

# PROFESSOR ZACHERY HAWKINS

**Name:** Professor Zachery Hawkins

**Alignment:** Scrupulous

**Attributes:** I.Q.: 20, M.E. 13, M.A. 14, P.S. 13, P.P. 11,  
P.E. 10, P.B. 12, Spd. 15.

**Age:** 46                      **Sex:** Male

**Height:** 5' 11" (1.8 m)    **Weight:** 230 lbs. (104.3 kg)

**Hit Points:** 15              **S.D.C.:** 12

**I.S.P.:** 64                      **P.P.E.:** 14

**Disposition:** Inquisitive, colourful, fearless, well-read, witty, and whimsical. He is obsessed with the legend of Atlantis and believes it was a real place with vast technology. He dreams of visiting it one day.

**Experience Level:** 2nd level Psi-Mechanic

**Natural Abilities:** Needs to roll a 13 or higher to save vs. psychic attack; Build Psi-Devices (1 Point of P.P.E. remaining); Recognize Magic or Psychic Enchantment of Objects 45%.

**Magic:** None

**Psychic Powers:** See Special Equipment below.

**Level of Education:** Doctorate degree (+30% scholastic skill bonus, +10% additional skill bonus on all mechanical and electronic skills)

**Occupation:** Professor of Folklore & Mythology

**Scholastic Skills:** Language: English (90%), Mathematics: Basic (98%).

**Language Program:** Language: French (90%), Language: German (90%), Language: Latin (90%).

**Mechanical Program:** Automotive Mechanics (93%), Locksmith (70%), Mechanical Engineer (90%),

Technical Program: Lore: Cults & Secret Societies (55%), Lore: Demons & Monsters (80%), Lore: Ghosts & Faeries (70%), Lore: Geomancy & Lines of Power (70%), Lore: Mythology (65%).

**Secondary Skills:** Athletics (General), Computer Operation (65%), Electronics: Basic (45%), First Aid (55%), Hand to Hand: Basic, Pilot: Automobile (80%), Prowl (64%), Research (55%), Writing: Academic Style (38%), and W.P. Rifle.

**Attacks per Melee:** 2

**Bonuses:** +2 to parry, +2 to dodge, +1 to strike with body block/tackle (1D4 damage), +3 to roll with punch/fall, +2 to save vs. horror factor.

**Other Abilities:** +6% I.Q. bonus, trust/intimidate 30%, charm/impress 5%.



**Savings:** \$24,000 in the bank. He has vast silver age comic book collection (worth \$21,000; will require 3 to 12 months to liquidate; quick sale gets 30% of the full value).

**Character Background:** Professor Zachery Hawkins has a doctorate in Folklore and Mythology (with his primary focus being on the occult) from Stanford, and a Master's degree in mechanical engineering from MIT. Professor Hawkins is currently on sabbatical from Miskatonic University.

When Hawkins was a freshman at MIT, he was befriended by a Professor Marius Balkevicius who identified Hawkins as having great psychic potential. Professor Balkevicius was actually a psychic sensitive himself and he could see a kindred spirit in Hawkins. He was sad to hear that Professor Balkevicius disappeared a few years ago under mysterious circumstances. Hawkins often wonders what happened to the good professor.

Hawkins was approached by Simon Descoteaux, the CEO of the Arclight Foundation, and was recruited to join. He acclimatize quickly to the foundation and its procedures. He considers his position as a field agent a dream come true, but the job isn't without its risks. Hawkins has already lost two colleagues recently during an investigation into a bigfoot sighting in Oregon (see the reports from Operation: Ponderosa, located in the Arclight Foundation archive). Field team Delta-4 didn't find bigfoot, but they did run into a small pack of feral wolfen that had arrived via a portal from another world. The wolfen were eventually neutralized, but it cost Delta-4 its two leaders in the process.

Professor Hawkins was recently reassigned to field team Echo-3. Echo-3 had a reputation of being the first to find trouble and the last to leave when they do. He is honoured to be working with D'Arcy Rowan Martindale (the team leader of Echo-3).

**Special Equipment:** Professor Hawkins has built the following Psi-Devices.

- **Fez-a-tron:** This fez has the Mind Block (4) psychic ability. [P.P.E. Cost to Build: 2]
- **Electrocaster and Battery Backpack:** This weird rifle and battery backpack has the Electrokinisis (varies) and telekinesis (varies) psychic abilities. [P.P.E. Cost to Build: 12 total (6 each)]

**GM NOTE:** The Electrical Discharge ability has a range of 20 ft. (6 m) as long as it is connected to the battery backpack.

- **Goggles of Thoth:** These goggles have the Presence Sense (4) and See Invisible (4) psychic abilities. [P.P.E. Cost to Build: 8 total (4 each)]

<b>Weapon Proficiency</b>	<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
W.P. Rifle	+3   +1   +0		