

Journal d'Indochine  
Handouts

 **SONS OF THE  
SINGULARITY**

JL

## Legal and Attributions

---

### Writing / Creation:

Francis Acquarone  
Patrick Chandler  
Jason Sheets  
Jesse Covner

### Editing:

Damon Lang  
Phillip O'Brien  
Keith Mageau

### Layout:

Jesse Covner

### Chaosium Licensing:

Michael O'Brien, James Lowder, Mike Mason

Produced under license from Chaosium Inc. ([chaosium.com](http://chaosium.com)). Call of Cthulhu, Chaosium Inc., and the Chaosium logo are registered trademarks of Chaosium Inc. Used with permission.

*Call of Cthulhu* © 1981–2021 Chaosium Inc. Used with permission.



Certain names, descriptions, and depictions applied to this supplement are derived from works copyrighted by and include trademarks owned by Chaosium Inc., and may not be used or reused without permission.

All material not owned by Chaosium Inc. or under the Creative Commons Attribution license are owned by the Sons of the Singularity LLC. *Journal d'Indochine*, is copyright of Sons of the Singularity, and all rights are reserved. Any reproduction of material without permission is strictly prohibited.

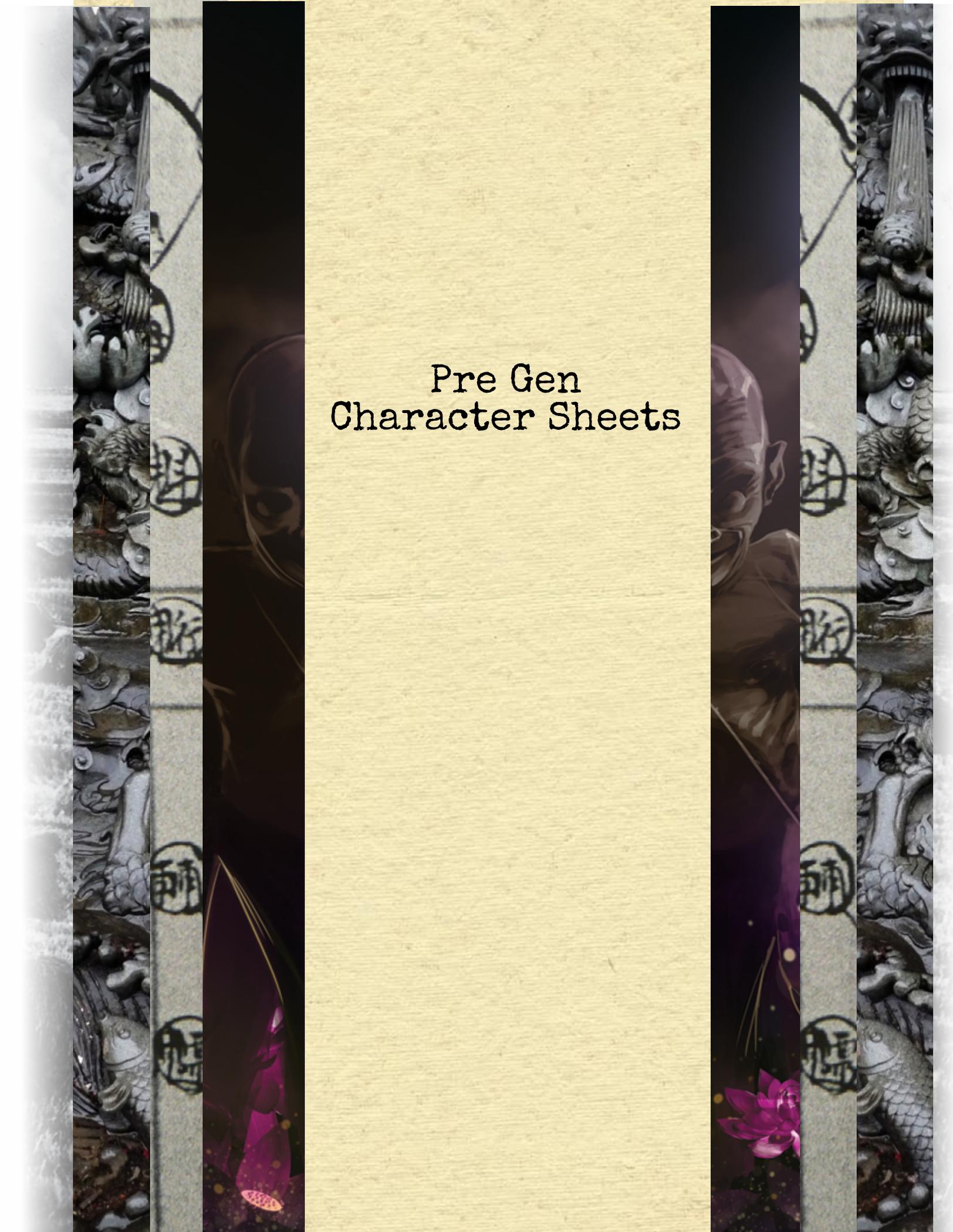
This book presents descriptions of real people, events, and places from 1925 to 1954. These depictions may not be historically accurate, but are depictions of how those people, events and places might have been influenced by the Cthulhu Mythos. No offense to anyone living or dead is intended.



## Contents

---

Pre Gen Character Sheets	3
Lore Sheets	31
Red Lands Handouts	50
Expédition Lemont Handouts	61
Desperado & Red Napoleons Handouts	70



Pre Gen  
Character Sheets

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Brett Appin** Gender **M** Age **40**  
 Occupation **Veterinary Surgeon** Birthplace **Moree, NSW**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
40	20	60	30	60	30	50	25	70	35	50	25	60	30	70	35
	8		12		12		10		14		10		12		14

Damage Bonus  Move

### Drives

1. Help local farmers raise healthier livestock.
2. Proselytize. Improve lives by introducing the Lord's good word.
3. Help in all ways possible. Often called upon to administer first aid and medicine to sick and injured farmers and villagers.
4. Brett never shirks responsibility and always answers the call of duty.

**HP**  
12

**SAN**  
60

**Luck**

**MP**  
12

## 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%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Sleight Of Hand (10%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Art/ Craft (05%) ( Farm and Ranch )	<input type="checkbox"/> Firearms (Handgun)(20%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%) ( Jungle )
	<input type="checkbox"/> Firearms (Rifle)(25%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	
Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other)(00%) ( French, Latin )	<input type="checkbox"/> Pilot(01%)	
<input type="checkbox"/> Dodge (Half DEX)	Arabic	<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> Drive (20%)	Vietnamese	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own)(EDU) ( English )	<input type="checkbox"/> Ride (05%)	

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	25	12	5	1d3+db	touch			
.45 revolver	50	25	10	1d10+2	15	1 (3)	6	100

## Other Equipment

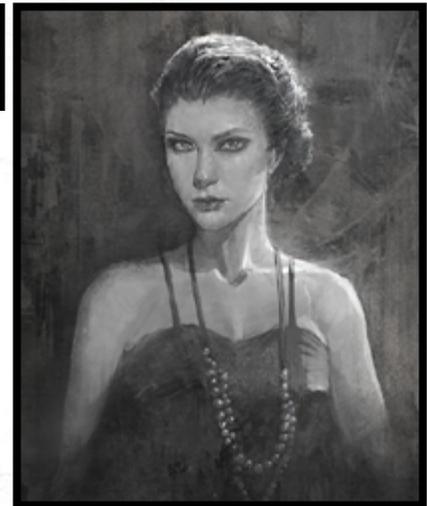


Vet Kit, including surgery tools, syringes, medicines  
 Bible, and 3 extra copies

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Alice S. Corbeau** Gender **F** Age **29**  
 Occupation **Criminal** Birthplace **Arkham, MA**



## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
45	22	60	30	40	20	55	27
9	12	8	11	16	16	10	10

Damage Bonus  Move

### Drives

1. Wanderlust
2. Master of own destiny
3. Curiosity

HP  
**10**

SAN  
**50**

Luck

MP  
**12**

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	80	40	16	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) ( Pharmacy )	46	23	9
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)				<input type="checkbox"/> Library Use (20%)					
<input type="checkbox"/> Appraise (05%)						<input type="checkbox"/> Listen (20%)					
<input type="checkbox"/> Archaeology (01%)						<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	50	25	10
<input type="checkbox"/> Art/ Craft (05%) ( )		<input type="checkbox"/> Firearms (Handgun)(20%)	70	35	14	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	50	25	10
		<input type="checkbox"/> Firearms (Rifle)(25%)				<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	50	25	10
						<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%) ( )			
<input type="checkbox"/> Charm (15%)	70	35	14	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)			
Credit Rating (00%)	30	15	6	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)			
Mythos (00%)				<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)					
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Language (Other)(00%) ( French )	30	15	6	<input type="checkbox"/> Pilot(01%) ( )			
<input type="checkbox"/> Dodge (Half DEX)						<input type="checkbox"/> Psychology (10%)	30	15	6		
<input type="checkbox"/> Drive (20%)	40	20	8			<input type="checkbox"/> Psychoanalysis (01%)					
<input type="checkbox"/> Elec Repair (10%)				<input type="checkbox"/> Language (Own)(EDU) ( )	50	25	10	<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	25	12	5	1d3+db	touch			
.45 Revolver	70	35	14	1d10+2	100	1 (3)	6	100
Remington Model 95 .41s Derringer (2B)	70	35	14	1d8	3	1 (2)	2	100

## Other Equipment



.45 Colt Revolver

Pearl handled Remington Derringer

Clovis Thorel's "Notes médicales du voyage d'exploration du Mékong" a doctoral thesis on the medicinal properties of exotic plants found and cataloged in French Indochina (1870).

Major Wound

Temp Insane

Injuries & Phobias

ATTACH MORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Theodor Menno Coehoorn** Gender **M** Age **30**  
 Occupation **Soldier** Birthplace **Amsterdam**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	50	25	50	25	60	30	80	40	45	22	55	27	70	35
	10		10		10		12		16		9		11		14

Damage Bonus  Move

**HP**  
**10**

**SAN**  
**55**

**Luck**

**MP**  
**11**

### Drives

1. Make the world a better place.
2. Atonement for sins of the past.
3. Act honorably, even if doing so may result in my death.

## Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%) (Military)	50	25
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl)(25%)	70	35	<input type="checkbox"/> Library Use (20%)	
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)	
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)	
<input type="checkbox"/> Art/ Craft (05%) (Rubber Production)	40	20	8	<input type="checkbox"/> Mech. Repair (10%)	60
				<input type="checkbox"/> Medicine (01%)	
	<input type="checkbox"/> Firearms (Rifle)(25%)	75	37	<input type="checkbox"/> Sleight Of Hand (10%)	
				<input type="checkbox"/> Spot Hidden (25%)	
				<input type="checkbox"/> Stealth (20%)	60
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	50	25	<input type="checkbox"/> Survival (10%) (Jungle)	50
				<input type="checkbox"/> Swim (20%)	50
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)			<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	30	15	6	<input type="checkbox"/> Occult (05%)	20
				<input type="checkbox"/> Op. Hv. Machine (01%)	
Mythos (00%)	<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other)(00%) (French)	70	35	<input type="checkbox"/> Persuade (10%)	
				<input type="checkbox"/> Pilot(01%)	
<input type="checkbox"/> Dodge (Half DEX)	30	15	6	<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> Drive (20%)				<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own)(EDU) (Dutch)	70	35	<input type="checkbox"/> Ride (05%)	

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	70	35	14	1d3+db	touch			
.30-06 Bolt Action	75	37	15	2d6+4	110	1	1	100
Machete	70	35	14	1d8	touch			

## Other Equipment



- Backpack
- Machete
- Cantenn
- Mess Kit
- Waterproof Matches

Major Wound

Temp Insane

Injuries & Phobias



# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Martin Dugas** Gender **M** Age **28**  
 Occupation **Doctor** Birthplace **Paris, France**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	25	45	22	55	27	55	27
10		9	11	11	14	10	11

Damage Bonus  Move

### Drives

1. Humanitarianism
2. Socialism
3. Egalitarianism

HP  
**10**

SAN  
**55**

Luck

MP  
**11**

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) (Biology)	50	25
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)		<input type="checkbox"/> Library Use (20%)	30	15	50	25
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)		6		10
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)				
<input type="checkbox"/> Art/ Craft (05%) ( )		<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Sleight Of Hand (10%)	
		<input type="checkbox"/> Firearms (Rifle)(25%)	50	<input type="checkbox"/> Medicine (01%)	70	35	<input type="checkbox"/> Spot Hidden (25%)	
			10	<input type="checkbox"/> Natural World (10%)		14	<input type="checkbox"/> Stealth (20%)	50
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	70	<input type="checkbox"/> Navigate (10%)			<input type="checkbox"/> Survival (10%) ( )	25
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)			<input type="checkbox"/> Swim (20%)	10
Credit Rating (00%)	35	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Throw (20%)	
	17			<input type="checkbox"/> Persuade (10%)	50	25	<input type="checkbox"/> Track (10%)	
	7	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot(01%) ( )		10		
Mythos (00%)		<input type="checkbox"/> Language (Other)(00%) (German)	30	<input type="checkbox"/> Psychology (10%)	50	25		
<input type="checkbox"/> Disguise (05%)		English	30	<input type="checkbox"/> Psychoanalysis (01%)		10		
<input type="checkbox"/> Dodge (Half DEX)		Vietnamese	30	<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> Drive (20%)		<input type="checkbox"/> Language (Own)(EDU) (French)	80					
<input type="checkbox"/> Elec Repair (10%)			40					
			16					

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	25	12	5	1d3+db	touch			

## Other Equipment



Cane  
 Medical Bag  
 Glasses  
 Linen Suit  
 Chevalier Legion d'Honneur

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Kong Dai** Gender **m** Age **63**  
 Occupation **Big Game Hunter** Birthplace **Tonkin**



## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	70	50	50	60	50	80	50
<small>25 10</small>	<small>35 14</small>	<small>25 10</small>	<small>25 10</small>	<small>30 12</small>	<small>25 10</small>	<small>40 16</small>	<small>25 10</small>

Damage Bonus  Move

**HP**  
  
**SAN**  
  
**Luck**  
  
**MP**

### Drives

1. Confucianism and ancestor worship.
2. Spiritualism and adulation of the God of Luck.
3. Kong loves, hates, fears and revere tigers. Kong is convinced that, for better or worse, his fate is inextricably intertwined with tigers.

## 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%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Sleight Of Hand (10%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun)(20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Art/ Craft (05%)	<input type="checkbox"/> Firearms (Rifle)(25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%) (Jungle)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Persuade (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other)(00%) (French)	<input type="checkbox"/> Pilot(01%)	<input type="checkbox"/> Psychology (10%)
<input type="checkbox"/> Dodge (Half DEX)	<input type="checkbox"/> Language (Own)(EDU) (Vietnamese)	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/> Ride (05%)

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	25	12	5	1d3+db	touch			
Elephant Gun	70	35	14	3d6+4	100	1 or 2	2	100
Machete	25	12	5	1d8	touch			

## Other Equipment



Major Wound

Temp Insane

Injuries & Phobias

Scarred leg; limp

ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Victor Andrews** Gender **M** Age **30**  
 Occupation **Pilot (OSS Officer)** Birthplace **Hardisty, Alberta**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
45	22	55	27	45	22	70	35	80	40	60	30	45	22	60	30
	9		11		9		14		16		12		9		12

Damage Bonus  Move

### Drives

Intelligent risk taker.

HP  
**10**

SAN  
**45**

Luck

MP  
**9**

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	70	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) (Astronomy)	30
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)		<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)	70	<input type="checkbox"/> Mech. Repair (10%)	35	<input type="checkbox"/> Spot Hidden (25%)	50
		<input type="checkbox"/> Firearms (Rifle)(25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	50
				<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%) (Island)	30
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)	50	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%)		<input type="checkbox"/> Pilot(01%) (Aircraft)	70		
<input type="checkbox"/> Dodge (Half DEX)				<input type="checkbox"/> Psychology (10%)	30		
<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)	25	<input type="checkbox"/> Language (Own)(EDU)		<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
Colt M1911	70	35	14	1d10+2	15	1(3)	7	100

## Other Equipment



Backpack  
 Regional maps  
 Compass  
 Binoculars  
 Lighter, Cigarettes  
 Chocolate Bar x3  
 Raincoat  
 Canteen

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **John Nishikawa** Gender **M** Age **22**  
 Occupation **Nisei Linguist, OSS** Birthplace **San Diego, CA**



ATTACH MORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
40	20	60	30	40	20	60	30	70	35	50	25	60	30	80	40
	8		12		8		12		14		10		12		16

Damage Bonus  Move

HP  
  
 SAN  
  
 Luck  
  
 MP

## Drives

1. American presents opportunities for those who are patient and willing to work hard.
2. Representative democracy is better than tyrannical rule.
3. I am a man of science and reason, not religion.
4. I have always been physically smaller than most Americans, and as such I have been the target of bullies. I use my wits to outsmart bullies.

## Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	70	35	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%) (Engineering & Physics)	70	35
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl)(25%)		14	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Cryptography	16	8
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)			3
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight Of Hand (10%)		
<input type="checkbox"/> Art/ Craft (05%) (Forgery)	50	25	<input type="checkbox"/> Firearms (Handgun)(20%)	70	35	<input type="checkbox"/> Mech. Repair (10%)	50
		10	<input type="checkbox"/> Firearms (Rifle)(25%)		14	<input type="checkbox"/> Medicine (01%)	50
						<input type="checkbox"/> Natural World (10%)	30
<input type="checkbox"/> Charm (15%)			<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Navigate (10%)	15
<input type="checkbox"/> Climb (20%)			<input type="checkbox"/> History (05%)			<input type="checkbox"/> Occult (05%)	6
Credit Rating (00%)	30	15	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Op. Hv. Machine (01%)	30
		6				<input type="checkbox"/> Persuade (10%)	15
Mythos (00%)			<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Pilot(01%)	6
<input type="checkbox"/> Disguise (05%)			<input type="checkbox"/> Language (Other)(00%) (Japanese)	50	25	<input type="checkbox"/> Psychology (10%)	
<input type="checkbox"/> Dodge (Half DEX)					10	<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Drive (20%)						<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Elec Repair (10%)	70	35	<input type="checkbox"/> Language (Own)(EDU) (English)	80	40		
		14			16		

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
Colt M1911	70	35	14	1d10=2	15	1(3)	7	100

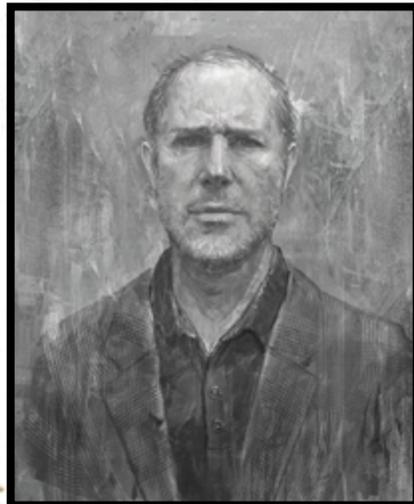
## Other Equipment



Major Wound	<input type="checkbox"/>
Temp Insane	<input type="checkbox"/>
Injuries & Phobias	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Jean-Pierre Clement** Gender **M** Age **36**  
 Occupation **Mathematician/OSS Cryptographer** Birthplace **Mons, Belgium**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	25	50	25	50	25	65	32
10	10	10	10	13	10	13	16

Damage Bonus  Move

### Drives

Jean-Pierre takes a while to warm up to new people, but he is more than willing to discourse at length on his fabulous theories. At his core, he is a curious problem solver who has a talent for explaining complex ideas to the layman.

**HP**  
11  
**SAN**  
65  
**Luck**  
  
**MP**  
13

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) (Mathematics)	75	37
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)		<input type="checkbox"/> Library Use (20%)	40	<input type="checkbox"/> Cryptography	70	35
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Physics	50	25
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)		
<input type="checkbox"/> Art/ Craft (05%) ( )		<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	35	17
		<input type="checkbox"/> Firearms (Rifle)(25%)	60	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	60	30
			12	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%) ( )		
<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%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)		
Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)		
Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)				
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (English)	40	<input type="checkbox"/> Pilot(01%) ( )				
<input type="checkbox"/> Dodge (Half DEX)		Vietnamese	10	<input type="checkbox"/> Psychology (10%)	25			
<input type="checkbox"/> Drive (20%)		Japanese	10	<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> Elec Repair (10%)	50	<input type="checkbox"/> Language (Own)(EDU) (Dutch, French, German )	80	<input type="checkbox"/> Ride (05%)				
	25		40					
	10		16					

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
M-1 Garand	60	30	12	2d6+4	110	1	10	100

## Other Equipment



Notepad, pens and pencils  
 Slide rule  
 Canteen

Major Wound   
 Temp Insane   
 Injuries & Phobias



# JOURNAL D'INDOCHINE CHARACTER SHEET

Name <b>Nguyen Trang</b>	Gender <b>F</b>	Age <b>22</b>
Occupation <b>Smuggler, Viet Minh</b>	Birthplace <b>Haiphong</b>	



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
45	22	55	27	45	22	70	35
9	11	9	14	14			

Damage Bonus  Move

### Drives

1. Liberation of the Vietnamese people will come at a cost, but is well worth it.
2. Self-confidence.
3. Always have more than one backup plan.

HP	<input type="text"/>
SAN	<input type="text"/>
Luck	<input type="text"/>
MP	<input type="text"/>

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	50	25	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)		10	<input type="checkbox"/> Library Use (20%)				
<input type="checkbox"/> Appraise (05%)					<input type="checkbox"/> Listen (20%)	50	25		
<input type="checkbox"/> Archaeology (01%)					<input type="checkbox"/> Locksmith (01%)			<input type="checkbox"/> Sleight Of Hand (10%)	50
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)			<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Spot Hidden (25%)	30
		<input type="checkbox"/> Firearms (Rifle)(25%)	65	32	<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/> Stealth (20%)	50
				13	<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Navigate (10%)	50	25	<input type="checkbox"/> Swim (20%)	50
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)			<input type="checkbox"/> Occult (05%)			<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Track (10%)	
Mythos (00%)		<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Persuade (10%)				
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (Japanese)	40	20	<input type="checkbox"/> Pilot(01%) (Boat)	50	25		
<input type="checkbox"/> Dodge (Half DEX)		English	30	15	<input type="checkbox"/> Psychology (10%)	30	15		
<input type="checkbox"/> Drive (20%)				8	<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU) (Vietnamese)	70	35	<input type="checkbox"/> Ride (05%)				
				14					

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
M1 Garand	65	32	13	2d6+4	110	1	10	100

## Other Equipment



Major Wound	<input type="checkbox"/>
Temp Insane	<input type="checkbox"/>
Injuries & Phobias	

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **David Vronay** Gender **M** Age **47**  
 Occupation **Psychologist/OSS Psy-Ops** Birthplace **Los Angeles, CA**



ATTACH MORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	50	25	50	25	50	25	70	25	50	25	60	30	80	40
	10		10		10		10		10		10		12		16

Damage Bonus  Move

**HP**  
**10**

**SAN**  
**60**

**Luck**

**MP**  
**12**

### Drives

1. I have diagnosed and treated a great number of patients with different and extreme psychological disorders. My practical experience eclipses most others in the mental health profession.
2. A creative and active mind is often able to find solutions where others assume the worst.
3. I enjoy the comradery of the OSS; I feel like I have found a second family in the OSS.

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) (Pharmacology)	50	25
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)		<input type="checkbox"/> Library Use (20%)	30	15	6	
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)				
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)				<input type="checkbox"/> Sleight Of Hand (10%)
<input type="checkbox"/> Art/ Craft (05%) ( )		<input type="checkbox"/> Firearms (Handgun)(20%)	50	25	<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Spot Hidden (25%)
		<input type="checkbox"/> Firearms (Rifle)(25%)			<input type="checkbox"/> Medicine (01%)	50	25	<input type="checkbox"/> Stealth (20%)
					<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/> Survival (10%) ( )
<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%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)				<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	30	15	6	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)
Mythos (00%)		<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Persuade (10%)	50	25	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (French)	50	25	<input type="checkbox"/> Pilot(01%) ( )			
<input type="checkbox"/> Dodge (Half DEX)		Japanese	30	15	<input type="checkbox"/> Psychology (10%)	70	35	
<input type="checkbox"/> Drive (20%)					<input type="checkbox"/> Psychoanalysis (01%)	70	35	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU) ( )			<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
Colt M1911	50	25	10	1d10+2	15	1(3)	7	100

## Other Equipment



Pad and Pencil  
 Medical Bag

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Achille des Prés Sauvages** Gender **M** Age **59**  
 Occupation **Archaeologist** Birthplace **Toulon, France**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	50	25	50	25	50	25	70	35	50	25	60	30	80	40
	10		10		10		10		14		10		12		16

Damage Bonus  Move

### Drives

1. A thirst for knowledge
2. Scholarly prestige and fame
3. Epicureanism

HP  
**10**

SAN  
**56**

Luck

MP  
**12**

## 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%)	76	<input type="checkbox"/> Fighting (Brawl)(25%)		<input type="checkbox"/> Library Use (20%)	50		
<input type="checkbox"/> Appraise (05%)	50			<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)	60	<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Rifle)(25%)	60	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	50
				<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
				<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	70	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	10	<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	40	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Mythos (00%)	4	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (Vietnamese)	40	<input type="checkbox"/> Pilot(01%)			
<input type="checkbox"/> Dodge (Half DEX)		Chinese	40	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive (20%)		Cham, Khemer,	30	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU)	80	<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
12-gaugeshotgun (2B)	60	30	12	4d6/2d6/1d6	10/20/50	1(2)	2	100

## Other Equipment



Beretta 12-gauge birding shotgun and ammunition  
 Brushes and other field equipment  
 Personal journal and pencil  
 Linen suit  
 Tincture of Black Lotus flowers

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name <b>Mai Chan</b>	Gender <b>F</b>	Age <b>82</b>
Occupation <b>Prof Anthropology &amp; Biology</b> Birthplace <b>Saigon</b>		



ATTACH MORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	60	40	50	80	50	60	70
<small>25/10</small>	<small>30/12</small>	<small>20/8</small>	<small>25/10</small>	<small>40/16</small>	<small>25/10</small>	<small>30/12</small>	<small>35/14</small>

Damage Bonus  Move

### Drives

1. Meaningful change for her country through greater education and knowledge for all.
2. Discoveries in science, nature, or anthropology that might change the course and direction of her country.
3. A shift in the balance of power that puts everyone (in particular the repressed people of Vietnam) on a more equal playing field.

HP
<b>10</b>
SAN
<b>60</b>
Luck
<input type="text"/>
MP
<b>12</b>

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	25	<small>12/5</small>	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) (Biology)	61	<small>30/12</small>
<input type="checkbox"/> Anthropology (01%)	71	<input type="checkbox"/> Fighting (Brawl)(25%)			<input type="checkbox"/> Library Use (20%)	60	<small>30/12</small>		
<input type="checkbox"/> Appraise (05%)					<input type="checkbox"/> Listen (20%)				
<input type="checkbox"/> Archaeology (01%)					<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)		
<input type="checkbox"/> Art/ Craft (05%) ( )	25	<input type="checkbox"/> Firearms (Handgun)(20%)			<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)		
		<input type="checkbox"/> Firearms (Rifle)(25%)			<input type="checkbox"/> Medicine (01%)	41	<small>20/8</small>	<input type="checkbox"/> Stealth (20%)	
					<input type="checkbox"/> Natural World (10%)	60	<small>30/12</small>	<input type="checkbox"/> Survival (10%) (River)	30
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	40	<small>20/8</small>
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)	55	<small>27/11</small>	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)		
Credit Rating (00%)	40	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)		
Mythos (00%)		<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Persuade (10%)	60	<small>30/12</small>		
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (French)	40	<small>20/8</small>	<input type="checkbox"/> Pilot(01%) ( )				
<input type="checkbox"/> Dodge (Half DEX)					<input type="checkbox"/> Psychology (10%)	60	<small>30/12</small>		
<input type="checkbox"/> Drive (20%)					<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU) (Vietnamese)	70	<small>35/14</small>	<input type="checkbox"/> Ride (05%)				

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			

## Other Equipment



Major Wound	<input type="checkbox"/>
Temp Insane	<input type="checkbox"/>
Injuries & Phobias	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name <b>Emmanuel Le Nuth</b>	Gender <b>M</b>	Age <b>27</b>
Occupation <b>soldier</b>	Birthplace	



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
60	30	60	30	50	25	80	40
12	12	10	16	10	10	14	8

Damage Bonus  Move

### Drives

Emmanuel is a consummate risk taker. As his sergeant used to say, "good initiative, poor judgment." Emmanuel never stays in place for more than a few months. Emmanuel usually gets himself into trouble and is forced to move to avoid unpleasant retribution.

HP
<b>11</b>
SAN
<b>70</b>
Luck
<b>30</b>
MP
<b>14</b>

## Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	25	12	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl)(25%)	75	37	<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)			15	<input type="checkbox"/> Listen (20%)	60	30	
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)	50	25	<input type="checkbox"/> Sleight Of Hand (10%)
<input type="checkbox"/> Art/ Craft (05%)	<input type="checkbox"/> Firearms (Handgun)(20%)	70	35	<input type="checkbox"/> Mech. Repair (10%)		10	70
	<input type="checkbox"/> Firearms (Rifle)(25%)	50	25	<input type="checkbox"/> Medicine (01%)			80
	Firearm (SMG)	80	40	<input type="checkbox"/> Natural World (10%)			30
			16	<input type="checkbox"/> Navigate (10%)			6
<input type="checkbox"/> Charm (15%)	35	17	7	<input type="checkbox"/> Occult (05%)			
<input type="checkbox"/> Climb (20%)				<input type="checkbox"/> Op. Hv. Machine (01%)			
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Persuade (10%)	30	15	
Mythos (00%)				<input type="checkbox"/> Pilot(01%)		6	
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Dodge (Half DEX)	40	20	8	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Drive (20%)				<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Elec Repair (10%)	50	25	10	<input type="checkbox"/> Language (Own)(EDU) (English)	40	20	8

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	75	37	15	1d3+db	touch			
MAS-38 (SMG)	80	40	16	1D10+2	15 yards	1(3)(full)	32	100

## Other Equipment



Various currencies.

Emmanuel maintains a hidden cache of spirits, wine, and cigarettes outside of the garrison.

Major Wound	<input type="checkbox"/>
Temp Insane	<input type="checkbox"/>
Injuries & Phobias	

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Franklin Jean Paul Thorgrimson** Gender **M** Age **42**  
 Occupation **Soldier/Drifter** Birthplace **Kenora, CAN**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
65	32	50	25	60	30	50	25	70	35	50	25	65	32	50	25
	13		10		12		10		14		10		13		10

Damage Bonus +1d4 Move 8

**HP**  
11

**SAN**  
65

**Luck**  
 

**MP**  
13

### Drives

1. Buddhism. Explore possible ties between Buddhism and the Mythos.
2. Exploration of the unknown. Travel Asia. Pursue meaning in vivid dreams.

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	26	13	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)	80	40	<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)					<input type="checkbox"/> Listen (20%)	50	25	
<input type="checkbox"/> Archaeology (01%)					<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%) (woodworking)	50	25	<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Mech. Repair (10%)	50	25	<input type="checkbox"/> Spot Hidden (25%)
		10	<input type="checkbox"/> Firearms (Rifle)(25%)	65	32		13	<input type="checkbox"/> Stealth (20%)
					<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/> Survival (10%) (jungle)
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)			<input type="checkbox"/> Navigate (10%)			<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	10	5	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Occult (05%)	50	25	<input type="checkbox"/> Track (10%)
		2			<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Lore (Buddhism)
Mythos (00%)			<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)			30
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (Tai, Pali)	30	15	<input type="checkbox"/> Pilot(01%)			6
<input type="checkbox"/> Dodge (Half DEX)		Vietnamese	20	10	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive (20%)				4	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU)	50	25	<input type="checkbox"/> Ride (05%)			
				10				

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
.30-06 Rifle	65	32	13	2d6+4	110	1	5	100

## Other Equipment



Backpack  
 Bow saw, ax, pocket knife  
 Canteen  
 Bedroll  
 Flint and steel, tinderbox

Major Wound   
 Temp Insane   
 Injuries & Phobias  
 Slight limp

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Henri Chalifour** Gender **M** Age **27**  
 Occupation **Clergy** Birthplace **Nantes**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	25	65	32	55	27	50	25
10	13	11	10	14	12	11	16

Damage Bonus  Move

### Drives

Evangelize.

Father Chalifour is dedicated to evangelizing the destitute living in France's colonies. An ardent patriot, he believes in peoples' emancipation, but it must be under the direction of both temporal and spiritual powers. Father Chalifour is convinced that communism is not the answer to colonialism.

HP  
**12**

SAN  
**55**

Luck  
**55**

MP  
**11**

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	40	20	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)		8	<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)					<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)					<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)			<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	50
		<input type="checkbox"/> Firearms (Rifle)(25%)			<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	25
					<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%) (Jungle)	10
<input type="checkbox"/> Charm (15%)	50	<input type="checkbox"/> First Aid (30%)	50	25	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
	10			10				
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)	65	32	<input type="checkbox"/> Occult (05%)	25	<input type="checkbox"/> Throw (20%)	
				12		5		
Credit Rating (00%)	40	<input type="checkbox"/> Intimidate (15%)	50	25	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
	20			10				
Mythos (00%)		<input type="checkbox"/> Jump (20%)	50	25	<input type="checkbox"/> Persuade (10%)	65	Lore: Theology	45
		<input type="checkbox"/> Language (Other)(00%) (Vietnamese)	25	12	<input type="checkbox"/> Pilot(01%)			22
<input type="checkbox"/> Disguise (05%)				5				9
<input type="checkbox"/> Dodge (Half DEX)	25				<input type="checkbox"/> Psychology (10%)	25		
	12					5		
<input type="checkbox"/> Drive (20%)					<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU) (French)	80	40	<input type="checkbox"/> Ride (05%)			
				16				

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			

## Other Equipment



Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Alain Timmerman** Gender **M** Age **28**  
 Occupation **Archaeologist** Birthplace **Saverne**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
65	32	50	25	60	30	50	25	70	35	50	25	50	25	70	35
	13		10		12		10		14		10		10		14

Damage Bonus +1d4 Move 8

**HP**  
11  
**SAN**  
50  
**Luck**  
   
**MP**  
10

### Drives

Alain seeks knowledge of the unknown. He is part of the 'Lost Generation' and is sympathetic to the oppressed. Alain is a bit of a thrill seeker. He seeks to lift the moral tarnish the war has left upon him. He carries a small silver cross on a chain, but doesn't exhibit any religious tendencies. He values logic and tends not to suffer fools lightly.

## 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%)	60	<input type="checkbox"/> Library Use (20%)	50		
<input type="checkbox"/> Appraise (05%)	25			<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)	70	<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Rifle)(25%)	45	<input type="checkbox"/> Mech. Repair (10%)	50	<input type="checkbox"/> Spot Hidden (25%)	50
				<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> History (05%)	40	<input type="checkbox"/> Navigate (10%)	50	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	35	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	40	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Mythos (00%)		<input type="checkbox"/> Language (Other)(00%) (German)	40	<input type="checkbox"/> Persuade (10%)	60		
<input type="checkbox"/> Disguise (05%)		Cham	40	<input type="checkbox"/> Pilot(01%)			
<input type="checkbox"/> Dodge (Half DEX)				<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive (20%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU)	70	<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
.303 Lee-Enfield	45	22	8	2d6+4	110	1	8	100
Machete	60	30	12	1d8+db	touch	1		

## Other Equipment



Colapsable field shovel, brushes and other field equipment  
 Personal journal and pencil  
 Wide brimmed hat  
 Backpack  
 Canteen  
 Mess Kit  
 Waterproof matches  
 Cham to French dictionary

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Claude Nguyen** Gender **M** Age **34**  
 Occupation **Paratrooper** Birthplace **Saigon**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	25	65	32	45	22	80	40
10	13	9	16	12	8	10	11

Damage Bonus  Move

**HP**  
11  
**SAN**  
50  
**Luck**  
   
**MP**  
 

### Drives

Social status, arrogance and the need to be recognized.

## 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%)	50	<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	60
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)	60	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	70
		<input type="checkbox"/> Firearms (Rifle)(25%)	50	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	50
				<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%) (Jungle)	50
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	40
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	40
Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)	40	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		Parachute	20
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%)		<input type="checkbox"/> Pilot(01%)			
<input type="checkbox"/> Dodge (Half DEX)	60			<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive (20%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU)		<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
S&W .38	60	30	12	1d10	15	1(3)	6	100
Combat Knife	50	25	10	1d4+2+db				

## Other Equipment



Utility pouch  
 Bivouac kit  
 2X days water rations  
 2X days food rations  
 Maps of region  
 Compass  
 Flashlight

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Antione LaFlamme ("Magellan")** Gender **M** Age **22**  
 Occupation **Caporal, 6th Colonial Parachute Battalion** Birthplace **Southern**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	70	35	50	25	60	30	50	25	50	25	80	40	50	25
	10		14		10		12		10		10		16		10

Damage Bonus  Move

### Drives

Collaborate with the Indochinese people to build a new modern and just system that would embrace nationalistic views under the French Fourth Republic's guidance.

HP  
**12**

SAN  
**80**

Luck

MP  
**16**

## 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%)	60	<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	50
		<input type="checkbox"/> Firearms (Rifle)(25%)	50	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	60
		(SMG)	70	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%) (Jungle)	40
				<input type="checkbox"/> Navigate (10%)	50	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Persuade (10%)		Parachute	40
Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot(01%)			20
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (Vietnamese)	40				8
<input type="checkbox"/> Dodge (Half DEX)	50			<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive (20%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU) (French)	50	<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	60	30	12	1d3+db	touch			
Combat Knife	60	30	12	1d4+2+db				
MAT-49 SMG (9mm)	70	35	14	1d10	15	1(3) full	32	97

## Other Equipment



Utility pouch  
 Bivouac kit  
 2X days water rations  
 2X days food rations  
 Maps of region  
 Compass  
 Flashlight

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Nadine Grondin** Gender **F** Age **27**  
 Occupation **Nurse** Birthplace **St. Denis**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	60	40	50	60	50	80	70
25 10	30 12	20 8	25 10	30 12	25 10	40 16	35 14

Damage Bonus  Move

### Drives

1. Emancipation of women.
2. Bringing honor to herself and her family.
3. Saving lives.

HP  
**10**  
SAN  
**80**  
Luck  
  
MP  
**16**

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%) (Biology)	50	25	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)	45	22 9	<input type="checkbox"/> Library Use (20%)	40	20	8	
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)					
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)			
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Mech. Repair (10%)	30	15 6	<input type="checkbox"/> Spot Hidden (25%)		
		<input type="checkbox"/> Firearms (Rifle)(25%)		<input type="checkbox"/> Medicine (01%)	51	25 11	<input type="checkbox"/> Stealth (20%)		
				<input type="checkbox"/> Natural World (10%)	60	30 12	<input type="checkbox"/> Survival (10%) (Jungle)	50	25 10
<input type="checkbox"/> Charm (15%)	35	17 7	<input type="checkbox"/> First Aid (30%)	90	45 18	<input type="checkbox"/> Navigate (10%)	60	30 12	
<input type="checkbox"/> Climb (20%)			<input type="checkbox"/> History (05%)			<input type="checkbox"/> Occult (05%)			
Credit Rating (00%)			<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Throw (20%)		
Mythos (00%)			<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	50	25 10	<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Disguise (05%)			<input type="checkbox"/> Language (Other)(00%) (Vietnamese)	20	10 4	<input type="checkbox"/> Pilot(01%)			
<input type="checkbox"/> Dodge (Half DEX)			Latin	20	10 4	<input type="checkbox"/> Psychology (10%)	50	25 10	
<input type="checkbox"/> Drive (20%)					<input type="checkbox"/> Psychoanalysis (01%)	21	10 4		
<input type="checkbox"/> Elec Repair (10%)			<input type="checkbox"/> Language (Own)(EDU) (French)	80	40 16	<input type="checkbox"/> Ride (05%)			
							<input type="checkbox"/> Parachute	20	10 4

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
Hunting Knife	45	22	9	1d4+2+db				

## Other Equipment



- Bivouac kit (equivalent of Foreign Legion Kit)
- First Aid kit (including 3X morphine doses)
- Basic biology kit
- 2X days water ration
- 2X days food ration
- Insect repellent

- Major Wound
- Temp Insane
- Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Maurice Wolff** Gender **M** Age   
 Occupation **Captain - 6th BCP** Birthplace **Schiltigheim, France**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	60	30	50	25	80	40	50	25	70	35	60	30	40	20
	10		12		10		16		10		14		12		8

Damage Bonus  Move

### Drives

All I know, and all I do well, is to lead men.

HP  
**11**  
SAN  
**60**  
Luck  
  
MP  
**12**

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	55	27	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)	40	20	<input type="checkbox"/> Library Use (20%)				
<input type="checkbox"/> Appraise (05%)					<input type="checkbox"/> Listen (20%)	40	20		
<input type="checkbox"/> Archaeology (01%)					<input type="checkbox"/> Locksmith (01%)	21	10	<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)	75	37	<input type="checkbox"/> Mech. Repair (10%)			<input type="checkbox"/> Spot Hidden (25%)	85
		<input type="checkbox"/> Firearms (Rifle)(25%)		15	<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/> Stealth (20%)	50
					<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/> Survival (10%) (Jungle)	30
<input type="checkbox"/> Charm (15%)	55	<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Navigate (10%)	50	25	<input type="checkbox"/> Swim (20%)	
					<input type="checkbox"/> Occult (05%)			<input type="checkbox"/> Throw (20%)	50
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)			<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	30	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Persuade (10%)	75	37	Parachute	15
					<input type="checkbox"/> Pilot(01%)				7
Mythos (00%)		<input type="checkbox"/> Jump (20%)							3
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (German)	20	10	<input type="checkbox"/> Psychology (10%)	60	30		
				4	<input type="checkbox"/> Psychoanalysis (01%)	21	10		
<input type="checkbox"/> Dodge (Half DEX)							4		
<input type="checkbox"/> Drive (20%)					<input type="checkbox"/> Ride (05%)				
<input type="checkbox"/> Elec Repair (10%)	25	<input type="checkbox"/> Language (Own)(EDU) (French)	40	20					
				8					

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
S&W .38	75	37	15	1d10	15	1(3)	6	100
Combat Knife	40	20	8	1d4+2+db				
Grenades x2	50	25	10	4d10/3 yards	STR/5	1		99

## Other Equipment



Utility pouch (see Foreign Legion faction)  
 Bivouac kit (equivalent of Foreign Legion Kit)  
 2X days water rations  
 2X days food rations  
 Maps of region  
 Short wave walkie talkie  
 Flashlight

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Enrique José Regueiro ("Blanco")** Gender **M** Age **41**  
 Occupation **2nd Foreign Infantry Reg** Birthplace **Madrid**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	60	30	40	20	50	25	70	35	50	25	60	30	80	40
	10		12		8		10		14		10		12		16

Damage Bonus  Move

### Drives

One day Spain will be Free!

HP  
**10**

SAN  
**60**

Luck

MP  
**12**

## Skills

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	25	12	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl)(25%)	75	37	<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)					<input type="checkbox"/> Listen (20%)	70	35	
<input type="checkbox"/> Archaeology (01%)					<input type="checkbox"/> Locksmith (01%)	51	25	<input type="checkbox"/> Sleight Of Hand (10%)
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)	60	30	<input type="checkbox"/> Mech. Repair (10%)	70	35	<input type="checkbox"/> Spot Hidden (25%)
		<input type="checkbox"/> Firearms (Rifle)(25%)			<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/> Stealth (20%)
		Heavy Weapons	60	30	<input type="checkbox"/> Natural World (10%)			<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50	25	<input type="checkbox"/> Navigate (10%)			<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	40	<input type="checkbox"/> History (05%)	25	12	<input type="checkbox"/> Occult (05%)			<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	9	<input type="checkbox"/> Intimidate (15%)			<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Track (10%)
Mythos (00%)		<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%) (French)	40	20	<input type="checkbox"/> Pilot(01%)			
<input type="checkbox"/> Dodge (Half DEX)					<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive (20%)					<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)	50	<input type="checkbox"/> Language (Own)(EDU) (Spanish)	80	40	<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed	75	37	15	1d3+db	touch			
S&W .38	60	30	12	1d10	15	1(3)	6	100
Flame thrower	60	30	12	2d6+burn	25	1	>10	93
Hunting Knife	75	37	15	1d4+2+db				

## Other Equipment



Bivouac kit (equivalent of Foreign Legion Kit)  
 2X days water rations  
 2X days food rations  
 Maps of region

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Vu Hao Hang** Gender **F** Age **28**  
 Occupation **Propaganda Unit #1** Birthplace **Hanoi**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	60	30	40	20	50	25	60	30	80	40	60	30	70	35
	10		12		8		10		12		16		12		14

Damage Bonus  Move

### Drives

Although Vu Hao Hang first joined the Viet Minh to avenge her father, she is now convinced communism is the only vehicle to break the colonial bond.

**HP**  
  
**SAN**  
  
**Luck**  
  
**MP**

## 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%)		<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	50 25 10
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	
		<input type="checkbox"/> Firearms (Rifle)(25%)	60 30 12	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 20 8
				<input type="checkbox"/> Natural World (10%)	50 25 10	<input type="checkbox"/> Survival (10%) (Jungle)	50 25 10
<input type="checkbox"/> Charm (15%)	75 37 15	<input type="checkbox"/> First Aid (30%)	50 25 10	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)	70 35 14	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	10 5 2	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	60 30 12		
<input type="checkbox"/> Disguise (05%)	50 25 10	<input type="checkbox"/> Language (Other)(00%) (German)	60 30 12	<input type="checkbox"/> Pilot(01%)			
<input type="checkbox"/> Dodge (Half DEX)		French	40 20 8	<input type="checkbox"/> Psychology (10%)	30 15 6		
<input type="checkbox"/> Drive (20%)				<input type="checkbox"/> Psychoanalysis (01%)	6 3 1		
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU) (Vietnamese)	70 35 14	<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
StG 44 AR (8mm)	60	30	12	2d6	110	1(3)(full)	30	97

## Other Equipment



Post cards of East Germany  
 Original works of Karl Marx

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Ly Vinh Long** Gender **M** Age **28**  
 Occupation **Viet Minh Commando** Birthplace **Hanoi**



ATTACH MORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	50	25	50	25	80	40	65	32	50	25	50	25	65	32
10	10	10	10	10	10	16	16	13	13	10	10	10	10	13	13

Damage Bonus  Move

### Drives

Defend Vietnam from her enemies. Bring glory to my family's name.

HP  
**10**

SAN  
**50**

Luck

MP  
**10**

## Skills

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%) (Sapping)	40	20
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl)(25%)	40	20	<input type="checkbox"/> Library Use (20%)	
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Listen (20%)			<input type="checkbox"/> Locksmith (01%)	50
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun)(20%)	60	30	<input type="checkbox"/> Mech. Repair (10%)	40
<input type="checkbox"/> Art/ Craft (05%)	<input type="checkbox"/> Firearms (Rifle)(25%)			<input type="checkbox"/> Medicine (01%)	
	<input type="checkbox"/> First Aid (30%)			<input type="checkbox"/> Natural World (10%)	
<input type="checkbox"/> Charm (15%)	50	25	10	<input type="checkbox"/> Navigate (10%)	
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)			<input type="checkbox"/> Occult (05%)	
Credit Rating (00%)	20	10	4	<input type="checkbox"/> Op. Hv. Machine (01%)	
Mythos (00%)	<input type="checkbox"/> Jump (20%)			<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other)(00%)			<input type="checkbox"/> Pilot(01%)	
<input type="checkbox"/> Dodge (Half DEX)	<input type="checkbox"/> Psychology (10%)			<input type="checkbox"/> Psychoanalysis (01%)	
<input type="checkbox"/> Drive (20%)	<input type="checkbox"/> Language (Own)(EDU)			<input type="checkbox"/> Ride (05%)	
<input type="checkbox"/> Elec Repair (10%)	50	25	10		
				<input type="checkbox"/> Sleight Of Hand (10%)	40
				<input type="checkbox"/> Spot Hidden (25%)	45
				<input type="checkbox"/> Stealth (20%)	40
				<input type="checkbox"/> Survival (10%)	30
				<input type="checkbox"/> Swim (20%)	
				<input type="checkbox"/> Throw (20%)	60
				<input type="checkbox"/> Track (10%)	
				Demolitions	70

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
Type 14 Nambu Pistol (8mm)	60	30	12	1d8	15	1(3)	7	97
Combat Knife	40	20	8	1d4+2+db		1		
Dynamite				4d10/3 yards		1	1	99

## Other Equipment



Folding shovel  
 Blasting Cap x1  
 Wire  
 Batteries  
 Dynamite (3 sticks)  
 Canteen

Major Wound   
 Temp Insane   
 Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Tien Du** Gender **F** Age **32**  
 Occupation **Viet Minh Commando** Birthplace **Hanoi**



ATTACH LORE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR		CON		SIZ		DEX		INT		APP		POW		EDU	
50	25	50	25	50	25	70	35	70	35	50	25	50	25	70	35
10	10	10	10	10	10	14	14	14	14	10	10	10	10	14	14

Damage Bonus  Move

### Drives

I am a member of the Viet Minh, and I have dedicated myself to the liberation of my people from imperialist rule.

HP  
**10**  
SAN  
**50**  
Luck  
  
MP  
**10**

## 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%)		<input type="checkbox"/> Library Use (20%)	40	<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Spot Hidden (25%)	30
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Stealth (20%)	50
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Rifle)(25%)	70	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Survival (10%)	
			35	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Swim (20%)	
			14	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Charm (15%)	25	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)	50	<input type="checkbox"/> Track (10%)	50
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)			
Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)	50	<input type="checkbox"/> Op. Hv. Machine (01%)			
	10		25	<input type="checkbox"/> Persuade (10%)			
	4	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot(01%)			
Mythos (00%)		<input type="checkbox"/> Language (Other)(00%) (French)	40				
<input type="checkbox"/> Disguise (05%)		English	40	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Dodge (Half DEX)			20	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Drive (20%)		Japanese	40	<input type="checkbox"/> Ride (05%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU)					
			20				
			8				

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
StG 44 AR (8mm)	70	35	14	2d6	110	1(3)(full)	30	97

## Other Equipment



Map of region  
Compass  
Pocket Knife  
Note pad, pencil  
Canteen

Major Wound   
Temp Insane   
Injuries & Phobias

# JOURNAL D'INDOCHINE CHARACTER SHEET

Name **Tran Te Cong** Gender **M** Age **40**  
 Occupation **Viet Minh Commando** Birthplace **Hanoi**



ATTACH LOBE SHEETS AND OTHER DOCUMENTATION ON BACK SIDE

## Characteristics

STR	CON	SIZ	DEX	INT	APP	POW	EDU
70	35	80	40	60	30	60	30
14	16	12	12	10	8	10	10

Damage Bonus **+1d4** Move **8**

### Drives

I hate liars. The foreign colonial powers employ armies of liars. They use lies to oppress us. I've had enough of their lies, and I will do everything I can to dispel the lies and vanquish the liars.

HP

**14**

SAN

**59**

Luck

MP

**10**

## 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%)	70	<input type="checkbox"/> Library Use (20%)			
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)	40		
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight Of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun)(20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	45
		<input type="checkbox"/> Firearms (Rifle)(25%)	60	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	50
		Heavy Weapons	50	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	40
<input type="checkbox"/> Climb (20%)	40	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	40
Credit Rating (00%)	20	<input type="checkbox"/> Intimidate (15%)	60	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	30
Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other)(00%)		<input type="checkbox"/> Pilot(01%)			
<input type="checkbox"/> Dodge (Half DEX)				<input type="checkbox"/> Psychology (10%)	50		
<input type="checkbox"/> Drive (20%)				<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own)(EDU) (Vietnamese)	50	<input type="checkbox"/> Ride (05%)			

## Weapons

Weapon	Reg	Hard	Ext	Damage	Range	Atks	Ammo	Malf
unarmed				1d3+db	touch			
Truong dao (Vietnamese Falchion)	70	35	14	1d8+1+1d4				
Mosin-Nagant m1891	60	30	12	2d6+4	110	1	5	100
Hand Grenades x2	40	20	8	4d10/3 yards	STR/5 yards	1	1	99

## Other Equipment



Bedroll  
 Mess Kit  
 2X days water rations  
 2X days food rations  
 Flashlight

Major Wound   
 Temp Insane   
 Injuries & Phobias



Lore Sheets

## The Fertile Red Lands Of CochinChina Pre-Gens

**Kong Dai** - Kong is in his 60s, world-weary, stoic, and a drinker. He fears and respects the jungle. Once, he was mauled by a tiger; he has the scars to prove it. His leg has never worked quite right since, and he has phantom pain at night.

Kong is the guy brought in to make sure the team doesn't get picked off by wild tigers. Kong is being brought in to replace the last tiger hunter, who has disappeared into the jungle. Could have run off, but then again, it is a dangerous profession.

Kong is deeply superstitious and often prays to the God of Luck, e.g. he burns a scrap of paper every morning to please his ancestors; he keeps a pocketful of salt to ward off evil spirits, has a few fertilized duck eggs in his pocket for when he needs to change his luck (called "Balut"). Kong only lets a priest cut his hair, so he is not affected by 'memory loss' or other bad luck.

Kong's hobby is to hunt for sapphires in the creeks. It was an activity he used to do with his father, although to date, Kong has never found anything. Perhaps he is not praying to the God of Luck enough!

Tracking +5%

**Marvis Harper** - Marvis Harper is a slender young woman with blonde hair styled in true flapper fashion. The daughter of a wealthy French merchant, Mavis, flits around between the local enclave of artists and poets with too much time on her hands. At 22, she would rather focus on experiencing the world and partying than finding a husband (or a job, for that matter). Her father brought her with him to French Indochina to try and knock some sense into her. While Mavis is a newly minted graduate of Smith College, she tends to leap without looking. This time, she may have really done it.

Mavis' uncle, Benoit Boucher, operates a rubber plantation on behalf of the French-Indochina Rubber Corporation. Mavis overheard a discussion between her mother and Violaine Auger, a representative of the company. Ms. Auger told her mom that she was sending a riverboat, Le Progrès, up the Saigon river to re-establish contact with the plantation. Mavis resolved to visit her Uncle Benoit and is now a stow-away on Le Progrès.

Stealth +5%

**Martin Dugas** - Martin Dugas has seen the horrors of the Great War and the suffering it inflicted on both soldiers and civilians. He dedicates himself to healing and reducing suffering through his medical training. As a Socialist living in a Capitalist world, he is sympathetic to the Việt Minh cause.

Martin dresses in a light linen suit with a fedora. His suit is adorned with his Legion d'honneur medal. He wears glasses and has a beard, and he usually carries a cane and a medical bag. Martin walks with a slight limp from a war wound. Due to the stresses of war, he looks older than his actual age.

He was born to a shopkeeper family on Sep 10, 1897. Martin joined the French army after turning 18. For actions and wounds taken at the Battle of Verdun, he was awarded the Chevalier Legion d'honneur. Martin left the army after the armistice. Both parents died from the Spanish Flu in 1919.

Using family money and capitalizing on his war record, he attended the University of Paris. While in college, he became involved with Socialist politics. After graduation, he moved to French Indochina to complete his residency. He left the hospital to start a private practice serving the wealthy French citizens living in the colony.

He uses much of his money to fund free clinics and travel to support the local populace. His free clinics are popular with criminals and revolutionaries because of his no questions asked policy.

Medicine +5%

**Alice S. Corbeau** - Alice owned the "Twilight", a speakeasy on the western end of the French hill quarter of Arkham, Massachusetts. She purveyed in and occasionally partook in opium with her more discreet clientele. Over time, her business expanded to include various exotic medicinal treatments and cures. Alice's opium and other exotic botanicals were sourced from South East Asia. Over time, Alice threw in with a shady shipping organization that procured Asian opium and smuggled Irish whiskey.

On October evening, Alice received a mysterious dinner invitation, which she could not pass up. Unfortunately, the dinner was something other than a social call, and in the aftermath, Alice faked her death to escape the wrath of the shipping organization.

Alice traveled to French Indochina, leaving behind a very dear friend, and has immersed herself in Saigon's French colonial city. Alice knows something of the opium trade, as well as the pharmacological uses of more exotic drugs. She has acquired a copy of Dr. Clovis Thorel's doctoral thesis identifying the medicinal properties of exotic plants found in Indochina and has taken an interest in obtaining a specimen of the infamous "Black Lotus", with the hopes of establishing a business in the distribution of rare and exotic drugs.

Alice currently lives life as a loafer, making do the best she can. She often thinks back to the friendship she sacrificed. Alice grows bored of Saigon's foolish and foppish men who pay for her needs and will soon set out looking for a means to establish a new business venture.

Science (Pharmacology) +5%

**Brett Appin** - Brett is a Veterinary Surgeon who has traveled to Indochina to serve God by proselytizing as a Christian Missionary. He was born in 1885 in Moree, New South Wales, Australia, to a wealthy grazier family. Although Brett may, at any time, return to his family's ranch (and considerable fortune), he does not carry such wealth on his person, preferring to live a humble lifestyle.

Brett studied Veterinary Science at the University of Melbourne. He served in the Australia Imperial Force (AIC), 6th Mobile Veterinary section of the ANZAC Mounted Division. While serving in Palestine, Brett converted to Christianity and found a true calling: he works hard to improve the quality of life of those around him.

Brett is tall, bald, and on the portly side. He hates the humidity and will complain about it to anyone who will listen.

Lore (Theology) +5%

**Theodor Menno Coehoorn** - Coehoorn joined the Dutch armed forces, following a long family tradition of military service. He was sent to Indonesia as part of a force intended to cement Dutch control of its colony.

During Coehoorn's time of service, he gained a reputation as a brave soldier with a mind for tactical warfare. He also developed and used a knowledge of engineering, using the land's natural features to help fortify positions and encampments. During his stint in Indonesia, he also learned a thing or two about the rubber trade and rubber plantations.

Over time, Coehoorn grew disillusioned with military service and with his country's interference with the politics and people of the region. He honorably withdrew from service and relocated to Saigon. Coehoorn is trying to "make up" for his part in what he now views as the wrongs he had a part in perpetrating in the region. He has pledged himself to use his knowledge, wealth, and resources to help those in the region rebuild.

Coehoorn is a Mason, and upon arrival in Saigon, he sought out the local Masonic Lodge. At first, the Lodge only opened its doors to those of European descent, but Coehoorn and a group of members have led an effort to make membership attainable to all men in the region. Some of the Masons have grumbled about these changes, but many have embraced the new approach. In his time spent at the Lodge and working among the locals, Coehoorn has heard whispers about some strange occurrences in the Red Lands. His curiosity is piqued, and he wants to learn more.

Coehoorn has decided to sign on as a security advisor to a rubber company operating a plantation in the Red Lands. The company acknowledges that his skills would prove useful, and Coehoorn has a desire to see the Red Lands first-hand. This time, hopefully, contributing to the quality of life of the locals and the greater good.

Art/Craft (Rubber Production) +5%

## Black Sea Rising Pre-Gens

**John Nishikawa** - My grandfather was a professor of engineering at Waseda University in Tokyo, Japan. As part of the government efforts made during the Meiji restoration, my grandfather was dispatched to the United States of America to learn about steam engines and industrial engineering. My grandfather fell in love with the promise of America and never left. I am a 2nd generation Japanese-American. Although I speak Japanese fluently, I have never known anything other than life in America. Because I am only "half", I know I would never be accepted in Japanese society. I choose to embrace my American side. **Language (Japanese) +5%**

**David Vronay** - I was born in Los Angeles to a family of educators. My father taught mechanical engineering at the University of California at Los Angeles, and my mother taught nursing. My mother taught me anatomy and biology, and my father taught me critical thinking. My decision to go into the Science of the Mind made both of them proud. Maybe they were just happy that, unlike my brother, I elected to abandon the pursuit of my grade school business of distilling and distributing moonshine.

Before the war, I operated a private practice in Hollywood. My clientele were almost exclusively actors and actresses; I've seen more extreme psychological disorders than you could imagine.

Shortly after the attack on Pearl Harbor, I was approached by Joseph "Wild Bill" Donovan, the head of the US Office of Strategic Services ("OSS"). Donovan asked me to join him in building out an intelligence network to counter Japanese imperialism. I agreed, and I am now an officer in the OSS. They stationed me in Vietnam, presumably to use my French language skills, and they've asked me to work on propaganda and psychological operations against the Japanese occupation. **Art/Craft (Distill Alcohol) +5%, Contacts: Joseph "Wild Bill" Donovan, Bette Davis, Errol Flynn, and Ronald Reagan**

**Jean-Pierre Clement** - Jean-Pierre Clement was born into a working-class family in the Walloon region of Belgium. He's had a chip on his shoulder from the beginning, always having to scrape and scratch for any morsel of recognition. Though quite intelligent and a talented mathematician, he's no genius, which meant that his deficiencies in other areas (lack of social niceties, working-class background) weighed more heavily against his success. Nevertheless, he completed his studies (focusing on Combinatorics and Number Theory) and was ultimately awarded an untenured junior professorship. Though popular enough with his students, he has had much less success with his peers and has struggled to publish novel research. He knows that his position at the University is in the balance, which has led him down the dark rabbit hole of questionable Renaissance sources and his brush with the Mythos. In 1936, he traveled to Indochina following the threads of his research, desperate to retain his position at the University. Unfortunately, Jean-Pierre was still in Indochina when war with the Axis powers broke out. With no practical means of returning to his home in war-torn Europe, he has had little choice but to bide his time.

In March of 1945, the Japanese coup d'état further complicated Jean-Pierre's life. Vulnerable and quickly running out of resources, he thought it fortuitous to be the subject of recruitment efforts by the US Operation of Strategic Services, who wanted to put his mathematical talents to work in cryptography. In just a few short weeks, the OSS turned Jean-Pierre, the struggling academic, into a code-breaking spy and an integral member of Indochina's anti-Japanese resistance.

Jean-Pierre has touched the Mythos through his work, though he isn't aware of it. His discovery of some obscure mathematical manuscripts from the Renaissance and it has left its mark on him. He is obsessed with being recognized in the mathematics field and thinks unraveling the numerical labyrinth he's discovered is how to do it.

**Cryptography +3%, Cthulhu Mythos +2%, SAN -4**

**Victor Andrews** - Victor was born in Hardisty, Alberta, Canada, to a modest family that farmed barley and rye. His father taught him how to fly a crop-duster when he was 12 years old. During U.S. prohibition, his father used his crop-duster to smuggle Canadian Whiskey across the border during the off-season. The harvest in '29 was particularly bad, and the onset of the Great Depression forced Victor's parents to sell the farm and seek alternative employment. Victor's father took on a job as a truck-driver Teamster, and relocated the family to Chicago, Illinois. As Victor's father was often away on work, Victor developed a strong sense of self-reliance and independence, which later evolved into brazen, but intelligent risk-taking.

In 1932 Victor joined the U.S. Army-Corp, and quickly moved up the ranks, as he impressed his officers and instructors with superior piloting skills. In just three short years, Victor was promoted to the rank of 2nd Lieutenant, and shortly thereafter, took on the responsibility of training young new pilots. In 1941, on the eve of America's entry into the war against the Axis powers, Claire Lee Chennault recruited an all-volunteer force to form the First American Volunteer Group (AVG) of the Republic of China Air Force to fight against Japanese aggression. This volunteer air force, which had no ranks, was nicknamed the "Flying Tigers". Chennault specifically recruited Victor to help develop innovative tactics for fighting against Japanese forces.

The Flying Tigers first saw combat on Dec 20, 1941, just 12 days after Pearl Harbor. Victor flew a dozen missions, with three confirmed kills, and successful bombing raids against Japanese controlled railways and bridges. The Flying Tigers were disbanded and then absorbed into the US Army Air force on Jul 4, 1942. Victor was recruited into the OSS shortly thereafter.

Pilot (Aircraft) +5%

**Nguyen Trang** - I come from a large family of fishermen. I have three brothers and four sisters; I have always been the cleverest one in the family, and I always have a scheme. At a young age, I learned that I could make more money smuggling contraband than I could fishing. Unfortunately, one of my schemes got two of my brothers killed when a Japanese gunboat stopped them on a routine patrol.

I am now a member of the Việt Minh, and I have dedicated myself to fighting the Japanese occupation. I've been trained by Americans who are members of the Office of Strategic Services ("OSS"). I use my mind and my skills to undermine the Japanese occupation of my homeland.

Survival (Sea) +5%

**Larry Szabo** - I was born in New York. My father died in an industrial factory accident in 1917, and my mother contracted the Spanish Flu and died in 1919. I was just five years old when I was orphaned.

I found work on a steam tram when I turned fourteen. I earned a fair wage, and I learned my way around a ship. The ocean is my jealous mistress; she demands my time and attention, and in return, she rewards me with a livelihood. To me, a salty sea breeze carries the smell of freedom. I joined the U.S. Navy shortly after the Japanese bombed Pearl Harbor. After a few years, I took a Naval Advancement Exam with the hopes of being promoted to a non-commissioned officer rank. I never received the promotion, but I did find myself being recruited into the Office of Naval Intelligence, and then sent to work as an agent for the newly formed Office of Strategic Services ("OSS").

Navigate +5%

### Expédition Lemont Pre-Gens

**Henri Chalifour** - Henri Chalifour understood his calling at a young age was to spread the Gospel rather than follow in his father's footsteps, a prominent and influential businessman in Nantes. After graduating from the University of Chartres with a degree in Theology, Chalifour joined the Benedictines order. He chose the missionary vocation and, as a young ordained priest, spent five years on a religious mission in Papua New Guinea. Father Chalifour is a charismatic and persuasive person but known to succumb to an excess of anger occasionally. He is of average height with a slightly muscular body, small beard, shoulder-length hair, and mysterious scars on his back. He has a natural empathy for all things cultural and social. Chalifour is convinced he can do good in this world through his actions.

Lore: Theology +5%

**Emmanuel Le Nuth** - Emmanuel's past remains shrouded in secrecy. He took advantage of the Foreign Legion's "annonymat" rule when he joined the 5th REI in early 1942. Corporal Le Nuth goes by his nickname "Caporal Tout Nu" (Corporal Butt Naked). To his peers, Emmanuel pretends to be a former US Marine who decided to join the Foreign Legion after concluding a tour in the Pacific. Although Emmanuel did serve as a US Marine, he deserted just before facing a court-martial. He thought it would be "amusing" to seduce the local governor's wife. Based in Lang Son, Emmanuel is getting in all sorts of shenanigans, smuggling booze, and trading restricted goods with local merchants.

Fast Talk +5%

**Alain Timmerman** - Alain Timmerman was born in 1897 in Saverne, France, during the German occupation of the Alsace. His father was a teacher and his mother a seamstress. He was encouraged to leave occupied Alsace, seek higher education, and then travel as much as possible to see the world for himself. When the Great War interrupted Alain's plans, he served in the 94th eme RI and was wounded at Verdun. During the war, his home was shelled, and his parents were killed. By war's end, with no ties to Alsace left for him, he struck out for Paris to complete his education.

While studying at the Ecole du Louvre in 1919, he had a chance encounter over an afternoon with a charismatic fellow named Nguyen Sinh Cung. Their vigorous conversation about colonialism vs. occupation had a lasting impact on Alain. His mind was now firmly set to see "more" as soon as possible. He applied to join an expedition in the Levant and soon found himself a working archaeologist in Lebanon, Syria, Jordan, and eventually Egypt.

By 1923, Alain's reputation for being able to secure backing, proper permits, organize an expedition, and work closely with local people; got the attention of Henri Parmentier. As head of the Ecole Française d'Extrême Orient, Hanoi Dr. Parmentier had the resources to offer Alain the opportunity to bring his talents to Indochina. By 1925 Alain had worked at Angkor Wat, Po Nagar, and on other excavations. He was quickly becoming an authority in Champa, Oc Eo, and Nam Giao worship ritual.

Timmerman's regular haunt is the Cercle Sportif Saigonnais reading room and the bar at the Continental, where he seeks new backers, maintains useful contacts, and engages in some indulgent escape.

At 6', 190 lbs, Alain is larger than life. He is outwardly gregarious yet focused. He often appears to be in meditation or just vigilantly observing. Wartime horrors have given him tough mental conditioning. As a veteran experienced with the horrors of trench warfare, he is relatively unphased by violent death.  
**Credit Rating +5%**

**Achille des Pres Sauvage** - Achille des Pres Sauvage (born 1865) is a Professor of Archaeology and Far Eastern Studies at the École française d'Extrême-Orient in Hanoi. He has published extensively on his expeditions in the highlands along the Burmese border. He is respected as an authority on the indigenous people of that area by scholars around the world. Always immaculately dressed, he is an average-sized man with greying hair and beard. A member of the colonial elite, he is a wealthy, worldly man living his middle-age years in comfort amidst his books, fine food, and wine.

Achille is a pleasant, polite man if a bit old-fashioned and formal. He can become tiresome when discussing his favorite topics, however. He can read and write French, English, Vietnamese, Mandarin Chinese, and several dialects of the northern highland natives. Consumed by the occult practices of the Montagnards, he maintains an extensive personal library on the subject in his home in addition to the many volumes he has obtained for the school's library over the years. As time passes since his last major publication, he grows increasingly anxious to mount a new expedition or make a new discovery so he can see his name in print once again.

His last expedition to the highlands was over fifteen years ago. That is when he uncovered an ancient city. It was only after several weeks of archaeological work that he discovered that the city was not abandoned. The experience was harrowing. He barely escaped the city's strange, cannibalistic inhabitants but managed to carry away several artifacts and notes.

Among these treasures is a tincture of black lotus flowers. A single drop of the bitter-tasting elixir into a cup of sweetened tea opens a portal to a land in Achille's dreams. In that land, he is a Hề chèo, the court jester character of Vietnam's traveling theater troupes. His bottle is almost empty, even though he has rationed it carefully. His need to find more black lotus flowers is more than enough reason for Achille to risk his life in the highlands once again.  
**Cthulhu Mythos +3%; SAN -6; Contact: Louis Finot (Noted Archaeologist)**

**Franklin Jean Paul Thorgrimson** - Franklin was born on a small farm just outside of Kenora, Ontario. He is of Scottish Icelandic descent, though his family has worked the hard, cold land of Western Ontario for many generations.

When Franklin was a young man, he fell through some thin ice while playing hockey. He suffered a mild period of malaise and then began to experience very vivid dreams. Franklin answered England's call to war in the summer of 1914 as a chance to escape the monotony of rural life. Trench warfare quickly showed him the error of that decision. During the war, Franklin's dreams grew even more intense, and in some cases, begin to come true. Towards the end of the war, Franklin's dreams turned towards Asia and existential threats to humanity.

Franklin shared a fox hole with a bloke from Yorkshire named Edward Thomas, who taught him about Buddhism's eightfold path, the four noble truths and certain elements of theosophical Buddhism, a fledgling movement amongst esoteric occultists mostly organizing and practicing in London, New York, and Berlin.

Immediately following the Armistice of 1918, Franklin set off for Asia in search of answers. He spent considerable time in India, Nepal, and Siam before reaching French Indochina. Since leaving the service, has been nothing but a drifter, typically finding seasonal and temporary employment as a laborer at local Buddhist temples and monasteries. Although he plans to travel to Japan to study Zen, fate keeps throwing up roadblocks. At the moment, he is too destitute to pay for carriage to Japan.

Although penniless, Franklin is well known among the local scholars and occultists as an expert in esoteric Buddhism and related religious sects. Perhaps he can use his knowledge to secure a paying job to enable his further travels and scholarly pursuits.

Franklin drinks tea, hates coffee, and avoids alcohol.  
**Lore (Buddhism) +3%, Cthulhu Mythos +2%, SAN -4**

**Mai Chan** - Professor Mai is 82 years old, educated and wise. In her many years, she has witnessed the ever-changing landscape of despots, dictators, and debauched leaders of her country. It has turned her cynical but not yet apathetic. She still has dreams of seeing her country in the hands of a leader who will preserve the Vietnamese culture, identity, natural beauty, and way of life.

Mai was born in 1844 before the French had really gained control in Vietnam. She was raised in a small village along the Saigon river, and at twelve years old, she began receiving formal education from a Jesuit missionary. The Nguyễn dynasty executed her first teacher, one of many missionaries executed, leading to the French launching the Cochinchina Campaign. Showing great potential as a student, Mai received a formal education at a number of French institutions, including receiving a Doctorate in Anthropology and a Doctorate in History at the University of Paris in the early 1900s, in her fifties.

Growing up along the river, Mai became very familiar with the water and is a strong swimmer. In fact, she regularly swims to keep active and in shape. Swimming, she credits, has kept her healthy all her life.

While not an overt socialist or communist, Mai does have some left-leaning beliefs, particularly when it comes to the rights of her fellow Vietnamese. She recognizes that she is privileged in academia and wants to use that position (without jeopardizing it) to push for meaningful change. Mai is unique in that she has the respect and ears of the French ruling class, yet always remains guarded and chooses her words wisely - she is Vietnamese after all, and the favor she has curried to this point could disappear in an instant.

**Swim +5%**

### Operation Desperado & Red Napoleons Pre-Gens

**Tran Te Cong** - I hate liars. The foreign colonial powers employ armies of liars. They use lies to oppress us. I've had enough of their lies, and I will do everything I can to dispel the lies and vanquish the liars.

I am a commando in General Giap's vanguard, the 88th Infantry Regiment of the 308th Division. We are the finest fighting force in all of Vietnam, and we have encircled the French forces and their arrogant leaders at Dien Bien Phu. We are poised to crush the enemy.

**Psychology: +5%**

**Nadine Grondin** - Supported by her parents to pursue a degree in medicine, Nadine left for Paris in late 1949 and enrolled in Université de Paris. Her studies turned out to be a real nightmare, discriminated against and bullied based on her gender and skin color; Nadine decided to volunteer as a Red Cross Air Rescue Pilot Nurse (IPSA).

She arrived in Indochina in late 1952 after serving a full year in North Africa, where she also received her paratrooper wings. Contrary to her time in University, surrounded by men that constantly undermined her, Nadine quickly gained the trust and admiration of her "brothers." She has over a dozen combat drops and countless hours bushwhacking behind enemy lines to rescue and aid down pilots. Her bravery has earned her to military citations.

Even though Nadine has a slender physique, she is exceptionally resilient and possesses a robust constitution. She follows her mother's Malagasy Beliefs, honoring Zanahary, the Sky God, and gatekeeper of the passage between the living and the dead.

Parachute: +5%

**Tien Du** - I am the daughter of a prominent Vietnamese family from Hanoi. I was educated in private Catholic schools, and I spent four years abroad studying in France. I am interested in diplomacy and a future that looked bright until the Japanese imperial army invaded Vietnam. The Japanese imperialists murdered my father and took everything.

I formally joined the Việt Minh in 1944, and I was trained by the U.S. Office of Strategic Services. We fought against the Japanese invaders until their defeat a year later. We thought we had won our independence from foreign colonial powers, but the French quickly reinserted themselves into our affairs.

The year is 1954, and we are still struggling against foreign oppression. I am now a commando in General Giap's vanguard, the 88th Infantry Regiment of the 308th Division. As a member of the elite 308th Division, I received additional training in Southern China in 1952 and returned to the front lines last year. Now, we have encircled the French forces and their collaborators at Dien Bien Phu; the tides of war are turning in our favor. I will not give up this fight until we Vietnamese are liberated!

Language (Japanese): +5%

**Claude Nguyen** - Claude proudly wears his paratrooper wings and Adjutant epaulets every chance he gets. He finds joy and comfort parading on Rue Catinat in Saigon, knowing very well the French Army gave him an opportunity to elevate his status in society. He promptly corrects detractors that see him as nothing more than an occupier's dog tasked with translating orders. He's a soldier and a damn good one.

He was one of the first Vietnamese to be called to paratrooper school and trained as a commando. After serving with various GMCAs, Claude joined the 5th Vietnamese Parachute Battalion (BPVN) as the highest ranked NCO.

Highly astute and agile, Claude has an uncanny ability to detect ambushes before they happen. Claude's prowess can be explained in part by his addiction to amphetamines and other illicit stimulants. He procures the drugs from the Bình Xuyên when he's off duty. To date, he has racked up quite a debt with the organized crime syndicate. One day, they will collect.

Spot Hidden: +5%

**Maurice Wolff** - Son of WW1 veteran, Maurice's reach adulthood under Nazi occupation, when the Reich annexed the French region of Alsace into the Motherland. Fearing that he would have to join the ranks of the "malgré nous" - against our will - and fight in a German uniform, Maurice joined the resistance Force Française de l'Intérieur (FFI) where he quickly rose in rank and responsibilities.

Ensuring the call for young and able men to join the Free French Forces after the war, Maurice volunteered for commando training and, eventually, the Colonial Parachutists. He served with distinction during the Battle of Tu Lê in October 1952. Known as one of Bigeard's Lieutenant, Maurice was recently promoted to Captain's rank and recruited to lead a GMCA behind enemy lines.

Charismatic, he believes he should lead by example. He keeps a photo of an old flame met in Alger during R&R from commando school. During his downtime, he pens letters to Agnes but never dares to post them, knowing very well that his chance will run out one day like so many of his compatriots.

Parachute: +5%

**Vu Hao Hang** - Known as "Kleine Schwester" or the Little Sister, Vu Hao Hang joined the Việt Minh in 1948. A European literature student at the Indochinese University of Hanoi. She experienced first-hand colonial repression when her father, a small town influential civil servant, was shot during a French reprisal raid.

After a few months of writing articles for underground revolutionary magazines, her Hanoi cell leader realized she was ready for greater responsibilities. Her language skills and understanding of the European culture could be put to better use. Vu Hao Hang was sent to the German Democratic Republic (GDR) for language and advanced propaganda training. She returned to Indochina in late 1949 and joined the Propaganda Unit #1. Embedded with forward troops, Vu Hao Hang's role is to broadcast messages in German close distance to French Foreign Legion outposts to entice German nationals to defect. Her messages include news from the front, quotes from the works of Lenin and Marx, and also news from home. Her soft tone and ability to appeal to what mattered most made her an instant celebrity among German Legionnaires. Her unit is responsible for the defection of over 275 German nationals to date.

Psychology: +5%

**Antione LaFlamme ("Magellan")** - Born in 1932 in a remote village in the Alpes-Maritimes region of southern France, Antione dreamed at a young age to one day "explore the world." The military offered the young lad a chance to learn new skills and travel to faraway lands. Following in the footsteps of his childhood idol, Antoine de Saint-Exupéry, he joined the French Air Force in 1949. His first years of service were spent between Kasba Tadla's airbase in Morocco and various stations in the Metropole. Resilient and strong-willed, Antoine was selected to join the commandos of the 6th Colonial Parachute Battalion. His orders to depart for Indochina came in early 1953. His first months in the colony profoundly changed him. He realized that France's colonial ideal was nothing more than remnants of a distant past. His interactions with Vietnamese fighting for l'Union Indochinoise convinced him that France needed to engage with native populations on an equal basis.

Language (Vietnamese): +5%

**Ly Vinh Long** - I come from a long line of famous warriors. My family has fought Chinese invaders for over a thousand years. It is my destiny that I will continue to serve Vietnam's interests by fighting those who would invade and oppress us.

I am a commando in General Giap's vanguard, the 88th Infantry Regiment of the 308th Division. My area of expertise is sapping and demolitions. My hands are fast and steady, and my mind agile. I will use both my hands and my mind to protect Vietnam from the enemy.

Demolitions: +5%

**Enrique José Regueiro ("Blanco")** - Following the Spanish Civil War, Republican Enrique "Blanco" was captured by Nationalist troops while trying to flee the country and thrown into one of Franco's concentration camps. Using a forged release order, he escaped and crossed the border into France only to be arrested once again.

His salvation came in the form of a Foreign Legion Recruiter, who offered a clean sheet through the Legion's "anonymat" rule. Trained with several other compatriots, Enrique fought at Bir Harkeim, hailed as one of the Legion's most glorious victories.

After driving the Axis out of North Africa, "Blanco" and several hundred other Spaniards shipped out to England, healed and trained, and then landed at Utah Beach in the invasion of Normandy in June 1944. Enrique and his fellow Spaniards rushed into Paris ahead of most other forces to support a Resistance uprising and seize a share of the glory for Spain's cause. One of the armored cars was named "Madrid." The group proudly unfurled Republican flags as crowds cheered.

Granted French citizenship for his service, Enrique worked as a painter in a Renault factory near the French capital. One day, Enrique had enough with the continuous bullying and abuse by right-wing management. After a heated dispute, he cracked the supervisor with an iron bar. The blow was not fatal, but the man staggered and fell back into the production line, where he was killed by heavy machinery.

Fearing he may spend the rest of his life in jail, or worst, Enrique rushed to the nearest Foreign Legion recruitment center. Given the option to re-enlist or go to jail, Enrique re-enlisted, thinking his time in the Legion would be brief or that the army would be easier to escape from than a prison.

Op. Hv. Machine +5%

## The Fertile Red Lands of Cochinchina

**Life on the River.** The plantation is currently only accessible by water, via the Saigon River (Sông Sài Gòn) and Dong Nai River (Sông Đồng Nai).

The Saigon River is located in Cochinchina Province. It flows south and southeast emptying into the Soài Ráp River (Sông Soài Ráp), and eventually into the East Sea (or the modern-day South China Sea). The Saigon River is of utmost importance to the city of Saigon as it is home to Saigon Port. Saigon Port plays a key role in the development of Indochina's industry and serves as a major gateway for the import and export of materials to and from the colony. The Dong Nai River is the longest river located entirely in Vietnam. It connects twenty-nine kilometers away from the northeast of Saigon with the Saigon River.

The French-Indochina Rubber Corporation's plantation is located along a small river exiting the Dong Nai River. While unofficial, this small river is known by those who travel it as "Plantation River" or "Sông Trồng."

Before my employment with The French-Indochina Rubber Corporation, I worked as an assistant captain, under Captain Pham, on a riverboat that ferried supplies up and down the Saigon River and its tributaries. I consider Captain Pham to be my mentor and friend.

**Navigation +5%, Survival (River) +5%**

**Automobiles in 1920s Indochina.** Saigon was the capital of the automobile industry in Indochina during the 1920s and was greatly supported by the local rubber industry. By 1929, there were over twenty thousand cars in Indochina, with more than half of these vehicles located in Cochinchina. Saigon had numerous garages, insurance dealerships, rentals, and tire shops. Several automobile companies entered the market, including American companies like Ford, which held a major market share. French companies like Citroën and Peugeot also enjoyed a significant presence.

Before accepting my position with the French-Indochina Corporation, I worked as an auto mechanic in Saigon, and I worked on customizing vehicles for more rugged purposes – including developing and installing prototype off-road tires on the Ford Model T, for use on farms and plantations.

**Mechanical Repair +5%, Drive (Auto) +5%**

**Saigon Boat and the Riverboats.** The riverboats used by the French-Indochina Rubber Corporation are built by a Saigon company called Thuyền Sài Gòn (Saigon Boat). The company was locally owned by a wealthy Vietnamese family, before being acquired by the French-Indochina Rubber Corporation. Saigon Boat specialized in riverboats and industrial fishing boats and trawlers, but immediately upon acquisition, the Corporation had Saigon Boat build several large transport ships that would be used to move products from the plantation to Saigon, as well as ferry staff to and from the location. These ships are extremely slow-moving when full of cargo, but can move relatively fast when empty.

My family has long been connected to the boating industry, and my uncle designed many of Saigon Boat's transport ship hulls. I have first-hand experience sailing the prototype that was built before the Corporation's fleet went into production.

**Pilot (Boat) +10%**

**There Were These Girls** - Gangster brothers Ba Ngoc and Ba Gin run brothels in the Saigon- Chợ Lớn area. They run crews that transport girls from the countryside to work in their establishments. Prostitutes were big business, and the Ba brothers are the best in the business.

I was a recruiter for the Ba brothers, and it was my job to go to various villages and offer young women work. They were easy to convince – they were poor and desperate. After recruiting a few women, I would have to transport them back to the city. This meant driving the French-patrolled roads. The women and cash were usually enough to satisfy the checkpoint guards, but I found myself having to come up with some crazy stories to tell the guards just to get past them on certain occasions.

This all changed when one day, my younger sister fell prey to another man in the business. I was so confused because my sister was never poor or desperate. The damage that I was doing had come full circle. Now I do everything in my power to save these women from a life of degradation, and I find myself coming up with stories to convince them to go back home!

**Fast talk +10%, Persuade +5%**

**Sink or Swim** - I was captured by the French police in Saigon for involvement in the opium trade and immediately sentenced to transportation to Devil's Island penal colony. After about one day out at sea, in the dead of night, my fellow inmates and I managed to break out of the single-cell where we were all kept. We sprung for the open seas, grabbing whatever we could that might keep us afloat on the water, and abandoned ship. There were ten of us in the jailbreak. Six of us made it off the ship alive, four others were shot in the water, and two of us managed to float away into the darkness. After a few days of floating, doing our best to paddle, and navigating as best we could, only one of us made it back land and to Saigon.

**Survival (Ocean) +5%, Swim + 10%**

**Latex Production.** Latex production involves numerous steps beginning with latex sap being harvested and collected from trees. Once harvested, it must be stored properly; otherwise, it will coagulate. It is stored in large vats called "coagulation tanks" in preparation for it to become dry rubber. Coagulation tanks control the rate at which the latex begins to solidify. It then goes through a process where it is stretched out and hung to dry. These rubber sheets would then go on to further production at another facility where they would undergo additional processing to create all manner of useful items from tires to shoes.

Rubber is booming in Indochina, and many businesses are in some way involved in the industry. I used to live just down the road from a small factory that made rubber bicycle tires. Every day I would see crates of rubber being unloaded from trucks - fresh from their long journey from a distant plantation, to be made into bicycle tires for the people of Indochina.

Craft(latex production) +10%

**Rubber Tapping.** Latex harvesting is done through a procedure called "tapping." It is collected by slicing about a quarter of an inch into a latex tree on a diagonal, using a hooked knife. The bark is then peeled back, exposing the interior wood of the tree. A rubber tapper will remove a thin layer of the bark in a downward spiral, allowing the latex sap to then flow down into a collection bucket. Trees will be tapped one side at a time, allowing the opposite side to regrow its bark and heal. Tapping typically would happen at nighttime or early morning before temperatures rise, causing the latex to coagulate and stop flowing. If done effectively, trees can be harvested for up to five hours. Wooden structures are often erected around the trees to allow workers to climb up and tap the upper sections of the trees.

I was forced to work on a plantation, yes, forced. I was paid a pittance. I was not allowed to leave. Many others were worked to death. I escaped. If I find my former workmaster, I would love to put a tapping knife in his gut.

Science (Botany) +5%

**The Jungles and Waterways.** The jungles of Cochinchina are dense and treacherous, filled with all manner of flora and fauna. The biodiversity of the region consists of many larger mammals, including tigers, leopards, bears, elephants, and various species of monkey. The smaller jungle fauna in the region are vampire bats, numerous species of birds, reptiles, and venomous snakes. Many of these animals are harmless, but some of the larger ones and venomous ones will pose a threat to humans who encroach on their territory.

The waterways of Cochinchina can be just as treacherous as the jungles and are inhabited by larger species of dangerous reptiles, including crocodiles, snakes, and water monitors. There are many less dangerous species of animals that live on the rivers, like turtles and waterfowl. Many species of fish also live in the rivers of Cochinchina, notably a giant species of catfish that can grow to over three hundred pounds - and certainly pose a danger to swimmers.

I used to go on hunting and fishing trips with my father when I was younger. He taught me about all of the dangerous wildlife that lived in the jungles and rivers of Cochinchina. Despite all his knowledge of dangers, my father was taken from me by a snakebite. It was his last lesson. No matter how much you think you know, and no matter how much you prepare, the jungle always decides your fate.

Survival +10%

**Fever Dreams.** The jungles and waters are filled with dangerous diseases and parasites that can be deadly to humans if contracted. Common methods of contracting such parasites are through drinking water, tainted food sources, and via transmission through insect bites - like mosquitoes. Dangerous diseases to humans in Cochinchina include Typhoid Fever - an illness that causes vomiting, headaches, rashes, and confusion. It's treatable in most cases with the use of antibiotics; Japanese Encephalitis - a dangerous virus often contracted through mosquito bites with flu-like symptoms and potential seizures or coma, leading to a potentially fatal inflammation of the brain; Rabies - a deadly disease transmitted through bites or scratches from an infected animal, often a canine, monkey, or bat. Initial symptoms may be headache or fever, but can also include partial paralysis, hallucinations, violent and erratic behavior, and a fear of water. Eventually, rabies will lead to delirium and coma, with death occurring between two and ten days after initial symptoms.

When I was younger, I experienced a sickness as I had never experienced before. The doctors said that I had come down with typhoid fever. I spent almost thirty days in the hospital. As I lay in my sickbed, I overheard all of the conversations that the doctors would have with other patients and their families in the ward. I remembered much of what I overheard and always knew to be wary of the sicknesses of the jungles and rivers.

Medicine +5%

## Black Seas Rising

**The Fall of Hai Phong** - On March 9th, 1945, the Japanese staged a coup d'état against the French colonial forces whom were formerly loyal to the now-defeated Vichy government. In Haiphong, the Japanese assaulted the Bouet barracks. Japanese army units rolled over French colonial forces, however the commanding officer of French forces in Haiphong, Colonel Lapierre, refused to sign surrender messages for the remaining garrisons in the area. He also burned the codebooks, thus severing his ability to communicate with other garrisons and forcing the Japanese to take each garrison by force.

I'm not sure I agree with Lapierre's decision to burn the code books. After all, at this point, who are we fighting for? We all knew this day was coming and so did Lapierre. When the Allies took France, it was only a matter of time before Japan would move to take control of Indochina. On the eve of Japanese attack, Lapierre gave my squad mate orders to burn the codebooks. He then turned to me and gave me orders to burn other documents. I read some of these before stuffing them into the incinerator. One document mentioned that Japanese Naval Intelligence had taken an interest in Cát Bà island, and had dispatched an elite military police unit to Cát Bà island under the command of Japanese Vice Admiral Ueda. Before my bunker was surrounded, Lapierre arranged for my escape although most of the rest of my comrades were captured or killed. Now I must decide who I fight for and where to go to survive.

Cryptography: +15%

**The Fall of Hai Phong** - On March 9th, 1945, the Japanese staged a coup d'état against the French colonial forces whom were formerly loyal to the now-defeated Vichy government. In Haiphong, the Japanese assaulted the Bouet barracks. Japanese army units rolled over French colonial forces, however the commanding officer of French forces in Haiphong, Colonel Lapierre, refused to sign surrender messages for the remaining garrisons in the area. He also burned the codebooks, thus severing his ability to communicate with other garrisons and forcing the Japanese to take each garrison by force.

I'm not sure I agree with Lapierre's decision to burn the code books. After all, at this point, who are we fighting for? We all knew this day was coming and so did Lapierre. When the Allies took France, it was only a matter of time before Japan would move to take control of Indochina. On the eve of Japanese attack, Lapierre gave my squad mate orders to burn the codebooks. He then turned to me and gave me orders to burn other documents. I read some of these before stuffing them into the incinerator. One document mentioned that Japanese Naval Intelligence had taken an interest in Cát Bà island, and had dispatched an elite military police unit to Cát Bà island under the command of Japanese Vice Admiral Ueda. Before my bunker was surrounded, Lapierre arranged for my escape although most of the rest of my comrades were captured or killed. Now I must decide who I fight for and where to go to survive.

Cryptography: +15%

**The moon and the island of women** -

Cát Bà gets its name from the words "Cac" meaning "all", and "Ba" meaning "women". Legend has it that during the Tran Dynasty, many centuries ago, three women were sacrificed to the God of the Sea, and that the women were so pure that the God of the Sea was unable to drag them to his watery kingdom of hell at the bottom of the ocean. The bodies of these three women drifted all the way to Cát Bà Island, each body washing up on a different beach. The bodies of the women were recovered by a local fisherman, who built a temple for each woman, and this is how the island became known as Cát Bà.

Another legend says that in the time before history, Cát Bà was a religious site only populated by women. It is said that these women dedicated their life to the worship of the God of the Sea, and that these women consorted with the fish-men servants of the God of the Sea, holding ritualistic orgies down on the island's southern beach during the Lunar Equinox and every Lunar eclipse.

25 June 1945 is a Lunar Eclipse. Perhaps people have taken to the old traditions again.

+5% Occult

**Wild Bill** -

Director Joseph "Wild Bill" Donovan heads up the Office of Strategic Services ("OSS"). Although Director Donovan resides in Bethesda, Maryland, he spends much of his time in Asia theater. In fact, Donovan personally oversaw Detachment 101's special operations prior to the immensely successful invasion of Hollandia, New Guinea in April of 1944. I know this because I was there. I was part of the OSS team that did target acquisition for the initial bombing raids that decimated the Japanese air force, and, let me tell you, we saw and did some things that would make your skin crawl.

I remember how, during a planning staff meeting, Director Donovan got so excited that he snorted like a race horse. He was like a child playing army, moving around toy soldiers over various maps, and hooting when he knew his plan would succeed. Then he would talk to himself, sometimes in Latin and other tongues I did not recognize. I don't know how Director Donovan got the nickname "Wild Bill", but given his behavior, the name suits him well.

Since I've joined the OSS, I have been involved in inordinate number of odd, hairball missions, and each time, Director Donovan has always been directly involved, calling the shots behind the scenes. In fact, Director Donovan personally asked me to volunteer for the present mission. He told me that if I accepted this mission, I would likely encounter inexplicable alien threats, and that I would be responsible for dispatching such threats by any means at my avail. I considered turning down this mission, but I heard that the last officer who turned down one of Donovan's unusual missions ended up stationed somewhere on the South Pole.

Cthulhu Mythos +1%, SAN -1

**The Ha Long Archaeological Dig** -

In 1938, a group of French archaeologists led by Madeline Colani initiated an archaeological dig in the hills just north and east of the island's southernmost tip and Cát Bà village. Their excavations discovered fishing nets, statues, pottery, advanced bronze implements and human remains belonging to Cai Beo people. The archaeological evidence suggests that the Cai Beo people settled Cát Bà Island approximately 6,000 to 7,000 years ago, and are perhaps the first population of humans to occupy the Ha Long region.

I was a member of Colani's archaeological excavation, and I personally assisted in recovering many of the artifacts and human remains found at the dig site. I was impressed with how technologically advanced these people must have been, given the plethora of bronze tools found. But I also observed something more surprising and disturbing. All of the human remains that were recovered were female in origin, and many of them had various physical deformities, ranging from elongated heads and enlarged eye sockets to webbed fingers and toes. Privately, Madeline Colani expressed doubts as to whether or not these artifacts and remains were of the Cai Beo people. Madeline Colani saw it fit not to disclose these findings to the public, and I saw no reason to go against her wishes and better judgment.

+5% Archaeology

**School Of Mayhem And Murder** -

In the early days of the Office of Strategic Services ("OSS"), training of agents took place at Camp X, a secret military base operated the British Special Operations near Whitby, Ontario.

I participated in the training program at Camp X. Training topics included assassination, self-defense, escape and evasion, survival, and sabotage.

Fighting (Knife) +5%, Stealth +5%, Survival (Forest) +5%

**Fishing guide** - Cát Bà Island has long served as a strategic look-out point for kingdoms and governments weary of foreign invasion and pirates. The French navy patrolled the area and established a watchtower on the island that the Japanese are now presumably using. The island also features many caves hidden in the rugged hills covered in tropical foliage. Locals have often hidden from foreign invaders in those caves, and rumor has it that Việt Minh have recently built a safehouse and hospital in a cave not far from the fish markets, restaurants, and inns that make up Cát Bà village.

When I was younger, my mother and I would fish in Ha Long Bay, always catching a rich bounty of seafood. We would often sell some of our catch at the beach front markets on the southern tip of Cát Bà Island. Now that I am older, I've given up fishing for a living, but I do occasionally provide wealthy foreigners guided fishing tours in Ha Long Bay. I know my way around Cát Bà Island. I can easily find food and supplies and lodging, I might even be able to find the Việt Minh's Hospital Cave if I needed to.

+10% Navigation, +5% Craft (fishing)

**Frog Man** -In 1939, Dr. Lambertsen, an expert in environmental and diving medicine, developed an oxygen rebreather set he called the LARU (Lambertsen Amphibious Respiratory Unit). The LARU was designed for the US Navy, with the purposes of enabling diving and amphibious assaults. The US Navy rejected the design, but the OSS embraced the design and recruited Dr. Lambertsen to lead their OSS Operational Swimmer Group.

I am a member of the OSS Operational Swimmer Group.

Swim +5%

**Nisei Linguist** - In 1943, a representative from the Office of Strategic Services ("OSS") visited the 442nd Infantry Regiment looking to recruit volunteers willing to undertake "extremely hazardous assignment." All selected were second-generation Japanese-Americans, also known as "Nisei". These volunteers were all assigned to OSS Deer Team (Vietnam) and Detachments 101 (Burma) and 202 (China).

I am Nisei, and I volunteered to join the OSS. Most of my work involves translating documents and monitoring radio communications. Occasionally, I help interrogate captured prisoners and conduct special operations.

Japanese Language +15%

**The Poet** - According to tradition, the goddess Izanami and the god Izanagi - mighty celestial beings who created the Japanese islands, also invented Japanese poetry. Historical Japanese poetry dates back to the Nara period in the 8th century CE, although at that time, Japanese poetry was mostly Chinese poetry, heavily influenced by Tang dynasty luminaries like Li Bai. As time progressed, Japanese developed their own styles of poetry: classical Waka, Tanka, and famous Haiku short form poetry. Shortly before the war, a new wave of poetry developed, reflecting influences from Western Poetry mixed with Japanese short form meter.

I'm a student of Japanese poetry. I study Japanese language of course, but I'm thrilled by the stark and implied imagery one can perceive from contemplating Japanese poetry. Someday, I hope to enter into a poetry contest!

Language: Japanese +15%

**OSS Deer Team** - In 1945, the Office of Strategic Services ("OSS") established OSS Deer Team with the purpose of conducting covert operations and guerrilla warfare against Japanese forces in Indochina. Deer Team was originally based out of Tonkin (Hanoi), and its first missions involved disrupting the rail lines between north Vietnam and Kunming. Thereafter, OSS Deer Team's efforts shifted to training Viet Minh guerrillas and supporting their fighting against the Japanese.

I am a member of OSS Deer Team, and I helped train almost 100 Viet Minh soldiers. I've meet Hồ Chí Minh, who we call "Mr. Hoo", and I consider myself friends with General Võ Nguyên Giáp, who we call "Mr. Van".

Vietnamese Language +15%

### Sabatier's Tonkin Division

- After Germany conquered France, French colonial Indochina chose to side with the newly created Vichy collaborator government and was subservient to the Axis powers. When France was liberated, colonial Indochina was set adrift. The newly liberated French considered collaborators in French Indochina traitors to Metropolitan France, and Japanese forces worried that the French officials in Indochina could no longer be trusted. On March 9th, 1945, the Japanese staged a coup d'état against the French colonial forces. General Gabriel Sabattier's Tonkin division, based in Hanoi, sought escape from imminent Japanese attack and directed his division towards the Chinese border. No one came to his aid; China (both the KMT and CCP) hated colonialists and America had no love for those formerly loyal to the Vichy government. The American government ordered forces in the region to provide no aid, although General Claire Lee Chennault (of the Flying Tigers) disobeyed orders to provide some assistance. Along the escape route, harried by Japanese bombers and pursued by Japanese infantry, the French soldiers abandoned all their heavy weapons, ammunition, and vehicles. Men died of disease or simply went missing. Locally recruited soldiers were decommissioned en rout. Some of them were captured and many later joined the Việt Minh. Most of those that made it to China were detained by the KMT.

I was in Sabatier's Tonkin division. I fled through the jungle with my troops. Sometime - I can't tell when - I succumbed to fatigue and was left for dead. I didn't die though. I got up and walked through the jungle. On my way a tribal group of men and women with sharpened teeth and strange cultural and ritualistic practices. They fed me a bowl of tea made from various mountain roots and medicinal plants, including the black lotus. Under the influence of this drug, I sensed danger and decided to escape the tribe by fleeing into the jungle. I lived to fight another day, although I'm not sure who I will fight for.

Survival +5; Cthulhu Mythos +1; SAN -5

### Expédition Lemont

**The Pacification** - Summer 1946, on the eve of a new round of negotiation between the French government and the newly formed Democratic Republic of Vietnam (DRV); the country is divided and governed by two separate entities. The Việt Minh control the north, while newly arrived French forces re-occupy the south and prepare staging bases for an imminent "re-capture" of the north. The French government and its proxy, the Union Indochinoise, are also launching in parallel a considerable public relations strategy aiming to win the hearts and minds of the local populations. The governmental authorities are also seeking to gain a positive image of France's colonial rule internationally. This initiative, branded "Pacification," includes significant infrastructure projects and countrywide public health initiatives. Academic research and anthropological studies play a vital role in showcasing France's desire to promote national interest under a well-defined French administration.

I'm a scholar of South East Asian Anthropology with a doctorate degree from l'École Polytechnique. I was tapped to provide consulting to Monsieur Henry de Constance, Deputy High Commissioner at the former Palais du Gouvernement General in Saigon.

Science (Anthropology: +10%)

**Makeover** - After the British troops handed power back to the Free French Forces in December 1945, prestigious colonial buildings came back into fashion. The Norodom Palace has had a significant makeover; high ranked administrators feel the need to display France's power once more.

It could be said that the renovations to the palace deeply reflect a need for refashioning the previous colonial administration. Several high ranked civil officers, including Henry de Constance, the Deputy High Commissioner, were instrumental in conducting the affairs of the Vichy regime. Could fresh whitewash on the palace walls replace the stench of these former collaborators?

I know Henry de Constance, as I know the Norodom Palace. Years ago, before the war, I performed an architectural study on Norodom. After the Brits left in 1946, Constance hired me to "spruce up the place and spare no expenses."

Architecture +10%

**The Corsican Mob** - The Corsican Franchini family played a significant role in weaving Saigon's underworld links. They amassed a fortune in trading currency, opium smuggling, and racketeering. The patriarch, Mathieu Franchini, traveled several times a year between Saigon and Marseille to ensure the distribution networks in Europe were running effectively. A charismatic individual, always wearing the latest Paris linen suits, he surrounded himself with loyal and ex-military compatriots. The Franchini family operated with impunity until the communists took over in 1975.

I did "the books" for Mathieu Franchini, and helped him purchase the Hotel Continental in 1930. It gave us a legitimate front to run our businesses and foster our relationships with the colonial establishment. After Bả Viễn federated Saigon's families, we had it all. There were no more rivalries; we were all marching to the same beat, carving up the "gâteau" in equal shares.

Accounting +10%, Law +5%

**Beef Stew** - Local restaurant Nồi của di (Auntie's Pot) is a notorious hangout for nefarious types. It's no secret. Criminal activity and dealings happened right out in the open. Money was exchanged for drugs, weapons, or services - right on the dinner tables. Finally, fed up with the brazenness, the French authorities organized a raid. Around forty gendarmes stormed the restaurant one evening, brandishing pistols and clubs. The place erupted into a violent and bloody brawl between the gangsters and the police. It wasn't long before the bullets began to fly.

I was at the restaurant that night; I was interviewing for a job that would have me acting bodyguard for the wife and daughter of a notorious opium kingpin. When the chaos struck, I leaped into action. I immediately began by hurling a chair at the gendarmes. Following that, I flung a scalding tureen of soup. I leaped on the closest officer and began viciously beating him; once I was done with him, I jumped on the next closest one. I didn't have a gun, so I used everything I could get my hands on. Bowls, chairs, bottles. The whole event happened in a blur of soup and blood, and then the next thing I realized was I was out in the open air. My new boss and I ran away together from the scene. I think I aced that interview!

**Fighting (Brawl) +10%**

**Director Mazenq** - The Direction de la Police et de la Sûreté current building dates back from early 1930 when the original French colonial police station was expanded. The two-floor corner building, surrounded by a white stucco fence, certainly contrasts with other landmarks nearby. Not one peddler dared to establish commerce in front of the building's facade. Locals habitually make a point to cross to the other side of the street to avoid passing in front of the building's front gate.

Once the French re-took Saigon after the August Revolution of 1945, several political activists and insurgents were tortured in the building's basement. Some say that old scores were also settled during that period.

My old acquaintance Director Mazenq now works in the Direction de la Police et de la Sûreté. He does not seem suited for his department nor care about "The Pacification." He seems to have some obsession which is keeping him up at night, the French Detective will not open up to me.

**Fast Talk 5%**

**Ink And Bullets** - I spent years as a Bình Xuyên gangster smuggling opium all over South-East Asia. I spent considerable time in Laos, where I picked up on some of their customs and gained a few skills along the way. One such skill was the art of tattoo. I learned the Laotian style and the symbolism that went along with it. I would regularly tattoo my Bình Xuyên brothers with symbols that would protect them from bullets, blades, and other weapons, tattoos that believed would make a person invulnerable. I have covered myself in all sorts of symbols, and at one point in time, I even did ink for Bình Xuyên boss, Bảy Viễn.

**Art/Craft (Tattoo) +10%, Occult +5%**

**Church and State** - The French civil government has long been a strong supporter of the Roman Catholic Church's efforts in Indochina, and the young novices studying to become priests have generally been supportive of the French rule. Many of them came from wealthy local families. One such priest is Pierre Martin Ngô Đình Thúc, the second of six sons of a prominent Roman Catholic family. Pierre Martin Ngô Đình Thúc's father, Ngô Đình Khả, served as a high ranked mandarin.

His loyalty to France was unquestionable. In return, his father was always able to secure the most favorable positions for his sons. One of his older brothers, Khôi, was named provincial governor under Bảo Đại's imperial regime. Khôi supported the Vichy administration and the Japanese during WW2. He was shot by the Việt Minh during the August Revolution. His other brother Diem will serve as President of South Vietnam from 1955 to 1963. Pierre Martin Ngô Đình Thúc chose to follow an ecclesiastic path and joined the Seminary at the age of twelve. In 1938, Pierre Martin Ngô Đình Thúc was only the third Vietnamese to be raised to the rank of bishop.

I attended the same Seminary as Pierre Martin Ngô Đình Thúc, and I know many of the same people.

**Lore (Theology) +30%**

**Madame Rochequier** - Eglantine Rochequier is considered an "old Indochina hand." She is the daughter of tycoon François du Rochequier and has been living in and around Saigon for her entire life. Her father oversaw several ventures in Cochinchina and Annam, including the Société des Sucreries et Raffineries de l'Indochine. He died of unexplained causes in early 1920. His widow decided to stay in Indochina and live off her husband's fortune until her untimely demise in 1945, when Việt Minh commandos brutally murdered Madame Rochequier during the August Revolution. The commandos burned down the Rochequier estate, and most of the family's fortune vanished. Eglantine Rochequier could have decided to travel back to France but chose instead to stay in her country of birth.

I'm a close friend of Eglantine. I used to be acquaintances with her parents and when they were murdered, I mourned along with Eglantine. For the last three years, Eglantine has been holed up in the library of the Chamber of Commerce. She seems to know a lot of political and economic comings and goings throughout Vietnam.

Contact: Eglantine Rochequier

**The Chieftain's Son** - The Chieftain's Son, Kiem, son of Kong Tô, is in charge of the village's militia. He carries an old WWI rifle with him everywhere he goes. He has an uncanny ability to lay still for hours tracking big game. He is respected by his peers; his parents have prepared an arranged marriage with a family from another respectable village.

For years I have been living in my father's shadow. Doing his and the white priest's biddings. When I courier information and letters to the bigger cities, I dream of leaving my village and family behind. We have been plagued by superstitions and have been under the Great Old One's spells for generations. If only I had the courage to leave it all behind.

Chrau dialect +10%, Survival (Jungle) +5%

**Falsely Accused** - During WW2, the Vichy government, and then the French Free Forces, accused Caodaist dignitaries of being pro-Japanese. Several religious leaders were arrested and deported. After Japan's unconditional surrender, the Caodaists assumed they would have a part to play in the independence movement flaring up across the country and share power in a new national unity government. However, once the Việt Minh organized into a cohesive force, several armed bands attacked Caodaist communities during the August Revolution in 1945. The Việt Minh intended to eliminate factions who collaborated with the Japanese.

Caodaists also came under attack again from the French. During a series of events in June 1946, one of the remaining Caodaist leader, Trần Quang Vinh was forced under torture to agree to a truce with the newly arrived Free French Forces. A few days later, French authorities agreed to the return of the remaining exiled leaders. General Latour famously declared that the Caodaists had "rallied to the national cause." The agreement allowed the French to secure areas of Cochinchina and prevented the Việt Minh from building significant bases to launch operations in the South.

I was a student of Trần Quang Vinh. I abide by his teaching. Yet, I know this support of the French was brought with pain and blood. It's not what my religion teaches me... but... if I can hurt the French colonialists somehow, I would.

Occult 10%

**My Sister** - Founded in 1926 in the city of Tây Ninh, the monotheistic syncretic religion Cao Đài combines elements of Buddhism, Christianity, Taoism, Confucianism, and Islam. All humans can aspire to develop into higher beings: Thần (angel), Thánh (saint), Tiên (sage), and Phật (buddha). Achieving enlightenment, or becoming a Buddha, is the hardest level to attain. Angels, Saints, and Sages are destined to live long lives in higher realms, while only Buddhas can break free from the existing cycle of life and death. The Cao Đài pantheon includes well-known figures such as Joan of Arc, Sun Yat-Sen, Victor Hugo, Shakespeare, Louis Pasteur, and Lenin.

My sister had a troubled life, always looking for a purpose she could not find. Then she apparently found salvation in the Cao Đài.

Occult +5%

## Operation Desperado

**Those Strange Sounds** - STR Operative Le Quan was sent to Hue in early 1945 to set up a listening post, intercept Japanese communications, and report on their activity in the city. He fabricated a soundproof room in a modest apartment in the more modern district of the imperial city, not too far from Hôtel Morin. During the day, Agent Le works as a clerk for a local magistrate. At night, he takes his MK2 radio and listens to the outside world.

Week four. I don't know how much more I can take. Every night, when I take my post behind my radio and decrypting transmitter, I inevitably turn my radio dial to \_\_\_ frequency and listen.....I...I listen to strange sounds; it is nothing like I never heard before. I almost feel like someone; something is taking to me. It is incredibly soothing and yet troubling. I have asked other operatives and my supervisor to have a listen. They all said it was just static, and maybe it is, maybe I am just losing my mind.

Skills: **operating radio +15%**

**Distant Rumors** - Very little is known of the Japanese activity in the valley of Điện Biên Phủ. The villagers were displaced, and most of the remaining Tai living in the vicinity of the future site of Anne-Marie were killed during Order 44.

When we were kids, our grandparents told us stories of the haunted hills surrounding the Nan Yum. They told us of Japanese ghosts living underground. They said that if we wandered too far the ghosts would steal us away. We always thought they were stories to scare us and keep us in line, if only we knew.

+ 5% **Occult**

**Colonel Maurice Belleux** - The Colonel is the perfect incarnation of a "master spy," I've seen him turn an organization in shambles into an effective a coherent force. He did it all on his own, fighting with Paris on what should be our goals and in the Far East and with other ambitious military officers eager to score favors with the political establishment.

Unfortunately, the Colonel is unaware of the mythos activity in the peninsula. Some of his closest advisers have tried to brief him on several strange events documented by agents in the field, but a rival faction which I nicknamed the "5ieme Colonne" has always managed to prevent the information from reaching him. I suspect his mistress Miss. Natasha, a "white Russian" to be the de facto leader of this group. The "5ieme Colonne", have used the information for their own benefit. As France's military position deteriorates, I am afraid they will become bolder. I know for a fact that they have forged the Colonel's signature on several occasions to send operatives and material to pursue their own interest (see Operation Desperado).

Skills: **Leadership +15%**

## Red Napoleon's Vanguard

**The Geomancer** - Phong thủy is the ancient art of aligning natural energy patterns and forces with the body and dwelling places of humans. It's often used to determine appropriate orientation and placement of buildings, however the science extends to all aspects of life and society.

My Phong thủy teacher is Nguyễn Tất Đạt. Đạt is Hồ Chí Minh and provides his expertise and knowledge to rich and poor alike. Recently, Đạt has learned of a great misalignment of ley lines near a village in the Red Lands of Cochinchina.

**Occult +5%**

**Võ Nguyên Giáp** - Võ Nguyên Giáp started his professional career as a history professor and French language professor. He loved to study the biographies of famous generals and revolutionaries; Napoleon in particular. Giáp never had any military training. Leading armies is something he learned on-the-job. With the help of extensive supplies and armaments from China in starting in 1949, Giáp would lead the rag-tag forces of Việt Minh to become a force that would shake nations. Giáp become known as one of the 20<sup>th</sup> centuries greatest generals. Giáp's life was dedicated first to the liberation of Vietnam, and second, to the overthrow of reactionaries, regressive elements, and any nationalist faction who does not 100% align with the Communist Party of Vietnam.

I was a student of Giáp and took his course on the History of the French Revolution.

**History +5%**

**La Lutte** - The Việt Minh campaigned against both colonialism and fascism. As a popular front, it was controlled by the "orthodox" Communist Party. However, within its ranks were an assortment of other communist and nationalist factions. One faction of Trotskyist Communists, led by the charismatic Tạ Thu Thâu and Nguyễn An Ninh, started a French language revolutionary newspaper, "La Lutte." (roughly, Trotskyists believed that Communism should transcend national identity in a "permanent revolution"). Thâu and Ninh used their newspaper as a platform to organize workers against capitalist oppressors. The main challenge to their plan was that during the paper's publication, there were very few non-agricultural workers in Vietnam, and most potential proletarian supporters could not read French.

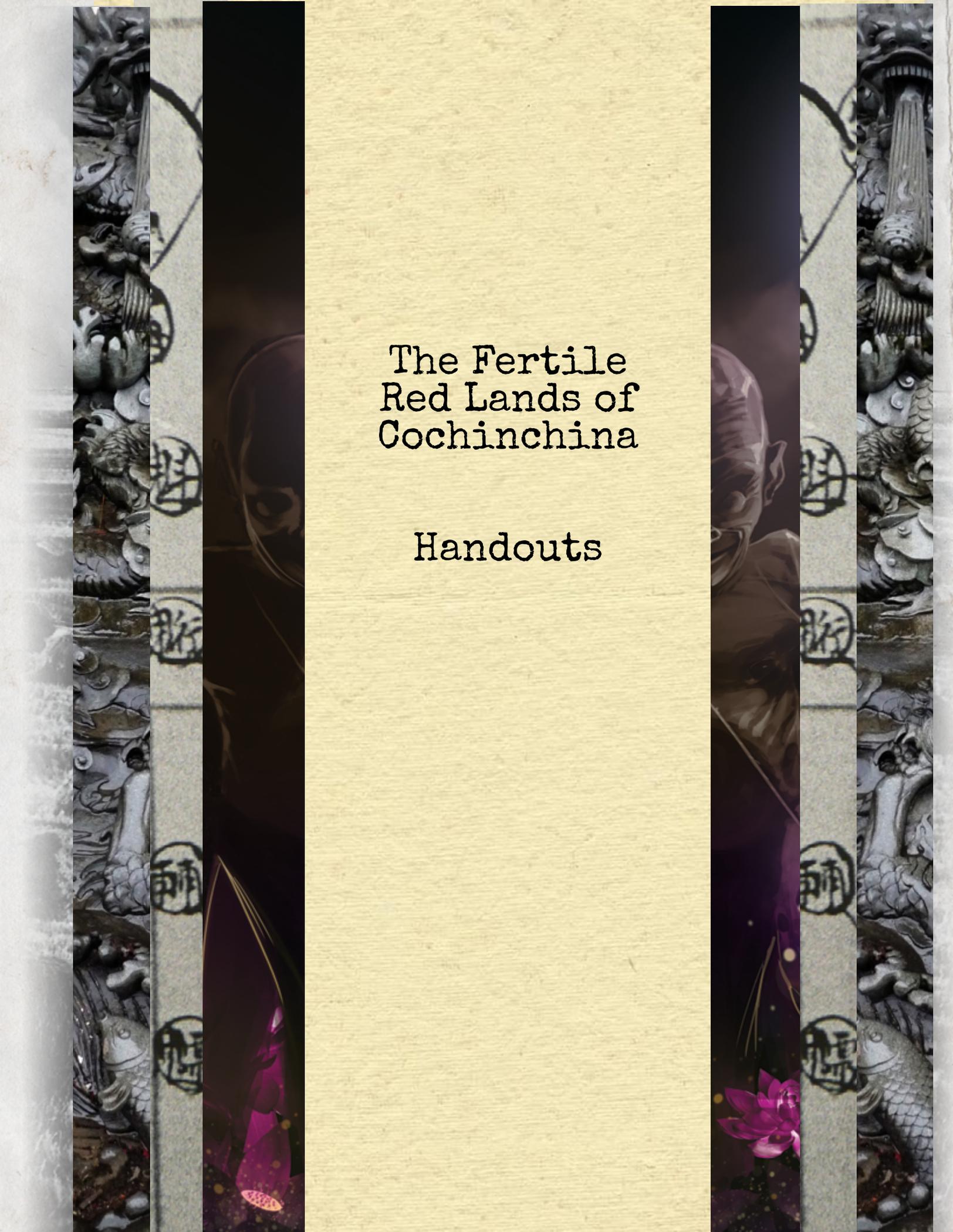
I'm a reporter for La Lutte. I write about atrocities committed against Vietnamese workers in mines, on the docks, and in rubber processing factories.

Persuade +5%

**Uncle Ho** - When he was a young man, before he became a liberator of the Vietnamese people, Nguyễn Tất Thành (aka Hồ Chí Minh) worked as a baker aboard ships and at luxury hotels in the United States, England, and France. He traveled the world on his own, making money where he could. This man, who was trained in French literature and classical Chinese poetry, made some coin cleaning dishes and scrubbing ship decks. Through his travels, he came to know African-American civil rights movement leaders in the USA and communist intellectuals in France.

When I was young, I was a cook on a ship with Thành. He was working his way over to France, where, it could be said, he began his political career as one of the founding members of the French Communist Party. I would say we were friends, though now there are just too many years that separate us. I kept traveling through my life, and saw many things. Eventually I wound up in the employ of Victor Sassoon in Shanghai. Sassoon gave me a task to travel to Vietnam and warn Thành about the time traveling Nguoi Rung. The leader of the movement must be informed about the dangers of working with those time traveling man eaters.

Mythos +5%



The Fertile  
Red Lands of  
Cochinchina

Handouts

# Handouts

## Handout 1: Father Lemont's Journal Entry

---

24 October 1899

The jungles here are dense, filled with all sorts of sounds and colors. The dirt underneath my feet is a blood-red color. I've never seen anything like it before. The deeper I trek into the overgrowth, the stranger I begin to feel. I am starting to experience feelings of nausea and what I can only describe as hallucinations. I can't be sure if the things I'm seeing are real or in my head. The jungle is watching me.

These strange black lotus flowers appeal to me. The closer I get to them, the more enlightened I feel. I have picked one and taken it with me. I cannot tell anymore if what I am experiencing is real or not or if the sickness is a symptom of the lotus or some jungle disease. Nevertheless, I continue the course, walking in both the past and present at the same time.

CONTRAT DE TRAVAIL

This contract, dated on the \_\_\_\_ day of \_\_\_\_\_ in the year \_\_\_\_, is made between Caoutchouc Franco-Indochinois and [name] \_\_\_\_\_ of [city] \_\_\_\_\_, [country] \_\_\_\_\_. This document constitutes an employment agreement between these two parties and is governed by the laws of the French Colony of Indochina.

Whereas the Employer desires to retain the services of the Employee, and the Employee desires to render such services, these terms and conditions are set forth.

TERMES D'EMPLOI

The Employee agrees that he or she will faithfully carry out the duties as communicated to them by the Employer. The Employee shall comply with all company rules and policies at all times.

As compensation for the services provided as detailed by the Corporation, the Employee shall be paid a total amount of \_\_\_\_\_ upon return to Saigon.

It is the intention of both parties to form a mutually profitable relationship. However, this relationship may be terminated by Caoutchouc Franco-Indochinois at any time.

In service of Caoutchouc Franco-Indochinois, you will have access to confidential information that is the property of the Employer. You are not permitted to disclose information outside of the Corporation.

This contract represents the entire agreement between the two parties and supersedes any previous written or oral agreement. This agreement may be modified at any time by Caoutchouc Franco-Indochinois.

This contract shall be governed in accordance with the laws of the French Colony of Indochina.

Signature de l'accord:

OBJECTIFS DE LA MISSION

\* Search for and rescue any survivors on the plantation, principally both Director Boucher and Dr. Etienne Chastain. Return them to Saigon dead or alive.

\* Recover all of Director Boucher's notebooks and other documents.

\* Recover all of Dr. Etienne Chastain's research, including notebooks and botanical samples.

\* Restore radio communication with Saigon.

\*Eliminate all threats on the plantation and surrounding area so that normal operations may safely recommence.

!!!Discretion is vital at all times. All events and actions that have taken place on the plantation or actions that are undertaken during this mission are to be kept strictly confidential.

INFORMATIONS DE LA MISSION:

July 3

Guard Marcus Lavelle is attacked by assailants in the jungle. This incident was reported to French-Indochina Rubber Corporation HQ the same day.

July 7 - July 8

Director Benoit Boucher was kidnapped in the middle of the night on July 7 at around 11 pm. He was allegedly abducted by unknown assailants. Guard Oscar Dubois is reported to the suspect as he was on guard duty at the Director's manse on the night of the kidnapping. He has been apprehended by Head Guard, Jean-Bernard Arsenault. The guards went out on a search and rescue mission into the jungle in an attempt to locate Boucher, yet were fruitless in their endeavor. Events were reported to the French-Indochina Rubber Corporation HQ on the morning of July 8.

July 12

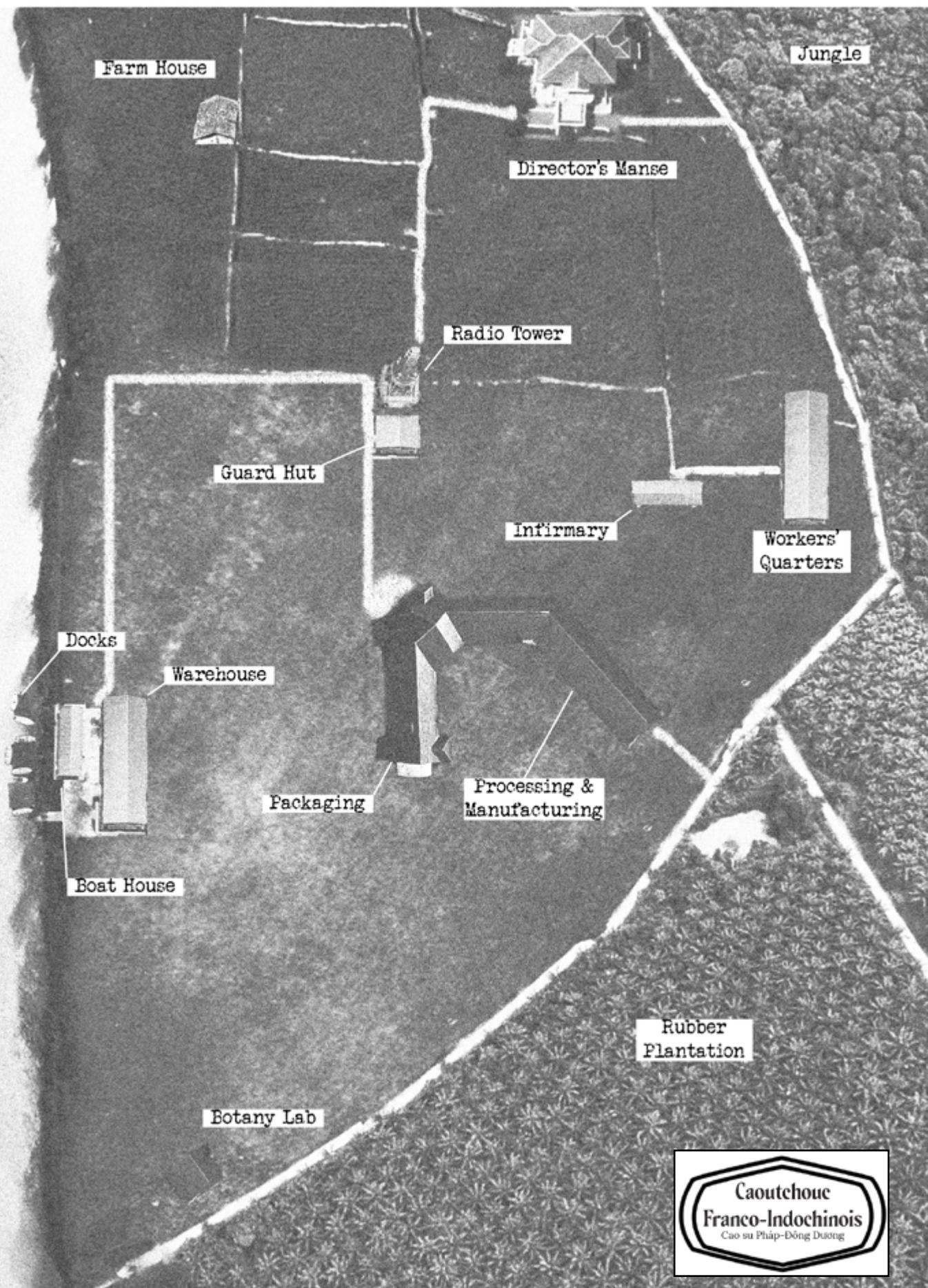
Around midday, a distress call was received by the Saigon Police from the plantation. The call was exceptionally brief, lasting no longer than ten seconds. There was a request for immediate police and military support at the plantation. The panicked voice on the line



did not give their name but claimed that some sort of jungle creature had appeared on the plantation and was attacking the population. The officer who answered reported hearing yelling and gunshots in the background before the call ended abruptly.

PERSONNEL DE LA PLANTATION

Director Benoit Boucher - status: reported kidnapped, missing, unknown  
Dr. Etienne Chastain, Botanist - status: unknown  
Dorée Lafleur, Botany Lab Assistant - status: unknown  
Dr. Alexandre Deschamps, Physician - status: unknown  
Nurse Hoa Deschamps - status: unknown  
Jean-Bernard Arsenault, Chief Guard - status: unknown  
Donatien Chevalier, Guard - status: unknown  
Long Bui, Guard - status: unknown  
Marcus Lavelle, Guard - status: injured, infirmary, presumed deceased  
Oscar Dubois, Guard - status: imprisoned, guardhouse, presumed deceased.



Plantation. Aerial Survey Photograph, Aerofilms Ltd., 1926. Photo taken from Aircro DH.9

## INCIDENT REPORT

DATE: July 3

Guard Marcus Lavalley was ambushed at the edge of the plantation while retrieving explosives. A party of Oscar, Donatien, and I went into the jungle to try and locate the attackers; however, we were unsuccessful. Marcus is dying in the infirmary and most likely will not survive.

*J.B.A.*

DATES: July 7

Director Boucher has been kidnapped. It happened in the middle of the night. Guard Oscar Dubois was guarding the manse when it happened and did not sound the alarm until it was too late. This has aroused suspicion that Oscar may have been involved in the kidnapping. As a precaution, we have detained Oscar for interrogation. I also suspect that he may have been involved in the attack on Lavalley as well. Oscar was part of the search party in which we were unable to find the perpetrators of that attack.

DATE: July 8

It has been 24 hours since Director Boucher has gone missing. I am assuming crisis-command of the plantation. I have radioed the Company head office in Saigon to inform them of the situation. We have been given orders to maintain plantation operations as the corporation liaises with Saigon police.

*J.B.A.*

Handout 5: Firearms Log

Date	Nom de l'emprunteur	Arme	Date de retour	Autorisé
6-22	M. Lavoie	fusil	6-23	J.B.A.
6-24	DONATIEN CHEVALIER	PISTOL	6-25	J.B.A.
JUNE 28	Oscar Dubois	rifle	JUNE 29	J.B.A.
07-03	L. Bui	Rifle/Pistol	07-09	J.B.A.
7-3	DONATIEN CHEVALIER	RIFLE + PISTOL	7-3	J.B.A.
July 3	Jean-Bernard	rifle/pistol	July 9	J.B.A.
July 3	Oscar Dubois	2x pistol	July 3	J.B.A.
7-7	DONATIEN CHEVALIER	RIFLE + PISTOL	7-9	J.B.A.
07-07	L. Bui	Rifle/Pistol	07-09	J.B.A.
July 7	Jean-Bernard	rifle	July 9	J.B.A.

Handout 7: Chastain's

four water jugs  
four tins of beans  
one bag of rice, one bag of oatmeal  
extra socks, extra shirt  
jacket  
mosquito mesh  
tent  
sleeping items, blanket  
kerosene lamp, matches  
machete, pistol  
sample collecting tools, spade, scissors, pressing book  
medicines and bandages

## PATIENT RECORDS

**PATIENT NAME:** Hien Vu, local laborer

**DATE:** June 28

The patient is suffering from large tumor-like growths on the right arm, extending from the fingers to the elbow. The growths are a dark color, and over the last few days have begun to spread at a faster rate.

The cause is indeterminate, but the hypothesis is that it is some sort of fungal infection that was picked up while harvesting latex.

The patient is not complaining of significant pain or discomfort, and because I have not been able to conclusively diagnose this condition. I will continue monitoring changes.

After three days of monitoring the situation, with no apparent improvement in the condition and the growths spreading faster, the most prudent course of treatment will be amputation.

The amputation was successful, with the patient calm and sedated. I have sent the severed limb to Botany Lab for further study. This will help to try and determine the exact cause and if there are preventative measures that can be taken so that other plantation staff and workers can avoid this illness.

**PATIENT NAME:** Marcus Lavalley, guard

**DATE:** July 3

The patient is suffering from large wounds to both the shoulder and left leg, caused by arrows. Witnesses claimed that the patient was found bleeding out on the edge of the jungle that surrounds the plantation.

The arrows have been successfully removed from the patient's body. The patient has been attacked by some hostile natives that must still be residing in the jungle, unbeknownst to us.

The entry and exit wounds of these arrows seem to have caused some sort of corrosive burns. I have sent the arrows to Dr. Chastain to be examined.

The patient is in a stable physical condition, and once he becomes responsive, Director Boucher and I will question him on what he encountered.

**PATIENT NAME:** Unknown, local laborer

**DATE:** July 9

The patient began exhibiting extremely violent behavior, attacking guard staff. He was subdued and brought to the infirm.

Administered twice the normal dosage of morphine, and the patient has calmed down sufficiently. As an exercise of caution, we have bound the limbs to restrict any acts of harm to self or others.

The patient has begun rambling in the middle of the night, partly in French, partly in Vietnamese, partly in English, and partly in some language that I have not come across. From my understanding of the French and English, it would seem that these ravings are some sort of warning. One particular phrase that has been repeated many times is "offenders beware, émissaire de la mort et du châtement, offenders beware."

The patient shows symptoms of severe, rapid-onset dementia. The underlying cause is unknown. The treatment, for the time being, is high dosages of morphine and bindings. Director Boucher has required that this patient be executed for his attacks and violent behavior. I have managed to convince him to stay punishment so that I may further study this condition and perhaps discover the underlying cause.

## DÉCOUVERTES BOTANIQUES DANS LES JUNGLES DE COCHINCHINE

By Dr. Etienne Chastain

### Nymphaea Vénus

I initially discovered this plant deep within the jungle; however, I have begun noticing it growing more frequently on the plantation. I collected some samples and began studying them further. My initial contact with the plant brought about headaches and nausea. I wondered if it was some sort of pollen or odor emanating from the plant. I also considered if it could have been some sort of poisonous effect from touching it. I have concluded that it is none of those. Prolonged exposure to the plant somehow seems to cause hallucinations or visions. I began experiencing them – at first just brief flashes, but increasingly more vivid. I don't fully understand its effects, but I am driven to unlock the mystery.

### Chrysanthemum Indicum Acidum

These chrysanthemums grow abundantly in the jungle, yet grow much larger and taller, and in a variety of colors. To this point, I have discovered them in bright turquoise, blue, pink, purple, orange, and yellow. In biodiversity, bright and vividly colored life often comes as a warning, and such is true with these. They are coated with a thin film-like substance that causes corrosive burns to the touch. I have experimented with this substance on items, including wood, metals, various other plants, rats, and fish. The substance immediately begins eating away at flesh, and prolonged exposure to certain objects produces a chemical reaction, emanating smoke. The rats and fish were reduced to the bone in a matter of hours. And when in contact with other plants, it seems to degrade them as well, burning them away in smoke. Other objects seem to be unaffected.

### Fungus Lucida

I discovered these strange mushrooms growing on the decaying body of a leopard in the jungle. The guards had shot it days prior. They glow a bright green, even during the day. I have not consumed them yet; however, I have managed to feed them to some rats. The rats' eyes, normally black, would almost instantly turn a milky white color. The rats would stop eating and immediately begin twitching rapidly, almost in some sort of seizure. Moments later, their eyes would return to black; they would stop twitching and seemingly return to normal. I may one day have the courage to consume or seek volunteers to consume.

### Purpura Hevea Brasiliensis

These seem to be in the same genus as the other rubber trees native to this area, and similar to the ones that the Corporation imported and planted here. Oddly, the latex sap that they produce is different in color. It is a light purple. The sap also has a consistency that is slightly more viscous than

that of the other latex trees. The workers continue to harvest it, and we continue processing it – it can be turned into rubber. Prolonged exposure to human skin seems to have some sort of mutagenic properties. I began studying a sample of an amputated limb from Dr. Deschamps's infirmary. The arm was that of a worker, and it had become completely engrossed in lumpy black growths – to the point of the arm losing functionality. I have attempted an experiment on a rat to try and fully understand the effects.

### Day 1

I have captured a rat and submersed it in a vat of Purpura sap. I observed the rat struggling at first; however, it has ceased. I believe that it has expired.

### Day 2

I have noticed small air bubbles forming on the surface of the sap inside the jar. I hypothesize that it is air and gasses escaping the deceased corpse of the rat.

### Day 3

Air bubbles continue to appear on the surface of the sap. Most strikingly, I can see portions of the rat through the sap, beginning to press up against the jar. I have noticed the outline of the rat's tail, yet it seems a much darker color. It would appear that the specimen inside the jar is growing in size. Is this just a severe bloating effect from death?

### Dionaea Muscipula Enterré

I discovered this plant in the jungle by pure happenstance. It resembles a flytrap of sorts, yet its maw is suited for much larger prey, which to my knowledge, it digests over an extremely long time. The plant remains buried until it senses prey above it. At that point, it will open, and prey will fall into its gaping trap. Thankfully I had discovered this plant after it had just fed, and the earth around it was disturbed enough that I could see parts of the plant. I began digging carefully around the surface, clearing earth away from the plant, excavating it. From my measurements, it extended over three meters in length and one meter in width. The plant is a reddish-brown color, providing some camouflage in the red soils. The jaws extend down over two meters, and I have finally reached the roots of the plant. There is no telling how far down these roots travel. I have roped off the area of jungle where I discovered this plant for the safety of others and so that I may continue studying it, yet I suspect the jungle may be full of these things.

## Un Récit de l'Obscur en Indochine, Benoit Boucher

August 12, 1925

We have come to this land at the directive of The Corporation. They were intent that this land is where we developed the plantation. The grounds here are fertile and full of nutrients, and there are already many rubber trees growing here.

I managed to secure investment from the French Government. A move that seemed unnecessary to me considering that The Corporation already had lots of money behind it. The justification was that these funds were intended for the legitimate areas of the plantation operation and that the other monies were for different reasons. Reasons with which I have become entwined.

August 15, 1925

We have discovered a tribe of ethnic locals living on the land here. They live in a small village not far from the river's edge. They are strange people. Nothing like I have ever seen before. They refer to themselves as the Nguoi Rung. They are shorter than most peoples I have come across in Indochina, and have a reddish skin color. Similar in tone to the red colored lands on which they live.

Our attempts at communication with them are futile. They don't speak a language that we understand. They will have to leave this land so that our operations can begin, yet our gifts of foods, money, and trinkets do not seem of interest to them. They are truly dedicated to this land. We may need to take another approach.

August 21, 1925

We have established an outpost of a few tents on the river's edge. The camp is a mere five-hundred meters away from the Nguoi Rung village. We want the Nguoi Rung to recognize that we are not planning on leaving. We will choke off their water supply. Any man who strays too far from the village in search of water at the river will be shot dead. These people will have to leave and venture elsewhere if they want to survive.

August 23, 1925

The Nguoi Rung people are becoming desperate with their water supply strangled off. I sense greater conflict to come. They are unwavering in their dedication to this land. But why? Why not just move elsewhere? What is it about this land that compels them to stay? One of my men was shot in the eye with an arrow today. Tensions are high amongst the crew. I have ordered them on high alert.

**Nguoi Rung Warrior**

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	50	45	50	50	40	50	-
<b>SAN</b>							<b>HP</b>
-							9

Fighting (Knife): 60%, fist 1D3: 1d4+1+DB  
 Fighting (Spear): 60%, 1D6: 1D8+DB  
 Bow: 50% 1D6+1D4+ ½ DB, 30 yards

Intimidate 40%, Listen 50%, Stealth 60%,  
 Swim 45%, Track 50%

You are preparing for a nighttime raid. These invaders are choking off your village water supply. The village won't survive without reclaiming it. The men of the village are all gathered in the largest hut – the elder's hut. There are about ten of you. The elder, an ancient blind Nguoi Rung, provides each of you with a small leather bag. You know what is in the bag. It contains the powers of the ancient gods – only to be used in extreme circumstances. (See The Flora of the Cosmos on page 44).

Throughout the scene, the Ancient Rage gives its user a +1D4 DB on all Fighting attacks and +3 HP. It also renders the user incapable of higher-level thinking. It is truly a blaze of glory. The bows and arrows of the Nguoi Rung are laced with the nectar of **Acidic Chrysanthemums** (See The Flora of the Cosmos on page 44), which causes corrosive burns to their targets adding +1D4 of acid burns, but also causes a 1HP loss to the wielder.

Handout 11: Information for players assuming the role of the invaders

**French Mercenary**

STR	CON	SIZ	DEX	INT	APP	POW	EDU
50	50	50	60	50	50	50	-
<b>SAN</b>							<b>HP</b>
-							10

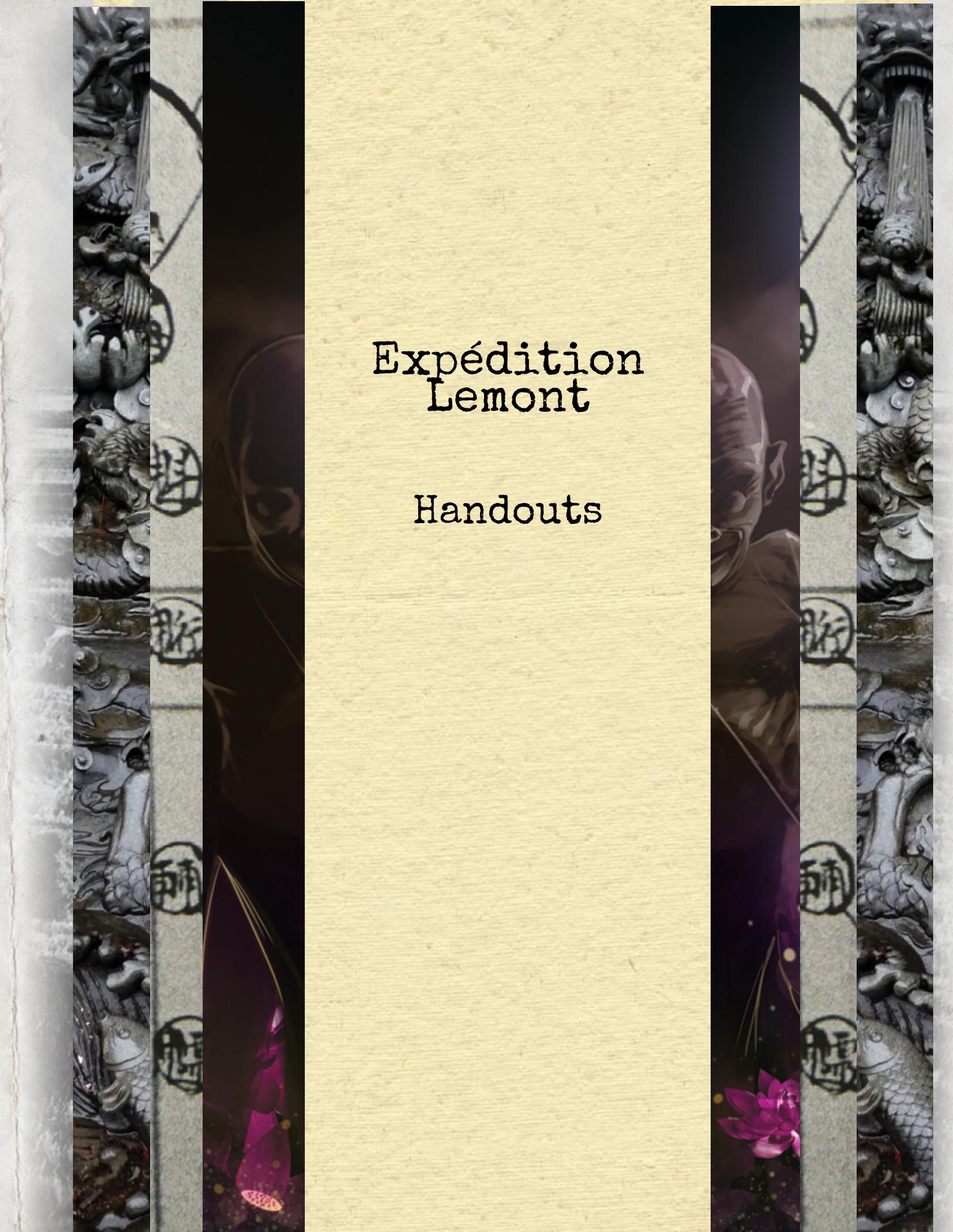
Fighting (Brawl): 60%, fist 1D3  
 Firearm (Rifle) Lee-Enfield .303: 60%,  
 2D6+4, 110 yards, 1/round, 100 mal  
 Firearm (MG) .303 Vickers Machine Gun:  
 60%, 2D4+4, 110 yds, 250 full auto, 99 mal

Listen 30%, Stealth 30%, Swim 30%, Spot  
 Hidden 50%

Any attempt to maintain control while under the effects of Ancient Rage requires a successful POW roll. A failed POW roll may have the Nguoi Rung lash out at others closest to him, friend or foe.

You have established a small settlement of a few tents at the river's edge – a command post of sorts – only a mere five-hundred meters away from where the locals reside. Constant watches are necessary, as there is a growing fear of an ambush by the locals. About ten men reside in this small encampment. Anchored in the river is a riverboat about twenty meters from the shore, where the remaining French, including your boss Benoit Boucher, reside. Paddleboats are used to ferry men and supplies back and forth. Your contingent, led by Benoit Boucher, totals twenty-five armed settlers, while the locals number around forty or fifty.

You are on the late watch. It is you and four other men. You sit at the perimeter of your small encampment, smoking cigarettes, and drinking coffee. You are on the lookout for hostiles – in this case, the hostiles are the locals. They've already picked off a few of the men, and until further reinforcements arrive, everyone must be on their guard. There is no talking during a watch. One must have their senses about them. You are expected to ring the alarm – a large bell – if you come under any sort of attack. The alarm will rouse the others from their sleep and will call them to arms. The rest of your crew, including Director Benoit Boucher, are sleeping on the riverboat, with a crew on the boat also on watch. The large spotlight on the boat may aid your cause in the darkness, as well as the 30-Caliber Vickers Machine Gun on it.



Expédition  
Lemont

Handouts

# Handouts

Handout #1 - Employment Contract Template for Investigators)

## Gouvernement Provisoire de la Republique Francaise



### Contrat de Travail

EMPLOYMENT CONTRACT

Subject to the results of the medical examination, M \_\_\_\_\_ is hired as of \_\_\_\_\_ in the capacity of \_\_\_\_\_ for Pacification campaign by the office of the Deputy High Commissioner of the Provisional Government of the French Republic, Cochinchina, Saigon. The sum of \_\_\_\_\_ will be paid on \_\_\_\_\_.

Labor Ministry

Occupation:

Company:

Business ID:

Registration number

Signed in Saigon, by orders of the Deputy High Commissioner

Handout #2 - The Invitation (Banquet)

## Gouvernement provisoire de la Republique francaise



*His Excellency, the Deputy High Commissioner Monsieur Henry de Constance cordially invites you to join him for a banquet celebrating the launch of the "Pacification" campaign at the Norodom Palace, Saigon on August 1st, 1946.*

Handout #3 - St-Joseph Seminary - handwritten note by Father Dufort, June 1897

Mensis Iunius, MDCCCXCVII

I regret to inform you that after careful review, the Order of the Christian Brothers has decided to withhold funding for a second expedition in search of the "Plateau of Sung" and the "City of Xian-ho."

-Father Dufort

Handout #4 - St-Joseph Seminary - handwritten note in Latin by the Inner Circle of the Christian Brothers. June 1898

Mensis Iunius, MDCCCXCVIII

After deliberation and careful consideration, the Christian Brothers have decided to release you of your vows and obligations to the Order of the Christian Brothers. This painful decision was reached unanimously by the Order based on observations and complaints received. We have found your sermons to deviate significantly from the Order and the Church of Rome's teachings.

Excommunicado is effective immediately and non-revocable.  
Sacerdos

Handout #5 - Typewritten note - French Chamber of Commerce. 1923

Chambre de commerce française

Efforts should be made to locate the Cham temple. According to the priest's notes, the area is a fertile land propitious to logging, and more importantly, the creation of rubber plantations.

Signed by B. B.

Handout #6 - Typewritten note - Sûreté Nationale Détective Jean Richard - 1925)

**SÛRETÉ NATIONALE :**

Ville de Saigon

Cochinchine

Intent and usage:

Information on the person of Gabriel Diem (first name: Nguyễn, last name: Diem)

Undersigned: Detective Jean Richard

**Facts:**

The Caodaist movement is experiencing all kinds of difficulties establishing its religious doctrine. One of its founding members, Gabriel Diem, is said to be in deep disagreement with the intimate Caodaist circle.

Surveillance and, if possible, economic and military assistance are imperative. Diem could certainly be persuaded to establish an external and independent movement from the Caodaist. This new force could prove to be an important ally for ensuring French supremacy in this region.

## Incerta et Fabulosis in Paeninsulam Indosinensem Myths and Mysteries in Asia: The Case of the Nguoi Rung

### Abstract

The eastern edge of the Southern Wetlands has the highest concentration of uncontacted indigenous tribes in Indochina. During my recent expedition funded by the Christian Brothers, I have been able to establish contact and live among one of the strangest and most remote tribes on Earth.

Emil Durkheim, the architect of modern social sciences, defines isolated or uncontacted peoples as "the indigenous groups that have never established permanent contact with national society." The Nguoi Rung certainly fit the description. I can comfortably say that I was the first European they ever encountered.

Short in stature, even compared to other mountainous ethnic tribes, the Nguoi Rung people and their ritualistic based community are shrouded in secrecy. They worship gods not known to Europeans and perform on occasion cannibalistic sacraments. They also call themselves the guardian of the "gate or city that leads to the Plateau of Sung."

It is imperative to study the Nguoi Rung further. Church and State need to preserve a culture unadulterated by contact with Europeans. It is our duty to discover esoteric secrets known only to the Nguoi Rung. I am hopeful both Church and State will support, and fund, another expedition sooner rather than later.

According with our bureaucratic practices, I filed the below synopsis with the Cochinchina authorities. It will serve as the foundation for forthcoming administrative requests.

### Ethnology

There are more than 3,000 recorded indigenous residents living in the jungles of Indochina. These mainly fall under Khmer and Cham ethnic groups. These tribes occasionally contact and trade with larger populations in more civilized metropolitan areas. Moving East, towards the highlands of Cambodia, I first encountered a splinter group of Nguoi Rung. Our first contact was rather hostile. We lost two native porters to poison darts. Only after I unveiled

my bible did they stand down.

Their leader, a young male, took us to a small hamlet. A few straw and bamboo huts were arranged in a circular fashion. At the center of the circle stood a stone altar with highly decorated motifs carved into the stone. These seemed to depict strange creatures, including a human with an elephant face. This group was no more than 30 individuals, a dozen families at most. They spoke a proto-Cham dialect, and only through the help of a local guide were we able to communicate the simplest of ideas. There was no visible sign of modernity and civilization. There were no modern tools, not even shovels, axes, or oil lamps. After we arrived in their hamlet, their leader confiscated my bible, jumped on the altar, and started chanting in a weird tongue. He showed the book to his people, and all began to bow chanting rhythmically. At night, the villagers insisted on offering what we understood to be a banquet in our honor. We were, however, shocked once we realized the main dish would be our recently killed porters. I categorically refused to partake, and the matter was not further discussed.

After a few days of living in close proximity, our host insisted on taking us to see what we understood to be their people's Chieftain. It took us two days of trekking through thick jungles. I was surprised that no path existed between the two settlements.

The second village, larger than the previous hamlet, was no different in terms of sophistication. Once again, there was no sign of modern equipment as if the village remained frozen in the Neolithic period. The tribe maintains fields of crops, but not with the aid of shovels or plows. The tribe also clearly possessed pottery and polished stone tools, but metalwork was nowhere visible. The villagers didn't even seem interested in our iron machetes or tin canteens.

Men are divided into two groups, the workers who tend the field, and the hunter-warrior class who protect the tribe and provide meat. Women are responsible for child-rearing.

## Religious beliefs

Our new host welcomed us with open arms. Their Chieftain, who seems to hold both temporal and spiritual power, dressed in elaborate pageantry made of bone and feather. He was fascinated by my leather-bound Bible, which he kept on referring to it as the "*Tome de la Noirceur*"

He was clearly not capable of understanding, let alone reading Latin, but he seemed to draw inspiration from the Book as he spouted animated sermons to his pupils.

Although I did not speak the same language as the Chieftain, I was able to communicate basic ideas with him, even more so after we consumed a lotus plant with specific medicinal and hallucinogenic properties. In fact, while under the effects of the medicinal lotus plant, I was able to communicate with the Chieftain by mutually sharing the mind's eye telepathically.

I embraced the tribe's customs as an anthropological experiment, eager to partake in their mysterious rituals. The tribe worshiped a pantheon of unknown "divinities." As days passed, I became more versed in their mythology.

After two months, I was invited to join the tribe as an honorary Nguoi Rung, I was taken to an old Cham temple, described as the tribe's most sacred site and the location of a rite of passage for a young male. The Cham temple stood at the end of a narrow gorge and flanked by steep cliffs.

On first inspection, the temple and surrounding stupas appeared to be of Cham origin. However, after repeated visits, I have come to believe that the ruins are actually not Cham, but probably pre-date the Cham by at least a thousand years. Meaning the Nguoi Rung could be the earliest settlers in the area, which would change our perception of homo sapiens migration to Indochina. Perhaps the Nguoi Rung are an enigmatic human relative? Could they be a form of Homo Floreniensis, known as the archaic humans (Denisovan)?

I was told that one day, I would be allowed to enter the temple and visit the magnificent City of Yian-ho, and from there, make my way to the Plateau beyond, where a great many truths would be revealed. According to the Chieftain, only those worthy of the next stages of physical and spiritual evolution would be granted access to Yian-ho; its inhabitants would judge my worthiness.

The first night after our group left the Cham temple, we decided to bivouac in a small clearing. In the middle of the night I woke up, alone in the encampment. I hastily packed my goods and tried to retrace my steps. After only an hour, I was completely lost, surrounded by thick jungle. I shouted for help, and just when I was about to despair, I found a confluence of the Sông Vàm Cỏ Đông river.

## Incantations & Rituals

Based on my time with the Nguoi Rung, I have consolidated information at my disposal and divided the tribe's rituals into three distinct categories.

## Handout #8 - Typewritten note - Sûreté Nationale Détective Jean Richard - 1925)

### SÛRETÉ NATIONALE :

Ville de Saigon

Cochinchine

Date du rapport : janvier 1926

Intent and usage:

Information reported by informant 2-b (code name: Mademoiselle Mai)

Undersigned: Detective Jean Richard

### FACTS:

Gabriel Diem, accompanied by some faithful, has left Tây Ninh, the Cao Đài Holy See. The group is preparing to retrace the footsteps of Father Lemont.

### ORDERS:

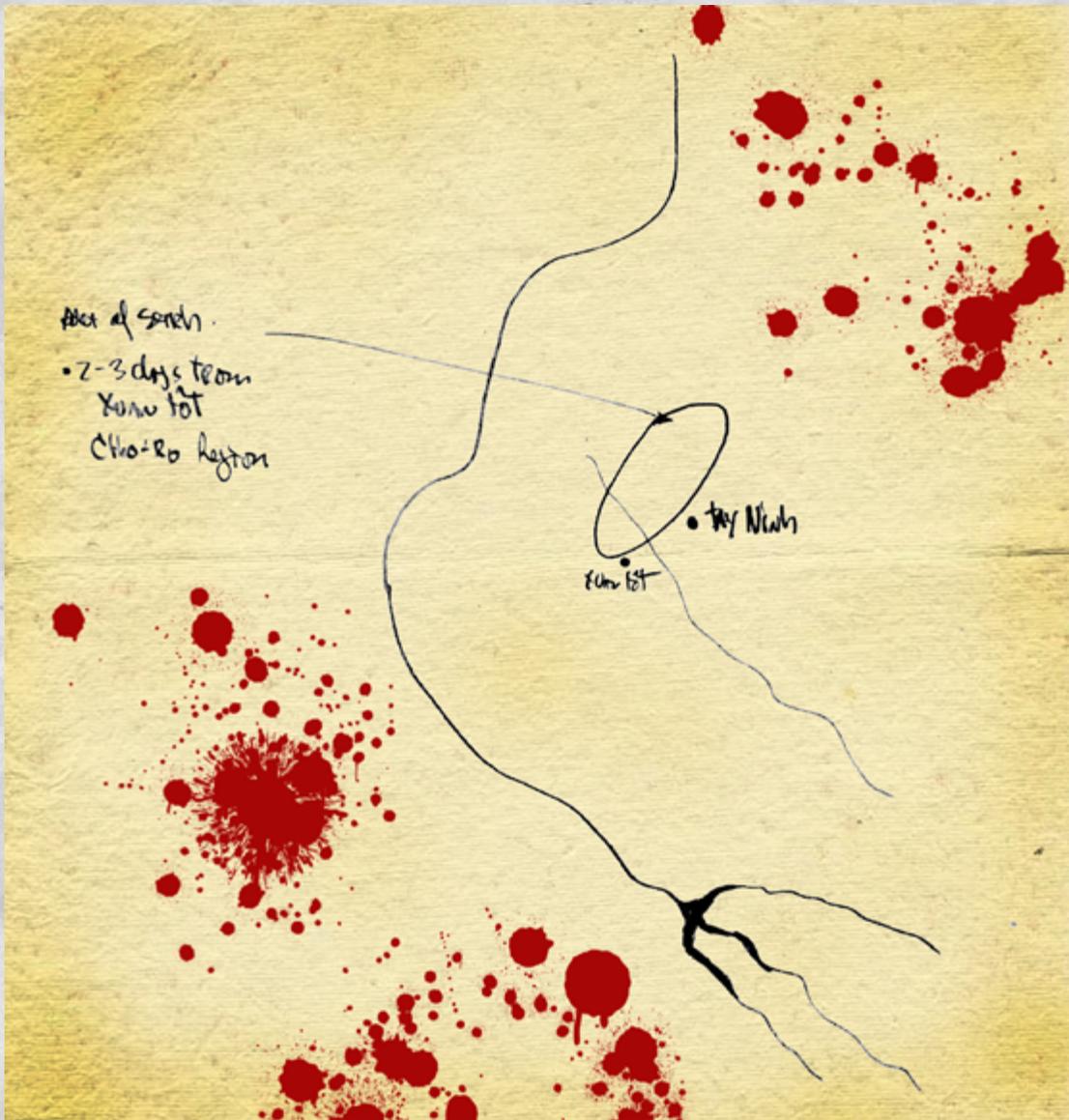
Informant 2-b must accompany Diem.

## Handout #9 - Lemont's Flora Passage Description

Passed the ridge, the jungles here are dense, filled with all sorts of sounds and colors. The dirt underneath my feet is a blood red color. I've never seen anything like it before. The deeper I trek into the overgrowth, the stranger I begin feeling. I am starting to experience feelings of nausea and what I can only describe as hallucinations. I can't be sure if the things I'm seeing are real or in my head. The jungle is watching me.

These strange black lotus flowers appeal to me. The closer I get to them, the more enlightened I feel.

## Handout #10 - Diem's Map



### Level 1:

What we know is a drop, what we don't is an ocean. The Great Old One, Chaugnar Faugn, possesses the body of the sacred white elephant. His fearsome ivory tusks and his elephantine ears inspire the faithful and are worthy of devotion.

During the antiquity, the Chaugnar Faugn journeyed to the East to wait for the age of his anointment. He sits in meditation at the mouth of a sacred cavern, guarding the gates to the Plateau of Sung.

The Forgotten Ones are viewed as expressions of our primal subconscious needs and desires. Only by contacting these entities will humanity be drawn to the next level of evolution. The earth is but a preliminary stage.

How far do we have to travel before we become immaterial and how would we interact with other races at this point? Can a matter residing on the higher dimensional plane also move to a lower plane?

I witnessed infinity stretching out. All this time we behave like it is rational and reasonable to ignore everything that's unreasonable and irrational... Time is in you. You carry it everywhere you go.

### Level 2:

The Prophet told us of the beautiful and divine Chaugnar Faugn, he who possess a sacred and magnificent body and an awesome and prodigious trunk, and he who used his own flesh and prehistoric amphibian bone to mold the Miri Nigri, the wonderous mermen who tended the Seas for many epochs and who later consorted with the first humans to breed the Nguoi Rung, a more sturdy hybrid race, a race nearly worthy of serving the Lord Chaugnar Faugn.

The Prophet told us of the Lord Chaugnar Faugn's promise to grant the faithful access to the Plateau of Sung and the Forgotten Ones who, in their blessed ways, shall elevate humanity to greatness.

"Those who know do not speak - Those who do not speak do not know", warned the Prophet as he sat upon the hill, surrounded by the faithful.

I have established correspondence with European anthropologists and occultists, including Professeur Charles Robequain, author of *Lieux sacrés et cachés d'Asie*, and assistant to the famed Jean-Xavier Pochi who published *Rituels de Créations et destructions divines*, in 1839.

### Level 3

#### The Sermon on the Hill

The Prophet Mu Sang sat upon the hill, surrounded by the faithful, when he offered his last and greatest prophesy.

He foretold of the coming of the White Acolyte from the West, a savior who would signal the commencement of the moveable holy feast and the awakening of Chaugnar Faugn. At the feast, Chaugnar Faugn and the faithful would feed and feed until devouring the universe, before fulfilling the prophecy of reincarnation and rebirth.

Professeur Charles Robequain speaks of a model fusing dimensions of space and the dimension of time into a single four-dimensional realm.

(In Vietnamese - Diem's journal). We have redoubled efforts and spent considerable time revising late into the night Lemont's notes. I turned to passages of the Sutra of Sung, a volume written by U Pao, a Burmese scholar. Although Lemont was never able to get his hands on the complete volume, there are several worthy passages in his notes.

The Sutra of Sung explores the nature of life on earth and beyond. The prized volume also dabbles with arcane theories related to the evolution of humankind. In parallel, according to Pochi's work, the chosen ones will be shown the way to another realm where they will be able to evolve into higher beings.

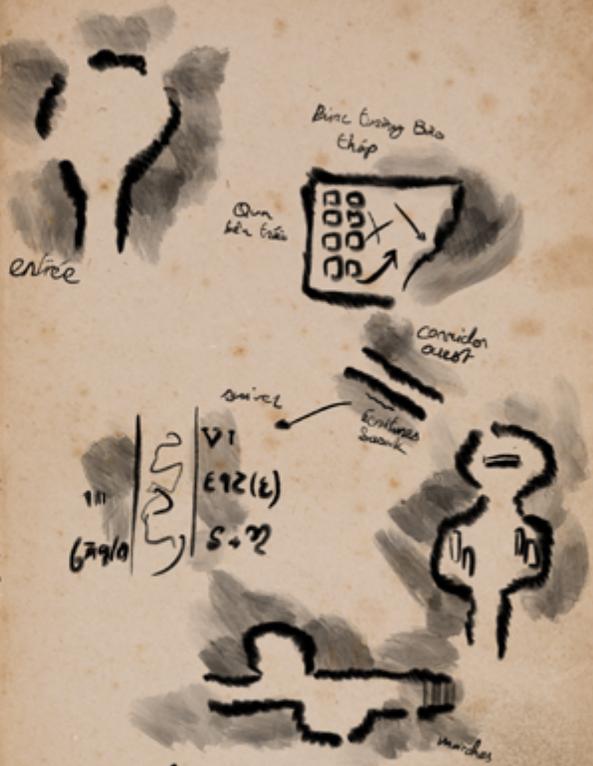
The most relevant source in Pochi works featured passages from the *Tome de la Noirceur*, known to as the Book of Night. According to Pochi, the book originally written in an alien world was later deposited in Yian-Ho. During his journey to Asia, Pochi was only allowed to gaze at a copy of the book, but it left a deep impression.

Clues are divided into multiple levels, and we suggest keepers to release clues sporadically and only when Investigators spend at least 2 hours going through the material).

đi tìm một sự  
tạo báo to lớn



Yian-Ho  
where dimensions of space and  
dimensions of time merge into  
a single four dimensional realm



Il médite à l'embouchure d'une  
caverne sacrée, gardant les portes  
du plateau de Sury



Carte de l'expédition



Handout #13 - The Viet Minh's Map



Handout #14 - Sketches of the Entrance to the Gorge





Operation  
Desperado &

Red Napoleons

Handouts

# Handouts

## Handout #1 - Military Orders

GRUNT

Commandement Supérieur  
Des Troupes Française  
EN EXTREME-ORIENT

Service de Documentation Extérieure  
et de Contre-Espionnage

N\*157/GAB.

### ORDRE de MISSION

Opération : Desperado

Type de mission : Search & Rescue  
Destination : Dien Bien Phu

Contact : Captain Vanberge - GMCA

1. Rendez-vous 0900 - May 2<sup>nd</sup> North-east runway Luang Prabang air-base.
2. Sitrep by GMCA Captain Vanberge.
3. Depart Luang Prabang airbase at 13:00 for DZ Condor (Highlands surrounding the valley of Dien Bien Phu).
4. Link with Hmong partisans (contact Zong, will be waiting at the DZ 14:00 to 15:00).
5. Navigate through enemy lines, rescue stranded French and local partisan units at fortified position Anne-Marie.
6. Return to Luang Prabang by all means necessary.

Hanoi, le 28 avril 1954  
Colonel Maurice Belleux

HIGHEST RANKED OFFICER

Commandement Supérieur  
Des Troupes Française  
EN EXTREME-ORIENT

Service de Documentation Extérieure  
et de Contre-Espionnage

N\*157/GAB.

### ORDRE de MISSION

Opération : Desperado

Type de mission : Search & Rescue  
Destination : Dien Bien Phu

Contact : Captain Vanberge - GMCA

1. Rendez-vous 0900 - May 2<sup>nd</sup> North-east runway Luang Prabang air-base.
2. Sitrep by GMCA Captain Vanberge.
3. Depart Luang Prabang airbase at 13:00 for DZ Condor (Highlands surrounding the valley of Dien Bien Phu).
4. Lead 3<sup>rd</sup> platoon to link with Hmong partisans (contact Zong, waiting at DZ Condor 14:00 to 15:00).
5. Navigate through enemy lines, access the fortified position of Anne-Marie.
6. FOR YOUR EYES ONLY: According to the last communication with Anne-Marie, Lieutenant Pasquier and some of his men, part of the 2e CMMLE (Foreign Legion Mortar Mixed Company), sought refuge in an underground complex in the center of the position. Find and save these men.
7. Return to Luang Prabang by all means necessary.

Hanoi, le 28 avril 1954  
Colonel Maurice Belleux

SDECE Agent

Commandement Supérieur  
Des Troupes Française  
EN EXTREME-ORIENT

Service de Documentation Extérieure  
et de Contre-Espionnage

N\*157/GAB.

### ORDRE de MISSION

Opération : Desperado

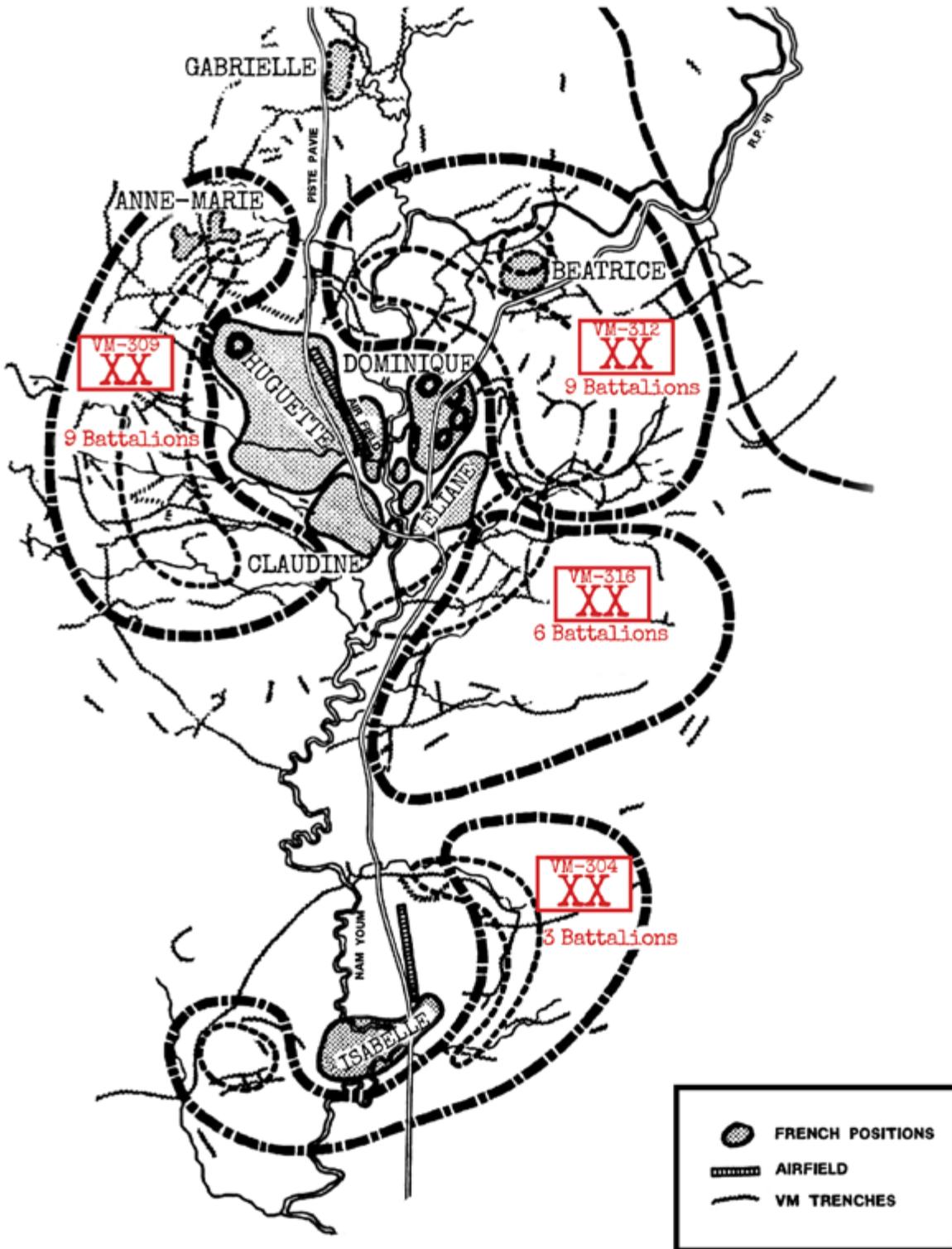
Type de mission : Search & Rescue  
Destination : Dien Bien Phu

Contact : Captain Vanberge - GMCA

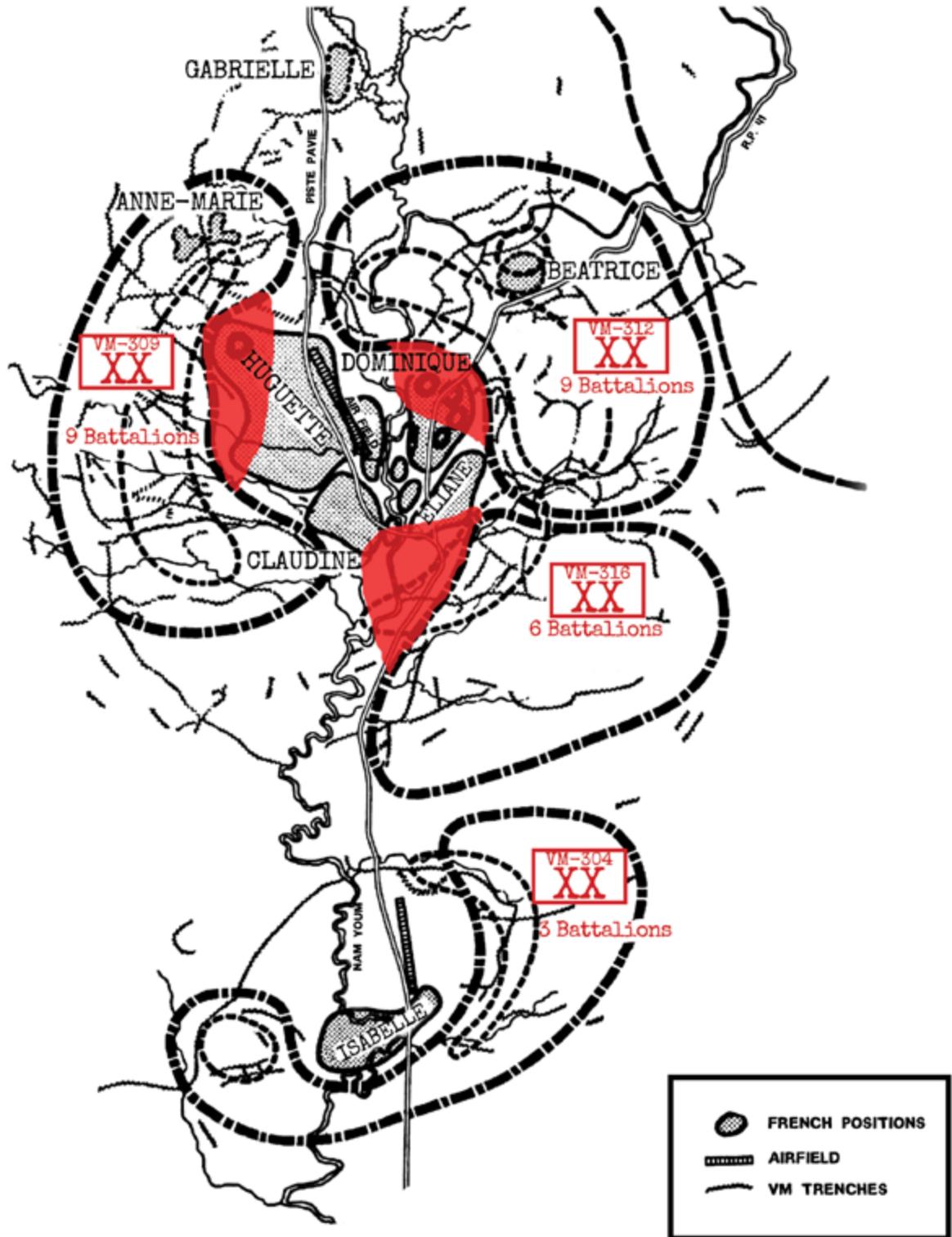
1. Rendez-vous 0900 - May 2<sup>nd</sup> North-east runway Luang Prabang air-base.
2. Sitrep by GMCA Captain Vanberge.
3. Depart Luang Prabang airbase at 13:00 for DZ Condor (Highlands surrounding the valley of Dien Bien Phu).
4. Link with Hmong partisans (contact Zong, will be waiting at the DZ 14:00 to 15:00).
5. Navigate through enemy lines to the fortified position Anne-Marie.
6. FOR YOUR EYES ONLY (destroy after reading) Under the cover of the GMCA's Search & Rescue mission, locate an abandoned WW2 underground bunker discovered by Anne-Marie's defenders. According to our intel, the facility hosted a Japanese biological and chemical warfare R&D Center.
7. Enter the complex, locate the medical research lab, and bring back samples of the occupant's previous research.
8. Return to Luang Prabang by all means necessary.

Hanoi, le 28 avril 1954  
Colonel Maurice Belleux

Dien Bien Phu situation on April 15th, 1954



Dien Bien Phu situation on May 1st, 1954



## Handout # 4 - Japanese writing and historical background)

### West Entrance

立ち入り禁止  
731部隊

### Translation:

Access is forbidden  
Unit 731, Japanese Imperial  
Army

### Historical Background

The Japanese Imperial Army  
Unit 731 conducted covert biological and chemical warfare experiments through WW2.

## Handout # 5 - NCO's Logbook

### NCO Ishikawa Hideki's logbook:

Before August 6<sup>th</sup> 0300 the information pertains to the movement of the troops in and out of the bunker, delivery of equipment, and supplies.

23:30 August 5<sup>th</sup>, 1945: Nightly report to Hanoi Tonkin Imperial Army C-in-C.

03:50 August 6<sup>th</sup>, 1945: Incident reported in the morgue.

04:25 August 6<sup>th</sup>, 1945: Commander Nakayama Hiyoishi orders to seal off the bunker

07:30 August 6<sup>th</sup> 1945: Commander Nakayama Hiyoishi executes Imperative 44 (命令型 44) / remaining survivors trigger previously planted explosives to destroy any evidence of the bunker. I am ordered to follow 特別攻撃隊 the death squad and dispatch villagers in nearby hamlets.

## Handout # 6 - Captain Sato Eiji (佐藤 影次) 's diary

Through a quick glimpse of the diary, an investigator would figure out the following:

These barracks hosted a regular infantry company part of Unit 731. The men, and even the officers, were not necessarily aware of the work conducted by the Unit.

Their duty was to provide protection, patrol the area, and deal with partisans.

One passage in the Captain's diary reports how he distrusts Toyama Nagahiro (頭山長博), the Chief Science Officer in charge of the R&D.

Another passage also shows he doesn't approve of the torturing, and whatever else is happening in Zone 3: "We can hear the screams through the air ducts."

He tried on several occasions to engage in conversations with the Chief Science Officer, but each time Toyama Nagahiro told him to either:

くたばれ kutabare – drop dead  
or

しんじまえ shinjimaе – go to hell

## Handout # 7 - Medical Officer's logbook

04:25 August 6<sup>th</sup>, 1945: Commander Nakayama Hiyoishi orders to seal off zone 3. West Entrance has turned on the alarm.

04:43: Private Yamaguchi Kazuo is brought in. He seems unconscious. High fever. His legs and head tremble. His pressure is extremely low. Low heartbeat. Suddenly his body stops shaking, blood starts to drip from his nose and ears.

04:46: Officers confirmed Yamaguchi exhibited signs after transporting prisoner to the morgue.

05:55: By the devil's trickery, Private Yamaguchi Kazuo (山口一男) is now standing, what he, he.....(last entry on the logbook).

Handout #8 - Map of the bunker



Handout #10 - Biologist Kurakawa  
Nobushige's logbook

**Timeline**

June/July 1945: As our navy's position worsens in the Pacific, we are ordered to work around the clock. Chief Science Officer Toyama Nagahiro (頭山長溥) orders us to use a cocktail of amphetamine and methamphetamine to stay awake.

09:35 August 1<sup>st</sup>, 1945: Working by the centrifuge this morning. I know, I should have said something after I dropped a test tube containing live slugs, but I am confident I picked up most of them. I decided not to report the incident.

22:43, August 5th, 1945: Chief Science Officer succeeded in controlling test patient 3C.

23:20 - 23:40, August 5th, 1945: Success! We are now able to control the slugs. A euphoric moment for all of us. We decided to bring test patient 3C into a prisoner's cell to see what happens. We restrained the prisoner to minimize movements. Oh, what a horrific scene! The reanimated attacked the living prisoner. Patient 3C's slugs exited from his nostrils and pushed their way through the prisoner's nose and ears. His screams were alarming. I have never seen anything like it. We could tell the slugs were devouring his brain. Within a dozen minutes the prisoner was dead and infected. Chief Science Officer retired to his quarters. He seems tired and mentally drained. I fear the stress of the last few months has almost been too much to bear.

**Mineral/Metal test:**

No magnesium, iron, or other known metal found in the meteor fragments. Chief Science Officer Toyama Nagahiro thinks the meteor is actually not composed of what we refer to as a rock but organic matter and plays a vital role in sustaining the leeches.

Handout # 9 - Record of the last call)

**23:30, August 5th 1945:**

Commander Nakayama Hiyoshi: Our team has successfully weaponized Bholes. Test patient 3C was thrown in a prison cell with patient 4B. 3C attacked test subject 4B. Some of patient 3C's leeches transferred to patient 4B. At last success!

Chief Science Officer retires to his quarters.

Over and out

Handout # 11 - Patients medical record

**Japanese Medical Record:**

- 1A: Removed from complex (fail)
- 1B: Removed from complex (fail)
- 1C: Unknown
- 2A: Morgue (fail)
- 2B: Morgue (fail)
- 2C: Morgue (fail)
- 3A: Dead in Room 34 (test infirmary) (fail)
- 3B: Dead in Room 34 (test infirmary) (fail)
- 3C: Patient ZERO
- 4A: Reanimated (chained in test infirmary)
- 4B: Prison (infected by Patient ZERO)
- 4C: Torture chamber
- 5A: Prison - (infected)
- 5B: Prison - moved to morgue by Private Yamaguchi Kazuo (infected and responsible for the outbreak)
- 6B: Prison