

1920s ERA INVESTIGATOR

Name Henry Talotap Birthplace Boston Pronoun Mr.
Occupation Anthropologist Residence Rift Valley Age 39



CALL OF CTHULHU
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	75	37	15	Hit Points	13	
CON	60	30	12	POW	60	30	12	Magic Points	12	
DEX	50	25	10	APP	55	27	11	Luck	50	
INT	80	40	16	EDU	90	45	18	Sanity	60	43

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%)	30	15	6
<input type="checkbox"/> Anthropology (01%)	80	40	16	<input type="checkbox"/> Firearms (Pistol)				<input type="checkbox"/> Pilot (01%)	1	0	0
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> Archaeology (01%)	30	15	6	<input type="checkbox"/> History (05%)	50	25	10	<input type="checkbox"/> Psychology (10%)	60	30	12
<input type="checkbox"/> <u>Photography</u> (05%)	40	20	8	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> Art / Craft				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> <u>Astronomy</u> (01%)	20	10	4
<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> <u>French</u> (01%)	30	15	6	<input type="checkbox"/> <u>Biology</u>	20	10	4
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> <u>Greek</u>	20	10	4	<input type="checkbox"/> <u>Chemistry</u>	20	10	4
Credit Rating (00%)	25	12	5	<input type="checkbox"/> <u>Latin</u>	40	20	8	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> <u>English</u> (EDU)	90	45	18	<input type="checkbox"/> Spot Hidden (25%)	55	27	11
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Dodge (half DEX)	30	15	6	<input type="checkbox"/> Library Use (20%)	35	17	7	<input type="checkbox"/> Survival (10%)	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Listen (20%)	20	10	4	<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%)	20	10	4
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Track (10%)	40	20	8
<input type="checkbox"/> Fighting (Brawl) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> <u>Science (Zoology)</u>	15	7	3
<input type="checkbox"/> Fighting				<input type="checkbox"/> Natural World (10%)	10	5	2	<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%)	20	10	4	<input type="checkbox"/>			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move	Build	Dodge	Damage Bonus
Brawl	25 12 5	1D3 + 1D4	1	-	-	-	7	+1	30 15 6	+1D4

MY STORY

Raised in Boston, Talotap moved to Arkham to study at the Miskatonic University. With a Ph.D. in anthropology, he remained in Arkham upon graduation, while he sought employment. Following a string of low paying jobs, Talotap managed to secure a place on a field expedition to East Africa, funded by Miskatonic University, to study native rites of passage. Unbeknown to Talotap, the expedition was jointly funded by SKT, who wished to identify and obtain the ingredients of certain "medicines" used by tribal elders that historical reports claimed to have unusually beneficial

properties.

During the mission, Talotap was instrumental in not only gaining the trust of the tribal elders but also in procuring the list of ingredients required to brew the medicine. On returning to Arkham, Talotap was approached by SKT and offered a role within one of its new-concept Path Finder Units. Talotap jumped at the chance to join the organization and become one of the first to work in the experimental PFUs.

BACKSTORY

Personal Description

6'2" tall, with blond hair (some grey beginning to show), pale complexion, and small, thick glasses.

Traits

Approaches life in a methodical and logical manner, and dislikes chaos and mess.

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Rift Valley, East Africa, and Boston, New England.

Arcane Tomes & Spells

Treasured Possessions

A strangely deformed, skull found in North Africa, defying any known scientific identification - Talotap is convinced this represents mankind's "missing link".

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level \$ 10
Cash \$ 50
Assets \$ 1250

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 1/3 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

