

# 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

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

Max Sanity 99 Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

## SKILLS

<input type="checkbox"/> Accounting (05%)	Reg 5	Half 2	Fifth 1	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	Reg 25	Half 12	Fifth 5	<input type="checkbox"/> Persuade (10%)	Reg 30	Half 15	Fifth 6
<input type="checkbox"/> Anthropology (01%)	80	40	16	<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%)	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
Brawl	Reg 25 Half 12 Fifth 5	1D3 + 1D4	1	-	-	-	7
							Build +1
							Dodge Reg 30 Half 15 Fifth 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.

### 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 \$ 1'250

## 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



