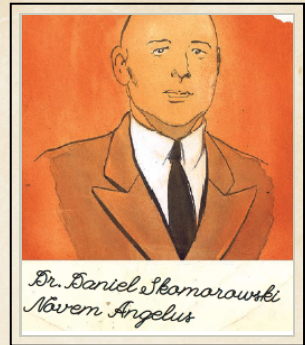


# 1920s ERA INVESTIGATOR

Name Dr. Daniel Skomorowski Birthplace Denmark Pronoun Mr.  
Occupation Archaeologist Residence \_\_\_\_\_ Age 35



**CALL OF CTHULHU**  
40th Anniversary  
1981 - 2021

## CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR	55	27	11	SIZ	65	32	13	Hit Points	14	
CON	75	37	15	POW	60	30	12	Magic Points	12	
DEX	50	25	10	APP	55	27	11	Luck	55	
INT	80	40	16	EDU	90	45	18	Sanity	60	54
IDEA				KNOW						

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%)	50	25	10	<input type="checkbox"/> Persuade (10%)	35	17	7
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> _____ (01%)				<input type="checkbox"/> _____ (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%)	80	40	16	<input type="checkbox"/> History (05%)	65	32	13	<input type="checkbox"/> Psychology (10%)	10	5	2
<input type="checkbox"/> _____ (05%)	5	2	1	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Ride (05%)	5	2	1
<input type="checkbox"/> _____ (05%)				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> <u>Geology</u> (01%)	20	10	4
<input type="checkbox"/> Charm (15%)	25	12	5	<input type="checkbox"/> <u>English</u> (01%)	80	40	16	<input type="checkbox"/> <u>Mathematics</u>	25	12	5
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> <u>Greenlandic</u>	15	7	3	<input type="checkbox"/> _____			
Credit Rating (00%)	93	46	18	<input type="checkbox"/> <u>Latin</u>	20	10	4	<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> <u>Danish</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%)	26	13	5	<input type="checkbox"/> <u>Arctic</u> (10%)	35	17	7
<input type="checkbox"/> Drive Auto (20%)	40	20	8	<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%)	10	5	2
<input type="checkbox"/> Fighting (Brawl) (25%)	35	17	7	<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> _____			
<input type="checkbox"/> <u>Sword</u>	45	22	9	<input type="checkbox"/> Natural World (10%)	25	12	5	<input type="checkbox"/> _____			
<input type="checkbox"/> _____				<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> _____			
<input type="checkbox"/> Firearms (Handgun) (20%)	30	15	6	<input type="checkbox"/> Occult (05%)	25	12	5	<input type="checkbox"/> _____			

## COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.	Move
Brawl	35 17 7	1D3	1	-	-	-	7
Sword	45 22 9	1D6 + 1	1	Touch	-	-	0

Dodge 30 15 6

Damage Bonus None



## MY STORY

Count Daniel Skomorowski was born with a silver spoon in his mouth. His forbears were of the old blood of Prussian Poland, who immigrated to Denmark. He wanted for nothing. When the time came, Skomorowski chose to cross the sea to study at Miskatonic University in Arkham.

Before returning to Europe, Skomorowski was approached by an associate of Luc Villiers with a tantalizing proposition; namely to join an expedition to study the history of the tribes of Western Greenland. All went well until, during an excavation, disaster struck. When a rescue team finally arrived at the expedition camp, all were dead save for Skomorowski, who could remember nothing of what had taken place. The only clue

lay in the object clutched by Skomorowski when the rescue team found his unconscious body - a tupilaq, carved from bone, which depicted an evil-looking, twisted creature.

Following his recovery, Skomorowski has been employed to investigate and research native practices and religious artifacts around the world. Whether he is aware that such work is funded by Novus Angelus is uncertain.

## BACKSTORY

### Personal Description

Average height and muscular build, a cherubic face, and blue eyes.

### Traits

Highly disdainful of incompetence and stupidity.

### Ideology & Beliefs

### Injuries & Scars

### Significant People

His family, comprising a great grandmother, grandmother, mother, father, and sister.

### Phobias & Manias

### Meaningful Locations

Denmark, his birthplace and family seat.

### Arcane Tomes & Spells

### Treasured Possessions

Signet ring bearing the Skomorowski family crest, and his German Shepherd, Santo.

### Encounters with Strange Entities

## GEAR & POSSESSIONS

## WEALTH

Spending Level \$ 250  
Cash \$ 1860  
Assets \$ 186000

## 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



