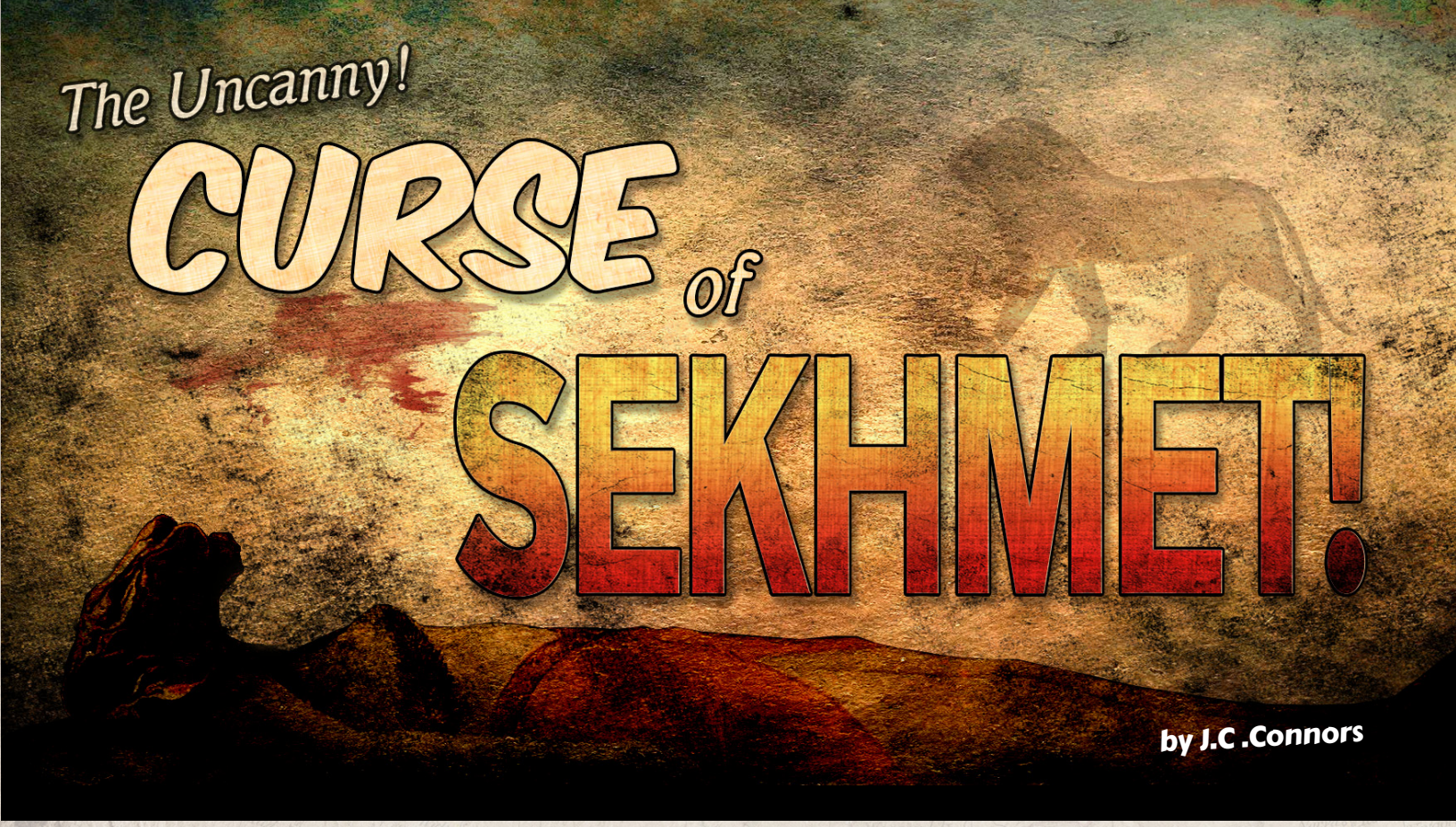


About the Adventure

The Uncanny Curse of Sekhmet is a *GURPS Cliffhangers* adventure although it can be easily translated to other pulp-style systems (a pulp *Call of Cthulhu* version is also available on 1shotadventures.com). Set in August 1936, the adventure hurls the heroes across Italy and Egypt in a search for the legendary Tomb of Hetshepsut. Racing against them to find the treasures of ancient Egypt is the *Testament of Vipers*, a rogue group of nefarious mercenaries who are desperate to replenish their funds so that they can influence the fate of Europe before war breaks out.

The Uncanny Curse of Sekhmet is suitable for three-to-five 150-point characters. The end of the adventure includes seven pregenerated pulp characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Summary

Like most pulp serials, *The Uncanny Curse of Sekhmet* begins in the middle of the action. The PCs are moments from capturing the famed gangster Skeet Skitshaw, a Chicago bank robber who escaped prison, took a trip to Europe, and robbed four more banks as part of his vacation. With a big bounty on his head, the PCs tracked Skeet and his girlfriend to Rome. They barely get onto his getaway plane just as it takes off, only to find their cover blown and guns drawn.

After surviving the incident in the air, the PCs find themselves stranded near the ancient, cliffside city of Calcata. There, a young woman begs them to rescue her retired father, an acclaimed theology professor. The professor has been taken captive by Count Malefik, a cruel man who leads a secretive group of mercenary revolutionaries called the Testament of Vipers.

The Vipers are completely out of funds and are searching for the location of the Tomb of Hetshepsut, which supposedly contains a vast treasure of forty golden chariots. The Count believes one of the old professor's medieval manuscripts describes the location of the tomb and its riches.

The manuscript points the PCs to an archaeological dig at Leontopolis, ancient Egypt's City of Lions. Hidden at the site is a description of the location of Hetshepsut's tomb. The Vipers, however, are difficult to outmaneuver. They ambush the PCs in an attempt to kill them and retrieve the location of the Tomb of Hetshepsut for themselves.

After fending off the Vipers, the PCs find themselves at the ancient pseudo-pyramid of Meidum. Somewhere in the ancient mastabas that surround the pyramid is the chamber that holds Hetshepsut's resting place... and a treasure that will make any man rich. Unfortunately, even if the PCs have escaped the Vipers, they discover that the pyramid is being robbed by a beautiful and obsessively curious German archaeologist and her team of treasure hunters.

If the PCs outmaneuver their many foes and use their wits to discover the lost tomb, they discover the unnatural secret that awaits them at the eternal resting place of Queen Hetshepsut...!

The Skies of Viterbo, Italy, 1936...

The adventure begins aboard an Imperial Airlines civilian airliner. Having just departed Rome, the plane is headed north to Milan. The PCs boarded the plane hoping to apprehend notorious bank robber SKEET SKITSHAW who is fleeing the country with a satchel full of stolen *lire* worth a half a million dollars.

Unfortunately, the heroes' plan went south fast. Just after takeoff, Skeet's girlfriend, BETTY SAGE, recognized one of the PCs. One of Skeet's goons pulled a gun on everyone, and now there's a tense standoff 8,000 feet in the air.

If playing with the pregenerated PCs, Betty recognizes Duke Duckworth, the detective investigating the death of her friend, starlet Lauren St. James. Otherwise, the GM can invent a reason Betty recognizes one of the PCs.

Skitshaw's Crew

In addition to the PCs, there are five passengers on board the airplane, all of whom work for Skeet Skitshaw in some capacity.

- Skeet Skitshaw is at the front of the plane, his gun drawn and pointed at the PCs.
- Skeet's right-hand goon, GEORGIE FELDSMAN is next to him.
- Skeet's drunk girlfriend, Betty Sage, is behind Skeet, extremely annoyed that her vacation is at an end.
- The pilot, Skeet's uncle JOHN "FLYBOY" SKITSHAW, is in the open cockpit, studying the map binder to fine tune his course to Milan. Note that on this older model civilian plane, the cockpit is *inaccessible* from the passenger compartment!
- Betty Sage's new friend, up-and-coming Italian actress ELENA ALTIERI is in the lavatory due to airsickness. She has no idea what's going on in the cabin.

THE DESPERATION OF VIPERS

In the summer of 1936 it was clear that the British were going to depart Egypt. The recently negotiated Anglo-Egyptian Treaty required all British troops to leave the country, except for about 10,000 soldiers required to guard the Suez Canal.

The secretive mercenary group the Testament of Vipers were excited about this prospect. Without the British interfering in local politics, the Vipers could infiltrate the Egyptian government and use the country as a base of operations. There was only one problem. The Testament was broke.

The recent invasion of Manchuria had cost the secret brotherhood a fortune. Then a handful of Irish thieves pulled off a stunningly-executed heist and stole the Testament's remaining gold stash from their Swiss vault. In just a few years, the Testament had gone from being one of the world's most effective and well-funded revolutionary mercenaries to being utterly incapable of mounting even the smallest international mission.

The leader of the Testament, COUNT MALEFIK knew that times were changing. If he wanted to be a participant in the new world that was coming, he had to find funds quickly. That's when he learned that Queen Hetshepsut's undiscovered tomb hid forty solid gold chariots inside... a find that would fund him for years to come. How hard could it be to locate the tomb of one of Egypt's most famous pharaohs and rob it?

Three kidnapped Egyptologists later, Count Malefik learned that the site of Queen Hetshepsut's tomb was harder to find than he thought. He had discovered that its location was only hinted at in the medieval manuscript, *The Mourning of Janshai*. There were two copies of the tome in existence. One was in the libraries at Oxford, the other was held in the personal collection of an Italian scholar, ALBERTUCCHIO DANIELI.

Preferring a trip to England, Count Malefik went to Oxford to steal the book. In a stroke of ill-luck, the count was discovered by a British scholar in the same section named JAMES CURLE. Overhearing what Malefik was looking for, Mr. Curle stole the book from the library before the count could find it. Eventually chased, locked in Oxford an office, and cornered, the scholar burned the book in a trash can and escaped out the window.

Angry and more desperate Count Malefik knew his best hope was to steal the second copy of *The Mourning of Jonshai* from Albertucchio Danieli. He chartered a plane to Rome and tracked the old man down to his home in Calcata – which is where the PCs find him...

GM's Note: A PC making a successful Hidden Lore (Conspiracies) *or* Politics-4 *roll will have heard of the Testament, its leader, and its financial troubles. Enough time and a* Research-2 *roll will uncover that Count Malefik was last seen in Oxford.*

A Precarious Start

The PCs begin the scene in the rear of the passenger compartment, staring down Skeet and Georgie.

For added kickoff adrenaline, the PC with the highest Piloting skill (if any) managed to talk themselves into a co-pilot role on the plane – and begins the adventure stuck up front in the open cockpit with Skeet's uncle. The PC with the highest DX, or the Daredevil or Unluckiness advantage, was held up on the runway by some of Skeet's friends... and is now *desperately clutched on to the starboard wing of the bi-plane!*

Skeet points his revolver at one of the PCs in the cabin; Georgie has his shotgun pointed in their general direction. The heroes' one bit of leverage is that they managed to grab Skeet's briefcase, which has half a million dollars of stolen *lire* in it. Skeet is furious.

"You interrupt my vacation... like this? Seriously? I'm away with my squeeze here, enjoying myself, and you crash on to my nice plane like a buncha zealous junior coppers? And you have the nerve to steal my money? I'll make this simple. You boys got ten seconds to throw my man Georgie here that briefcase, or else your cause of death's gonna be altitude sickness via lead poisoning."

If the PCs look like they are going to try something funny, Skeet reminds them:

"I got twenty guys with tommy guns waiting for me on the runway in Milan when we land. My uncle John is flying this plane. What do you think's gonna happen to you if you touch me up here?"

The Open Cockpit

John "Flyboy" Skitshaw is oblivious to any action inside the plane. He's just dutifully flying the plane to Milan. There's no way for him to know what's going on inside the cabin, unless someone physically signals to him from the wing. Even gunfire will likely go unnoticed.

Outside the Plane

If one of the PCs is on the wing of the plane, they add a few new options to the scenario. The wing walker is at -2 DX due to the wind and turbulence and can move from strut to strut on the wing, but only at Move 2. Any faster, and the wing walker must make a DX roll to avoid tumbling off!

Because the cockpit is open, anyone on the wing has a reasonably clear shot at the cockpit (-2 to hit the pilot's torso). They can also get a shot into the cabin (-3 through of the large windows), or scramble to a window, slide it open, and squeeze inside. It's also possible to climb from the wing to the cockpit, but this involves climbing up the fuselage, to the top of the plane, and then down into the small cockpit (this feat requires a Climbing roll to pull off).

Every few turns, the bad guys in the cabin should make a Perception roll at -3 to notice the wing walker. This will certainly surprise Skeet and his allies inside the plane, but they won't take shots at the wing walker until they've dealt with anyone inside the cabin first.

If Flyboy the pilot sees a wing walker, he'll try to shake him off by jinking and rolling the plane. This causes everyone inside to gain a -2 DX penalty and make a DX roll to stay on their feet! The wing walker must make a DX or ST+2 roll (whichever is higher) to grab on for life. Moving safely while the plane is jinking requires a DX-6 roll! If the pilot fails to shake off the wing walker, he'll pull his revolver and take a few shots at the daredevil passenger.

Dealing with Skeet

The PCs have two big challenges to overcome on the plane. The first is Skeet and his trigger-happy goon Georgie pointing guns at them in the cabin. The second is that Skeet's plane is going to land in Milan, where Skeet's friends – armed to the teeth – are waiting there at the runway to pick him up. If they see something has gone amiss, they'll shoot first and ask questions later.

THE HANDLEY PAGE W.8F

The old, three-engine Handley Page airplane should have been retired years ago, but when Skeet Skitshaw wanted a plane *immediately*, Imperial Airlines scrambled and made due.

The Handley has an enclosed cabin for 12 passengers, along with two crew in an open cockpit. It was the first airliner to include an onboard lavatory, which was located in the center of the plane, behind the passenger "saloon" and in front of the cargo area.

The hull of the aircraft is made from spruce and only provides DR 3 as protection. The large windows of the aircraft can be slid open for ventilation.

The Handley Page W is not a fast plane by modern standards, just able to reach 103 mph. It can fly as high as 13,000 feet, but usually flies lower. The plane engines are *noisy* (-3 to Hearing rolls inside the cabin).

Flying the Handley requires Piloting (Heavy Airplane). It has HT 11f , Hnd/SR -2/+3, DR 3, and SM +6.

The Skitshaw Gang

Final Edition

SKEET SKITSHAW

ST	12	HP: 12
DX	12	Will: 12
IQ	11	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 Punch: 1d-1 cr
Move: 6
Dodge: 9

Traits: Bad Sight (Farsighted); Bad Temper; Charisma 1; Kleptomaniac; Lecherousness; Overconfidence; Reputation -2 (Gangster); Secret (Having an affair with actress Elena Altieri); Status 2; Wealth (Wealthy). Holds long grudges. Big tipper. Loves to hear himself talk.

Skills: Brawling-14; Carousing-13; Driving-11; Gambling-13; Escape-11; Fast-Talk-12; Guns-13; Interrogation-12; Intimidation-13.

Equipment: S&W .38 (2d pi, Acc 2, Range 110/1,200, RoF 3, Shots 6(2i), Bulk -2, 2 lbs.)

J. "FLYBOY" SKITSHAW

ST	11	HP: 11
DX	11	Will: 11
IQ	10	Per: 11
HT	10	FP: 10

Basic Speed: 5.25 Punch: 1d-1 cr
Move: 5
Dodge: 8

Traits: Bad Sight (Farsighted); Contact Group (Imperial Airlines); Language (Fluent Italian); Sense of Duty (Family); Overconfidence. Smells like soap.

Skills: Area Knowledge (Italy)-12; Brawling-13; Guns-11; Mechanic (Airplanes)-11; Navigation-10; Parachuting-11; Piloting (Heavy and Light Airplanes)-15; Soldier-10.

Equipment: S&W .32 (1d+2 pi-, Acc 1, Range 120/1,300, RoF 3, Shots 6(2i), Bulk -2, 1.3 lbs.); aviator hat and goggles; leather pilot's jacket (DR 1).

GEORGIE FELDSMAN

ST	11	HP: 11
DX	12	Will: 9
IQ	10	Per: 10
HT	12	FP: 12

Basic Speed: 6.0 Punch: 1d-1 cr
Move: 6
Dodge: 10

Traits: Appearance (Attractive); Bloodlust; Combat Reflexes; Duty (Skeet Skitshaw); Impulsiveness; Phantom Voices (Annoying); Wealth (Poor). Never combs his hair.

Skills: Brawling-14; Carousing-12; Driving-12; Fast-Draw (Knife)-12; Filch-13; Gambling-10; Garrote-13; Guns-14; Intimidation-11; Knife-12; Shadowing-12.

Equipment: Ithaca Auto & Burglar 20G Shotgun (1d pi, Acc 2, Range 40/800, RoF 2x7, Shots 2 (3i), Bulk -3, Rcl 1, 5 lbs. Inside the plane's close quarters, the shotgun does 3d pi damage with a RoF 2). Dagger (1d-2 imp, Reach C, Parry 9).

BETTY SAGE

ST	9	HP: 9
DX	11	Will: 9
IQ	9	Per: 9
HT	12	FP: 12

Basic Speed: 5.75 Punch: 1d-3 cr
Move: 5
Dodge: 8

Traits: Alcoholism; Appearance (Attractive); Fit; Gullibility; Secret (Was the one who snitched on Skeet in Chicago); Secret (In an affair with a famous Hollywood starlet's boyfriend); Status 2. Wears too much perfume; Loves bad boys.

Skills: Acting-8; Administration-10; Carousing-13; Connoisseur (Wine)-10; Fast-Talk-10; Filch-13; Guns-11; Savoir-Faire-11; Sex Appeal-13; Singing-12.

Equipment: Bottle of champagne.

There's a few good ways for the PCs to extricate themselves from both situations, though clever players will find many more. In the cabin:

- While Skeet's unlikely to peacefully cut a deal – since he believes he has all the leverage – he's prone to keeping a conversation going. A good Fast-Talk or other social skill roll might distract him long enough to get the jump on him.
- Threatening to dump Skeet's briefcase of stolen money out of the plane will also give him pause and keep him talking. However, *actually* tossing the money out of the plane will enrage the gangster... he'll actually try to force the PCs out the window to "retrieve" his money.
- Skeet's got a soft spot for Elena Altieri, who is in the lavatory and green from airsickness. While his girlfriend Betty doesn't know, Skeet's recently started an intimate relationship with Elena, who thinks he's an upstanding, wealthy American businessman. If the PCs can put together the truth about Skeet and Elena, they can probably tempt drunk Betty to get mad and smash Skeet over the head with a champagne bottle.
- The cargo area in the back of the plane can be accessed. There are some canvas straps (good for tying people up), several trunks filled with expensive clothes luggage, a single parachute, and a large, sealed crate which is labeled the "Sarcophagus of Princess Neferura" – though in reality is only a movie prop. A Search roll finds a heavy wrench in the back of the cargo area, left during the last repair. In a pinch, the wrench can be used as an improvised weapon (sw+1 cr, reach 1, Parry 0U, 3 lbs.)

In the cockpit:

- J. "Flyboy" Shitshaw is a skilled pilot with hundreds of hours flying bombers in WWI. Tricking him that there's a flight emergency is very difficult; he should resist such tricks with his Piloting-15 skill.
- *Intentionally* causing a flight emergency (i.e., disabling a propeller) requires a Piloting (Heavy Aircraft) roll.
- Control of the aircraft can also be seized by knocking Flyboy out. If an extended brawl breaks out in the cockpit, there's a great chance the map binder will fly from the plane, making long distance navigation harder.
- Once Flyboy loses control of the aircraft, an IQ-based Piloting roll, Navigation (Air) roll (both at -4 if the map binder was lost), or an appropriate Area Knowledge roll finds a destination. The options include flying back to Rome, landing on an old country road, or landing in Milan (which is a terrible idea – three cars and a dozen well-armed men await Skeet's plane on the single runway). If the pilot fails the Navigation roll, landing on an old country road is the only real option.

ELENA ALTIERI

ST	10	HP: 12
DX	11	Will: 9
IQ	11	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 Punch: 1d-1 cr
Move: 5
Dodge: 8

Traits: Appearance (Attractive); Charisma 1; Fit; Impulsiveness; Language (Italian Native and English Accented); Status 1.

Skills: Acting-12; Carousing-12; Driving-10; Performance-13; Riding-11; Savoir-Faire (High Society).

Personality: En route to her first real film shoot in Florence, (*Queen of the Scala*), Elena Altieri was thrilled when Skeet and Betty volunteered to fly her there in style. While she's a bright woman, she has no clue she's in the company of wanted bank robbers. If she discovers this is the case, she'll be horrified and want nothing to do with Skeet and his friends.

A Safe Landing!

With some luck, the PCs can subdue or kill Skeet and his pals, and land the plane.

Safely the plane requires a Piloting (Heavy Aircraft) roll, at -2 if landing on a road. A failure by 1 indicates a rough landing; everyone takes 1 HP damage from bruises. A total failure rips the wheels off and tears a wing off the bottom of the plane – everyone inside takes 2d cr damage (anyone still on the wing takes 6d cr damage!).

Whether the plane landed in Rome or somewhere in the country, it does not take long for the local Italian police to arrive. Assuming Skeet Skitshaw and his friends survived the ordeal, they are quickly arrested and hauled off to be tried for armed robbery. Of course, Skeet will vow revenge on the PCs for their involvement in his capture:

"One day, when you're least expecting it, friend – bam, you're gonna feel lead FIRE burning through your skull!"

With expected arrogance, the Italian police do not offer foreign PCs any reward or assistance after the apprehension of the gangsters. If the PCs try to talk up the police and get a Very Good or better reaction roll, they'll get a tip that the nearby town of Calcata has some good food, but to stay away from the old town because it's been recently ordered clear due to the instability of the cliffs.

Assuming Elena Altieri is still with the PCs, she will flirt with the police officers and convince them to take her to a telephone so she can call her director and explain her delay.

The PC Duke Duckworth was motivated to get on the plane to interrogate Betty Sage, who he suspects has a key piece of information in the Lauren St. James murder case he's working. If he can intimidate or otherwise convince her to spill the beans, she reveals that she had been having an illicit relationship with Lauren's boyfriend, Hobby Malcolm. And that one night, in his sleep, he screamed "I'm gonna kill you, Lauren!" angrily. While this piece of information isn't important at all to this adventure, this gives Duke a clue as to who the murderer might be in his big case.

Calcata, Italy

Assuming the PCs land on a country road, they find themselves within sight of Calcata, an ancient fortified town built on 150-foot tall volcanic cliffs. (If they landed far from the Italian countryside, see the text box "Landing Back in Rome?" for ways to pull them back into the countryside.)

An appropriate Area Knowledge or Current Affairs roll recalls that the government recently condemned the city and forced residents out of Calcata because they feared the cliffs would collapse. Now, the former population is located in Calcata Nuova, just a mile or so away from the old town.

Sure enough, the road to the old town is barricaded and closed. A handful of burly, rude police officers guard the barricade and yell at the PCs in Italian, saying that they cannot go into the old town unless they have four legs and are also a cat. If asked about nearby accommodations, the police bluntly tell them to walk a mile into the newer part of town and ask around.

LANDING BACK IN ROME?

It is possible that the PCs wrenched control of the plane back and were able to navigate back to Rome. In this case, the GM has a couple ways to get the PCs to Calcata.

If the PCs made a good impression on Elena Altieri, she'll rush off to call her film director to tell him that she will be late to the set in Milan. He tells her to instead meet him in Calcata, where he plans on doing some test photography (this actually is an opportunistic ruse to be alone with her). With few other transportation options at her disposal, Elena begs the PCs to escort her to Calcata, which is only about 30 miles from Rome.

The other option to get everyone out of Rome is for the PCs to come under suspicion by the Italian police, who immediately lock down the airport after Skitshaw is arrested. The PCs may have helped apprehend criminals, but the police don't appreciate being shown up by foreigners. The police captain will tell the PCs that unless they leave Rome immediately, he's opening an investigation on them. With the airport locked down, the PCs' best option to leave the country is to drive north to Florence.

Calcata Nuova

Because there are no hotels yet open in Calcata Nuova, a Streetwise roll is required to find someone who will rent a spare room for the night. The room is located across the street from a small restaurant, *Il Massimo*, which appears to open at 8 p.m. The restaurant has a menu that offers delicious gnocchi with red potatoes, lasagna with wild mushrooms, and a fantastic selection of local wines.

A successful Streetwise roll also picks up that the residents are angry that Mussolini ordered the old town closed. The fascist national police quickly and brutally forced people out of their homes over the last few months. They have even fired shots at people who have tried to go back to collect forgotten items. No one believes that the cliffs are actually unstable.

Dinner Interrupted

Just as the PCs are relaxing, and perhaps espresso is being served to the table, the door the small restaurant bursts in. A woman wearing a plain white dress comes rushing in. She sobs at the feet of LORENZO, the elderly owner of the restaurant.

First in Italian, and then in heavily accented English as she notices the PCs paying attention to her, MIRELLA DANIELI frantically tells her story. She exclaims that her father, ALBERTUCCHIO has just been abducted!

Albertucchio was forced from their nearby home by strange men and is being taken back to the old town. She describes the strangers as bearded men all dressed in white shirts and wearing baggy black pants. Mirella recalls that her father gasped, "the vipers found me just as they did Mr. Curle!" when they battered down the door to their cottage. Her father urged her to hide in a closet, where she got a glimpse of an older man who told her father he needed a look at his library, while he menacingly fingered a jeweled dagger.

Mirella begs Lorenzo to help, reminding him that he was her father's best friend, and without his help, she thinks these "vipers" will execute her father, or cause him to disappear, as so many others have disappeared recently. Alas, old Lorenzo is too fearful to help, causing Mirella to go to the PCs for their assistance.

- Mirella doesn't know who the older man was who threatened her father. She explains that her father kept many books in a locked library in the cellar of their original home in old Calcata. However, he father did not have time to relocate his books to his their new home before the police forced him to relocate.
- If asked about her father's occupation, Mirella says that he is retired, but was once a professor of theology at the University of Padua.
- An Archaeology roll recalls that James Curle is an expert at Scottish archaeology and lectures at Oxford. A Current Affairs (People)-2 roll recalls that he recently was involved in a scandal where he got drunk and burned a valuable medieval manuscript.
- A Hidden Lore (Conspiracies) or Politics-4 roll identifies the men as members of *the Testament of Vipers*, a Turkish organization of mercenaries that were once used by the German kaisers to perform kidnappings. The sect was founded and still led by COUNT MALEFIK, a once-wealthy man who wants to exert his will into national politics. Rumors are that the count and his group have run into severe financial difficulties lately.
- Old Lorenzo can be guilt-tripped into offering assistance with a successful influence skill or a Good or better reaction roll. He'll loan the PCs his precious 1912 Fiat Zero Torpedo automobile. On a Very Good or better reaction roll, he offers to try to distract the Italian police who are guarding the entrance into the old cliffside town.
- Mirella will also agree to help in any way she can, although she's not terribly skilled at covert operations. She can give good directions to her old house at the western edge of old Calcata.
- If Mirella is asked about compensation for the rescue attempt, she'll only say that her father has many rare and valuable books still in his library, and that perhaps one of those will be worth their effort.

Mirella insists that the PCs move fast. She fears the Vipers will get what they want from her father and kill him.

MIRELLA DANIELI

ST	9	HP: 9
DX	11	Will: 11
IQ	11	Per: 11
HT	12	FP: 12

Basic Speed: 5.75 Punch: 1d-3 cr
Move: 5
Dodge: 8

Traits: Appearance (Beautiful); Dependent (her father); Pacifism (Cannot Kill); Secret (Anti-fascist); Wealth (Struggling). Talks a million miles a minute.

Skills: Animal Handling (Cats); Area Knowledge (Calcata)-12; Cooking-10; Diplomacy-11; Driving (Motorcycle)-11; Hiking-12; History-12; Research-12; Theology-12.

Personality: A teaching assistant at the University of Florence, Mirella has taken the summer off to help her father relocate from old Calcata. She hates what Mussolini has done to her country and is considering escaping with her father to France in the fall.

Entering Calcata Vecchia

There are multiple paths to the walled old city, but the only gate past the city's wall is are guarded by six, well-armed irritable *Carabinieri* national police officers. Two motorcycles are near the men, along with a Fiat truck, its headlights on and engine running.

The *Carabinieri* claim to know nothing about the kidnapping or the Vipers. The *Carabinieri* are under orders from Count Malefik and his Vipers to not let anyone into the city. They'll quickly bully anyone who hangs outside too long. No amount of diplomacy or fast-talking will get the PCs inside, although an obscene amount of bribery, at least $300 for each man, will cause them to agree to patrol in the opposite direction for a few minutes.

A Climbing-3 roll enables someone to scale one of the city's vertical walls. A second roll enables them to climb down into the city itself. A rope reduces the penalty to -2 up and -1 down. Unlucky climbers may find one or more of Calcata's infamous, feral cats waiting for them on the walls, ready to loudly caterwaul when they see humans intruding into their territory!

Inside the walls, the city is being patrolled by two groups of Vipers, each a handful of men. A good vantage point and an Observation roll can easily discovery this fact. While Count Malefik ordered them to keep watch for nosy Carabinieri or townsfolk, only one of the groups is making a real effort to patrol the town. The other has broken into a house in the center of the city and looting it for valuables.

Sneaking to the Danieli's old house requires the PCs to either create some diversions to keep the patrol away from them, or win a quick contest of Stealth vs. the patrol leader's Perception 12.

If the one of the Viper groups spot the PCs, they'll shout an alarm. The Vipers know that murdering locals is bad for business, so they'll first try to intimidate the PCs, brandishing their guns and knives and warning them they need to leave immediately. If the PCs resist, the Vipers will violently try to expel them.

The Danieli House

Two Viper agents stand guard outside the door to the small Danieli house. Dim lantern light can be seen inside the house – the only house with light in the old town.

As the PCs come closer, a Perception (Hearing) roll hears muffled shouting inside the house. If the PCs make the roll by three or more, they'll hear a man warning another:

CARABINIERI BULLIES

ST	12	HP: 12
DX	12	Will: 10
IQ	10	Per: 11
HT	11	FP: 11

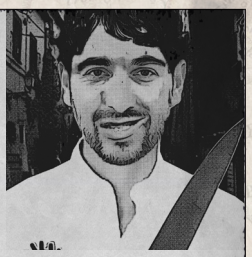
Basic Speed: 5.75 Punch: 1d-2 cr
Move: 5
Dodge: 8

Traits: Bully; Fit; Military Rank 1.

Skills: Area Knowledge (Calcata)-9; Brawling-12; Driving-12; Guns-13; Intimidation-12; Knife-13; Law-10; Riding-12; Shortsword (Baton)-12.

Equipment: Beretta Mod 1934 pistol (2d pi, Acc 1, Range 120/1,300, RoF 3, Shots 7+1(3), Bulk -1, Rcl 2, 2 lbs.); Baton (1d+2 cr, reach 1, Parry 9, 1 lb.).

SONS OF THE VIPERS



ST	12	HP: 12
DX	12	Will: 10
IQ	10	Per: 11*
HT	12	FP: 12

Basic Speed: 6.0 Punch: 1d-1 cr
Move: 5
Dodge: 10

*The leader of each Viper group has Perception 12.

Traits: Combat Reflexes; High Pain Threshold; Intolerance; Trademark (draws an eye in the flesh of their victims); various Odious Personal Habits.

Skills: Brawling-14; Driving-11; Guns-14; Intimidation-12; Knife-14; Shadowing-12; Stealth-12; Thrown Weapon (Knife)-14.

Equipment: Fine large knife (1d+1 cut, reach C, 1, or 1d imp, reach C; Parry 10); Pickert Arminius Modell 10 .32 revolver (2d-1 pi-, Acc 1, Range 120/1,300, RoF 3, Shots 5(3i), Bulk -1, Rcl 2, 1 lb.); airline ticket to Cairo; electric torch.

Inside the Danieli's house, a Viper thug holds an awkward Beretta 9x19mm SMG (2d+1 pi, Acc 3, Range 160/1,700, RoF 15, Shots 25(3), Bulk -5, Rcl 2, 16 lbs).

"Unlock it faster! Else I think you are intentionally stalling me, Albertucchio..."

This is the voice of Count Malefik. He is hurrying Albertucchio to unlock the cellar door to his library. In a few moments, Albertucchio finds the key on his massive keychain and unlocks the padlock on the door.

The inside of the cottage is small – only a kitchen, living room, and two small bedrooms. A small door in the kitchen leads down stone steps to the heavy, medieval cellar door.

Inside the cellar is Albertucchio's library, a room adorned with dusty centuries-old bookshelves and over a hundred rare books on theology, mythology, and philosophy.

As the PCs enter the house, they'll hear Albertucchio, Count Malefik, and a Viper armed with a submachine gun down inside the library. A bearded, spectacled Count Malefik holds an old oil lantern and a revolver.

"Now, you will pull the book I've asked for, professor..." threatens the Count in a rich, deep voice.

The count has exceptional hearing, and it is unlikely the PCs will be able to sneak down the stairs without him hearing.

Confronting the Count

Count Malefik is here for one purpose – to recover the single copy of *The Mourning of Janshai*, an illuminated manuscript written by a monk who visited Egypt after his brother died from the plague. Albertucchio Danieli has the only known copy in existence. In all scenarios, the count will use Albertucchio's life as a bargaining chip.

If the PCs get the jump on the count and his minion, it's possible that they can defeat the Vipers and escape with the professor. If a fire fight ensues, the count will do everything he can to survive and escape. First, he'll grab Albertucchio to use him as a human shield. If this isn't working, he'll throw his smoke grenade or oil lamp and try to escape up the stairs. Meanwhile, his henchman will be aggressively shooting away with his SMG to keep the count safe.

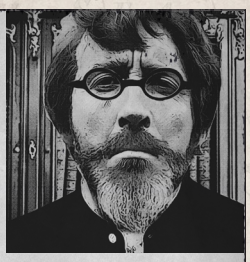
If the PCs confront the count, he'll be amused.

"You foreigners are all alike," he says. "You can't help but sticking your nose in other people's business."

The Count simply insists he is here for an old book "out of curiosity," and says that he'll let Albertucchio go once he gets what he wants. He is perfectly willing to make a trade

COUNT MALEFIK

ST	13	HP: 12
DX	12	Will: 14
IQ	13	Per: 13
HT	12	FP: 12



Basic Speed: 6.0 Punch: 1d cr
Move: 5
Dodge: 8

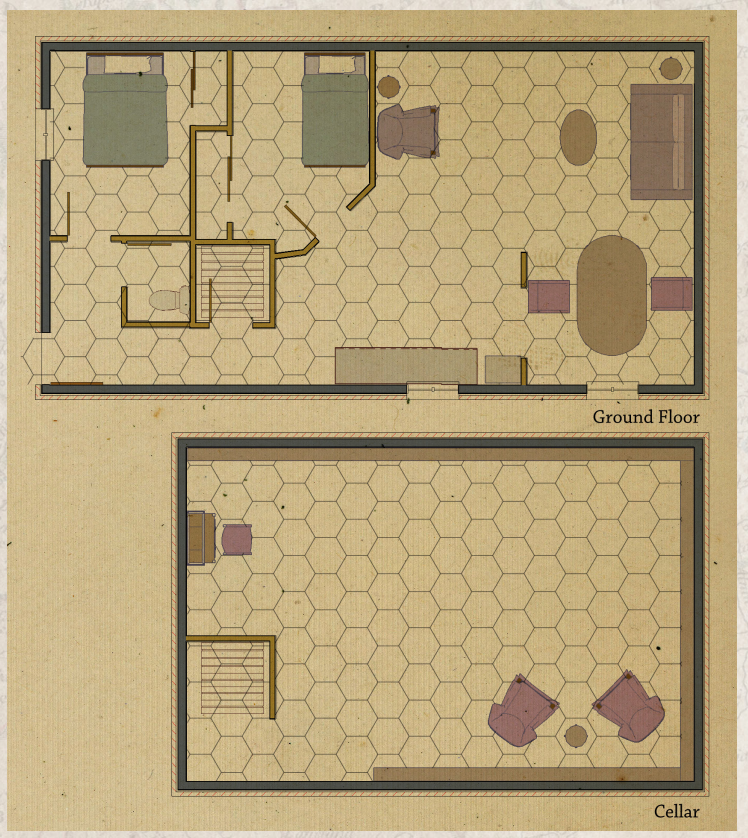
Traits: Acute Hearing+3; Combat Reflexes; Hard to Kill 2; High Pain Threshold; Fit; Obsession (Bring wealth to the Testament of Vipers); Status 3; Voice.

Skills: Boxing-14; Diplomacy-13; Guns-14; Hypnosis-13; Intimidation-14; Interrogation-14; Knife-14; Occultism-14; Physician-12; Stealth-12; Tactics-14.

Languages: English; Italian; Spanish; Turkish.

Equipment: Pickert Arminius Modell 10 .32 revolver (2d-1 pi-, Acc 1, Range 120/1,300, RoF 3, Shots 5(3i), Bulk -1, Rcl 2, 1 lb.); smoke grenade (7-yard radius for 60 seconds); oil lamp; airline ticket to Cairo (see Handout A).

Personality: Ruthless and arrogant Count Malefik established the Testament of Vipers when he realized that no political leader would give him an ounce of power unless he forced it. Unfortunately, his mind for details is severely lacking, and his funds dwindled to nothing in just a few years. Now he's desperate to find a quick source of riches.



for Albertucchio's life.

If the PCs let him proceed, Albertucchio points to an dusty, thin tome on his shelf, which Count Malefik will happily take. At that point, Malefik will leave the house, still using Albertuccio as a hostage to ensure his escape.

Count Malefik is ruthless, however, and does not want the PCs to tell others about him. If given the opportunity, he'll betray any deal the PCs make with him. For example, if he makes it up the stairs, he might throw his oil lamp down into the old bookshelves and then lock the door the cellar, hoping to suffocate and burn his opponents. Or, once out in the city, he will rendezvous with any surviving Viper patrols and order them to kill the PCs once they emerge from the house. Finally, if he makes it out of the city, he'll tell the Carabinieri to kill the PCs. (While the Carabinieri are bullies, they don't like the idea of killing locals based on the orders of a foreign count; they can be talked down or bribed.)

GM's Note: While Count Malefik will do everything possible to escape with his life in this encounter, it's okay if he doesn't survive. It's also fine if he doesn't leave with the book! In fact, it's impossible for him to actually escape with The Mourning of Janshai*, because clever Albertucchio will give him the wrong book. As smart as Count Malefik is, he can't read Latin, and in the heat of the moment, won't think that the scared old professor has tricked him.*

The Mourning of Janshai

Once the PCs have rescued Albertuccio and escaped the old city, the scholar invites them back to his newer cottage to thank them. (*GM's Note: If, in an unusual turn of events Albertucchio was killed during the "rescue," then Mirella can take over this role.*)

Albertucchio pours everyone some strong grappa and shows them the book that Count Malefik tried to steal:

"I am mystified why the Vipers would want to steal this old book. It is not even one of a kind. There is another copy in the libraries at Oxford. But I've perused it several times, and it is merely the sad and scattered thoughts of Vicar Eustace, a priest who was overcome with grief from the death of his brother. It has nothing to do with the tomb that the count desperately sought."

Albertucchio goes on to explain that Count Malefik told him that he was looking to find the tomb of Queen Hetshepsut, one of the few women pharaohs of ancient Egypt. The queen is said to have been buried with forty chariots made from solid gold. Whoever found the tomb would be very rich.

An Archaeology or History (Egypt)-2 roll recalls that archaeologists have searched for Hetshepsut's tomb since King Tut's tomb was discovered in 1922, but all their digs have ended in vain.

If the PCs ask about the other copy of the book at Oxford, Albertucchio tells how his acquaintance James Curle was chased by the Vipers for the very same book a few weeks ago. Any further research on the topic, most likely done through contacts, discovers that the second book was reportedly burned by a drunken professor six months ago.

Albertucchio's only explanation why the count wanted *The Mourning of Janshai* is it contains a story where the author, Vicar Eustace, was nearing the end of his sojourn in Egypt. He fell asleep in a place called the Contemplation Chamber of Sekhmet, where he received a vision of Queen Hetshepsut visiting him and inviting him to live with her in his palace. He believed the vision to be a warning that he would be tempted by the devil if he stayed longer in Egypt, so he soon took a boat back to England. Albertucchio shows the PCs the page in the book (see **Handout B**).

Albertucchio does not know where the Contemplation Chamber is located. The old man is a theologist and has little expertise or interest in mythology. To recall the location of the chamber, the PCs must either rely on Contacts, or make a successful Archaeology-1, Occultism-2, History (Egypt), or Research roll (using the dozens of books the professor keeps in his newer house in Calcata Nuova). If the PCs botch all the rolls, Mirella can recall the location!

The ruined temple of Sekhmet is in the city of Leontopolis, the "City of Lions," located in the Nile Delta in Lower Egypt. In 1921, archaeologists unearthed a contemplation chamber there.

The City of Lions, Egypt

The ancient city of Leontopolis is located 39 miles north of Cairo. The most direct route for the PCs is to fly out for Florence and land in Cairo and then hire a driver to take them north to the dig site. The whole trip costs about $150 per passenger.

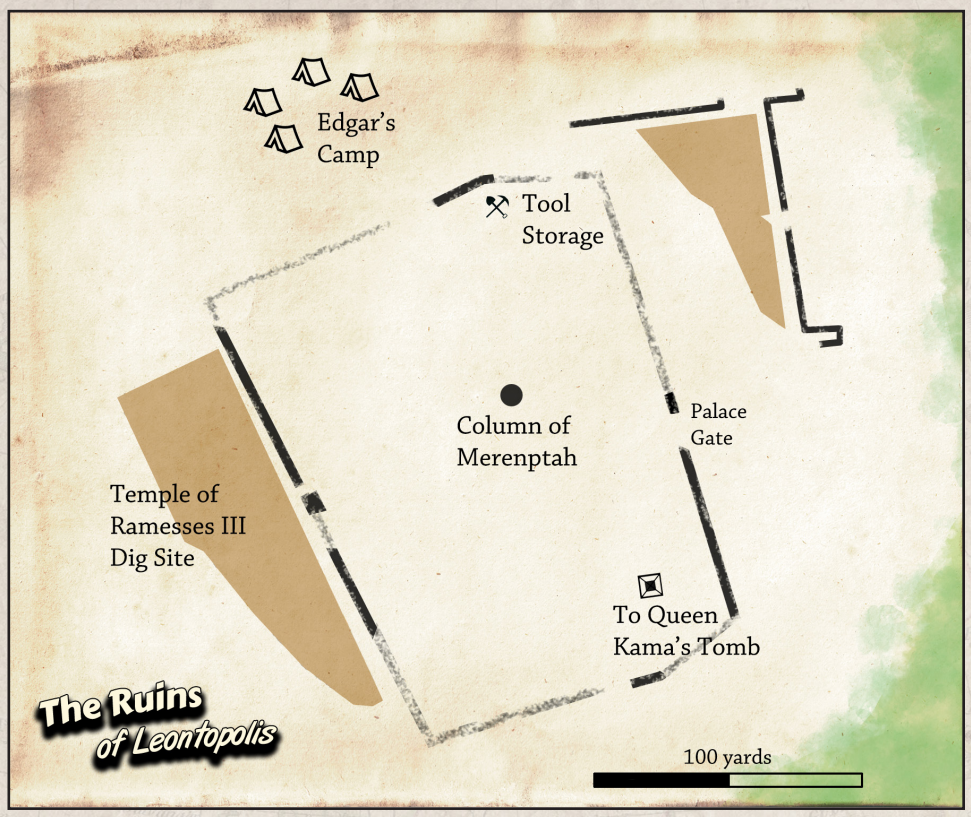
The dig site is several miles from civilization; the nearest modern town is Mit Ghamr, located on the Nile, where a reasonable hotel can be found.

If the PCs hire a talkative driver, or make an Archaeology roll, they'll learn that excavations are actively underway on Leontopolis' largest mound, which contains both

the palace of Ramesses II as well as a temple to Ramesses III. The lead of the site is a renowned Egyptologist known as DR. C.C. EDGAR, who has come out of retirement to lead the excavation. An Archaeology+2 or History (Egypt)+2 roll recognizes the name, as he was recently the director of the Cairo Museum.

A local will also impart the information that a squad of British army soldiers has recently been dispatched to the dig site.

To officially gain access to the ruins, the PCs need permission from Dr. C.C. Edgar.



The Ruins of Leontopolis

The ruins themselves are not much to look at. Sand and dirt have long covered both the temple and palace here. The only sign of the city's ancient existence are pieces of an intact wall atop a hill, and a 20' red-granite column that still stands and is well-preserved. On the same hill is a hole that leads through the ceiling of Queen Kama's burial chamber and the Contemplation Chamber of Sekhmet.

A dozen or so archaeologists that are part of C.C. Edgar's group are present on the mound during the day. They are busy digging in the southwest part of the mound, where the Temple to Ramesses III is being slowly uncovered. The men are being guarded by two British soldiers, who mostly sleep during the day but patrol the ruins at night.

If the PCs are stealthy, they may be able to sneak on to the mound and enter the burial chamber without anyone finding out. This is most possible at night, although they'll have to avoid the two British soldiers. If the British soldiers observe the PCs sneaking into the site, they'll first fire some warning shots to scare them off. If the soldiers catch the PCs, they'll question them see if they're up to no good. Due to the recent invasion of Ethiopia, the soldiers are extremely distrustful of Italians sneaking on to the property. They assume they are spies and immediately take them into custody.

Dr. C.C. Edgar

C.C. Edgar is a famous Egyptologist and, until recently, the Director of Egyptian Antiquities for the Cairo Museum. Having gotten bored of studying papyrus back in the UK, and fearing Egypt will soon be pulled into war, he recently came out of retirement to lead up the excavation of the temple to Ramesses III. The director is in his mid-sixties, very Scottish and energetic, and utterly obsessed with ancient Egypt, especially Graeco-Roman Egypt.

Dr. Edgar is excited to get western visitors. If the PCs casually approach the ruins, he and some of his men come over to openly greet them (although not without getting the attention of the camp's two British soldiers).

On a Good reaction or better, Dr. Edgar invites the PCs to tour the archaeological site. He'll show them the current dig site on the temple of Ramesses III, along with five beautiful bronze lions he recently recovered from it. He'll also show them other interesting artifacts, such as the Column of Merenptah and the entrance to Queen Kama's burial chamber.

- If asked about the presence of the British soldiers, he sighs and explains that a group of well-armed locals recently tried to scare them away from the site. He confides that they were members of a revolutionary group know as the Testament of Vipers. He pulled some strings and had a squad of soldiers stationed here to protect the dig, which ends in a few months. Unfortunately, what started as a full squad of guards has whittled down to just two as the British have grown more nervous about an Italian invasion from Ethiopia;

the rest were recently sent to Suez.

- If asked more about the Contemplation Chamber, Edgar explains that the two-room burial chamber of Queen Kama was found in 1921. He laments that her sarcophagus was badly damaged due to water, but they recovered some jewels from her mummy, which were sent to the Museum in Cairo. The adjacent chamber, known as the Contemplation Chamber of Sekhmet, contained many beautiful images of Egyptian mythology on the walls, but much of the art was also destroyed by water over the centuries. Other than the art, he insists the chamber is empty and devoid of anything valuable.
- Unless he has reason to suspect the PCs mean to damage the site, C.C. Edgar allows them to visit the chamber.

The Column of Merenptah

This 20-ton sandstone column is in near-perfect shape. A History (Egypt) roll identifies it as a dedication to the Pharaoh Merenptah and his victory over the Libyans around 1200 BC.

Tool Storage and Truck

The archaeologists keep their heavier tools here, including some winches, hemp rope, and additional tents. A ten-year old Willys Overland Crossley lorry is here as well, which the archaeologists use to travel into town for food and other supplies.

Queen Kama's Tomb

A 6-foot diameter hole is cut into the rock here. Seven yards below the surface lies the tomb of Queen Kama. Jumping down without Acrobatics talent is foolish (2d cr falling damage), but PCs can find rope at the tool storage area. A Climbing-1 roll allows a person to shimmy down (or they can be tied and lowered).

Due to its location below the water table, the floor of the tomb is wet, with up to three inches of water on the eroded tile floor.

There are two connected chambers in the tomb – Queen Kama's burial chamber, which is empty and strewn only with broken tiles and heaps of mud. A worn statue of Hetshepsut, complete with a man's beard on her chin, resolutely watches over both rooms.

The second room is the Contemplation Chamber of Sekhmet, which has walls painted with figures of Egyptian mythology. The most prominent figure in the wall paintings is Sekhmet, a statuesque goddess with the head of a lioness, said to be a warrior goddess and protector of the pharaohs. Sadly, most of the paintings are rubbed away, destroyed by dripping water.

Someone studying the paintings and making an Occultism-2 roll (due the damage) finds that most of the paintings tell traditional stories of Sekhmet. There is, however, an unusual story that seems to be unique to this tomb, one where Sekhmet appears to be shielding a young Hetshepsut from fiery light (see **Handout C**).

The Secret Room

Unknown to the archaeologists, the Contemplation Chamber holds a secret door in its south wall. The door is perfectly concealed and locked by ancient, master architects. The only way to unlock the secret chamber is to place over 200 lbs. of weight on the statue of Hetshepsut while someone else pushes on the image of Sekhmet on the southern wall of the Contemplation Chamber. This causes the statue to sink down into the floor up to its knees and the wall with the image of Sekhmet to push inwards.

For someone to discover this architectural secret on their own, they'd have to thoroughly examine the room and succeed a quick contest of Traps vs. the ancient architect's Traps-25 – extremely unlikely!

The tomb, however, is a strange place with eons of history emanating from its walls. Anyone who sleeps in the chamber will experience a strange dream that hints at the strange way the door is opened – exactly like Vicar Eustace

did hundreds of years ago when he wrote his book, *The Mourning of Jonshai*

The Dream of Eustace

Soon after falling asleep, those who sleep in the tomb will vividly see a large lioness suddenly perched atop the statue, staring at them with piercing yellow eyes. As the dreamer backs up to escape the lion, they feel their back pressed against the cold wall of the tomb. Suddenly, the arms of the goddess Sekhmet wrap around them, as if protecting them from the lion. With that, dreamers feel the wall behind them fade away as they find themselves in another chamber, beautifully preserved and filled with golden lion statues.

This dream should be a strong hint as to what to do to find the secret chamber. If the players can't figure it out, the GM can allow them to more easily discover the outline of a door surrounding the painting of Sekhmet (perhaps with a Perception roll) as well as the pressure mechanism in the statue.

The Chamber of Lions

The hidden chamber is dry, somehow avoiding centuries of water damage. The room holds six brass lioness statues which would be fantastically precious to any museum.

A lioness-headed stone statue of Sekhmet rules over the other lions. High above her head she holds a bronze and alabaster, single-masted boat. The artifact is the size of a large child's toy but weighs 6 lbs. Removing the boat from her hands is easy as it is held loosely by the statue. The artifact is very valuable, worth at least $2,500 to a reputable museum.

Carved on to the wall behind the statue is a depiction of a five-stepped pyramid – the Meidum Pyramid, also known as the "pseudo pyramid" – which any History or Archaeology roll will identify. It is a unique stepped structure that looks markedly different from traditional pyramids. In hieroglyphics underneath the pyramid is a description of Tomb of Hetshepsut:

When the sun sets above Meidum and the shadows fall on the mastaba tombs of the dead princes, Sekhmet's pointed shadow shall take the living to the eternal sun halls of Hetshepsut.

Once inside this secret chamber, a Traps roll can figure out how to reset the locking mechanism, which involves rotating one of the bronze lions (a two man effort). Once this happens, the door reseals itself after about one minute, giving anyone inside the room time to escape.

A Testament of Trouble

Unfortunately for the explorers, one of the C.C. Edgar's assistants is in league with the Testament of Vipers. When the PCs arrived, he managed to send a message through one of the locals who delivers meals to the archaeologists.

A truck full of six Vipers arrives soon after the PCs discover the Chamber of Lions. Their brute force strategy is to drive at full speed straight up to the mound, park next to the ceiling entrance, and then drop a tear gas grenade into

BRITISH SOLDIERS

ST	12	HP: 12
DX	11	Will: 10
IQ	10	Per: 11
HT	11	FP: 11

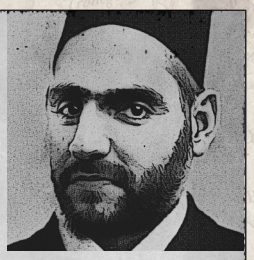
Basic Speed: 5.5 Punch: 1d-2 cr
Move: 5
Dodge: 8

Traits: Duty (British Army); Fit; Military Rank 1.

Skills: Area Knowledge (Egypt)-9; Brawling-12; Driving-10; Guns-13; Intimidation-10; Knife-11; Navigation-9; Savoir-Faire (Military)-12; Soldier-11; Survival (Desert)-9.

Equipment: Enfield SMLE rifle (6d+2 pi, Acc 5, Range 800/3,300, RoF 1, Shots 10(5), Bulk -5, Rcl 3, 9 lbs.); Brodie helmet (DR 3, rarely worn).

VIPER RAIDERS



ST	11	HP: 12
DX	12	Will: 10
IQ	10*	Per: 11
HT	11	FP: 11

Basic Speed: 5.75 Punch: 1d-2 cr
Move: 5
Dodge: 8

* Their leader, Radames, has IQ 11.

Traits: High Pain Threshold; Intolerance; various Odious Personal Habits. Radames has Combat Reflexes.

Skills: Brawling-14; Driving-11; Guns-13; Intimidation-12; Knife-13; Throwing-12.

Equipment: Most of the Vipers wield older Mauser Modell 10E rifles (7d+2 pi, Acc 5, Range 1,000/4,200, RoF 1, Shots 5(3), Bulk -6, Rcl 5, 7.5 lbs.). They also carry small knives.

Two of the men have Beretta SMGs (2d+1 pi, Acc 3, Range 160/1,700, RoF 15, Shots 25(3), Bulk -5, Rcl 2, 16 lbs). These men also carry one stick grenade apiece (5d cr ex, 1.3 lbs; takes two Ready maneuvers to ready).

the burial chamber.

The grenade instantly fogs up the first two chambers (-3 to Vision per yard). Victims must make two HT-2 rolls, one to avoid coughing (-3 DX, -1 IQ), the other to resist blindness. Ill effects endure for as many minutes as the margin of failure.

The high-ranking leader of the raiders, a man named RADAMES, will call down to anyone in the burial chamber, saying he has far more deadly grenades to gift them unless they surrender to his men.

Radames enjoys having the upper hand and gloating about it. If the PCs are intransigent, he isn't above sending some of his men to capture C.C. Edgar or any of his archaeologists to use as bargaining chips.

There are several ways to escape the Vipers' ambush. First, if any of the PCs were stationed outside the burial chamber, they'll likely have seen the truck speeding up and might have been able to take cover or duck out of sight. These PCs could lead an attack against the Vipers, perhaps with the British soldiers' help.

Second, if the PCs stall too long or irritate Radames, he'll make good on his threat and toss a grenade or two into the chamber to kill or scare the PCs into surrendering. An explosion causes a terrible calamity in the unstable underground chamber (see text box), which gives the PCs a dangerous opportunity to escape.

Finally, while Radames isn't stupid, he can be manipulated. He only wants the information on the location of Hetshepsut's tomb that he knows is down in the burial chamber. If the PCs give him what he wants, he'll leave (though will throw a grenade or two down for good measure). It's also possible a clever plan or great roleplaying might convince him to pull the PCs up out of the tomb while he sends his own men down inside.

GM's Note: If the PCs ask Ramades whether Count Malefik survived Calcata, Ramades will say that he is dead and that he is new leader of the Testament of Vipers. He'll tell the PCs this regardless of the actual truth.

Once the PC's defeat or escape from the Vipers, they should now know the location of the Tomb of Hetshepsut – somewhere near the Meidum Pyramid, which lies about 90 miles south of them. If brought into the excitement of it all, C.C. Edgar will happily lend the PCs his lorry to make the grand discovery (and, on a Good reaction roll or better, even agree to accompany them).

RAGING WATERS OF THE TOMB!

Queen Kama's burial chamber is located underneath the water table. The walls have been seriously weakened by the water damage over the centuries. An Architecture or similar roll identifies that the tomb is in serious structural jeopardy.

If the Vipers detonate explosive grenades inside the tomb, the walls begin to dramatically crumble, cracks stretching up towards the tall ceiling of the chamber. With the weight of the truck atop the tomb, the entire ceiling collapses. Anyone within 8 yards of the ceiling entrance comes crashing down into the tomb, taking 3d cr damage from the fall and the heavy debris. PCs below the collapse can take cover in the adjacent chamber before the ceiling falls, but anyone stupid enough to stick around below the collapse takes 4d cr damage from falling stones. The tomb then begins to rapidly fill with mud and water.

Surviving Vipers will desperately try climb out of the chamber to escape the water – they can't swim! Climbing out requires a Climbing-2 roll, though this gets harder as the tomb walls start to get slick and wet from the rising water.

Only Radames is resolute enough to try to accomplish his original mission during this crisis. If he's still in good shape after the fall, he'll try to prevent the PCs from escaping, trying to shoot them as they climb out. Finally, he'll try to rush into the Chamber of Lions to glimpse its secrets before finding an air pocket in the crumbling tomb to survive until he is rescued.

Edge of the Western Desert, Egypt

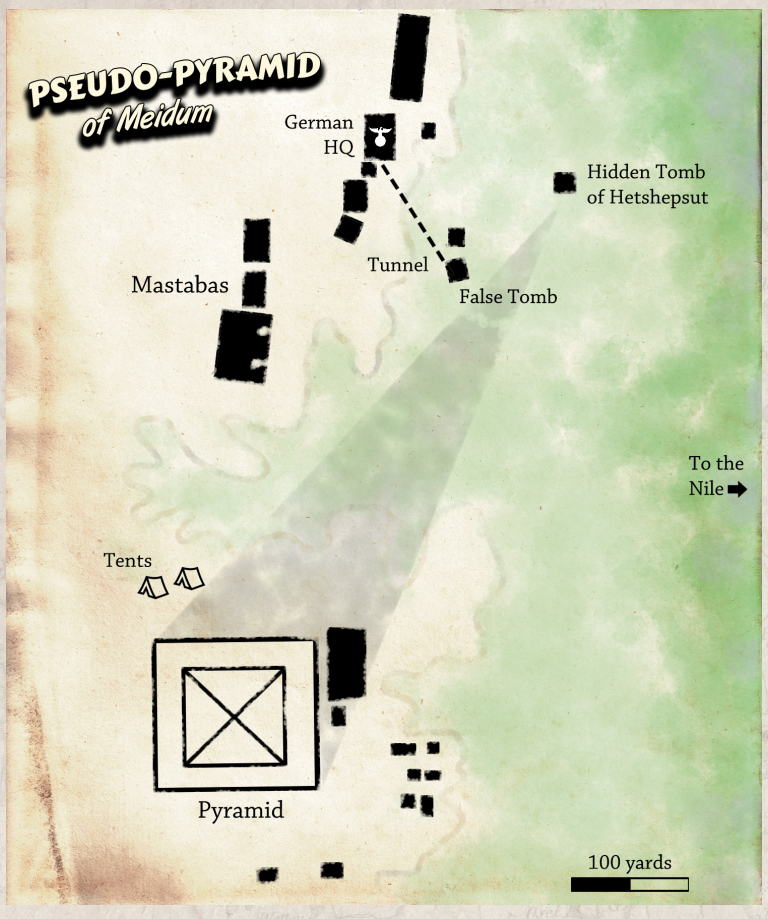
The Meidum Pyramid is located on the edge of the Western Desert, about 62 miles south of Cairo. The PCs can drive here in a few hours along a lonely desert road, or rent a boat that takes them down the Nile and deposits them on the western shore near Meidum.

Surrounding the towering pyramid are a dozen mastabas, square mudbrick tombs that contain various princes and high-ranking servants. Most of the mastabas have been robbed years ago and now only contain empty chambers are hastily dug robber tunnels. Some of the mastabas, however, are still sealed, unmarred by both tomb robbers and archaeologists.

An Archaeology roll recalls that the Meidum site was most recently excavated in 1928, but has now been abandoned for a few years. Sure enough, as the PCs arrive, the place looks deserted.

Unfortunately for the PCs, the Meidum site has now become the home of a team of Nazi treasure hunters, who are hidden in one of the mastabas, crating up archaeological treasures. (See text box on p.16 for details.)

GM's Note: If the PCs somehow gave away the location of the Tomb of Hetshepsut to the Vipers, the site will soon have a truckload of mercenary visitors. This can also happen if Ramades was able to escape into the Chamber of Lions in the tomb of Queen Kama. When he is rescued a few hours later, he notifies his allies to rush to Meidum, and will arrive soon after them (see p.17).



The Tents

Two canvas tents sit outside the Meidum Pyramid. The western tent contains six empty crates, each big enough to hold a large amount of tools or artifacts. There is also a box of flares and a several coils of heavy rope.

The second tent contains a cheap plywood table and stools. A map of the dig site is on the table, held down by rocks (see **Handout D**). The map seems to show that progress is being made exploring the various mastabas around the site.

Shadow of the Pseudo-Pyramid

Towering 213 feet above the desert, the 3-stepped great Meidum pyramid resembles an ancient tower more than a traditional pyramid.

Climbing the pyramid is treacherous and requires five Climbing rolls, the last three are at -3 due to the sheer walls! The climb takes about an hour, but PCs who take their time get +1 to their rolls (and double the required time).

The top of the pyramid is strewn with rubble. An Archaeology roll recalls that the pyramid likely collapsed over 4,000 years ago.

As the sun sets, the pyramid casts a long shadow towards the Nile. Majestically, the shadow stretches and grows and just as the sun fades below the horizon, its tip almost touches one of the northern mastabas – the False Tomb, which is located in a thicket of grass and palm trees at the edge of the desert. This is sight is true to the directions written on the wall of the Chamber of Lions in Queen Kama's tomb. The shadow points towards the final resting place of Hetshepsut!

The shadow, however, lies. The pyramid has eroded over the years, and was once much higher – about 70 feet higher! The GM can allow an IQ roll to realize that the pyramid of 1936 looks different from the pyramid depicted on the wall.

An IQ roll would realize that the shadow should extend proportionately further, deeper in the grass and brush, while a Mathematics roll can pinpoint the *exact* location the higher pyramid's shadow would point to.

The False Tomb of Hetshepsut

The false tomb is a sturdy, square mastaba set atop a mound overgrown with thick grass. A narrow slab still seals the tomb shut. Carved into the slab is a faint outline of Sekhmet holding a boat above her head – the same likeness that was in the Chamber of Lions. Unsealing this tomb's entrance would require industrial machinery.

The Nazis, however, have already found a way into this tomb, via a northern tunnel that was originally started by tomb robbers. This tunnel is the only practical way inside.

Nazi Treasure Hunters!

Final Edition

The Nazi treasure hunters are led by the vibrant and stunning historian, MARGRIT KEHLER. The team has secretly dispatched to illegally loot the remaining mastabas of their gold. They have made their base in one of the largest mastabas (German HQ on the map), though have erected two tents that they use to temporarily crate and store treasure until a plane arrives to transport them back to Berlin.

If the PCs arrive in Meidum noisily, or explore the pyramid and surrounding mastabas, they'll likely be spotted by one of the Nazis. Kehler, thinking that their illicit operation has been discovered, first radios a plane for pickup, which arrives in about an hour. But soon Kehler's curiosity gets the better of her and she ventures out of her mastaba to talk to the PCs. She uses a convincing cover story that she is an archaeology student working with the Cairo museum. She deploys her acting skill, sex appeal, and her ability to put on a perfect London accent to perfect the ruse. Kehler's objective is to discover what brings the PCs to Meidum.

If asked about the tomb of Hetshepsut, Kehler says that she has already discovered it, via a robber's tunnel, and points to the False Tomb. Kehler honestly believes she *has* discovered it, as the hieroglyphics in the False Tomb *do* describe the resting place of Hetshepsut. She describes the tomb as "beautiful but empty". In reality, her treasure hunters stole most of the artifacts inside the tomb. Half were cargo-planed out of Egypt days ago, the other half is in her HQ inside one of the larger mastabas.

Unless the PCs are utterly convincing, Kehler is likely to grow suspicious. She offers to lead the PCs to the tomb... but has positioned her Nazi assistants inside the mastaba to capture the PCs, and interrogate them for information. If Kehler ever discovers that the PCs are searching for something special, her intense curiosity takes hold of her and she may agree to work together to find it. Kehler is not bloodthirsty, so she will hesitate to kill the PCs, especially before any treasure is found. Her men, on the other hand, do not agree with this approach. But her loyalty to the Third Reich is strong, and it is likely she will do anything she can to seize any priceless treasures for her country's future glory.

When Kehler's plane eventually arrives, she will order her men to destroy any vehicles at the site and then try to escape with any remaining artifacts in the Germans' possession.

MARGRIT KEHLER

ST	11	HP: 11
DX	13	Will: 13
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 6.25 Punch: 1d-2 cr
Move: 6
Dodge: 9

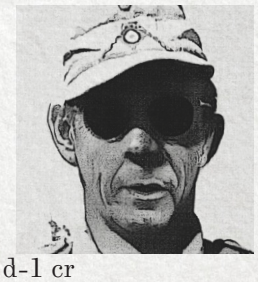
Traits: Appearance (Beautiful); Duty (Third Reich); Courtesy Rank 3; Curious (Severe!); Greed; Fit; Language (German, English, Hieroglyphics); Obsession (Recover artifacts); Status 2; Perfect British accent.

Skills: Acting-13; Archaeology-14; Diplomacy-13; Driving-11; Guns-13; History (Egypt)-15; Holdout-13; Leadership-14; Merchant-13; Occultism-12; Savoir Faire-14; Search-13; Sex Appeal-15; Stealth-12; Traps-13.

Equipment: Walther Modell 8 .25 pistol (1d pi-, Acc 1, Range 90/950, RoF 3, Shots 8+1(3), Bulk -1, Rcl 2, 1 lb.).

Personality: Obsessively curious with a deep love for ancient Egypt, Margrit Kehler loves her job. She naively has no idea that the Third Reich will melt down these artifacts to build steel tanks, and not keep them as historical treasures.

NAZI GOLD HUNTERS



ST	12	HP: 12
DX	12	Will: 11
IQ	10	Per: 12
HT	11	FP: 12

Basic Speed: 5.75 Punch: 1d-1 cr
Move: 5
Dodge: 8

Traits: Duty (Third Reich); Fit; Military Rank 2.

Skills: Archaeology-9; Brawling-14; Driving-11; Guns-14; History-10; Interrogation-11; Intimidation-11; Knife-12; Search-13; Stealth-11; Traps-10.

Equipment: Walther PPK .32 pistol (2d-1 pi-, Acc 1, Range 120/1,300, RoF 3, Shots 7+1(3), Bulk -1, Rcl 2, 1.7 lbs.). The *Oberleutnant* has a brand new Bergmann MP34 SMG (3d-1 pi, Acc 3, Range 170/1,900, RoF 6, Shots 32 (3), Bulk -4, Rcl 2, 10.9 lbs.)

The false tomb has a low-ceiling and is decorated with beautiful carvings of Hetshepsut and the lioness-headed goddess Sekhmet.

A wooden chariot used to be the centerpiece of the chamber, but it has fallen apart and now lies asunder. The Nazi treasure hunter Margrit Kehler believes that this chariot is the only thing true about the original legend of Hetshepsut's forty golden chariots.

An opened sarcophagus inside the false tomb contains a mummy – but this mummy is only a high-ranking servant, not the preserved corpse of the great Queen of Egypt. A careful examination, and an Archaeology-2 roll notices that the mummy is not wrapped with the usual care a pharaoh would receive.

The Nazis took most of the golden valuables from this room. The only thing left of value is the **Amulet of Ahmose**, a beautiful pectoral that shows two lionesses jumping at each other. It is made from gold and inlaid with turquoise, lapis lazuli, carnelian, and garnet. It would easily fetch thousands of dollars. The amulet was removed from a box found in the room, but it slipped behind the sarcophagus of the mummy. A Search roll can find it.

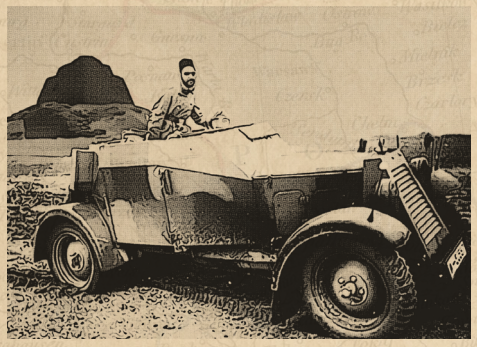
The German HQ

The Germans have occupied the inside of one of the largest mastabas at Meidum to use as their base of operations. Inside the tomb:

- A table holding a battery-powered portable radio.
- Three crates filled with golden treasures looted from the tombs at Meidum. Solid gold burial masks, perfume boxes, alabaster chests, headrests, and pendants are all carefully wrapped in straw, ready for shipment.
- Cots, blankets, and food for a few days.
- Digging tools, including picks, brushes, and shovels.
- A first aid kit.
- A small, locked metal box labeled "Dynamit". There are only two sticks left (9d+1 cr ex, 0.5 lbs.).

THE RETURN OF THE VIPERS!

If the PCs left either Count Malefik or his high-ranking servant Ramades alive, they are likely to dramatically arrive in Meidum to seize the treasure that the believe is theirs. The Vipers' arrival is not necessary to the adventure, so GMs should use their judgment as to whether they show up based on how well the PCs covered their tracks in the previous chapters of the adventure.



The Vipers have no alliance with the Germans and will treat everyone at Meidum as an obstacle standing between them and their treasure. Unless the Vipers know exactly where the Tomb of Hetshepsut is located, their plan is to gun down any resistance, take a few knowledgeable hostages, and force them to help look for the tomb.

To ensure their success, the Vipers arrive with a truck-full of raiders (see p.13). They have also commandeered an armored car! The cheap, German-made car is heavy and not very maneuverable, but holds a bloodthirsty, amateur gunner who is prepared to gun down anyone in their way (assume Gunner-12). If either Count Malefik or Ramades survived to arrive at Meidum, they will be in the gunner position, excited to fire upon the PCs that have embarrassed them so many times already.

Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Price
Kfz 13 Adler	46	-2/3	10f	3/34	2.4	.25	+3	1+1	22/15	$750

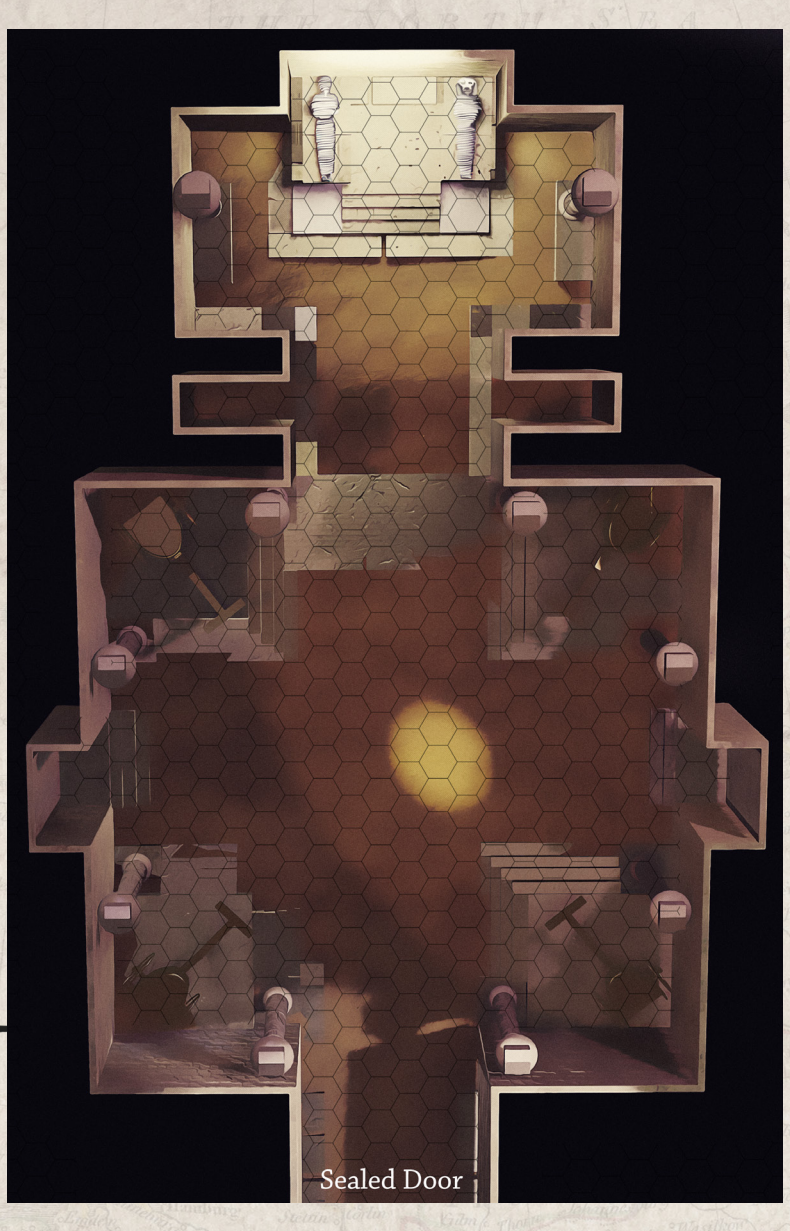
The Adler has a tripod-mounted 7.92mm MG (7d pi, Acc 5, Range 1,100/4,400, RoF 8, ST 11B, Bulk -7, Rcl 2, 21 lbs).

The Tomb of Hetshepsut
The actual tomb of Hetshepsut is a square mastaba overgrown by Nile grass and palm trees. From the outside, it looks crumbled and long-robbed – a false door looks like it has been broken into, its entrance filled with fallen rubble.

However, a careful search atop the mastaba finds loose sand and dirt covering a heavy, flat stone slab. The slab weighs over 2,000 lbs. – at least four strong men are required to drag it. When the slab is pulled away from it's opening, a massive plume of foul-smelling, hot dust roars out of the tomb. PCs within five yards of the opening take 1d-2 large area damage from the burning dust and must make a HT roll or wheeze and cough horribly for thirty minutes (-3 to DX, -1 to IQ, makes stealth impossible!).

The slab covered a steep shaft that descends fifteen yards into the dark tomb. A Perception (Vision) roll, however, spots a faint whitish glow emanating from the tomb's bottom.

Climbing down requires a heavy rope, or a daring Climbing-3 roll. Falling down the shaft is deadly, with hapless victims taking 4d cr damage!



The Tomb of Sekhmet

The shaft leads directly into the most treasured vault of Meidum – the Tomb of the Sekhmet and the Great Pharaoh Hetshepsut. Sealed for over three thousand years, the tomb was undisturbed until this moment.

There are only two chambers in this tomb – the large chariot vault and the burial chamber itself. When the PCs rappel down into the tomb, they see a bright white glow emanating from the burial chamber, the backlight effect making it impossible to see the burial chamber's contents.

The Gold Chariot Vault
The central vault is a large, square room. The corners of the room hold raised platforms; each contains a solid gold chariot! Contrary to the legend, there are only four chariots in this room, not forty. However, each chariot is worth over half a million dollars!

The Queens' Tomb
The centerpiece of the burial chamber are two mummies lying on a raised platform at the end of the room.
A mirror-like wall behind the mummies is made from polished silver and flecks of crystal, which somehow creates an intense, bright glow that is difficult to stare directly at.

A casual investigation and an IQ roll determines that there's not enough light coming into the chamber to actually create a glow of that intensity. A closer examination discovers that the strange crystals seem to actually be emitting light! A Geology-2 roll identifies the crystals as a rare variety of fluorite. If the PCs take a sample and get it back to a lab, they will learn that the fluorite appears *extraterrestrial* in nature, likely recovered from a meteor impact.

The two mummies are wrapped in white bandages that still look new. Very little, if any, decomposition has affected these mummies.

One mummy holds a glass-striped, bronze crook and flail, the symbols of pharaonic authority. A History (Egypt)+2 roll clearly identifies this as the corpse of Queen Hetshepsut, one of the greatest pharaohs of ancient Egypt.

The second mummy is well-built and significantly taller than the other. The preserved body looks not-quite seven feet tall. Furthermore, the mummy has a fierce, silver lioness mask covering its head. A closer look at the silver head shows that the metal is inscribed with thousands of tiny hieroglyphics. However, anyone who can read hieroglyphics, or a History (Egypt)-2 roll, spots that there are anomalies in the symbols. The language here is gibberish, and furthermore, several of the glyphs are wholly new and very much non-Egyptian.

If curious PCs remove the mask off the mummy, they see that the actual anatomy of the corpse has the head of a lioness!

The PCs seem to have discovered the actual tomb of the lion-headed goddess, Sekhmet... or perhaps a queen of some unknown ancient species that lived and died alongside the pharaohs. This unnatural realization causes a Fright Check-3! A closer examination, and a Physician roll, reveals that this is no mere stitch work – the creature they have discovered actually seems to be a hybrid of man and *panthera leo*.

GM's Note: If the German archaeologist Margrit Kehler is with them, she most certainly removes the mask out of sheer curiosity. If any of the Vipers or Nazi treasure hunters are present, they'll likely grab the mask out of greed.

Removing the mask of Sekhmet, however, unleashes a curse upon intruders in the tomb, starting with a burst of terrible energy. See the next page for details on the curse.

Finale

With up to four factions of explorers fighting over the contents of the tomb, the finale of the adventure can play out in many ways.

- Margrit Kehler is motivated by her intense curiosity, love of artifacts, and loyalty to the Third Reich. She will try to escape the tomb with something valuable. Once her plane arrives, she will happily escape Egypt and return to Berlin.
- Kehler's Nazis are greedy and looking for loyalty. They have no problem killing the PCs to take all of the treasure of the tomb of their own. Obviously, once the curse brings undead chaos to bear, the Nazis' first priority becomes defending themselves and escaping the tomb.
- The Vipers are motivated purely by greed, regardless of whether Malefik or Ramades is leading the group. They both need a large amount of gold to survive. Whether the Vipers charge headlong into the fray and are in the tomb with the PCs and the Nazis at the end... or bide their time to ambush the PCs after they escape the tomb is entirely up to the GM, and how badly the PCs have angered or embarrassed the Viper leaders over the course of the adventure.
- The guardians of the tomb have the simplest motivation! They wish to kill the intruders and reseal the tomb, protecting the secret of Sekhmet forever.

Either way, the adventure is concluded once the PCs have dealt with their foes and escaped the tomb. If the PCs are fortunate, they will have also escaped with an artifact, or at least a deeper understanding of the goddess Sekhmet and her true nature.

Unfortunately, recovering the chariots from the tomb is exceedingly difficult. A winch and heavy machinery is needed to lift the golden chariots out (the Vipers' Adler would do it). But the presence of the radioactive wall causes sickness and other health issues, giving true validity to the idea of an ancient curse upon tomb robbers. If the PCs leave it up to the Egyptian government to retrieve the treasures, they'll pull out one chariot and then quickly give up on the mission due to sickness and exhaustion... resealing the tomb for another thousand years.

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance. Retrieving any of the legendary artifacts from the Tomb of Sekhmet is also worth a bonus character point. GMs should also confer various Reputations, Contacts, or Patrons for befriending any of the influential folk in the adventure. And if the nefarious Vipers survived the adventure, they make excellent long-term Enemies for the player characters!

Special thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. Thanks also to Ajay Viknesh on Fiverr for creating the 3D model of the various tombs.

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or dispatch a telegram to thalcos@hotmail.com

The Doom of Sekhmet!

Final Edition

Within a minute of the mask of Sekhmet being removed, a Perception (Hearing) roll hears scratching sounds coming from the interior of the tomb's walls. At the same time, the mummified corpse of Sekhmet begins to twitch and move, causing a Fright Check for anyone who notices it.

Within another minute, the corpse is pulled into the air, as if by a wire. It floats, upright, in front of the large mirrored wall, its fingers clenching spastically.

Suddenly, a burst of energy explodes outwards from the wall flecked with crystal. Although the PCs will likely not realize it, this is a 20-rad burst of *radiation*! Anyone in the tomb must make a HT roll or suffer its ill effects:

- A critical success, or a PC carrying the Amulet of Ahmose from the False Tomb, shrugs off the effects.
- A success burns the victim, suffering 1d of injury HT hours later.
- A failure additionally causes nausea. After HT hours, the victim suffers a 1d loss of DX, IQ, and FP, and gains Hemophilia. This will wear off in a few days.
- A critical failure causes all of these results *instantly*.

Simultaneously, the scratching sounds in the walls grow louder. Suddenly, bursting out of the tomb walls are the undead guardians of the Sekhmet – two tomb guardians and ten skeletal servants (although the GM can tune this depending on his group, whether Nazis or Vipers are present to help fend them off, etc.). This ambush calls for another Fright Check-2!

As chaos breaks out in the tomb, the corpse of Sekhmet continues to float, twitching lifelessly, bathed by the glowing light of the mirrored wall. However, the radiation emitting from the wall slowly starts to disintegrate her body. First her bandages dissolve away, revealing the desiccated corpse of a creature that looks like a combination of a woman and a lion. Her hands are claws, her teeth are canines, and a withered tail hangs from her buttocks. Soon, her dried flesh body is torn away to a skeleton, which eventually turns to dust and blows across the tomb.

TOMB GUARDIANS

ST	16	HP: 20
DX	12	Will: 10
IQ	10	Per: 10
HT	10	FP: n/a

Basic Speed: 5.5 Punch: 1d cr
Move: 5 Parry: 12
Dodge: 10 Block: 11

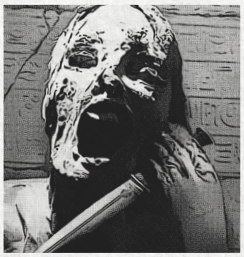
Traits: Compulsive Behavior (Kill intruders); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Combustible); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Brain, No Vitals, Unliving*); Temperature Tolerance 10; Unfazeable; Unhealing (Total); Unkillable 1 (Achilles Heel, Fire).

Skills: Axe/Mace-14; Brawling-14; Driving (Chariot)-14; Shield-12; Spear-14.

Equipment: Bronze lion mask (DR 2); small shield (DB 2); khopesh (2d+2 cut, reach 1, parry 0U, 3 lbs. Can also hook opponents for 1d-1 cut at -5 to hit - see Low-Tech p.54)

* Unliving targets take x1 damage from impaling and huge piercing, 1/2 from large piercing, 1/3 from piercing; and 1/5 from small piercing!

SKELETAL SERVANTS



ST	11	HP: 15
DX	10	Will: 10
IQ	9	Per: 10
HT	10	FP: n/a

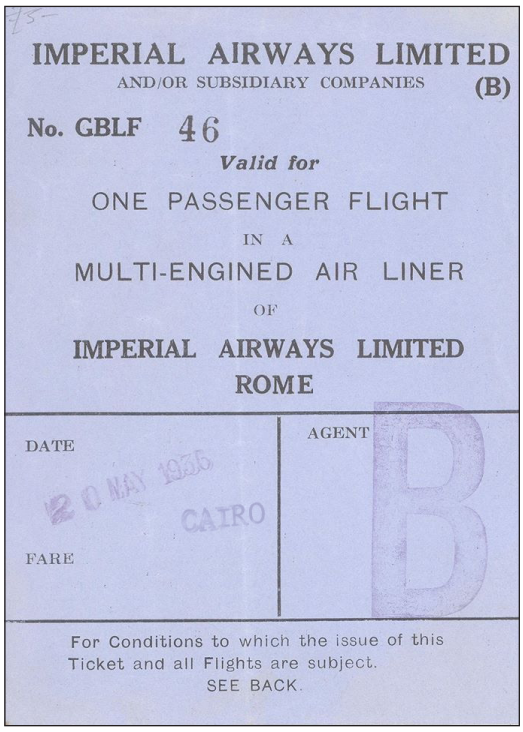
Basic Speed: 5.75 Punch: 1d-1 cr
Move: 5
Dodge: 8 Parry: 8

Traits: Compulsive Behavior (Kill intruders); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Combustible); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Brain, No Vitals, Unliving); Temperature Tolerance 10; Unfazeable; Unhealing (Total).

Skills: Brawling-12; Knife-12.

Weapon: Large ceremonial knife (1d-1 imp, reach C, Parry -1, 1 lb.)

Handouts



IMPERIAL AIRWAYS LIMITED
AND/OR SUBSIDIARY COMPANIES (B)

No. GBLF 46

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ONE PASSENGER FLIGHT

IN A

MULTI-ENGINED AIR LINER

OF

IMPERIAL AIRWAYS LIMITED
ROME

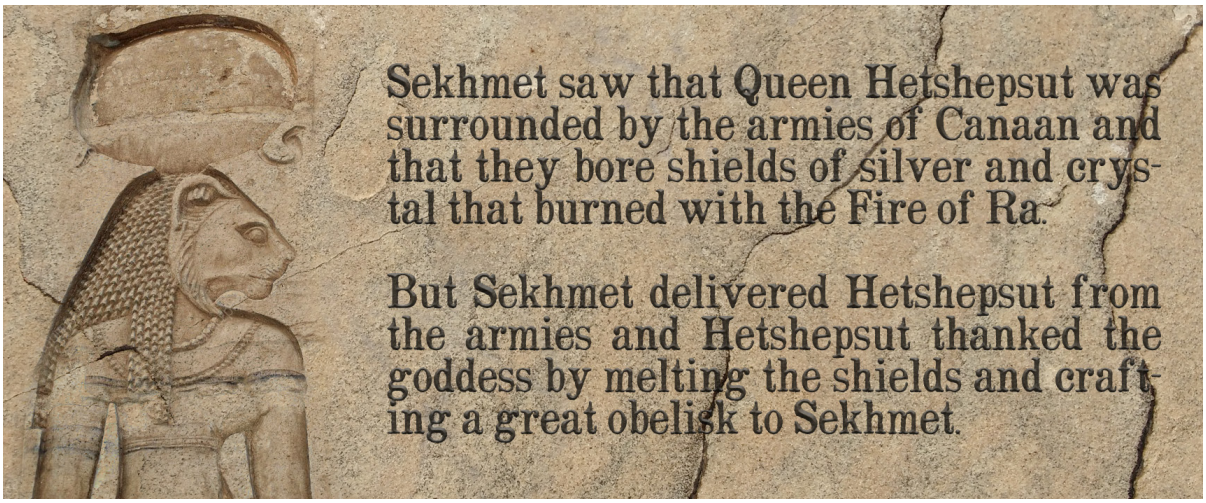
DATE 20 MAY 1936 CAIRO

AGENT

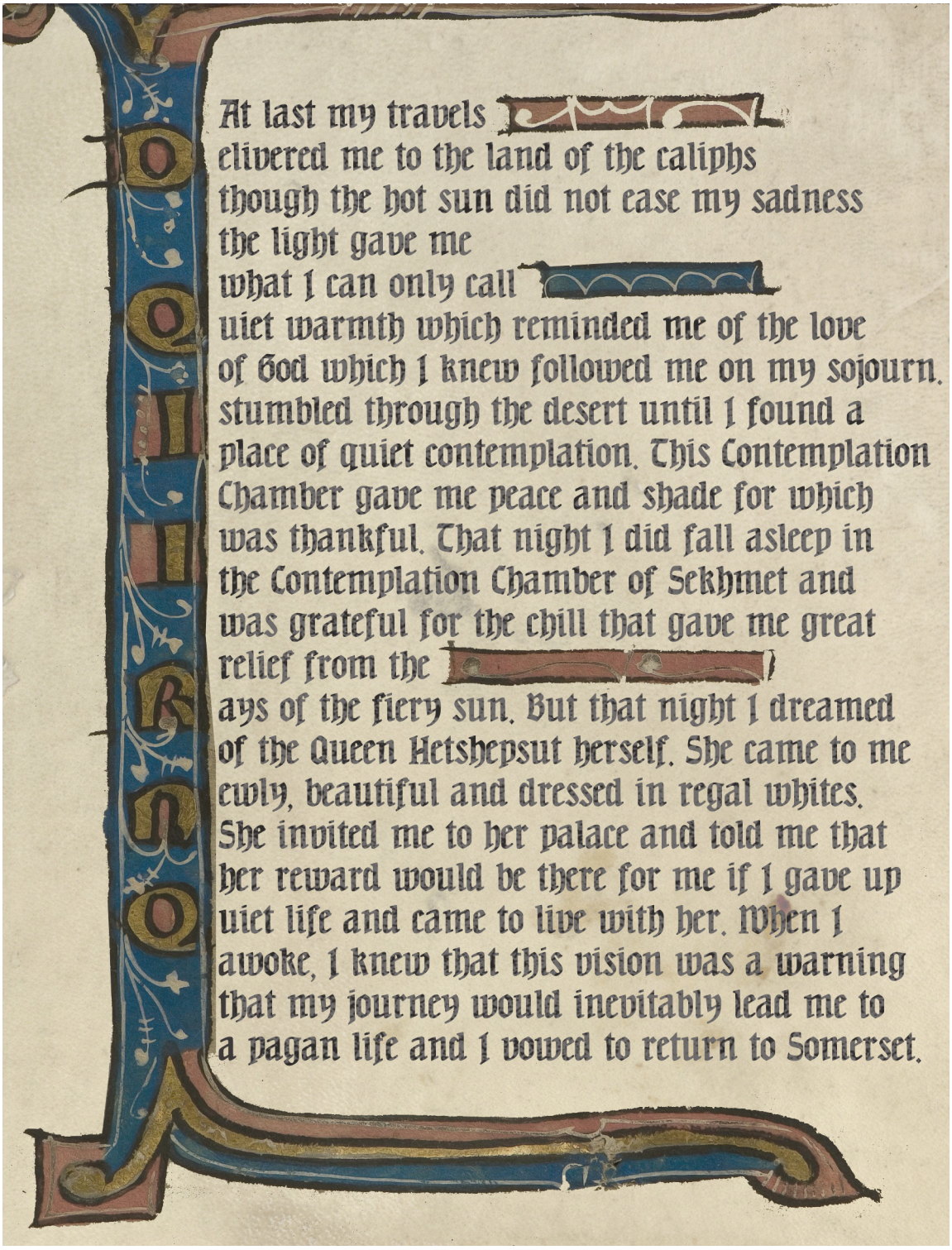
FARE

For Conditions to which the issue of this Ticket and all Flights are subject.
SEE BACK.

Handout A - Airway ticket found in the pockets of the Count Malefik and his Vipers



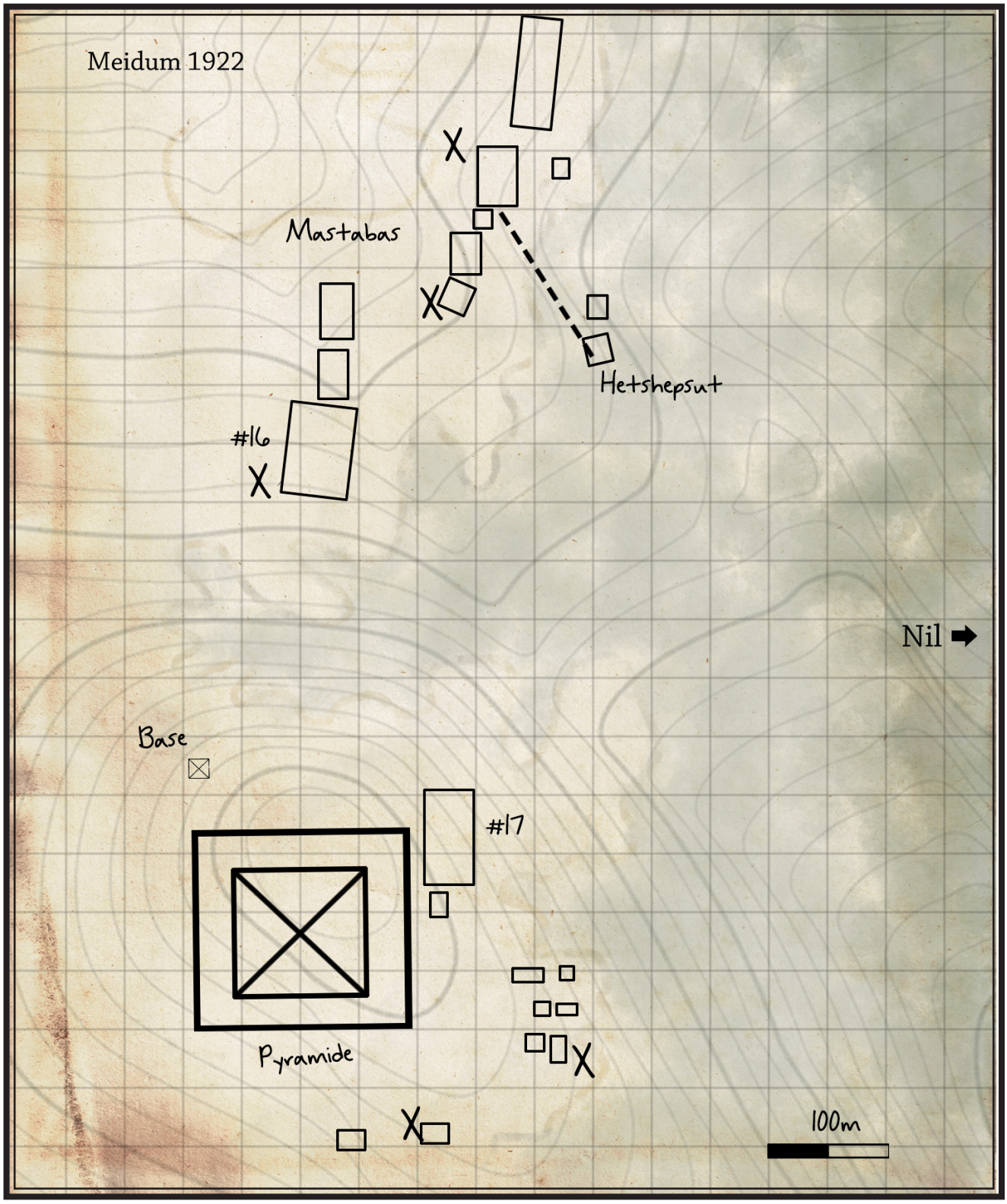
Handout C - Translation of the new myth of Sekhmet found in the Chamber of Lions



At last my travels
elivered me to the land of the caliphs
though the hot sun did not ease my sadness
the light gave me
what I can only call
uiet warmth which reminded me of the love
of God which I knew followed me on my sojourn.
stumbled through the desert until I found a
place of quiet contemplation. This Contemplation
Chamber gave me peace and shade for which
was thankful. That night I did fall asleep in
the Contemplation Chamber of Sekhmet and
was grateful for the chill that gave me great
relief from the
ays of the fiery sun. But that night I dreamed
of the Queen Hetshepsut herself. She came to me
ewly, beautiful and dressed in regal whites.
She invited me to her palace and told me that
her reward would be there for me if I gave up
uiet life and came to live with her. When I
awoke, I knew that this vision was a warning
that my journey would inevitably lead me to
a pagan life and I vowed to return to Somerset.

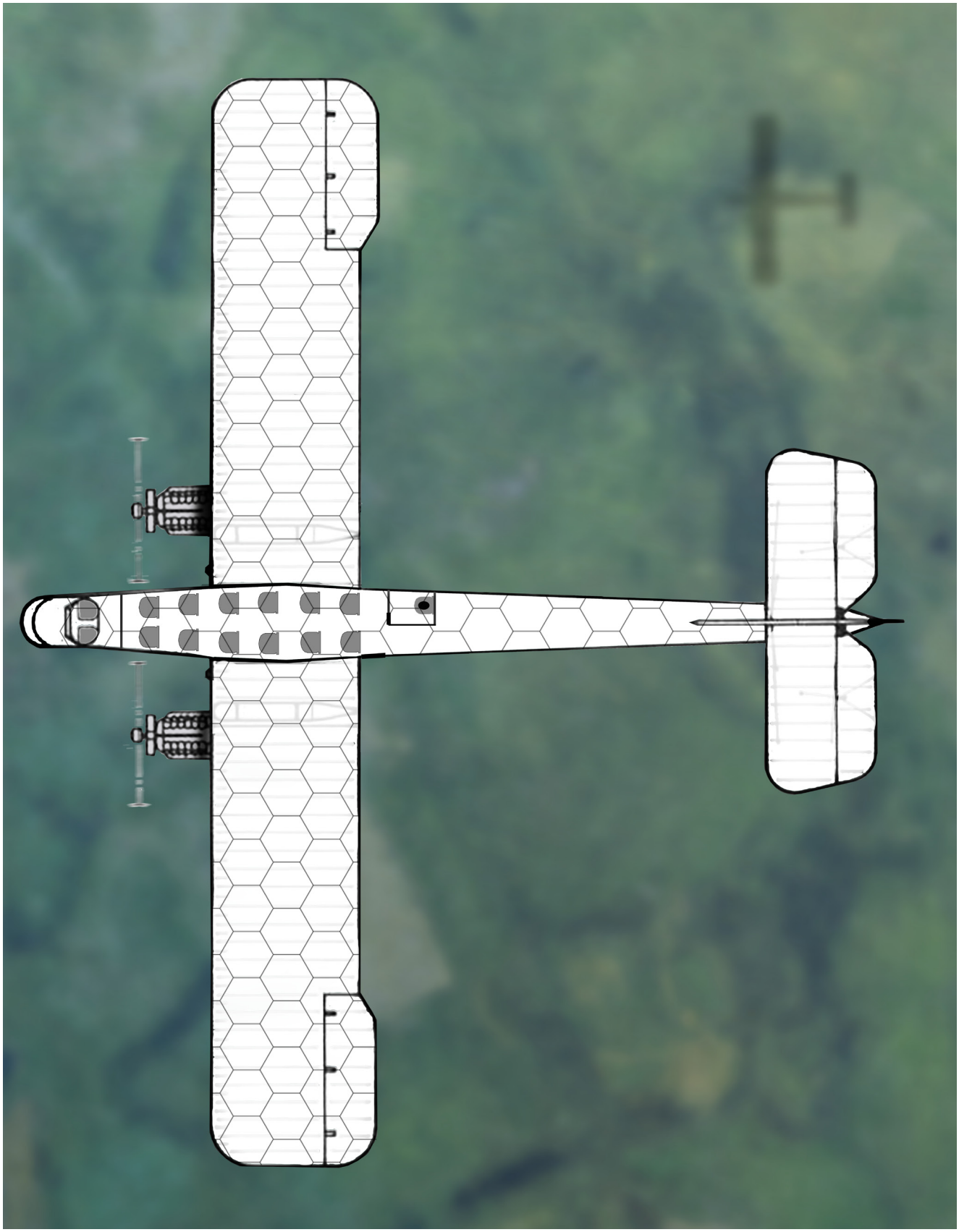
Handout B - Translated page from *The Mourning of Janshai* (originally in Latin)

Handouts



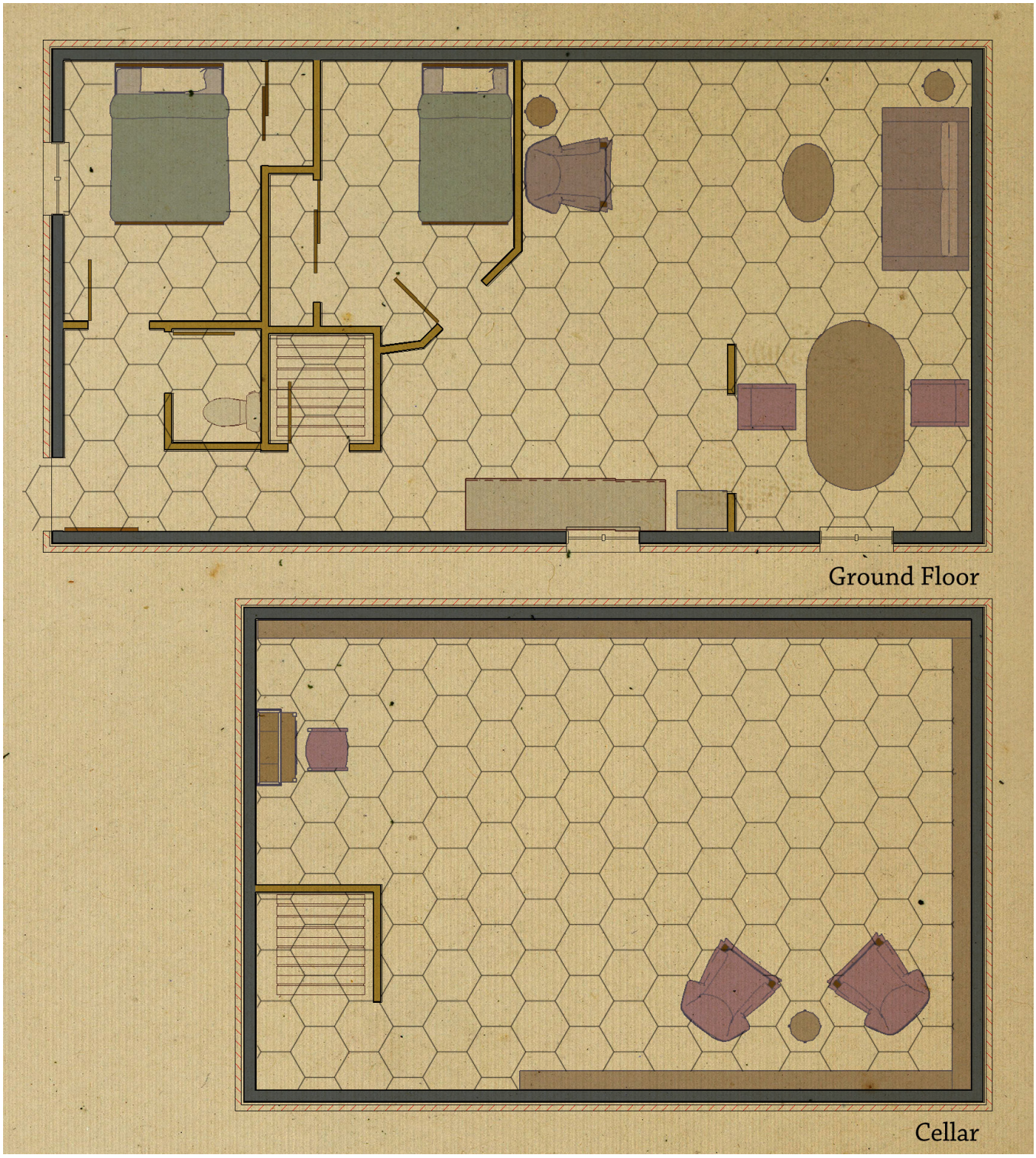
Handout D - Map of Meidum found in the nearby tents

PLAYER SAFE MAPS



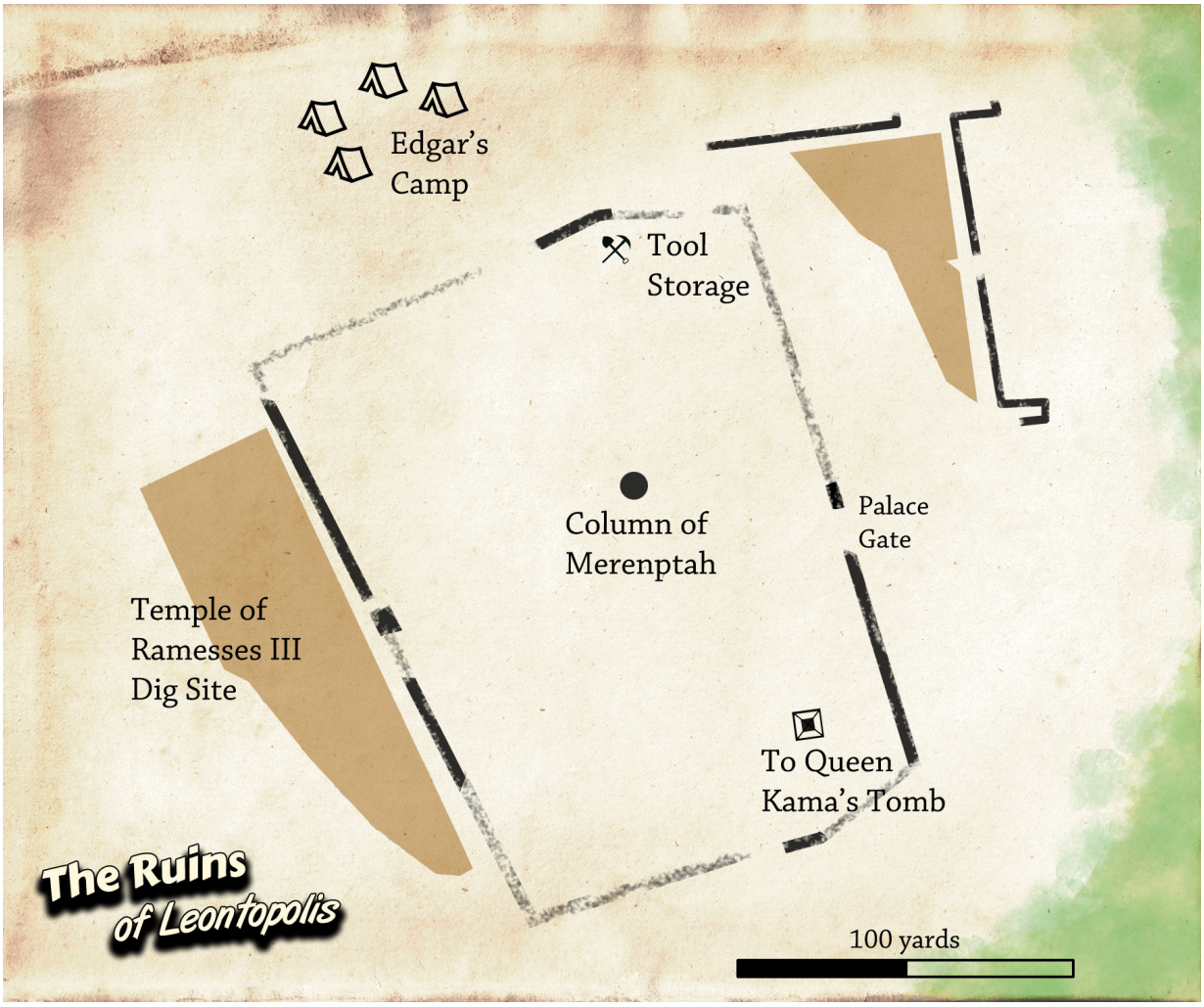
The Handley

PLAYER SAFE MAPS



The Danieli's House

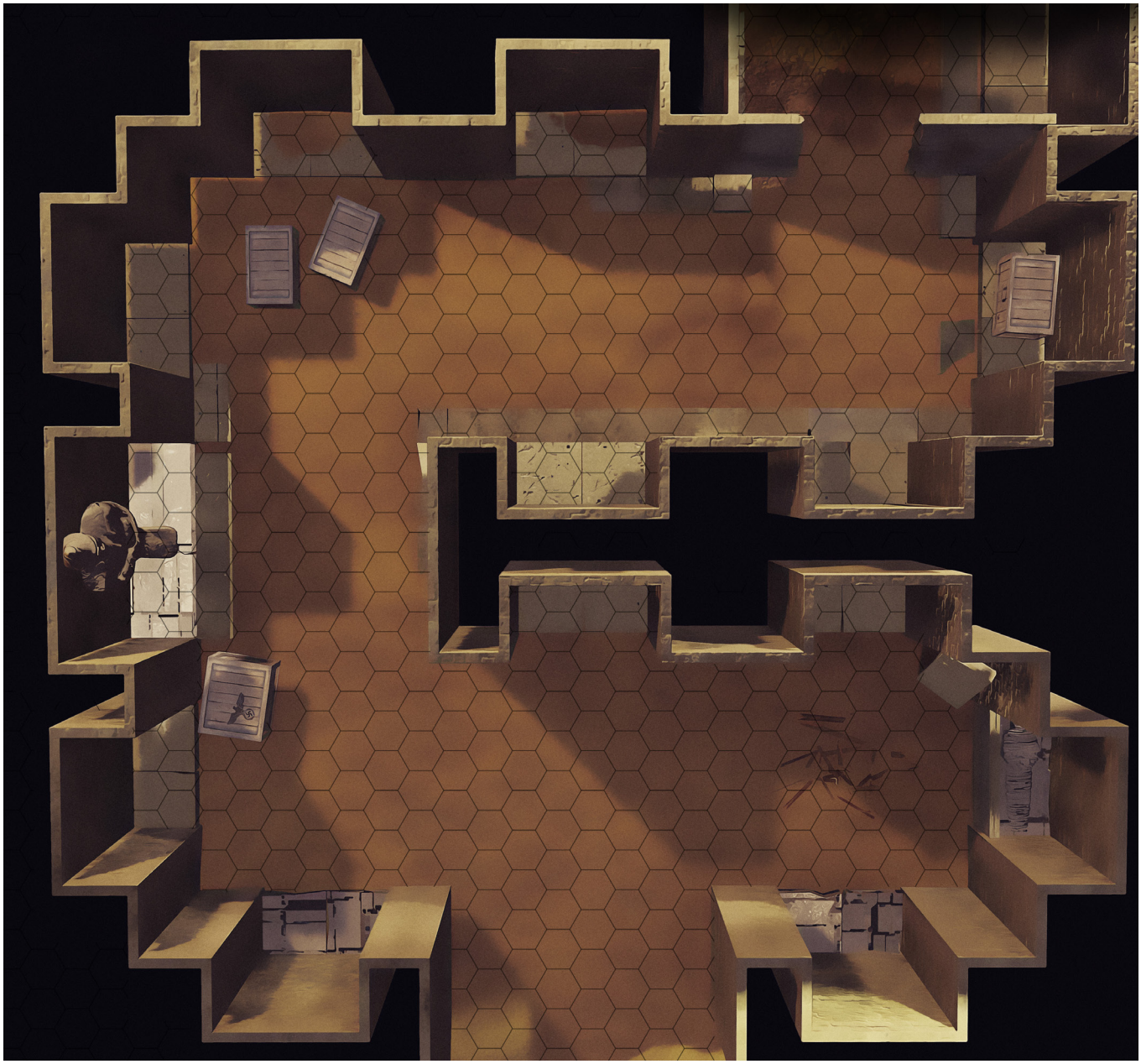
PLAYER SAFE MAPS



PLAYER SAFE MAPS

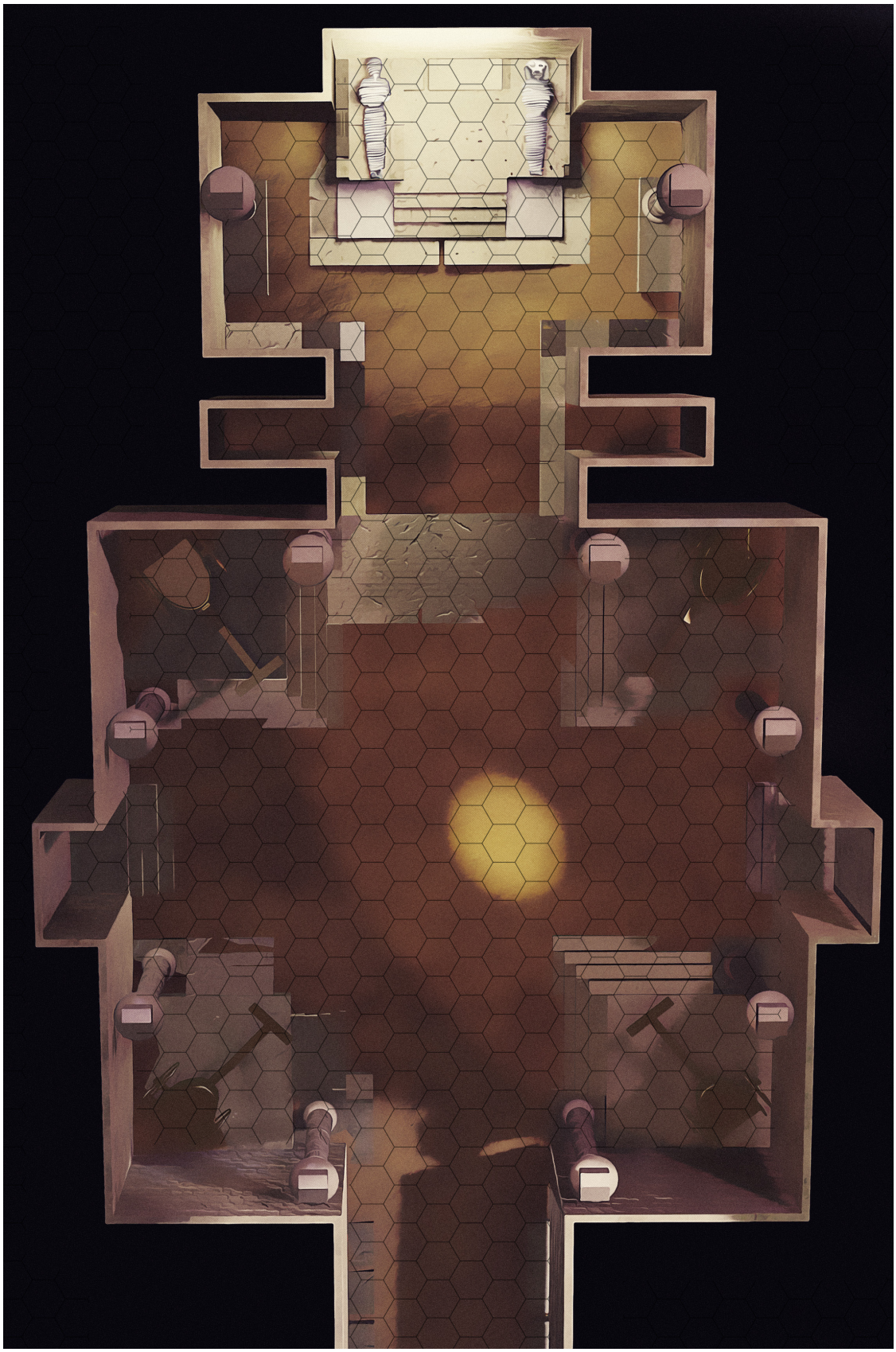
The Contemplation Chamber of Sekhmet

PLAYER SAFE MAPS



The False Tomb

PLAYER SAFE MAPS



The Tomb of Hetshepsut

CLIFFHANGERS Character

Name Carlo Grandi **Player** _____ **Point Total** 150

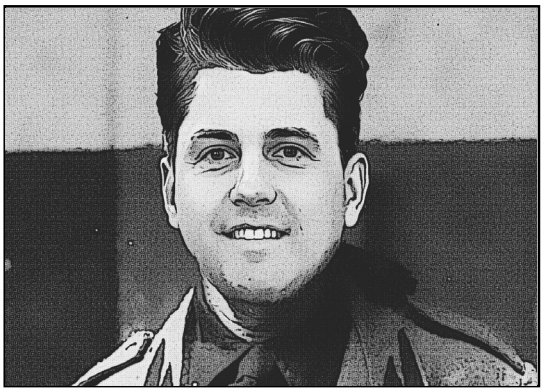
Ht 5'10" **Wt** 170 **Size Modifier** 0 **Age** 23 **Unspent Pts** –

Appearance Shockingly good hair distracts from a baby face on this well-rounded, anti-fascist army officer

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	12	[40]	**WILL**	11		[0]
IQ	11	[20]	**PER**	12		[5]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 6

DR 0



BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
10	11 (Brawling)	–

REACTION MODIFIERS

Appearance +1 when hair is styled

Status +1 from Military Rank

Reputation _____

ADVANTAGES & PERKS

Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Fit (+1 to all HT rolls)	[5]
Hard to Kill +1 (+1 to all HT rolls to avoid death)	[5]
Military Rank 2 ("Maresciallo Capo" of the 3rd Bersaglieri Company)	[10]
	[ ]
Great hair	[1]
	[ ]
Languages	[ ]
Italian (Native)	[0]
English (Accented, Literate)	[4]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chronic Hip Pain (9 or less, lasts 4 hours, -4 DX and IQ)	[-10]
Duty (Bersaglieri, 9 or less, extremely hazardous)	[-10]
Phobia (Cats)	[-5]
Secret (Anti-Fascist)	[-5]
Stubbornness	[-5]
	[ ]
Still gets nervous thinking about grenades	[-1]
Sneezes more often than you'd expect	[-1]
Protective of women (especially older ones)	[-1]
Regularly sends money to his mom and grandma	[-1]
Collects Mickey Mouse Weekly comics	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Animal Handling (Goats + Horses)	10	[2]
Area Knowledge (Rome)	11	[1]
Artillery (Cannon)	10	[1]
Bicycling	13	[2]
Brawling	14	[4]
Two-handed Punch	14	[2]
Cooking	11	[2]
Driving (Automobile + Motorcycle)	12	[4]
Farming	10	[1]
Forward Observer	10	[1]
Gunner (Machine Gun)	13	[2]
Guns (Pistol)	14	[2]
Guns (Rifle)	15	[8]
Hiking	12	[2]
Jumping	13	[2]
Knife	13	[2]
Navigation (Orienteering)	11	[2]
Parachuting	13	[2]
Riding (Equines)	12	[2]
Savoir-Faire (Military)	12	[2]
Soldier	12	[2]
Stealth	12	[2]
Survival (Desert)	12	[2]
Throwing	12	[2]
Traps	11	[2]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-1 cr	C	11	Brawling-14		
Two-handed punch	1d+1 cr	C	13	Brawling-4, only one Parry allowed at +2		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Beretta Mod 1934 pistol	2d pi	1	120/1300	3	7+1 (3)	8	-1	2	Guns-14	$300	1.9 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$150

POSSESSIONS

Item	Location	Cost	Weight
Bersaglieri uniform		$20	- lbs.
Comb	Pocket	$2	- lbs.
Extra socks	Bag	$1	- lbs.
Army watch	Wrist	$10	1 lb
Army boots (DR 2)	Feet	$10	4 lbs.
Satchel		$5	1 lb
Mickey Mouse Weekly, Vol 1, #9		$1	- lbs.
Totals:		$ 387	8 Lbs.

You were in Ethiopia in 1935. But six months into the conflict, you had seen enough. You had no idea what Italy was doing there. Almost as soon as you had that realization, you got hit by a grenade and shrapnel almost tore your leg off. You got a metal for your wound and were sent back to Rome. There, you made friends with some of the anti-fascists. Although they were angry you were still in the military, you felt that maybe you could help their cause from behind a desk. When one of your friends, Carolina, told you she was going to the airport to capture an American bank robber, you decided you weren't about to see her get hurt - so you went down to the runway to lend a hand.

CHARACTER NOTES

Owns a house outside of Rome worth about $8,000

CLIFFHANGERS Character

Name Marisa Santarelli **Player** _____ **Point Total** 150

Ht 5'8" **Wt** 140 **Size Modifier** 0 **Age** 24 **Unspent Pts** -

Appearance Exuberant Italian stunt performer, so-so actress, and daughter of a notorious mafioso

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	13	[60]	**WILL**	10		[-5]
IQ	11	[20]	**PER**	11		[10]
HT	12	[20]	**FP**	12		[0]

MOVE 6

DR 0

BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
10	–	–

REACTION MODIFIERS

Appearance +1

Status +0

Reputation +0

+1 from Born Entertainer (crowds)

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Born Entertainer	[5]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Fearlessness +2 (+2 to Fright Checks)	[4]
Fit (+1 to all HT rolls)	[5]
Hard to Subdue (+1 to all rolls to avoid unconsciousness)	[2]
Patron (Uncle Pierluigi, 6 or less, mafia don, extensive social power)	[8]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Impulsiveness	[-10]
Lecherousness	[-15]
Obsession (Becoming famous)	[-10]
Wealth (Struggling)	[-10]
	[ ]
	[ ]
Dislikes police, thinks they are all corrupt	[-1]
Competitive, especially with other actresses	[-1]
Loves bad horror films	[-1]
Holds grudges forever	[-1]
Enamored with anyone even mildly famous	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Acrobatics	13	[4]
Breakfall	14	[1]
Acting (includes +1 from Born Performer)	11	[1]
Body Language	10	[1]
Carousing	12	[1]
Connoisseur (Film)	10	[1]
Current Affairs (Popular Culture)	11	[1]
Dancing (includes +1 from Born Performer)	13	[1]
Driving (Automobile)	13	[2]
Driving (Motorcycle)	12	[1]
Guns (Pistol + Rifle + SMG)	13	[3]
Performance (includes +1 from Born Performer)	12	[2]
Piloting (Light Aircraft)	13	[2]
Piloting (Heavy Aircraft)	11	[-]
Riding (Equines)	11	[1]
Savoir-Faire (High Society + Mafia)	11	[1]
Sex Appeal (includes +1 from Appearance)	12	[1]
Stage Combat (includes +1 from Born Performer)	14	[2]
Streetwise	11	[2]
Whip	12	[1]
		[ ]

Languages	Spoken	Written	
Italian	Native	Literate	[0]
English	Accented	Literate	[4]
			[ ]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	10	DX 13		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$20

POSSESSIONS

Item	Location	Cost	Weight
Expensive leather boots (DR 1)		$40	1 lb
Compass (swiped from her last film)		$10	–
	Totals:	$22	2 Lbs.

You were AMAZING in your last film – The Crown of Spartacus. The director said he'd never seen anyone thrown from a balcony with such gusto – and he meant it. You wanted to KILL him when he then refused to cast you into a speaking part in his next film! Your luck returned when you heard that your friend, Elena Altieri, got cast in a BIG film – and she convinced the director to give you lines! But then you met some new friends who told you Elena had gotten in with some bank robbers. You casually mentioned this to Elena, but she told you to screw off! Then she went to sneak out of town without taking you along. No way was that going to happen...!

CHARACTER NOTES

Has $4,500 of stuff in her apartment in Rome

CLIFFHANGERS Character

Name Jonny Talon **Player** _____ **Point Total** 150

Ht 6'1" **Wt** 175 **Size Modifier** 0 **Age** 29 **Unspent Pts** –

Appearance Soft-hearted cropduster pilot – always has a steady expression to accompany his crazy ideas

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	12	[40]	**WILL**	11		[0]
IQ	11	[20]	**PER**	11		[0]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 5

DR 1

BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Brawling)	–

REACTION MODIFIERS

Appearance +1

Status +0

Reputation +0

+1 from Charisma

+2 from Driver's Reflexes (passengers)

ADVANTAGES & PERKS

Acute Vision +3	[6]
Appearance (Attractive)	[4]
Charisma +1	[5]
Daredevil (+1 to rolls when taking unnecessary risks)	[15]
Driver's Reflexes +2	[10]
Empathy (you can deeply assess people's natures on an IQ-3 roll)	[5]
Fearlessness +2 (+2 to Fright Checks)	[6]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chummy (when alone, -1 to IQ-based skills)	[-5]
Code of Honor (Professional's – "Always get the job done right")	[-5]
Debt (owes $1,000 per month for his flying lessons)	[-10]
Extra Sleep (2 extra hours a night)	[-4]
Impulsiveness	[-10]
	[ ]
Has a recognizable square jaw	[-1]
Soft spot for farmers – never turns down jobs to help dust crops	[-1]
Hates unpolished shoes	[-1]
Introduces himself as "captain"	[-1]
Always overcomplicates his plans	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Brawling	14	[4]
Carousing	12	[2]
Current Affairs (People)	12	[2]
Driving (Automobile) (includes +2 from Driver's Reflexes)	14	[2]
Driving (Motorcycle) (includes +2 from Driver's Reflexes)	14	[2]
Farming	10	[1]
Fast-Draw (Pistol)	13	[2]
Fast-Talk (+1 from Charisma for Influence rolls)	11	[2]
Gunner (Machine Gun)	12	[1]
Guns (Pistol)	13	[2]
Mechanic (Airplane)	11	[2]
Navigation (Air)	12	[4]
Parachuting	12	[1]
Piloting (Heavy Aircraft) (includes +2 from Drivers Reflexes)	14	[2]
Piloting (Light Aircraft) (includes +2 from Drivers Reflexes)	15	[4]
Riding	12	[2]
Scrounging	13	[4]
Swimming	11	[1]
		[ ]
		[ ]
		[ ]

Languages	Spoken	Written	
English	Native	Native	[0]
			[ ]
			[ ]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	9	Brawling-14	-	-
Whittling Knife	1d-3 imp	C	5	Knife-8 (default)	$20	1/4 lb

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
S&W .44 Special (Revolver)	2d pi+	2	140/1500	3	6(2i)	9	-2	3	Guns-13	$600	2.5 lbs

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$270

POSSESSIONS

Item	Location	Cost	Weight
Small leather bag	Shoulder	$10	1 lb
Leather pilot's jacket (DR 1)		$50	4 lbs
Polished leather shoes	Feet	$30	1 lb
Banana yellow Piper J-3 Cub aircraft	Raleigh, NC	$1,500	- lbs
Pilot's goggles	Bag	$10	- lbs
Binoculars (10X)	Bag	$10	1 lb
Totals:		$ 2,230	10 Lbs.

Your old man always told you that you were flawed because you wanted too much. He told you to be content living in Idaho. He told you to be happy being a cropduster mechanic. But you knew that wasn't enough, so you pestered the pilots until they taught you how to fly. Then you blew all your money on a new Piper. To make ends meet, you found a high-paying stunt pilot gig in Rome for a new talkie. After you finished the job, an Italian military officer named Carlo offered you a drink. He said that he was hot on the trail of some gangsters and he could use a pilot's expertise to nab the guy. Carlo offered you some good money for your time, so you signed up.

CHARACTER NOTES

Has about $6500 invested in a house in Florida

CLIFFHANGERS Character

Name Carolina Ezzat **Player** _____ **Point Total** 150

Ht 5'5" **Wt** 130 **Size Modifier** 0 **Age** 23 **Unspent Pts** –

Appearance Ex-law student turned angry protester and journalist, Carolina is set on taking down Mussolini

					CURRENT	
ST	10	[0]	**HP**	10		[0]
DX	11	[10]	**WILL**	14		[0]
IQ	14	[80]	**PER**	14		[0]
HT	10	[20]	**FP**	10	CURRENT	[0]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d

BASIC SPEED 5.25 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
8	–	–

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +2 from Charisma

+1 from Intuitive Statesman (political folk)

-1 from Stubbornness

ADVANTAGES & PERKS

Charisma +2	[10]
Fit (+1 to all HT rolls)	[5]
Intuitive Statesman 1	[10]
Photographic Memory	[10]
	[ ]
	[ ]
Languages:	[ ]
Italian and English (Native)	[6]
Arabic (Accented, Literate)	[4]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Bad Sight (Nearsighted, Glasses)	[-10]
Enemy (Carabinieri national police, 6 or less)	[-15]
Selfless	[-5]
Stubbornness	[-5]
	[ ]
	[ ]
Hates fascists – really hates them	[-1]
Feels like she is in the shadow of her mother, the great professor	[-1]
Loves sailboats (but self-aware she can't swim)	[-1]
Always finds new causes to talk about	[-1]
Believes in the best of people	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Archaeology	12	[1]
Architecture	13	[1]
Bicycling	12	[2]
Current Affairs (Politics) (includes +1 from Intuitive Statesman)	15	[1]
Diplomacy (add +2 for influence rolls from Charisma)	14	[2]
Driving (Automobile)	10	[1]
Explosives (Demolition)	13	[1]
Guns (Pistol)	12	[2]
History (Egyptian + Italian)	13	[4]
Intimidation (add +2 for influence rolls from Charisma)	13	[1]
Law (includes +1 from Intuitive Statesman)	14	[2]
Leadership (includes +1 from Intuitive Statesman)	17	[2]
Musical Instrument (Violin)	12	[2]
Observation	14	[2]
Occultism	13	[1]
Photography	13	[1]
Politics (includes +1 from Intuitive Statesman)	14	[1]
Professional Skill (Journalism)	14	[2]
Public Speaking (includes +3 from Charisma and Statesman)	17	[2]
Riding (Equines + Camels)	10	[2]
Shadowing	13	[1]
Stealth	12	[4]
Survival (Desert)	13	[1]
Teaching	13	[1]
Writing	13	[1]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	8	DX 11	-	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Walther Mod 4 .32 pistol	2d-1 pi-	1	120/1300	3	7+1 (3)	7	-1	2	Guns-12	$200	1.7 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$100

POSSESSIONS

Item	Location	Cost	Weight
Leather purse		$15	- lbs.
Journal and pencil	Purse	$5	- lbs.
Photo of her family at the pyramids	Purse	-	- lbs.
Fashionable sunglasses	Purse	$15	- lbs.
Totals:		$ 235	2 Lbs.

When you overheard some Americans talking about how there was a $23,000 reward for the capture of a bank robber - and the robber was in Rome - you talked them into giving you a cut of the reward if you helped them track him down. That kind of money would really make a dent in equipping your anti-fascist friends! Plus you have a ton of friends with their ear to the ground of what's happening in Rome, and tracking an American bank robber who loves to throw money around wouldn't be that hard. Sure enough, you located him in 24 hours. Now you're making sure you'll be there when he gets nabbed, so no one screws you out of that reward!

CHARACTER NOTES

Has an apartment in Rome with $8,000 of furnishings

CLIFFHANGERS Character

Name Duke Duckworth **Player** _____ **Point Total** 150

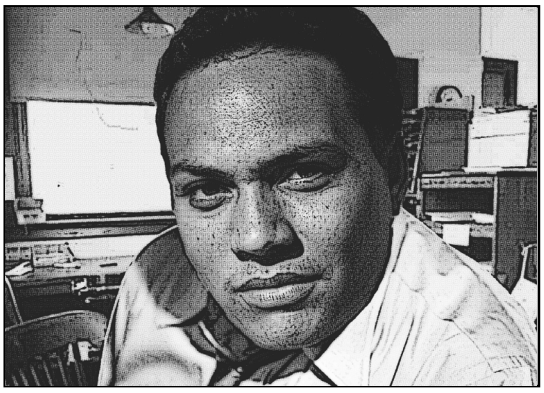
Ht 5'10" **Wt** 165 **Size Modifier** 0 **Age** 33 **Unspent Pts** –

Appearance Tough detective from Detroit, known for being involved with a starlet's murder

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	12	[40]	**WILL**	12		[0]
IQ	12	[40]	**PER**	14		[10]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 6

DR 0



BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Boxing)	–

REACTION MODIFIERS

Appearance +0

Status +0

Reputation –3 from Careless detective

–1 from Stubbornness

ADVANTAGES & PERKS

Contact (veteran reporter, Research skill 15, 12 or less, somewhat reliable)	[4]
Danger Sense	[15]
High Pain Threshold	[10]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Reputation –3 (Careless detective, Americans only, 10 or less)	[–3]
Stubbornness	[–5]
Truthfulness	[–5]
Unluckiness	[–10]
Wealth (Struggling)	[–10]
	[ ]
Carries glasses to look smart (but doesn't need them)	[–1]
Always dresses for warm weather	[–1]
Calls his favorite gun "my third fist"	[–1]
Whistles when he's alone	[–1]
Respects physicians, regrets not becoming one	[–1]
	[ ]
	[ ]

SKILLS

Name	Level	
Acting	12	[2]
Boxing	13	[4]
Climbing	11	[1]
Current Affairs (Headline News)	13	[2]
Detect Lies	12	[1]
Diplomacy	11	[2]
First Aid	12	[1]
Forced Entry	13	[2]
Gambling	11	[1]
Guns (Pistol)	13	[2]
Guns (Rifle and Shotgun)	11	[1]
History (Europe)	12	[4]
Lockpicking	12	[2]
Observation	15	[4]
Photography	11	[1]
Search	14	[2]
Shadowing	12	[2]
Stealth	11	[1]
Streetwise	13	[4]
		[ ]
		[ ]

Languages	Spoken	Written	
English	Native	Native	[0]
			[ ]
			[ ]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d-1 cr	C	6	-2 to parry kicks -3 to parry non thrusting weapons		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Colt .38 Special (Revolver)	2d pi	2	110/1200	3	6(2i)	9	-2	2	Guns-13	$475	1 lb

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$15

POSSESSIONS

Item	Location	Cost	Weight
Cheap leather briefcase		$6	- lbs.
Body holster	Torso	$3	- lb
Sinclair Lewis' *It Can't Happen Here*	Briefcase	$2	- lbs.
Journal and pencil	Briefcase	$1	- lb
Totals:		$ 51	1 Lbs.

Lauren St. James. Talented, drop-dead gorgeous, and those battleship gray eyes that could sink a man's soul. After two drinks with her at Mikey's – right after she finished shooting her scenes for her new movie – you knew you had it bad for her. But three days later she turned up dead, and you were the first suspect they arrested. Sure, eventually the Detroit police realized they were goof-offs and let you go, but it killed your reputation big time. But you swore you'd find the no-good SOB who killed Lauren. When you heard a socialite friend of hers, Betty Page, knew who Lauren was with that night, you grabbed a plane to Italy to talk with the broad.

CHARACTER NOTES

Take notes here...

CLIFFHANGERS Character

Name Solange "Patience" Paquet **Player** _____ **Point Total** 150

Ht 5'7" **Wt** 130 **Size Modifier** 0 **Age** 25 **Unspent Pts** –

Appearance A resourceful junior agent in French intelligence; does not tolerate fools

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	13	[60]	**WILL**	10		[-5]
IQ	11	[20]	**PER**	11		[0]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 6

DR 0

BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
10	11 (Brawling)	–

REACTION MODIFIERS

Appearance +1

Status +1

Reputation _____

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[15]
Fit (+1 to all HT rolls)	[5]
Military Rank 1 (member of Deuxième Bureau – French intelligence)	[5]
Status +1 (privileged)	[5]
	[ ]
On Alert (you always have an emergency bag packed)	[1]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Bloodlust	[-10]
Dependent (Daughter Agnes, loved one, 6 or less)	[-10]
Duty (Deuxième Bureau, extremely hazardous, 9 or less)	[-10]
Insomniac (Mild)	[-10]
	[ ]
	[ ]
Intolerant of fascists – especially German ones	[-1]
Loves horses	[-1]
Has no patience for show-offs	[-1]
Distinctive purple-gray eyes	[-1]
Loves her wine and cocktails – probably a bit too much	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Acting	12	[4]
Brawling	15	[4]
• Brawling Disarm	16	[2]
Climbing	12	[1]
Connoisseur (Wine)	10	[1]
Cryptography	10	[2]
Current Affairs (Headline News)	12	[2]
Fast-Draw (Knife + Pistol) (includes +1 from Combat Reflexes)	14	[2]
Filch	12	[1]
Guns (Pistol + Rifle)	14	[4]
Intelligence Analysis	10	[2]
Knife	13	[1]
Observation	12	[4]
Psychology	9	[1]
Research	10	[1]
Riding (Equines)	12	[1]
Savoir-Faire (Police + High Society)	12	[4]
Scrounging	11	[1]
Shadowing	12	[4]
Skiing	10	[1]
Stealth	14	[4]

Languages	Spoken	Written	
French	Native	Literate	[0]
English	Accented	Literate	[4]
German	Accented	Literate	[4]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-1 cr	C	11	Brawling-15		
Fine dagger	1d-1 imp	C	9	Knife-13	$40	- lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Mauser C14 .32 semiautomatic	2d-1 pi-	1	120/1300	3	8+1 (3)	7	-1	2	Guns-14	$200	1.6 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$500

POSSESSIONS

Item	Location	Cost	Weight
Expensive purse		$15	- lbs.
Nice lady's hat	Bag	$2	- lbs.
Suitcase full of clothes for all occasions	Hotel	$50	- lbs.
Nice Swiss watch	Wrist	$10	1 lb
Leather shoes (DR 1)	Feet	$10	- lbs.
	Totals:	$ 327	3 Lbs.

Deuxième Bureau, French intelligence, wants you nowhere near Mussolini's fascists while you're on assignment in Rome. That's why they told you to go track down an American bank robber – Skeet Skitshaw – who somehow escaped prison in Chicago, vacationed across Europe with his dumb girlfriend, and then robbed four more banks in Italy when he ran low on cash. This is the case you get assigned? Fortunately, Mr. Skitshaw is as easy to track as a bear in a bookstore, and you were able to buy a ticket on to the plane he's using to escape Rome to Florence...

CHARACTER NOTES

Owns an apartment in Paris

Owns a Meier-Bac motorcycle (but still learning to ride it)

CLIFFHANGERS Character

Name Willy Van der Woodson **Player** _____ **Point Total** 150

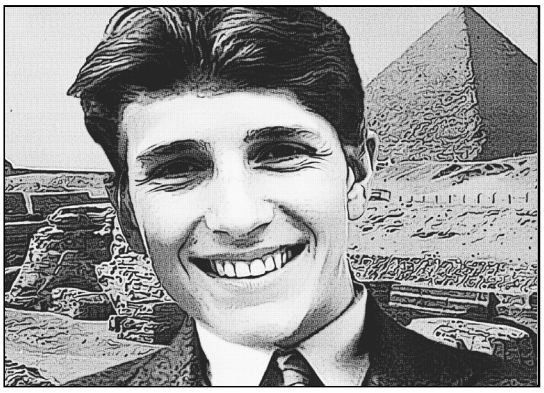
Ht 5'10" **Wt** 160 **Size Modifier** 0 **Age** 20 **Unspent Pts** –

Appearance Broad-smiled, bright, and incredibly wealthy, Willy loves funding races and grand adventures

					CURRENT	
ST	10	[0]	**HP**	10		[0]
DX	11	[20]	**WILL**	12		[0]
IQ	12	[40]	**PER**	12		[0]
HT	11	[10]	**FP**	11	CURRENT	[0]

MOVE 5

DR 0



BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d

BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
8	–	–

REACTION MODIFIERS

Appearance +0

Status +2

Reputation +1 from Charisma
+2 from Overconfidence (young people), –2 (experienced)
–1 from Odious Personal Habit
+1 from Merchant (when buying or selling)

ADVANTAGES & PERKS

Artificer 1	[10]
Charisma +1	[5]
Independent Income 5 ($2,500 monthly trust fund)	[5]
Intuition (GM rolls vs. IQ when you have tough choice to make)	[15]
Status +2 (includes +1 from Wealth)	[5]
Wealth (Very Wealthy, 5x starting wealth)	[30]
	[ ]
Doodad (once per game, pull out a piece of insignificant gear)	[1]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Compulsive Spending	[-5]
Curious (Extreme, resist on a 6 or less)	[-7]
Enemy (Richard Maskhaven, a rival, 9 or less)	[-5]
Odious Personal Habit (big, almost-fake smile all the time)	[-5]
Overconfidence	[-10]
	[ ]
Buys overly nice gifts for friends – can be embarrassing	[-1]
Loves expensive cars – obsessed with race cars	[-1]
Never gambles with friends	[-1]
Loves his mom, writes to her almost every day	[-1]
Calls guns "bean shooters" (thinks it's cool)	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Archaeology	11	[2]
Bicycling	11	[1]
Carpentry (includes +1 from Artificer)	13	[1]
Climbing	11	[2]
Current Affairs (Science & Technology + Travel)	13	[4]
Driving (Automobile)	12	[4]
Engineer (Materials) (includes +1 from Artificer)	11	[1]
Explosives (Demolition)	11	[1]
Fast-Talk (+1 from Charisma on influence rolls)	11	[1]
First Aid	12	[1]
Games (Poker)	12	[1]
Guns (Pistol)	11	[1]
History (Egypt)	11	[2]
Machinist (includes +1 from Artificer)	13	[2]
Market Analysis	10	[1]
Mathematics (Applied)	10	[1]
Mechanic (Automobile + Plane)	13	[4]
Navigation (Air)	11	[1]
Occultism	11	[1]
Piloting (Light Airplane)	11	[2]
Savoir-Faire (High Society) (+1 from Charisma on influence rolls)	13	[2]

Languages	Spoken	Written	
English	Native	Literate	[0]
Arabic	Broken	None	[1]
Latin	None	Semi-literate	[1]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	8	DX 11		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
S&W .38 Safety Hammerless	2d-1 pi	1	90/1,000	3	5(2i)	7	-1	2	Guns-11	$400	1.5 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

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Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$2,500

CHARACTER NOTES

Owns a house in New Haven, CT
Proud owner of two 1932 Talbot 65 Coupes ($650 each)
Has about $30,000 in the bank

POSSESSIONS

Item	Location	Cost	Weight
Leather carrier bag		$10	- lbs.
Travel diary and pencil	Bag	$2	- lbs.
Nice European suit	Hotel	$30	- lbs.
German PERTRIX flashlight torch	Bag	$10	1 lb
Rolex "Oyster" watch	Wrist	$30	- lbs.
Racing bicycle - Oscar Wastyn Special (+1 to Bicycle skill)	Hotel	$40	- lbs.
Italian leather shoes (DR 1)	Feet	$20	- lbs.
	Totals:	$ 542	1 Lbs.

It's not like you need the money, but when you found out there was a $23,000 reward for the capture of the notorious escaped bank robber, Skeet Skitshaw, you couldn't resist. Plus, you and he were already in Rome thanks to that whole affair with the sword of Julius Caesar that you'd prefer no one found out about. But capturing a bank robber would make the whole trip worth it, not to mention the coverage you'd get in the papers if you pulled it off! So you rounded up some reliable friends, bought a ticket on to Skeet's plane, and are 99% sure that just waving a bean-shooter at the guy will get him to surrender pronto.

Jonny Talon

BARNSTORMER

PER 11

Duke Duckworth

BAD NEWS DETECTIVE

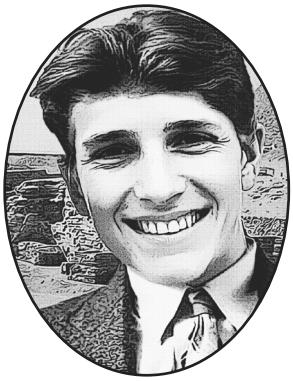
PER 14 • DANGER SENSE (12) • UNLUCKINESS

Marisa Santarelli

HIGH-ENERGY STUNT WOMAN

PER 11

Willy Van der Woodson



RICH, VERY RICH

PER 12 • INTUITION (12) • ENEMY (9)

Patience Paquet

FRENCH INTELLIGENCE

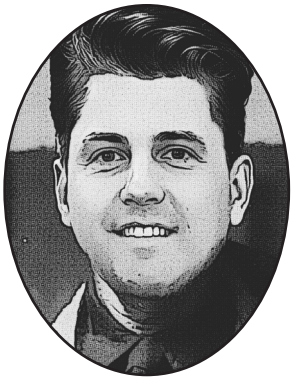
PER 11 • DEPENDENT (6) • DUTY (9)

Carolina Ezzat

DETERMINED ANTI-FASCIST

PER 14

Carlo Grandi



WOUNDED WAR CAPTAIN

PER 12 • CHRONIC PAIN (6) • DUTY (9)