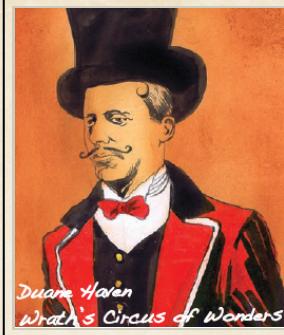


# 1920s ERA INVESTIGATOR

Name Duane Haven Birthplace Central Africa Pronoun Mr.  
 Occupation Lion Tamer Residence Circus Age 40


**CHARACTERISTICS**

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	60	30	12	SIZ	50	25	10	Hit Points	12	
CON	75	37	15	POW	60	30	12	Magic Points	12	
DEX	65	32	13	APP	70	35	14	Luck	45	
INT IDEA	75	37	15	EDU KNOW	85	42	17	Sanity	60	56
									Starting	Current
										Insane

Max Sanity **99** Temporary Insanity  Indefinite Insanity  Major Wound  Unconscious  Dying

**SKILLS**

	Reg	Half	Fifth		Reg	Half	Fifth		Reg	Half	Fifth
<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> _____				<input type="checkbox"/> _____ (01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Firearms				<input type="checkbox"/> Pilot			
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> First Aid (30%)	55	27	11	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Acting (05%) <small>Art / Craft</small>	60	30	12	<input type="checkbox"/> History (05%)	45	22	9	<input type="checkbox"/> Psychology (10%)	20	10	4
<input type="checkbox"/> _____				<input type="checkbox"/> Intimidate (15%)	30	15	6	<input type="checkbox"/> Ride (05%)	50	25	10
<input type="checkbox"/> _____				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> _____ (01%)	1	0	0
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Afrikaans (01%) <small>Language (Other)</small>	10	5	2	<input type="checkbox"/> Science			
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/> English	60	30	12	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Credit Rating (00%)	24	12	9	<input type="checkbox"/> Swahili	20	10	4	<input type="checkbox"/> Spot Hidden (25%)	35	17	7
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> French (EDU) <small>Language (Own)</small>	85	42	17	<input type="checkbox"/> Stealth (20%)	45	22	9
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Survival	10	5	2
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> _____ (10%)	20	10	4
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<input type="checkbox"/> Listen (20%)	35	17	7	<input type="checkbox"/> Swim (20%)	55	27	11
<input type="checkbox"/> Elec. Repair (10%)	10	5	2	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Throw (20%)	40	20	8
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	1	0	0
<input type="checkbox"/> Fighting (Brawl) (25%) <small>Fighting</small>	45	22	9	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Animal Handling (Lion)	23	11	4
<input type="checkbox"/> _____				<input type="checkbox"/> Natural World (10%)	45	22	9	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	9	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> _____			

**COMBAT**

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	Reg Half Fifth	1D3	1	-	-	-	8
							Build 0
							Dodge 40 20 8
							Damage Bonus None

## MY STORY

In his youth, Haven lived in Africa, where he developed a lifelong love of wild animals. It was also during this time in Africa that Haven became aware of dark cults that worshipped foul gods - when one of these cults kidnapped his sister, Antin. Unfortunately, his father, working with the authorities, was unable to save Antin; however, they did manage to capture and bring the cult's leaders to justice.

Coming to France, Haven was haunted by the loss of his sister and ran away from what promised to be a successful career in

politics to join a travelling circus, so that he might forget his sorrows. His natural affinity with animals made him an ideal candidate to become a lion tamer.

While touring Europe, Wilminster Hackentoth, a talent spotter for Cecil Wrath, approached Haven to offer him a job - and a mission. Filled with dreams of America, the chance to see his name on the billing, and a chance to seek out the kind of devils who had taken his sister from him, Haven jumped at the chance to journey across the Atlantic and join Wrath's Circus of Wonders.

## BACKSTORY

### Personal Description

A small, thin man, with black hair. His dark eyes give an impression of seriousness; sometimes a glimmer of madness can be perceived.

### Ideology & Beliefs

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Significant People

His father, who disowned him when Haven left for the circus.

### Meaningful Locations

New Orleans and Central Africa.

### Treasured Possessions

A set of four, native African statuettes he was given by an African witch doctor.

## GEAR & POSSESSIONS

4 Statuettes

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## FELLOW INVESTIGATORS



Char.	Player
Char.	Player
Char.	Player

Char.	Player
Char.	Player
Char.	Player

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Level of Success:	Fumble 100/96+	Fail > skill	Regular < skill	Hard 1/2 skill	Extreme 1/5 skill	Critical 01
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Pushing Rolls: must justify reroll;  
cannot push combat or Sanity rolls

### Wounds & Healing

First Aid heals 1 HP Medicine heals 1D3 HP

**Major Wounds** = loss of  $\geq$  1/2 max HP in one attack

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

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

**Dying:** First Aid = temp, stabilized; then require Medicine

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

**Natural Heal rate** (Major Wound): weekly healing roll

