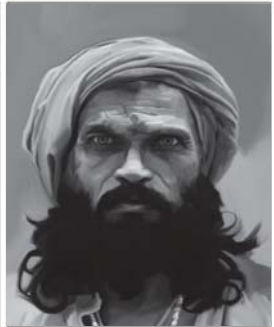


1920S ERA INVESTIGATOR

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

CHARACTERISTICS

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



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

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

CALL of CTHULHU

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

M12	00	01	02	03	04
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

INVESTIGATOR SKILLS

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

WEAPONS

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

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **65** ³²/₁₃

BACKSTORY

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

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

Significant People

Meaningful Locations

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

Traits Proud and loyal to those he considers his comrades.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

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

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

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

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

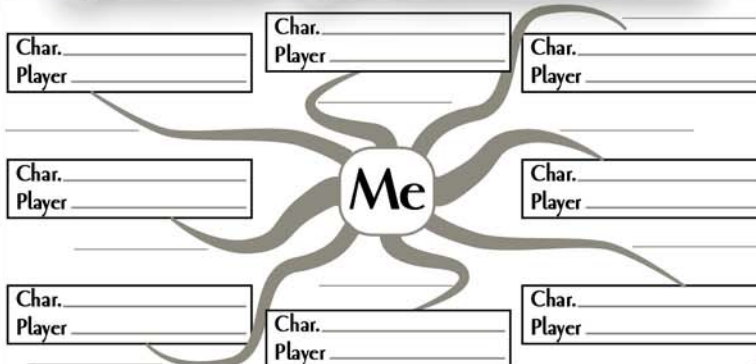
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Pranit Singh Dhillon

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