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

PULP ADJUSTMENTS
Archetype: Cold Blooded
Core Characteristic: change INT to 90
Hit Points: 26
Add/Adjust Skills: Art/Craft (Acting) 70%, Firearms (Handgun) 85%, Intimidate 85%, Stealth 70%, Survival (Desert) 50%.

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 Tádžamákan 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. 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.
Characteristics:

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<th>STR</th>
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<tr>
<td>POW</td>
<td>70</td>
<td>35</td>
<td>14</td>
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Move Rate: 8

Investigator Skills:

- Accounting (05%)
- Anthropology (10%)
- Appraise (05%)
- Archaeology (10%)
- Art/Craft (05%)
- Calligraphy
- Charm (15%)
- Climb (20%)
- Credit Rating (00%)
- Chthulu Mythos (100%)
- Disguise (05%)
- Dodge (half DBX)
- Drive Auto (20%)
- Elec Repair (10%)

Weapons:

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<tr>
<th>Weapon</th>
<th>Damage</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammunition</th>
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<tr>
<td>Unarmed</td>
<td>1d3 + db</td>
<td>-</td>
<td>1</td>
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</table>

Combat:

- Damage Bonus: none
- Build: 0
- Dodge: 55 27 11

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**Backstory**

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

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

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

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

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

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

**Injuries & Scars**

**Phobias & Manias**

**Encounters with Strange Entities**

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**Gear & Possessions**

- Notebook and pencils
- Rosewood Buddhist mala (rosary), calligraphy set

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**Cash & Assets**

- Spending level: $10
- Cash: $60
- Assets: $1,500

**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble: 0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100%

Skills: Fall Regular Hard Extreme Critical

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**

<table>
<thead>
<tr>
<th>Char. Player</th>
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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.
**Call of Cthulhu**

**Out of Luck:**
- 01 02 03 04 05 06 07
- 05 06 07 08 09
- 10 11 12 13
- 14 15 16 17 18
- 19 20 21 22 23
- 24

**Sanity:**
- 13

**INVESTIGATOR SKILLS**

- Accounting (05%)
- Anthropology (05%)
- Appraise (05%)
- Archaeology (05%)
- Art/Craft (05%)
- Charm (15%)
- Climb (20%)
- Credit Rating (00%)
- Chthulu Mythos (00%)
- Disguise (05%)
- Dodge (half DX) (45 22 9)
- Drive Auto (20%)
- Elec Repair (10%)
- Fast Talk (05%)
- Fighting (Brawling) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- First Aid (15%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (05%)
- Chinese
- Italian
- Language (Own) (EDU) (100%)
- Law (05%)
- Library Use (20%)
- Listen (20%)
- Locksmith (05%)
- Mech. Repair (10%)
- Medicine (05%)
- Natural World (10%)
- Navigate (10%)
- Occult (05%)
- Op. Hvy. Machine (05%)
- Persuade (05%)
- Pilot (05%)
- Psychology (10%)
- Psychanalysis (05%)
- Ride (05%)

**WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage 1d3 + db</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammo</th>
<th>Mall.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purdey 12-g shotgun</td>
<td>55</td>
<td>27</td>
<td>11</td>
<td>4d6/2d6/1d6</td>
<td>10/20/50 yds</td>
<td>1 or 2</td>
<td>2</td>
<td>-</td>
<td>100</td>
</tr>
</tbody>
</table>

**COMBAT**

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

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**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 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.

**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

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**

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.
**Backstory**

**Personal Description** Tall, athletic, and still handsome despite his gray hair. Some consider Lockhart to be the poster boy for the American diplomatic service abroad.

**Ideology/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.

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

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

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

**Traits** Charles has a reputation of being fair and honest in all his dealings. It’s probably why he hasn’t advanced all that far through the diplomatic ranks.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**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**

<table>
<thead>
<tr>
<th>Levels of Success</th>
<th>Fumble</th>
<th>Fail</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
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<tr>
<td></td>
<td>0/0%</td>
<td>1/2%</td>
<td>3/4%</td>
<td>5/6%</td>
<td>7/8%</td>
<td>9/10%</td>
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</table>

Pushing rolls: Must justify re-roll. Cannot push Combat or Sanity Rolls.

**Wounds & Healing**

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

- **Major Wound** = loss of ≥ ½ max HP in one attack
- Reach 0 HP without Major Wound = **Unconscious**
- Reach 0 HP with Major Wound = **Dying**
- Dying: First Aid = temp. stabilized; then require Medicine
- **Natural Heal rate** (non-Major Wound): recover 1HP per day
- **Natural Heal rate** (Major Wound): weekly healing roll

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**Fellow Investigators**

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<th>Char. Player</th>
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© 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.
Name: Michael Li
Player: 
Occupation: Christian Missionary
Age: 26
Sex: M
Residence: Varies
Birthplace: Shantung Province, China

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<th>INVESTIGATOR SKILLS</th>
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<td>Accounting (05%)</td>
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<td>Anthropology (01%)</td>
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<td>Appraise (05%)</td>
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<td>Archaeology (01%)</td>
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<tr>
<td>Art/Craft (05%)</td>
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<tr>
<td>Auchen (05%)</td>
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<tr>
<td>Climb (20%)</td>
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<td>Credit Rating (00%)</td>
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<td>Chthulu Mythos (00%)</td>
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<td>Disguise (05%)</td>
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<tr>
<td>Dodge (half DBX)</td>
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<td>Drive Auto (20%)</td>
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<td>Elec Repair (10%)</td>
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<th>WEAPONS</th>
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<tr>
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<td>Range</td>
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<td>Attacks</td>
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<td>Ammo</td>
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<td>Mall</td>
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<table>
<thead>
<tr>
<th>COMBAT</th>
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<tbody>
<tr>
<td>Damage Bonus</td>
</tr>
<tr>
<td>Build</td>
</tr>
<tr>
<td>Dodge</td>
</tr>
</tbody>
</table>
**Backstory**

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

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

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

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

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

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

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**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, Fall, Regular, Hard, Extreme, Critical

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

**Wounds & Healing**

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

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying
Dying First Aid = temp, stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

---

**Fellow Investigators**

Char. Player
Char. Player
Char. Player
Char. Player
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Char. Player
Char. Player
Char. Player
Char. Player
Char. Player
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.
**Call of Cthulhu**

**Investigator Skills**

- Accounting (55%)
- Anthropology (55%)
- Appraise (55%)
- Archaeology (55%)
- Art/Craft (55%)
- Acting (55%)
- Charm (55%)
- Climb (55%)
- Credit Rating (55%)
- Cthulhu Mythos (55%)
- Disguise (55%)
- Dodge (55%)
- Drive Auto (55%)
- Elec Repair (55%)
- Fast Talk (55%)
- Fighting (Brawl) (55%)
- Firearms (Handgun) (55%)
- Firearms (Rifle/Shotgun) (55%)
- First Aid (55%)
- History (55%)
- Intimidate (55%)
- Jump (55%)
- Language (Other) (55%)
- Language (Chinese) (55%)
- Language (English) (55%)
- Language (Own) (55%)
- Law (45%)
- Library Use (45%)
- Listen (45%)
- Lockpicking (45%)
- Mech. Repair (45%)
- Medicine (45%)
- Natural World (45%)
- Navigate (45%)
- Occult (45%)
- Oper. Hvy. Machine (45%)
- Persuade (45%)
- Pilot (45%)
- Psychology (45%)
- Psychanalysis (45%)
- Ride (45%)
- Science (25%)
- Sleight of Hand (25%)
- Spot Hidden (25%)
- Stealth (25%)
- Survival (25%)
- Desert (25%)
- Swim (25%)
- Throw (25%)
- Track (25%)
- History (35%)

**Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammo</th>
<th>Mall.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mauser C96 Pistol</td>
<td></td>
<td>65</td>
<td>32</td>
<td>13</td>
<td>1d10+2</td>
<td>15 yds</td>
<td>1(3)</td>
<td>10</td>
<td>100</td>
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</tbody>
</table>

**Combatt**

- Damage Bonus: +1D4
- Build: +1
- Dodge: 55 27

**Characteristics**

<table>
<thead>
<tr>
<th>STR</th>
<th>60</th>
<th>30</th>
<th>12</th>
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<tbody>
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<tr>
<td>DEX</td>
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<tr>
<td>INT</td>
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</table>

**Major Wound:**

- Dying: 100
- Unconscious: 03
- 11: 07
- 12: 08
- 13: 09

**Major Points:**

13

**Mental Points:**

14

**Luck:**

- Out of Luck: 01
- 02 03 04 05 06 07
- 08 09 10 11 12 13 14 15 16 17 18 19 20

**Sanity:**

14
**Personal Description** Strong, lithe, and athletic, Repin would have made a good dancer. Otherwise, he is fairly nondescript (something of an advantage given his line of work), although there is a haunted look in his eyes.

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

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

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

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

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

**Injuries & Scars**

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

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**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 100/96+ > skill 92/91 skill 83/82 skill 74/73 skill 01

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

**Wounds & Healing**

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

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = Unconscious

Reach 0 HP with Major Wound = Dying

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal Rate (non Major Wound): recover 1HP per day

Natural Heal Rate (Major Wound): weekly healing roll

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**Fellow Investigators**

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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 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.
**Backstory**

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

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

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

**Meaningful Locations**
Although Sofian now lives in Delhi, visits home to Srinagar - its lakes, gardens, and boats - always fill him with a sense of great peace.

**Treasured Possessions**
His faithful Thornton Pickard Royal Ruby field camera.

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

**Injuries & Scars**

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

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**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 Fall Regular Hard Extreme Critical

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

**Wounds & Healing**
First Aid heals 1HP; Medicine heals +1d3 HP
Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = Unconscious
Reach 0 HP with Major Wound = Dying
Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

---

**Fellow Investigators**

Char. Player
Char. Player
Char. Player
Char. Player
Char. Player
Char. Player
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.
**PULP HERO!**

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

---

### Characteristics

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### Skills

- **Hero Skills**
  - Accounting (05%)
  - Appraise (05%)
  - Archaeology (01%)
  - Art / Craft (05%)
    - Calligraphy
  - Charm (15%)
  - Climb (20%)
  - Computer Use (00%)
  - Credit Rating (00%)
  - Cthulhu Mythos (00%)
  - Demolitions (01%)
  - Disguise (05%)
  - Diving (01%)
  - Dodge (half DEX)
    - 55
  - Drive Auto (20%)
    - Sanskrit

- **Languages**
  - Language (Own) (EDU)
  - Language (Other) (01%)
    - English
  - Psychoanalysis (01%)
  - Psychology (10%)
  - Persuade (10%)
  - Pilot (01%)
  - Oper. Hrv. Machine (01%)
  - Occult (05%)
  - Natural World (10%)
  - Navigate (10%)
  - Medicine (01%)
  - Mech. Repair (10%)
  - Spot Hidden (25%)
  - Stealth (20%)
  - Survival (10%)
  - Swim (20%)
  - Track (10%)
  - Language (Tibetan)
  - Language (Other)
  - Lore (Buddhism)

---

### Weapons

- **Unarmed**
  - Damage: 1d3 + db
  - Range: -
  - Attacks: 1
  - Ammo: -
  - Malf.: -

---

### Combat

- **Damage Bonus**: none
- **Build**: 0
- **Dodge**: 55
  - 27
  - 11

---

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

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

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

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

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

---

**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**

<table>
<thead>
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<th>Levels of Success:</th>
<th>Fumble</th>
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<td>1/2 sk</td>
<td>1/2 sk</td>
<td>1/2 sk</td>
<td>1/2 sk</td>
</tr>
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</table>

**Pushing Rolls:** Must justify re-roll. Cannot Push Combat or Sanity Rolls

**Using Luck**

- Adjust skill rolls (1 Luck per skill point).
- Avoid misfunction/more 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.
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.
**Personal Description** Her dark hair (which is starting to show the first few flecks of silver) and olive skin clearly denote her Italian ancestry. Although she respects the school's dress code when on site, she wears practical breaches in the field.

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

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

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

**Treasured Possessions** The copy of "The Travels of Marco Polo" given to her by her late mother.

---

**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

---

**Talents**

- Fast Load
- Strong Willed

---

**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success:

- **Fumble**
- **Fail**
- **Regular**
- **Hard**
- **Extreme**
- **Critical**

Pushing Rolls: Must justify re-roll; Cannot Push Combat or Sanity Rolls

**Using Luck**

- Adjust skill rolls (1 Luck per skill point)
- Avoid malfunction/more 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: +2D4 HP

---

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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.
**Pulp Hero!**

**Characteristics**

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<th>STR</th>
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**Occupation:** Diplomat  
**Archetype:** Steadfast  
**Residence:** Peking, China  
**Birthplace:** Boston, MA

**Dying:** 33

**Languages:**
- English
- Chinese
- (EDU) 75
- (Own) 37

**Skills:**
- Accounting (05%)
- Appraise (05%)
- Archaeology (01%)
- Art / Craft (05%)
- Charm (15%)
- Climb (20%)
- Computer Use (00%)
- Credit Rating (00%)
- Cthulhu Mythos (00%)
- Demolitions (01%)
- Disguise (05%)
- Diving (01%)
- Dodge (half DEX) 30
- Drive Auto (20%)
- Elec. Repair (10%)
- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- Firearms (SMG) (15%)
- First Aid (30%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (01%)
- Natural World (10%)
- Occult (05%)
- Op. Hr. Machine (01%)
- Persuade (10%)
- Pilot (01%)
- Psychoanalysis (01%)
- Psychology (10%)

**Weapons:**

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<tr>
<th>Weapon</th>
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**Combat:**

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

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**Backstory**

**Personal Description** Tall, athletic, and still handsome despite his gray hair. Some consider Lockhart to be the poster boy for the American diplomatic service abroad.

**Ideology/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.

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

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

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

**Traits** Charles has a reputation of being fair and honest in all his dealings. It’s probably why he hasn’t advanced all that far through the diplomatic ranks.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**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**

<table>
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<th>Levels of Success</th>
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Pushing Rolls: Must justify reroll. Cannot Push Combat or Sanity Rolls.

**Using Luck**

- Adjust skill rolls (1 Luck per skill point): Avoid malfunction/misdial fumble (10 Luck).
- Half 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.
Charles Lockhart:

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

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

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

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

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

## Characteristics

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## Hero Skills

- **Accounting (05%)**  
- **Appraise (05%)**  
- **Archeology (01%)**  
- **Art / Craft (05%)**  
- **Charm (15%)**  
- **Climb (20%)**  
- **Computer Use (00%)**  
- **Credit Rating (00%)**  
- **Cthulhu Mythos (00%)**  
- **Demolitions (01%)**  
- **Disguise (05%)**  
- **Diving (01%)**  
- **Dodge (half DEX)**  
- **Drive Auto (20%)**  
- **Elect. Repair (10%)**  
- **Fast Talk (05%)**  
- **Fighting (Brawl) (25%)**  
- **Firearms (Handgun) (20%)**  
- **Firearms (Rifle/Shotgun) (25%)**  
- **Firearms (SMG) (15%)**  
- **First Aid (30%)**  
- **History (05%)**  
- **Intimidate (15%)**  
- **Jump (20%)**  
- **Language (Other) (01%)**  
- **Language (Own) (EDU)**  
- **Locksmith (01%)**  
- **Mech. Repair (10%)**  
- **Medicine (01%)**  
- **Natural World (10%)**  
- **Navigate (10%)**  
- **Occult (05%)**  
- **Persuade (10%)**  
- **Pilot (01%)**  
- **Psychoanalysis (01%)**  
- **Psychology (10%)**  
- **Read Lips (01%)**  
- **Ride (05%)**  
- **Science (01%)**  
- **Sleight of Hand (10%)**  
- **Spot Hidden (25%)**  
- **Stealth (20%)**  
- **Survival (10%)**  
- **Swim (20%)**  
- **Throw (20%)**  
- **Track (10%)**  
- **Anthropology**  
- **Lore (Buddhism)**  
- **Lore (Christianity)**  
- **Lore (Other Faiths)**

## Weapons

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<th>Weapon</th>
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## Combat

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

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

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

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

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

---

**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

Pushing Rolls: Must re-roll; Cannot Push Combat or Sanity Rolls

**Using Luck**

- Adjust skill rolls (1 Luck per skill point).
- Avoid malfunction/mild fumble (10 Luck).
- Half SAN loss (SAN loss x 2 Luck).
- Stay conscious (1 Luck, double per round afterwards).
- 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**

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

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Michael Li:

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

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

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

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

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

#### Characteristics

<table>
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#### Hit Points

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</table>

#### Hero Skills

- Accounting (05%)
- Appraise (05%)
- Archaeology (01%)
- Art / Craft (05%)
- Acting
- Charm (15%)
- Climb (20%)
- Computer Use (00%)
- Credit Rating (00%)
- Cthulhu Mythos (00%)
- Demotions (01%)
- Disguise (05%)
- Diving (01%)
- Dodge (half DEX)
- Drive Auto (20%)
- Elec. Repair (10%)
- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- Firearms (SMG) (15%)
- First Aid (30%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (01%)
- Chinese
- English
- Language (Own) (EDU)
- Russian
- Law (05%)
- Library Use (20%)
- Listen (20%)
- Locksmith (01%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (05%)
- Opera. Machine (01%)
- Persuade (10%)
- Pilot (01%)
- Psychoanalysis (01%)
- Psychology (10%)
- Read Lips (01%)
- Ride (05%)
- Science (01%)
- Sleight of Hand (10%)
- Spot Hidden (25%)
- Stealth (20%)
- Survival (10%)
- Swim (20%)
- Throw (20%)
- Track (10%)
- History (Art)

#### Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage 1d3 + db</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammo</th>
<th>Malif.</th>
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<td>27</td>
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<td></td>
<td>1</td>
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<tr>
<td>Mauser C96 Pistol</td>
<td>65</td>
<td>32</td>
<td>13</td>
<td>1d10+2</td>
<td>15 yds</td>
<td>1 (3)</td>
<td>10</td>
<td>100</td>
<td>-</td>
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</table>

#### Combat

**Damage Bonus:** +1d4  
**Build:** +1  
**Dodge:** 55 27 11
**Personal Description**
Strong, lithe, and athletic, Repin would have made a good dancer. Otherwise, he is fairly nondescript (something of an advantage given his line of work), although there is a haunted look in his eyes.

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

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

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

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

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

**Injuries & Scars**

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

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

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**Gear & Possessions**
- Mauser C96
- "Broomhandle" pistol.

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

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

**Using Luck**
- Adjust skill rolls (1 Luck per skill point)
- Avoid malfunction/more fumble (10 Luck)
- Half 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.

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**Fellow Heroes**

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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 Russian Revolution broke out and sided with the White Russians in the ensuing civil war. Pursued by the Bolsheviks, Repin fought his way across Russia in an attempt to turn back the Red Tide.

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

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

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

### Characteristics

<table>
<thead>
<tr>
<th>STR</th>
<th>60</th>
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<tbody>
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<td>DEX</td>
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<tr>
<td>Move Rate</td>
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</tbody>
</table>

## Hero Skills

- Accounting (05%)
- Appraise (05%)
- Archaeology (01%)
- Art / Craft (05%)
- Photography
- Writing
- Charm (15%)
- Climb (20%)
- Computer Use (00%)
- Credit Rating (00%)
- Cthulhu Mythos (00%)
- Demolitions (01%)
- Disguise (05%)
- Diving (01%)
- Dodge (half DEX) 30 15 6
- Drive Auto (20%)
- Elec. Repair (10%)
- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- Firearms (SMG) (15%)
- First Aid (50%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (01%)
- Hindustani
- Language (Own) (EDU) English
- Law (05%)
- Library Use (20%)
- Listen (20%)
- Locksmith (01%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (05%)
- Op. Hr. Machine (01%)
- Persuade (10%)
- Pilot (01%)
- Psychoanalysis (01%)
- Psychology (10%)
- Read Lips (01%)
- Ride (05%)
- Science (01%)
- Chemistry
- Sleight of Hand (10%)
- Spot Hidden (25%)
- Stealth (20%)
- Survival (10%)
- Desert
- Swim (20%)
- Throw (20%)
- Track (10%)
- History (Exploration)

## Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammo</th>
<th>Malif.</th>
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<tbody>
<tr>
<td>Unarmed</td>
<td>25</td>
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<td>5</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Webley .38 revolver</td>
<td>50</td>
<td>25</td>
<td>10</td>
<td>1D10</td>
<td>15 yds</td>
<td>1 (3)</td>
<td>8</td>
<td>97</td>
</tr>
</tbody>
</table>

## Combat

- Damage Bonus: +1d4
- Build: +1
- Dodge: 30 15 6

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**Personal Description**
Tail 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 devottee 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.

**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).**

**Quick Reference Rules**

**Skill & Characteristic Rolls**
Levels of Success:
- Fumble: 00
- Fail: 01-99
- Regular: 100
- Hard: 101-199
- Extreme: 200-300
- Critical: 301-1000

Pushing Rolls: Must justify re-roll. Cannot Push Combat or Sanity Rolls.

**Using Luck**
Adjust skill rolls (1 Luck per skill point). Avoid malfunction/more 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**

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

**Talents**
Hardened
Stout Constitution
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.