



CALL of CTHULHU  
40th Anniversary  
1981 - 2021

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

## SKILLS

- # COMBAT

Damage Bonus None

## Damage Bonus

## Damage Bonus

## Damage Bonus

2

2

Dama



## 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.

### Traits

Danger seeker, with a strong sense of moral courage.

### Injuries & Scars

Numerous scars from "playing" with the lions.

### Phobias & Manias

### Arcane Tomes & Spells

### Encounters with Strange Entities

## GEAR & POSSESSIONS

4 Statuettes

## WEALTH

Spending Level \$ 10

Cash \$ 48

Assets \$ 1200

## 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



