

1760s ERA INVESTIGATOR

Name Alexandre DeBois

Player _____

Occupation Royal NaturalistAge 45 Sex MaleResidence Versailles, FranceBirthplace France

CHARACTERISTICS

STR 70 35/14 DEX 62 31/12 INT 50 25/10
 CON 60 30/12 APP 40 20/8 POW 80 40/16
 SIZ 60 30/12 EDU 50 25/10 Move Rate 8 +1/-1



Major Wound 12 MP

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

Temp. Insane 80 Indef. Insane 99

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

SANITY

Out of Luck

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

M16 MP

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

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Animal Handling (05%)	5	2	1	<input type="checkbox"/> Fighting (Brawl) (25%)	45	22	9	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Fighting (Sword)	60	30	12	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/>			
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/>				<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> Firearms (Handgun) (20%)	40	20	8	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	60	30	12
<input type="checkbox"/> Art / Craft (05%)	60	30	12	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50	25	10	<input type="checkbox"/> Medicine (01%)	50	25	10	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Taxidermy				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	70	35	14	<input type="checkbox"/> Survival (10%)	60	30	12
<input type="checkbox"/>				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Navigate (10%)	50	25	10	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/>				<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Op. Inv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	10	5	2	<input type="checkbox"/>			
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Language (Other) (01%)	1	0	0	<input type="checkbox"/> Pilot (01%)	1	0	0	<input type="checkbox"/>			
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	31	15	6	<input type="checkbox"/>				<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/>			
<input type="checkbox"/> Drive Carriage (20%)	20	10	4	<input type="checkbox"/> Language (Own) (EDU)	50	25	10					<input type="checkbox"/>			
				<input type="checkbox"/> French								<input type="checkbox"/>			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Flintlock	50	25	10	1D8 + 1D6 + 3	80 yards	1/3	1	100
Knife	45	22	9	1D4 + DB	Touch	1	-	-
Rapier	60	30	12	1D6 + 1 + DB	Touch	1	-	-

COMBAT

Damage Bonus +1d4Build +1Dodge 31 15/6

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

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

Wounds & Healing

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

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

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

Alexandre DeBois

Everyone assumes that your “rags to riches” success story is one of fame, glory and victory. You rarely exert the energy to correct them. They haven’t seen what you’ve seen... experienced what you’ve experienced... and they’ll never want to.

You were born to a poor agrarian family from Western France. You didn’t have much, but you always had each other. Pulling plows, tending the cattle, cutting wood... you were bred to be strong. However, you’ve always loved plants. Your home never looked more beautiful than when your father put in you charge of the landscaping. Even the neighbors said so.

Your home couldn’t support an unnecessary mouth, so when you came of age, you enlisted in the military. They taught you to fight. They taught you to soldier. Most importantly... they gave you a place to sleep and food in your belly.

In your downtime in New France (Americas), you spent a great deal of time studying the new fauna. You went in a soldier but returned to France a Captain. Despite your laurels, you’d seen things... things that you could never unsee.

You retired to His Majesty’s Court in Versailles where you’ve served as a Royal Naturalist, a dream career in your waning years.

1760s ERA INVESTIGATOR

Name Armond Depont

Player _____

Occupation PlaywrightAge 26 Sex MaleResidence Versailles, FranceBirthplace Paris, France

CHARACTERISTICS

STR 50 25 10 DEX 60 30 12 INT 80 40 16
 CON 50 25 10 APP 70 35 14 POW 60 30 12
 SIZ 40 20 8 EDU 60 30 12 Move Rate 9 + -



Major Wound _____

M 9 HP

Temp. Insane _____

Indef. Insane _____

60

99

Insane 01 02 03 04 05 06 07

HIT POINTS

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

08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53

54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

60

99

60

99

60

99

60

99

60

99

60

99

60

99

CALL of CTHULHU

M 12 MP

LUCK

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

08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53

54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

60

99

60

99

60

99

60

99

60

99

60

99

60

99

SKILLS

☐ Accounting (05%)5 2 1☐ Animal Handling (05%)5 2 1☐ Anthropology (01%)1 0 0☐ Appraise (05%)40 20 8☐ Archaeology (01%)1 0 0☐ Art / Craft (05%)65 32 13☐ ☐ ☐ Charm (15%)15 7 3☐ Climb (20%)20 10 4

Credit Rating (00%)

50 25 10

Cthulhu Mythos (00%)

0 0 0☐ Disguise (05%)5 2 1☐ Dodge (half DEX)30 15 6☐ Drive Carriage (20%)20 10 4☐ Fast Talk (05%)40 20 8☐ Fighting (Brawl) (25%)25 12 5☐ Fighting (Sword)25 12 5☐ ☐ Firearms (Handgun) (20%)20 10 4☐ Firearms (Rifle/Shotgun) (25%)25 12 5☐ ☐ First Aid (30%)30 15 6☐ History (05%)5 2 1☐ Intimidate (15%)15 7 3☐ Jump (20%)20 10 4☐ Language (Other) (01%)1 0 0☐ ☐ ☐ Language (Own) (EDU)60 30 12

French

☐ Law (05%)5 2 1☐ Library Use (20%)40 20 8☐ Listen (20%)50 25 10☐ Locksmith (01%)60 30 12☐ Mech. Repair (10%)10 5 2☐ Medicine (01%)1 0 0☐ Natural World (10%)10 5 2☐ Navigate (10%)10 5 2☐ Occult (05%)5 2 1☐ Op. Hv. Machine (01%)1 0 0☐ Persuade (10%)70 35 14☐ Pilot (01%)1 0 0☐ ☐ Psychology (10%)10 5 2☐ Ride (05%)5 2 1☐ Science (01%)1 0 0☐ ☐ ☐ ☐ Sleight of Hand (10%)60 30 12☐ Spot Hidden (25%)50 25 10☐ Stealth (20%)50 25 10☐ Survival (10%)10 5 2☐ Swim (20%)20 10 4☐ Throw (20%)20 10 4☐ Track (10%)10 5 2☐ ☐ ☐ ☐ ☐ ☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Rapier	25	12	5	1D6 + DB	Touch	1	-	-

COMBAT

Damage Bonus

none

Build

0

Dodge

30

15

6

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

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

Wounds & Healing

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

Major Wound = loss of ≥ ½ max HP in one attack

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

Armond DePont

Oh, Armond... how the world has changed you.

The fabled stories of a poet's life that you once gorged yourself upon as a noble child growing up were exactly that: fabled. You dreamt of shaking off the bonds of etiquette and discipline... and prayed for the days that you could travel the world, meet new people, collect their stories and share them.

Your father warned on his dying bed that a poet's life was not glamorous. Not only was it not glamorous, it didn't pay. A career as a playwright paid a bit more and provided some notoriety, but still, it was hard and brutal work. It lacked true expression and more devastatingly, it was overly politicized. Too many earthly powers pulling at your strings demanding that you feed the people a meal that they themselves had prepared.

You knew where their nourishment should originate: God. You were a Jesuit. However, you knew you had to be careful. Jesuits were not well adored in these lands. So, you played your cards carefully.

The King himself watched one of your productions in person and welcomed you into his presence to catalogue and describe the "life at court." You hid your disappointment and distaste through smiles.

After being appointed to court, His Majesty enacted the Jesuit suppression. This disappointed you immensely, because you, were a brother among the Jesuit fold. You were called by God to serve the See of Rome, not Kings and men who pretended to be gods on earth. Just before you decided to leave court and go to Rome, his holiness tasked you with a new mission. You were to become a Papal Spy and report back to the See of Rome.

You had to be careful, these are dangerous times for the faithful. Now, the Vicar of Rome has ordered you to investigate this beast. His divine knowledge predicts that this beast is a spawn of Lucifer himself... summoned to this world to attack the faithful. ***IF this creature is summoned, you MUST kill the one that awakened it.***

1760s ERA INVESTIGATOR

Name Bridget Devereaux

Player _____

Occupation Royal HunterAge 33 Sex FemaleResidence UnknownBirthplace Unknown

CHARACTERISTICS

STR 50 25 DEX 80 40 INT 60 30
 10 16 Idea 12

CON 60 30 APP 70 35 POW 60 30
 12 14 12

SIZ 50 25 EDU 40 20 Move 8
 10 8 Rate



Major Wound _____

M11 HP

Temp. Insane _____

Indef. Insane _____

60

99

Insane 01 02 03 04 05 06 07

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

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

SANITY

CALL of CTHULHU

M12 MP

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

Out of Luck 01 02 03 04 05 06 07

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

SKILLS

<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Animal Handling (05%)	5	2	1	<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Fighting (Sword)	45	22	9	<input type="checkbox"/> Listen (20%)	60	30	12	<input type="checkbox"/>			
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/>				<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	60	30	12
<input type="checkbox"/> Art / Craft (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50	25	10	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	40	20	8	<input type="checkbox"/> Survival (10%)	50	25	10
<input type="checkbox"/>				<input type="checkbox"/> First Aid (30%)	50	25	10	<input type="checkbox"/> Navigate (10%)	40	20	8	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	40	20	8	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Op. Inv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
Credit Rating (00%)	70	35	14	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	10	5	2	<input type="checkbox"/> Tarot	70	35	14
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Language (Other) (01%)	70	35	14	<input type="checkbox"/> Pilot (01%)	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Twinspeak				<input type="checkbox"/>				<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	70	35	14	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Drive Carriage (20%)	20	10	4	<input type="checkbox"/> Language (Own) (EDU)	40	20	8	<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/>			
				<input type="checkbox"/> French								<input type="checkbox"/>			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Flintlock	50	25	10	1D8 + 1D6 + 3	80 yards	1/3	1	100
Flintlock	50	25	10	1D8 + 1D6 + 3	80 yards	1/3	1	100
Wood Axe	25	12	5	1D8 + 2 + DB	Touch	1	-	-
Rapier	45	22	9	1D6 + 1 + DB	Touch	1	-	-

COMBAT

Damage Bonus noneBuild 0Dodge 70 35
14

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

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

Wounds & Healing

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

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

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

Bridget Devereaux

You, and your twin brother, Gabriel, were born poor in rural France. Your village was raided when you were both about seven during the early conflicts before the 7 Year's War. You were left destitute, orphaned, and alone. You traveled the countryside stealing what you could, hunting where you could, and avoiding the law.

You came upon a cabin in the woods not far from the Italian border. You found a woman there... a recluse... who took you in. She provided shelter, food, skills, and many other... comforts. She taught you that the bond between you and your brother should be explored, expressed and enjoyed.

She taught your brother how to track, how to stalk, how to kill. It was amazing how quickly he learned the craft and how astonishingly good he was at it.

She taught you the power of tarot, which you became increasingly fond of. The deeper you delved into the dark arts... the more vicious and efficient you became.

Hunting with your brother is... intoxicating. Your cards give you wisdom, insight and direction. Once set upon their guidance, you and your brother are nearly unstoppable.

When the witch died, you and your brother sought back into the world, exploring, tracking, hunting, and enjoying the many pleasures to be uncovered. Your skills brought you many contracts, many excursions, and have paid way for you to travel the world.

Your notoriety has even been acknowledged by the king. Though you've never met him, he pays you well to travel, trap, kill and secure various beasts from around the globe.

1760s ERA INVESTIGATOR

Name Cesare Russo

Player _____

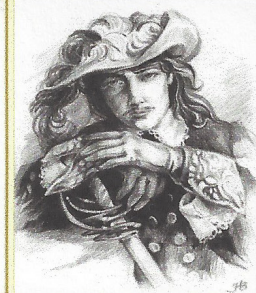
Occupation Black MusketeerAge 35 Sex MaleResidence ParisBirthplace Firenze, Italy

CHARACTERISTICS

STR 50 25 DEX 81 40 INT 70 35
 10 16 Idea 14

CON 60 30 APP 50 25 POW 60 30
 12 10 12

SIZ 40 20 EDU 60 30 Move 9 1
 8 12 Rate -1



Major Wound

M10+P

HIT POINTS

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

Temp. Insane

Indef. Insane

60 99

Insane 01 02 03 04 05 06 07

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

SANITY

CALL of CTHULHU

M12+P

LUCK

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

Out of Luck 01 02 03 04 05 06 07

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

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Animal Handling (05%)	5	2	1	<input type="checkbox"/> Fighting (Brawl) (25%)	50	25	10	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Fighting (Garrote)	65	32	13	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/>			
<input type="checkbox"/> Appraise (05%)	40	20	8	<input type="checkbox"/> Fighting (Sword)	50	25	10	<input type="checkbox"/> Locksmith (01%)	50	25	10	<input type="checkbox"/> Sleight of Hand (10%)	60	30	12
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> Firearms (Handgun) (20%)	40	20	8	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	70	35	14
<input type="checkbox"/> Art / Craft (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50	25	10	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Stealth (20%)	60	30	12
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/>				<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Climb (20%)	50	25	10	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	40	20	8	<input type="checkbox"/>			
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Pilot (01%)	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> French				<input type="checkbox"/>				<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	70	35	14	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Drive Carriage (20%)	20	10	4	<input type="checkbox"/> Language (Own) (EDU)	60	30	12	<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/>			
				<input type="checkbox"/> Italian								<input type="checkbox"/>			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Garrote	65	32	13	1D6 + DB	Touch	1	-	-
6 Knives (medium)	50	25	10	1D4 + 2 + DB	Touch	1	-	-
Switchblade	50	25	10	1D4 + DB	Touch	1	-	-
Rapier	50	25	10	1D6 + 1 + DB	Touch	1	-	-
Musket	50	25	10	1D8 + 2 + 1D4	20 yards	1	1	97

COMBAT

Damage Bonus

none

Build

0

Dodge

70 35
14

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

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

Wounds & Healing

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

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

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

Cesare Russo

You are an Italian, born in Firenze (Florence), to a noble family. From a very young age you were groomed in the practices of languages, soldiery, etiquette, and the arts. However, the ability to blend and camouflage effortlessly into any setting (social or otherwise) came to you... almost too naturally.

Before you could set yourself upon a more... devious path, your father sent you to Paris to serve as a Musketeer, an elite bodyguard force, to Cardinal Marzen. He hoped to better align you with the faith and to correct the path you had found yourself upon. Little did your father know that his excellency, the Cardinal, dealt deeply in nefarious practices as well. You two, are a vicious match made in hell, and ordained by God.

He utilizes you as one of his favored assassins. Your signature is the locking garrote.

Though stationed in Paris, His Excellency spends a great amount of time in the wealthy province of Gévaudan (with you, and others) at his side. He is very fond of this region and has several estates and connections there (also, more than a few children who are well attended). You have several connections there as well, especially within the brothels there.

1760s ERA INVESTIGATOR

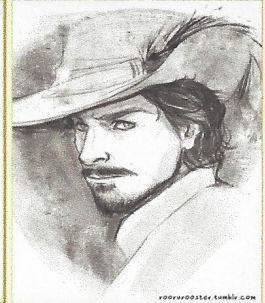
Name Gabriel Devereaux

Player _____

Occupation Royal HunterAge 33 Sex MaleResidence UnknownBirthplace Unknown

CHARACTERISTICS

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

Major Wound M12MP

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

Temp. Insane

Indef. Insane

70

99

Insane 01 02 03 04 05 06 07

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

SANITY

CALL of CTHULHU

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

Out of Luck 01 02 03 04 05 06 07

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

SKILLS

<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Animal Handling (05%)	5	2	1	<input type="checkbox"/> Fighting (Brawl) (25%)	60	30	12	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Fighting (Axe)	60	30	12	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/>			
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/>				<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Sleight of Hand (10%)	40	20	8
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> Firearms (Handgun) (20%)	50	25	10	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Art / Craft (05%)	5	2	1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	75	37	15	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> Survival (10%)	60	30	12
<input type="checkbox"/>				<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	40	20	8	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Climb (20%)	40	20	8	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	70	35	14
Credit Rating (00%)	70	35	14	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	10	5	2	<input type="checkbox"/>			
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> Language (Other) (01%)	70	35	14	<input type="checkbox"/> Pilot (01%)	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Twinspeak				<input type="checkbox"/>				<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	60	30	12	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Drive Carriage (20%)	20	10	4	<input type="checkbox"/> Language (Own) (EDU)	40	20	8	<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/>			
				<input type="checkbox"/> French								<input type="checkbox"/>			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
Flintlock	75	37	15	1D8 + 1D6 + 3	80 yards	1/3	1	100
Flintlock	75	37	15	1D8 + 1D6 + 3	80 yards	1/3	1	100
Brass Knuckles	60	30	12	1D3 + 1 + DB	Touch	1	-	-
Hatchet	60	30	12	1D6 + 1 + DB	Touch	1	-	-

COMBAT

Damage Bonus noneBuild 0Dodge 60 30 12

BACKSTORY

Personal Description _____

Traits _____



Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

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

Wounds & Healing

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

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

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Me

Gabriel Devereaux

You, and your twin sister, Bridget, were born poor in rural France. Your village was raided when you were both about seven during the early conflicts before the Seven Years War. You were left destitute, orphaned, and alone. You traveled the countryside stealing what you could, hunting where you could, and avoiding the law.

You came upon a cabin in the woods not far from the Italian border. You found a woman there... a re-cluse... who took you in. She provided shelter, food, skills, and many other... comforts. She taught you that the bond between you and your sister should be explored, expressed and enjoyed. She taught you to stalk, to hunt, to survive. You never imagined that you'd have such a knack, a talent, or such a thirst for blood.

She taught your sister the power of tarot, which Bridget became very fond of. The deeper Bridget delved into the dark arts... the more vicious and efficient a killer she became.

Hunting with your sister is... intoxicating. Her cards give her wisdom, insight and direction. Once set upon their guidance, you and your sister are nearly unstoppable.

When the witch died, you and your sister sought back into the world, exploring, tracking, hunting, and enjoying the many pleasures to be uncovered. Your skills brought you many contracts, many excursions, and have paid way for you to travel the world.

Your notoriety has even been acknowledged by the king. Though you've never met him, he pays you well to travel, trap, kill and secure various beasts from around the globe.

1760s ERA INVESTIGATOR

Name Pascal Favre

Player _____

Occupation GamekeeperAge 50 Sex MaleResidence Lyon, FranceBirthplace Lyon, France

CHARACTERISTICS

STR 60 30 DEX 50 25 INT 60 30
 12 10 Idea 12

CON 80 40 APP 50 25 POW 40 20
 16 10 8

SIZ 60 30 EDU 70 35 Move 6 +1
 12 14 -1



Major Wound

M14 HP

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	11	12	13	14
	16	17	18	19
				20

Temp. Insane

Indef. Insane

40

99

Insane 01 02 03 04 05 06 07

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

SANTITY

CALL of CTHULHU

M8 MP

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

Out of Luck 01 02 03 04 05 06 07

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

SKILLS

<input type="checkbox"/> Accounting (05%)	50	25	10	<input type="checkbox"/> Fast Talk (05%)	40	20	8	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Science (01%)	1	0	0
<input type="checkbox"/> Animal Handling (05%)	5	2	1	<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/>			
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Fighting (Axe)	40	20	8	<input type="checkbox"/> Listen (20%)	50	25	10	<input type="checkbox"/>			
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/>				<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	4	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Spot Hidden (25%)	50	25	10
<input type="checkbox"/> Art / Craft (05%)	70	35	14	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	40	20	8	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/>				<input type="checkbox"/> Firearms (Bow)	50	25	10	<input type="checkbox"/> Natural World (10%)	60	30	12	<input type="checkbox"/> Survival (10%)	60	30	12
<input type="checkbox"/>				<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	40	20	8	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0	<input type="checkbox"/> Track (10%)	50	25	10
Credit Rating (00%)	40	20	8	<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	10	5	2	<input type="checkbox"/>			
Cthulhu Myths (00%)	0	0	0	<input type="checkbox"/> Language (Other) (01%)	1	0	0	<input type="checkbox"/> Pilot (01%)	1	0	0	<input type="checkbox"/>			
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	10	5	2	<input type="checkbox"/>			
<input type="checkbox"/> Drive Carriage (20%)	20	10	4	<input type="checkbox"/> Language (Own) (EDU)	70	35	14	<input type="checkbox"/> Ride (05%)	5	2	1	<input type="checkbox"/>			
				<input type="checkbox"/> French								<input type="checkbox"/>			

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Wood Axe	40	20	8	1D3 + DB	Touch	1	-	-
Hatchet	40	20	8	1D6 + 1 + DB	Touch	1	-	-
Crossbow	50	25	10	1D8 + 2	50 yards	1/2	1	96

COMBAT

Damage Bonus noneBuild 0Dodge 25 12 5

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

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

Wounds & Healing

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

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

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

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

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

Pascal Favre

You may have lands, an estate and some riches, but you will never be a noble. You will never be invited to court... save to be a spectacle. A heroic, though falsified story that even to this day is starting to die from memory. You fear, as your story dies, as will your fortunes.

You were a simple peasant gamekeeper for a Marquis in northern France. His lands were vast, and rich and beautiful. You'd been trained from a long line of recognized gamekeepers and you know your trade well.

When the Marquis was away, you often shared the bed of the Marquise. The act brought you little pride, however, it at least secured your position in these lands.

You kept a great balance within his lands. You faced your challenges, of course, but you always managed to make them seem a bit more exaggerated than necessary. And in the event that your services started seemed irrelevant, you always knew how to "cause" a situation, and quickly remedy it.

Still... the back and forth was exhausting. The universe soon gave you an opportunity, and you took it. Several farmers in the region complained for months about the vicious attacks on their livestock. Stories began to circulate about a heinous beast who attacked in the night. Some called it a giant wolf. Others a dragon. Some... a demon.

How fortunate for you that you came upon his heinous wolf, snared in a trap set by another. It was wounded and dying. You easily killed the wolf and with full control of the narrative, became the "Beast Slayer of Lyon," "Savior of Lyon," "Hero of Lyon," and whatever else they wanted to call you.

Sure... you lied. However, you secured your fortunes... at least until now.