Lucien Winsworthy

# Life and work

Hold on tight, this is quite unbelievable. Over the course of your life, you have been a clergyman, an exorcist, a voodoo priest, a guru, a ghost hunter, a prestidigitator, a prophet, a fortune teller, a chaplain, an occultist, an antiquarian, a putative terrorist and, very recently, a rich inheritor. Indeed, Charles’ death makes you a legitimate heir. But you spent your all life hunting evil creatures, killing sorcerers, demons, ghosts, undeads, shapeless horrors, (...) and many other monsters affiliated to the Cthulhu Mythos. The safety of this inheritance doesn’t really interest you. Actually, you are deeply saddened by the death of your brother, and you are sure something “supernatural” is at work on this damned ship. Alas, booze (your all-time sin) often clouds your judgement.

Your knowledge of occult and horrible truths may have left you a bit nuts, but it also gave you divination abilities, mostly thanks to forbidden readings. Charles himself was in possession of such an occult book. He found it in hidden in the vast library of his recently acquired manor, who previously belonged to a powerful sorcerer. And it happens - a rather disturbing coincidence - that you killed this sorcerer not long ago! Your brother never allowed you to read the grimoire, but you are convinced it contains powerful spells. It may be time to retrieve it - before an evil being does so...

# A nice evening on the horizon

## Objectives

* Expose your brother’s murderer
* Find the book before it falls in the wrong hands
* Kill all those demonics creatures surrounding you before they devour your very soul...

## Behavior

You are smart but hide this very well. Nonetheless, you are totally nuts, beyond a doubt. You saw many strange creatures and events in your life, and it degraded your sanity. You are paranoïd and trust no one and it saved your life more than once. You also are a fanatic and an extremist: Evil must be destroyed, with no remorse whatsoever. Your exotic exorcist kit never leaves you: bible, crucifix, bird skulls, african talisman, buddhists charms and so on. You do not carry any weapon: you know too well how useless it is against such creatures…

Your are dressed as westerner man, with some bits and bobs from your previous experiences (yodler, priest, shaman…)

Sometimes you get a bit drunk and tell many stories. Strange stories...

## Quotes

* A section from the Book Of Revelation
* “This world is so vulnerable!”
* “Satan’s wench! May Bawon Samdi send you to rot deep in the Thames waters!”

## What a skilful person!

### Spy on someone (1 AP)

You can spy on someone in a simulated room.

### Cast a banishing spell (4AP, the grimoire)

Using the knowledge contained in the grimoire, you can cast this powerful spell. You need to draw a pentacle around the creature you wish to banish. Then chant a 2 minutes long prayer in a guttural language. This is a very powerful spell, but will have no effect on mundane humans.

### Probe a soul (2 AP)

A power you received from a powerful Béké. You may probe someone’s soul and learn more about his hidden goals.

### Pickpocket (2 AP)

Bad manners often lead to bad habits. See the organiser for more explanation.