand (10%)		
☐ Charm (15%)			☐ Firearms (Handgun) (20%)	85	42 / 17	☐ Mech. Repair (10%)			☐ Spot Hidden (25%)	45	22 / 9
☐ Climb (20%)	20	10 / 4	☐ Firearms (Rifle/Shotgun) (25%)	40	20 / 8	☐ Medicine (01%)			☐ Stealth (20%)	70	35 / 14
☐ Computer Use (00%)			☐ Firearms (SMG) (15%)			☐ Natural World (10%)			☐ Survival (10%) Desert	50	25 / 10
Credit Rating (00%)	20	10 / 4	☐			☐ Navigate (10%)	30	15 / 6	☐ Swim (20%)		
Cthulhu Mythos (00%)			☐ First Aid (30%)	50	25 / 10	☐ Occult (05%)			☐ Throw (20%)	35	17 / 7
☐ Demolitions (01%)			☐ History (05%)			☐ Op. Hv. Machine (01%)			☐ Track (10%)		
☐ Disguise (05%)			☐ Intimidate (15%)	85	42 / 17	☐ Persuade (10%)			☐ History (Art)	45	22 / 9
☐ Diving (01%)			☐ Jump (20%)	20	10 / 4	☐ Pilot (01%)			☐		
☐ Dodge (half DEX)	55	27 / 11	☐ Language (Other) (01%) Chinese	35	17 / 7	☐ Psychoanalysis (01%)			☐		
☐ Drive Auto (20%)			☐ English	25	12 / 5	☐ Psychology (10%)	60	30 / 12	☐		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Mauser C96 Pistol	65	32	13	1d10+2	15 yds	1 (3)	10	100

COMBAT

Damage Bonus +1d4

Build +1

Dodge 55 / 27 / 11

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

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

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.

Injuries & Scars

Significant People 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.

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

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

Arcane Tomes, Spells & Artifacts

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

Encounters with Strange Entities

GEAR & POSSESSIONS

Mauser C96 "Broomhandle" pistol.

*Repin is immune to Sanity loss from attacking other humans, viewing corpses, or gross injury (Hardened).

CASH & ASSETS

Spending Level $10

Cash $40

Assets $1,000

TALENTS

Hardened

Rapid Attack

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); **Stay conscious** (1 Luck, double per round after).
Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

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

FELLOW HEROES

ME

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

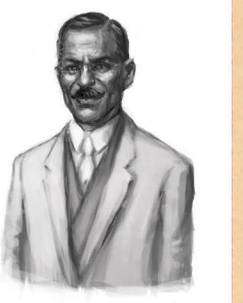
© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

PULP HERO!

Name Sofian Bazaz-Wain
Player
Occupation Photojournalist
Age 49 **Sex** M
Archetype Explorer
Residence Delhi, British India
Birthplace Srinagar, British India

CHARACTERISTICS

STR	60	30 / 12	**DEX**	60	30 / 12	**INT** Idea	70	35 / 14
CON	45	22 / 9	**APP**	50	25 / 10	**POW**	50	25 / 10
SIZ	70	35 / 14	**EDU** Know	87	43 / 17	**Move Rate**	7	+1 / -1



Dying 23 **Max HP**

HIT POINTS

00	01	02	03	04	05	06
07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	32	33	34
35	36	37	38	39	40	41

Temp. Insane **Indef. Insane** **Max** 50

SANITY

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				

PULP CTHULHU

Max MP 10

MAGIC POINTS

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

LUCK

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

HERO SKILLS

☐ Accounting (05%)			☐ Elec. Repair (10%)			☐ Language (Own) (EDU) English	90	45 / 18	☐ Read Lips (01%)		
☐ Appraise (05%)			☐ Fast Talk (05%)			☐ Law (05%)			☐ Ride (05%)		
☐ Archaeology (01%)			☐ Fighting (Brawl) (25%)	25	12 / 5	☐ Library Use (20%)			☐ Science (01%) Chemistry	40	20 / 8
☐ Art / Craft (05%) Photography	65	32 / 13	☐			☐ Listen (20%)	20	10 / 4	☐		
☐ Writing	35	17 / 7	☐			☐ Locksmith (01%)			☐ Sleight of Hand (10%)		
☐ Charm (15%)	65	32 / 13	☐ Firearms (Handgun) (20%)	50	25 / 10	☐ Mech. Repair (10%)			☐ Spot Hidden (25%)	60	30 / 12
☐ Climb (20%)	20	10 / 4	☐ Firearms (Rifle/Shotgun) (25%)			☐ Medicine (01%)			☐ Stealth (20%)	40	20 / 8
☐ Computer Use (00%)			☐ Firearms (SMG) (15%)			☐ Natural World (10%)	60	30 / 12	☐ Survival (10%) Desert	60	30 / 12
Credit Rating (00%)	30	15 / 6	☐			☐ Navigate (10%)	60	30 / 12	☐ Swim (20%)		
Cthulhu Mythos (00%)			☐ First Aid (30%)	40	20 / 8	☐ Occult (05%)			☐ Throw (20%)	20	10 / 4
☐ Demolitions (01%)			☐ History (05%)			☐ Op. Hv. Machine (01%)			☐ Track (10%)	50	25 / 10
☐ Disguise (05%)			☐ Intimidate (15%)			☐ Persuade (10%)			☐ History (Exploration)	45	22 / 9
☐ Diving (01%)			☐ Jump (20%)	20	10 / 4	☐ Pilot (01%)			☐		
☐ Dodge (half DEX)	30	15 / 6	☐ Language (Other) (01%) French	35	17 / 7	☐ Psychoanalysis (01%)			☐		
☐ Drive Auto (20%)			☐ Hindustani	55	27 / 11	☐ Psychology (10%)	60	30 / 12	☐		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Webley .38 revolver	50	25	10	1D10	15 yds	1 (3)	8	97

COMBAT

Damage Bonus +1d4

Build +1

Dodge 30 / 15 / 6

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

BACKSTORY



Personal Description 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.

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.

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

Injuries & Scars

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.

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

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.

Arcane Tomes, Spells & Artifacts

Treasured Possessions His faithful Thornton Pickard Royal Ruby field camera.

Encounters with Strange Entities

GEAR & POSSESSIONS

Thornton Pickard Royal Ruby field camera, camera equipment (flash, tripod, developing chemicals, etc.), photographic plates, travel journal and pencil.

*Immune to Sanity losses from attacking other humans, viewing a corpse, or gross injury (Hardened).

**Don't forget to adjust either DEX or POW to 90 for his core characteristic (as well as any derived stats that are affected).

CASH & ASSETS

Spending Level $10

Cash $60

Assets $1,500

TALENTS

Hardened

Stout Constitution

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

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

Using Luck

Adjust skill rolls (1 Luck per skill point); **Avoid malfunction/melee fumble** (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); **Stay conscious** (1 Luck, double per round after).
Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

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

FELLOW HEROES

ME

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.

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.

© 2020 Chaosium Inc. All rights reserved. Permission granted to copy for personal in-game use.