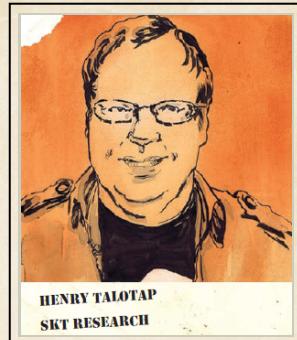


# 1920s ERA INVESTIGATOR

Name Henry Talotap Birthplace Boston Pronoun Mr.

Occupation Anthropologist Residence Rift Valley Age 39



## 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 KNOW	90	45	18	Sanity	60	43
IDEA										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%)	30	15	6
<input type="checkbox"/> Anthropology (01%)	80	40	16	<input type="checkbox"/> <small>Firearms</small>				<input type="checkbox"/> <small>(01%) Pilot</small>	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"/> Photography (05%) <small>Art / Craft</small>	40	20	8	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> <small>_____</small>				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Astronomy (01%) <small>Science</small>	20	10	4
<input type="checkbox"/> Charm (15%)	40	20	8	<input type="checkbox"/> French (01%) <small>Language (Other)</small>	30	15	6	<input type="checkbox"/> Biology	20	10	4
<input type="checkbox"/> Climb (20%)	20	10	9	<input type="checkbox"/> Greek	20	10	4	<input type="checkbox"/> Chemistry	20	10	4
Credit Rating (00%)	25	12	5	<input type="checkbox"/> Latin	90	45	18	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> English (EDU) <small>Language (Own)</small>	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"/> <small>(10%) Survival</small>	10	5	2
<input type="checkbox"/> Drive Auto (20%)	20	10	9	<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%) <small>Fighting</small>	25	12	5	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> Science (Zoology)	15	7	3
<input type="checkbox"/> <small>_____</small>				<input type="checkbox"/> Natural World (10%)	10	5	2				
<input type="checkbox"/> <small>_____</small>				<input type="checkbox"/> Navigate (10%)	10	5	2				
<input type="checkbox"/> Firearms (Handgun) (20%)	20	10	9	<input type="checkbox"/> Occult (05%)	20	10	4				

## COMBAT

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

### Ideology & Beliefs

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### Significant People

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### Meaningful Locations

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

### Treasured Possessions

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

## GEAR & POSSESSIONS

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## FELLOW INVESTIGATORS



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

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

