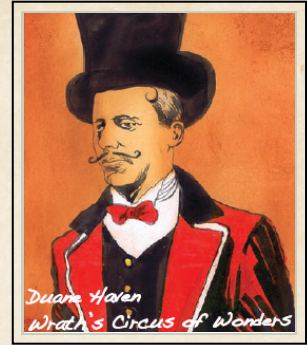


1920s ERA INVESTIGATOR

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



SCALL OF CTHULHU
40th Anniversary
1981 - 2021

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

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"/> Firearms				<input type="checkbox"/> Pilot (01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> First Aid (30%)	55	27	11	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> History (05%)	45	22	9	<input type="checkbox"/> Psychology (10%)	20	10	4
<input type="checkbox"/> Acting (05%)	60	30	12	<input type="checkbox"/> Intimidate (15%)	30	15	6	<input type="checkbox"/> Ride (05%)	50	25	10
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Charm (15%)	55	27	11	<input type="checkbox"/> Afrikaans (01%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> English	60	30	12	<input type="checkbox"/>			
Credit Rating (00%)	24	12	4	<input type="checkbox"/> Swahili	20	10	4	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> French (EDU)	85	42	17	<input type="checkbox"/> Spot Hidden (25%)	35	17	7
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	45	22	9
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	35	17	7	<input type="checkbox"/> Swim (20%)	20	10	4
<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%)	55	27	11
<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Animal Handling (Lion)	23	11	4
<input type="checkbox"/> Fighting				<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	4	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/>			

COMBAT	Weapon		Skill		Damage	# of Attacks	Range	Ammo	Malif.	Move
			Reg	Half						
	Brawl		45	22	9	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.

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 \$ 1'200

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

