G-EBIR
The Uncanny
CURSE
of
SEKHMET!
Calcata
Leontopolis
Meidum
A 1930's Pulp Adventure
by J.C. Connors

About the Adventure

The Uncanny Curse of Sekhmet is a pulp *GURPS* "cliffhangers" adventure although it can be easily translated to other 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 to make it easier for groups to get started.

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 any good pulp serial, *The Uncanny Curse of Sekhmet* begins in the middle of the action. The PCs are moments from capturing the infamous gangster Skeet Skitshaw, a Chicago bank robber who escaped prison, fled to Europe, and celebrated by robbing four more banks. After tracking Skeet and his girlfriend to Rome, the PCs leap aboard his getaway biplane just as it takes off – only to have their cover blown and guns drawn.

After surviving the incident in the air and landing the plane, 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 broke and desperate. They believe one of the professor's medieval manuscripts reveals the location of the Tomb of Hetshepsut, a legendary burial site said to contain forty golden chariots and a fabulous fortune. This treasure would be more than enough to fund the Vipers and help them influence powerful men around the world.

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, which lies near the pseudo-pyramid of Meidum.

The Vipers, however, are difficult to outmaneuver. They ambush the PCs at the dig site in an attempt to kill them and retrieve the location of the Tomb of Hetshepsut for themselves.

After driving off the Vipers once again, the PCs travel to Meidum in search of the lost tomb. Hidden somewhere among the ancient mastabas lies Hetshepsut's burial chamber... and a treasure great enough to make any adventurer rich. But even if they have escaped the Vipers, they soon discover the site is already being plundered by a beautiful, obsessively curious German archaeologist and her team of Nazi treasure hunters.

In the final encounter, the PCs must outmaneuver their many foes and use their wits to discover the lost Tomb of Hetshepsut However, it contains more than they bargained for, because an unnatural secret has been hidden in the tomb for thousands of years, and they may have just discovered the eternal resting place of the goddess Sekhmet herself... and her immortal guardians!

The Skies Above 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 investigators! Skeet 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 being interrupted.
- 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.

A Precarious Start

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

DESPERATION OF VIPERS

In the summer of 1936, it was clear the British would soon leave Egypt. The newly negotiated Anglo-Egyptian Treaty required all British troops to withdraw except for roughly 10,000 soldiers assigned to guard the Suez Canal.

The secretive mercenary group known as the Testament of Vipers welcomed the withdrawal. Without British interference, they could infiltrate the Egyptian government and use the country as a base of operations. There was just one problem: the Testament was broke.

The invasion of Manchuria had drained the brotherhood's treasury. Then a daring band of Irish thieves stole the Testament's remaining gold reserve from a Swiss vault. In only a few years, the once wealthy and influential organization had become incapable of financing even a modest international operation.

Its leader, COUNT MALEFIK, knew he needed money quickly. Then he learned that Queen Hatshepsut's undiscovered tomb supposedly contained forty solid gold chariots – enough to finance the Vipers for years. How difficult could it be to locate one of Egypt's greatest pharaohs and rob her tomb?

After kidnapping three Egyptologists, Malefik discovered the tomb's location was hinted at only in the medieval manuscript *The Mourning of Janshai*. Just two copies existed: one in Oxford's libraries, the other in the collection of the Italian scholar Albertucchio Danieli.

Malefik traveled to Oxford to steal the manuscript, but a British scholar named JAMES CURLE overheard his inquiries and took the book first. Chased, trapped in an office, and cornered, Curle burned the manuscript in a trash can before escaping through the window.

Enraged, Malefik realized his only remaining chance was Danieli's copy. He chartered a plane to Rome and tracked the scholar to his home in Calcata – where the PCs enter the story.

GM's Note: A Hidden Lore (Conspiracies) or Politics-4 roll reveals knowledge of the Testament, Count Malefik, and the group's financial troubles. With sufficient time and a successful Research-2 roll, the PCs can also discover that Malefik was last seen in Oxford.

To begin the adventure with *maximum* pulp action, the PC with the highest Piloting skill (if any) talked their way into the co-pilot's seat and starts the adventure in the open cockpit beside Flyboy Skitshaw. Meanwhile, the PC with the highest DX (or the Daredevil or Unluckiness advantage) was delayed on the runway by Skeet's friends and is now *desperately clinging to the starboard wing of the biplane!* This setup makes the start more challenging... and way more action packed!

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.

SKEET SKITSHAW

Well look at this. Here I am, on my nice Italian vacation, sitting in my nice plane, just minding my own business, when what happens? I'm interrupted by you idiot stool pigeons. And you know what's worse? You're holding MY suitcase with all MY money in it. Can you believe these guys, Georgie? Trying to rob me on my own plane? So listen - here's how it's gonna work. I'm gonna give you ten seconds to toss my girlfriend that case. And if you don't...? Well, let's just say your cause of death's gonna be altitude sickness via lead poisoning...

If the PCs go to try something funny, Skeet reminds them:

SKEET SKITSHAW

When we land in Milan, I got TWENTY boys with tommy guns waiting for me on the runway. And my uncle Johnny is flying this plane. What do you think's gonna happen to you if you chuckleheads lay a fat finger on me up here? Huh? What do you think?!

The Open Cockpit

Flyboy is oblivious to any action inside the plane. He's just dutifully flying to Milan. Because the cockpit is separated from the cabin, there's no way for the pilots to know what's going on inside the plane, unless someone physically signals to them from the wing. Even gunfire may go unnoticed!

Wingwalking Outside the Plane

If one of the PCs is on the wing of the plane, they add a few new options to the scene. 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!

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 open cockpit for two pilots and an enclosed "saloon" for 12 passengers. There's no door between the two, only a small slit for communication. It was the first airliner to include an onboard lavatory, which was located in the center of the plane, behind the saloon and in front of the cargo area. The hull of the aircraft is made from spruce (DR 3). The large windows of the aircraft can be slid open for ventilation.

The Handley 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. Its 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, and SM +6.

Because the cockpit is open, anyone on the wing has a reasonably clear shot at the cockpit. They can also get a shot into the cabin (-3 through the 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 tight cockpit (a Climbing roll pulls this off).

Every few turns, the bad guys in the cabin should make a Perception-3 roll 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 the plane. This gives everyone inside a -2 DX penalty and forces a roll to stay on their feet! The wing walker must make a DX or ST+2 roll 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 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 DR: 0
Dodge: 9

Traits: Bad Sight (Farsighted); Bad Temper; Charisma 1; Kleptomania; 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; Escape-11; Fast-Talk-12; Gambling-13; Guns-13; Interrogation-12; Intimidation-13; Streetwise-12.

Gear: S&W .38 revolver (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 DR: 1 (jacket)
Dodge: 8

Traits: Bad Sight (Farsighted); Contact Group (Imperial Airlines); Hot Pilot 3; Language (Fluent Italian); Sense of Duty (Family); Overconfidence. Smells like soap.

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

Gear: S&W .32 revolver (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 DR: 0
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)-13; Filch-13; Gambling-10; Garrote-13; Guns-13; Intimidation-11; Knife-12; Shadowing-11.

Gear: 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	10	FP: 10

Basic Speed: 5.25 Punch: 1d-3 cr
Move: 5 DR: 0
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-9; Carousing-12; Connoisseur (Wine)-9; Fast-Talk-10; Filch-11; Guns-11; Savoir-Faire-11; Sex Appeal-12; Singing-11.

Gear: Bottle of champagne.

There are several good ways for the PCs to extricate themselves from this difficult situation, and GMs should encourage other fun and creative solutions. In the cabin:

- While Skeet's unlikely to peacefully cut a deal – 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... and he'll try to force a PC 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. Unkown to his girlfriend Betty, 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 prod 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.)

And in the cockpit:

- J. "Flyboy" Skitshaw is a skilled pilot with hundreds of hours flying bombers in WWI. Tricking him to believe that there's a flight emergency is very difficult; he should resist such tricks with his IQ-based Piloting-14 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: 11
IQ	11	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 Punch: 1d-3 cr
Move: 5 DR: 0
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)-11.

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 Skeet and his pals, and safely land. Landing the plane requires a Piloting (Heavy Aircraft) roll, at -2 if landing on a road, and -4 if landing on a field. 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 plane – everyone inside takes 2d-2 cr damage (anyone still on the wing takes 6d-6 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:

SKEET SKITSHAW
One day, when you're least expecting it – 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 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 part of the town because it's been recently ordered clear due to the instability of the cliffs.

If Elena Altieri is still with the PCs, she flirts with the police officers and convinces them to give her a ride to a telephone so she can call her director and explain her delay.

The PC Duke Duckworth boarded the plane to interrogate Betty Sage, believing she possessed a crucial clue in the Lauren St. James murder case he is investigating. If he successfully intimidates or otherwise persuades Betty to talk, she admits she had been having an illicit affair with Lauren's boyfriend, Hobby Malcolm. She also reveals that one night, while asleep, Hobby angrily shouted, "I'm gonna kill you, Lauren!"

Although this information has no bearing on the events of this adventure, it gives Duke an important clue about the identity of the murderer in his larger investigation.

LANDING BACK IN ROME?

It's possible the PCs took control of the plane and safely returned to Rome. If so, the GM has two ways to steer them toward the next part of the adventure in Calcata.

If the PCs impressed Elena Altieri, she calls her film director to explain she'll be late to the set in Milan. He instead tells her to meet him in Calcata for some "test photography" (actually a pretext to be alone with her). With few travel options, Elena asks the PCs to escort her to Calcata, just 30 miles from Rome.

Alternatively, the Roman police become suspicious after Skitshaw is arrested and lock down the airport. Though the PCs helped capture criminals, the police resent being shown up by foreigners. The police captain warns that unless they leave Rome immediately, he'll open an investigation into them. With the airport closed, the PCs' best option to leave the Italy is to drive north toward Florence, and stopping for a meal in Calcata.

Calcata, Italy

Assuming the PCs land on a country road or field, 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 tips to pull them back into the countryside.

An appropriate Area Knowledge or Current Affairs roll recalls that Mussolini's government recently condemned old Calcata and forced residents out of the city 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.

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.

Calcata Nuova

There are no hotels yet open in Calcata Nuova, so a Streetwise roll is required to find someone who will rent out 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 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 begin to relax, perhaps over a freshly served espresso, the restaurant door bursts open. A young woman in a simple white dress rushes inside and collapses at the feet of LORENZO, the elderly owner.

Sobbing first in Italian, then in heavily accented English when she notices the PCs watching, MIRELLA DANIELI blurts out her story: her father, ALBERTUCCHIO, has just been kidnapped!

Albertucchio was dragged from their nearby home by a group of strange men and taken toward the old town. Mirella describes them as bearded men in white shirts and baggy black trousers. When they smashed through the cottage door, her father cried, "The Vipers found me, just as they found Mr. Curle!" before ordering her to hide in a closet. From there, she caught a glimpse of an arrogant older man idly fingering a jeweled dagger as he demanded to see her father's library.

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 strangers (the PCs) for their assistance.

- Mirella does not know the identity of the older man who threatened her father. She explains that her father kept a large collection of books in a locked library beneath their original home in old Calcata, but the police forced the family to relocate before he could move them to their new house.
- 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.
- She thinks "Mr. Curle" was a coworker of her father's. 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 aggressors as likely 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

MIRELLA DANIELI

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

Basic Speed: 5.75 Punch: 1d-3 cr
Move: 5 DR: 0
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)-11; Area Knowledge (Calcata)-12; Cooking-10; Diplomacy-11; Driving (Motorcycle)-11; Hiking-12; History-11; Research-12; Theology-11.

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.

to exert his will into national politics. Rumors are that the count and his group have run into severe financial difficulties lately.

- 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, he offers to distract the Italian police who are guarding the entrance into the old 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.

Entering Calcata Vecchia

There are multiple paths to the walled old city, but the only gate past the city's wall is guarded by four well-armed and 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 have been bribed by Count Malefik and his Vipers to not let anyone into the city. They'll quickly bully anyone who hangs around too long. No amount of diplomacy or fast-talking will get the PCs inside, although an obscene amount of cash, at least $200 for each man, will cause them to agree to patrol in the opposite direction for a few minutes.

PCs can scale one of the city's vertical walls with a Climbing-3 roll. A second roll (or a daring jump on to a nearby roof) 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 city is being patrolled by two groups of Vipers, each a handful of men (1 per PC). A good vantage point can easily discern their patterns. While Count Malefik ordered the groups to keep watch for nosy Carabinieri or townsfolk, only one of the groups is making a real effort to patrol the town. The other is looting a house in the center of the city, not too far from the Danieli's house.

CARABINIERI BULLY

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 DR: 0
Dodge: 8

Traits: Bully; Military Rank 1.

Skills: Area Knowledge (Calcata)-10; Brawling-13; Driving-12; Guns-13; Intimidation-11; Knife-12; Law-9; Riding-12; Shortsword (Baton)-12.

Gear: 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.).

SON 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 DR: 0
Dodge: 10

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-13; Intimidation-11; Knife-14; Shadowing-11; Stealth-12; Thrown Weapon-14.

Gear: Fine 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, one thug holds an old Beretta M1918 SMG (2d+1 pi, Acc 3, Range 160/1,700, RoF 15, Shots 25(3), Bulk -5, Rcl 2, 16 lbs).

**The leader of a Viper group has IQ 11, Per 12.*

Sneaking to the Danieli's old house requires the PCs to either create some diversions to keep the looting patrol away, 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 talking inside the house. If the PCs make the roll by 3+, they clearly hear a man warning another:

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

Count Malefik 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.

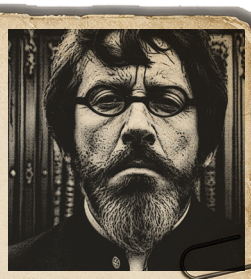
Inside the cellar is Albertucchio's library, a room adorned with dusty centuries-old bookshelves and over a hundred rare books on theology, mythology, and philosophy.

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

COUNT MALEFIK
Now, you will pull the book I've asked for, professor... or you'll be food for the city cats.

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

COUNT MALEFIK



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

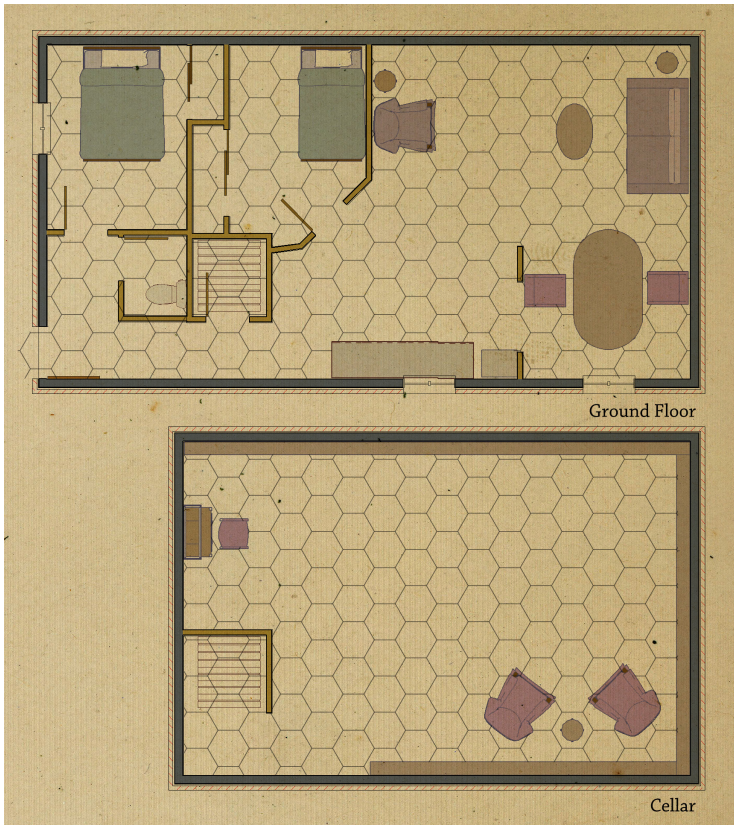
Basic Speed: 6.0 Punch: 1d cr
Move: 5 DR: 0
Dodge: 8

Traits: Acute Hearing 3; Callous; Combat Reflexes; Hard to Kill 2; High Pain Threshold; Fit; Luck; Obsession (Bring wealth to the Testament of Vipers); Status 3; Voice. Speaks English, Italian, Spanish;, and Turkish.

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

Gear: 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 sec.); oil lamp; airline ticket to Cairo (see **Handout A**).

Personality: Ruthless, arrogant, and convinced he deserves power, Malefik founded the Testament after deciding no government would grant him the authority he was owed. Years of incompetence have left him nearly bankrupt, and he now seeks a fortune by any means.



Confronting the Count

Count Malefik has come for one reason: to recover the only known copy of *The Mourning of Janshai*, an illuminated manuscript written by a monk who journeyed to Egypt after his brother died of the plague. The manuscript belongs to Albertucchio, and Malefik is prepared to use Albertucchio's life as leverage to obtain it.

If the PCs spring into action, 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 firing his SMG to keep the count safe.

If the PCs talk with the count, he'll be amused. "You foreigners are all alike. You can't help but sticking your nose in other people's business."

In a negotiation, 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 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 likely be talked down or bribed.)

GM's Note: Count Malefik will do everything he can to escape this encounter alive, but his survival is not essential. Nor does he need to leave with the book. In fact, Malefik cannot escape with The Mourning of Janshai because clever Albertucchio gives him the wrong manuscript. For all his cunning, Malefik cannot read Latin, and in the chaos of the moment, he never suspects the terrified 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. *If, in an unusual turn of events Albertucchio is killed during the "rescue," then Mirella can take over this role.*

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

ALBERTUCCHIO

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 needed the book 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, solid gold chariots. Whoever found her 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.

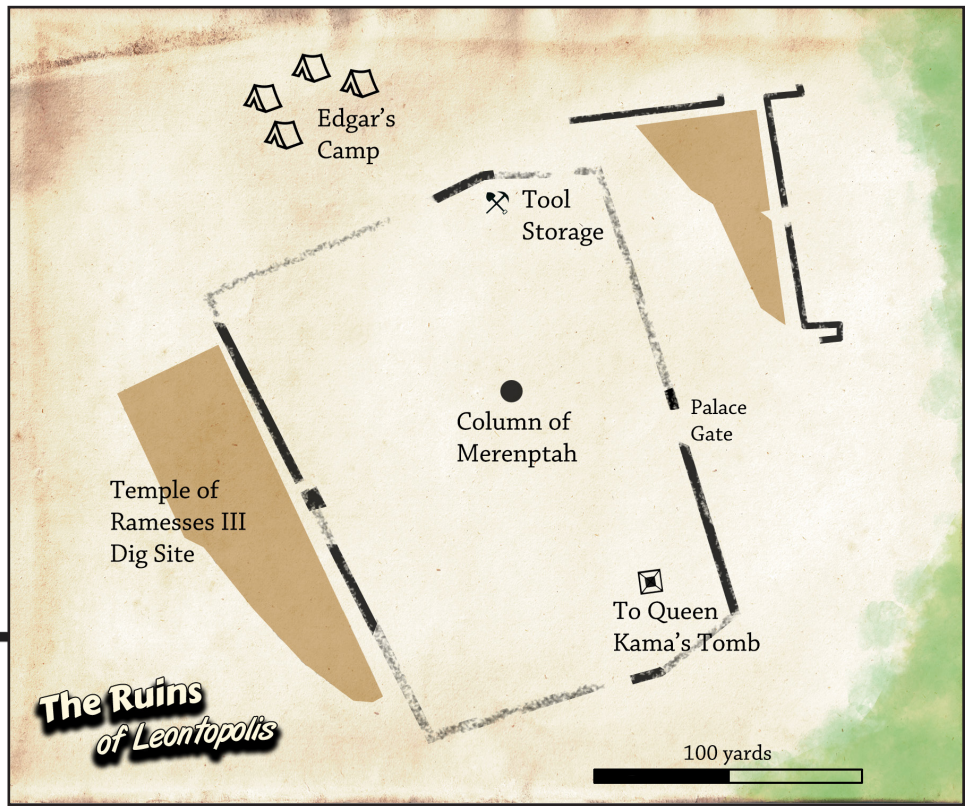
If the PCs ask about the other copy of the book at Oxford, Albertucchio tells how his acquaintance James Curle was chased by the Vipers for the very same book a few weeks ago. Any further research on the topic, most likely done through contacts, discovers that this second book was reportedly found burned 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 who invited 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, and so he took a boat back to England. Albertucchio shows the PCs the page in the book (**Handout B**).

Albertucchio does not recall where the Contemplation Chamber is located. The old man is a theology professor and has little expertise or interest in mythology. To re-

call 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 find the location in the books.

In 1921, archaeologists unearthed a contemplation chamber inside Queen Kama's tomb in the city of Leontopolis, the "City of Lions," located in the Nile Delta in Lower Egypt.



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 of 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 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 archaeological 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 the renowned Scottish Egyptologist DR. C.C. EDGAR. He 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 protect 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 are unimpressive at first glance. Centuries of sand have buried the ancient temple and palace, leaving only fragments of a stone wall atop a hill and a remarkably well-preserved 20-foot red granite column. Nearby, a hole in the ground drops through the ceiling into Queen Kama's burial chamber and into the Contemplation Chamber of Sekhmet, although this will only be obvious to the most expert Egyptian archaeologists.

During the day, a dozen archaeologists from C.C. Edgar's expedition excavate the Temple of Ramesses III on the mound's southwest side. Two British soldiers guard the site, though they spend most of the day dozing and patrol only at night.

Stealthy PCs can slip onto the mound and enter the burial chamber, especially after dark, provided they avoid the patrols. If spotted, the soldiers fire warning shots before investigating. Anyone caught is questioned, but Italian PCs are assumed to be spies in light of the recent invasion of Ethiopia and are immediately taken 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 U.K., and fearing Egypt will soon be pulled into war, he came out of retirement to lead 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 thrilled to get western visitors. If the PCs casually approach the ruins, he and some of his men come over to openly greet them.

On a Good reaction or better, Dr. Edgar invites the PCs to tour the archaeological site. He'll show them the current progress on uncovering 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 the archaeologists away from the site. If pressed, he confides that they thinks 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, Dr. Edgar allows them to visit the chamber.

The Column of Merenptah

This 20-ton sandstone column is in near-perfect shape. It is a dedication to the Pharaoh Merenptah and his victory over the Libyans that occurred 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 supplies.

Queen Kama's Tomb

A 6' diameter hole is cut into the rock here. Seven yards below the surface lies the tomb of Queen Kama. Jumping down without Acrobatics skill is foolish (2d cr falling damage), but PCs can easily 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. The first is 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 (**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 Per-based Traps vs. the ancient architect's Traps-20 skill – 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 way the door is opened – exactly like Vicar Eustace did hundreds of years ago when he wrote his book, *The Mourning of Jonshai.*

GM's Note: If the PCs don't think to sleep in the chamber, Dr. Edgar can share that when he first uncovered the chamber, he thought about sleeping in it, just as Vicar Eustace did, but the floor was too wet for his comfort.

The Dream of Eustace

A vivid dream visits those who sleep in the tomb. Dreamers see a large, golden lioness suddenly leap atop the room's statue, staring at them with the piercing yellow eyes of a predator. The statue sinks into the ground from the lion's weight. As the dreamers back up to escape the lion, they feel the room shrinking, their backs pressed against the cold wall of the tomb. Suddenly, the lion-headed goddess Sekhmet appears behind them, wrapping her arms around them, protecting them from the lion. With that, the dreamers feel her pull them through the wall. The stone dissolves away and they find themselves in a new chamber, beautifully preserved and filled with polished, gold lion statues.

This dream should be a strong hint on how to unlock the secret chamber. If the players still can't figure it out, the GM can give them some help. A Perception roll allows them to see the faint outline of a door surrounding the painting of Sekhmet, or a Per-based Traps roll lets them find the mysterious pressure mechanism present in the room's statue of Hetshepsut.

BRITISH SOLDIER

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 DR: 0
Dodge: 8

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

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

Gear: 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 RAIDER

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 DR: 0
Dodge: 8

Traits: High Pain Threshold; Intolerance; various Odious Personal Habits.

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

Gear: 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 men carry 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).

**Their leader Radames has HT 12, IQ 11, Combat Reflexes, Move 6, and Dodge 10.*

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 (see **Handout D**):

"When the sun sets above Meidum... and its shadow 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 room's 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 heroes, AHMED FAHMY, one of C.C. Edgar's assistants is in league with the Testament of Vipers. Soon after the PCs arrived, he managed to send a message to the Vipers through one of the locals who delivers meals to the archaeologists.

A truck full of six Vipers arrives soon after the PCs enter and resolve 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 the burial chamber.

The gas 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 Viper 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 remain defiant, he isn't above sending some of his men to capture C.C. Edgar or any of his archaeologists to use as bargaining chips.

RAGING TOMB WATERS!

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

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

Surviving Vipers are terrified and desperately try to climb out before they drown! Climbing out requires a Climbing-2 roll, although this may get harder as the tomb walls get 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.

The PCs have several ways to escape the Vipers' ambush. If any were posted outside the burial chamber, they likely spotted the approaching truck and had time to take cover. These PCs can launch a counterattack, perhaps with help from the British soldiers.

Alternatively, if the PCs stall too long or provoke Radames, he follows through on his threat and hurls one or two explosive grenades into the chamber. The blast triggers a catastrophic collapse in the unstable ruins (see text box), creating a dangerous, but potentially lifesaving, chance to escape.

Finally, while Radames isn't stupid, he's overconfident and can be manipulated. He singularly wants 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.

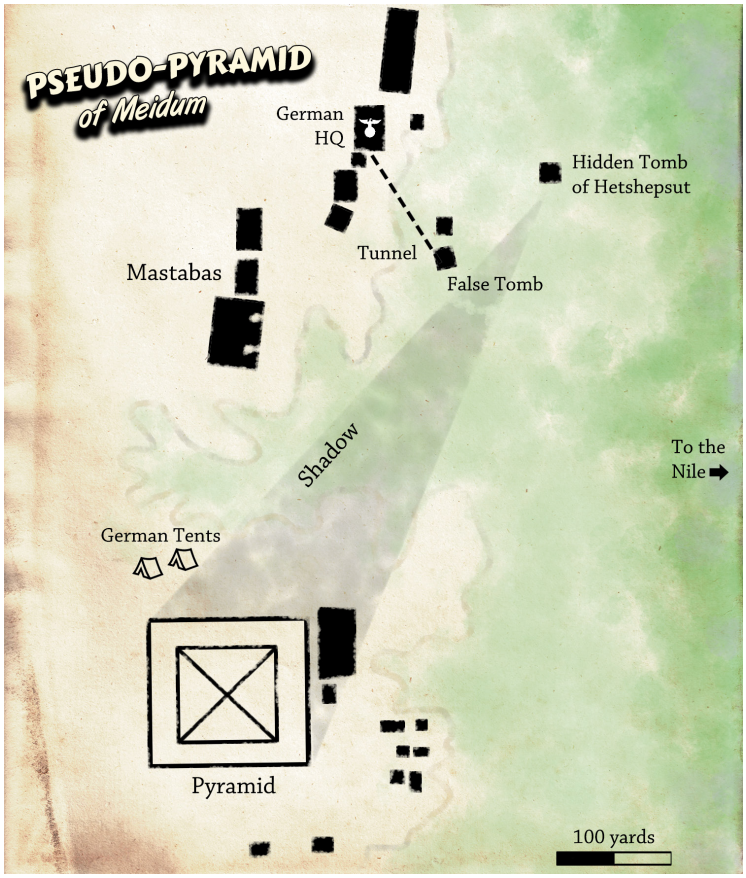
GM's Note: If the heroes ask about Count Malefik's fate in Calcata, Radames claims Malefik is dead and that he now leads the Testament of Vipers... whether this is true or not. If Malefik actually survived Calcata, he may reappear during the next scene at the Meidum Pyramid.

Once the PCs defeat or escape from the Radames and 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 help make the grand discovery (and, on a Good reaction roll or better, even agree to accompany them).

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 were robbed years ago and now only contain empty chambers and hastily-dug robber tunnels. Only a rare few of the mastabas 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 site looks deserted.

Unfortunately for the PCs, the Meidum site has now become the home of a team of Nazi treasure hunters, who are out of sight working in one of the mastabas, crating up archaeological treasures. See p. 16 for details on this crew.

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

The Tents

Two canvas tents sit outside the 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. There are no clues that this equipment obviously belongs to the Nazis!

Nazi Treasure Hunters!

Final Edition

The Nazi treasure hunters at Meidum are led by the vibrant and stunning historian, MARGRIT KEHLER. The team has secretly been 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) and 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 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 her 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 charm, 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 already stole most of the artifacts inside the false 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 of them. She offers to lead the PCs to the tomb... but her Nazi assistants will attempt to capture them, 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 new 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 DR: 0
Dodge: 9

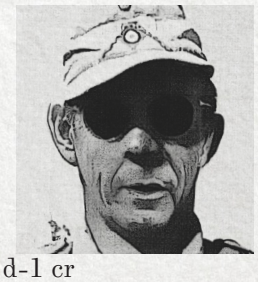
Traits: Antiquary 1; Appearance (Beautiful); Duty (Third Reich); Courtesy Rank 3; Curious (Severe!); Greed; Fit; Language (German, English, Hieroglyphics); Obsession (Recover artifacts); Status 2; Perfect British accent.

Skills: Acting-13; Archaeology-14; Diplomacy-13; Driving-12; Guns-13; History (Egypt)-15; Holdout-13; Leadership-14; Merchant-13; Occultism-12; Piloting-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 HUNTER



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 DR: 0
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.

Gear: 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.); small knife. The callous *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 second tent contains a cheap plywood table and stools. A map of the dig site is on the table, held down by rocks (**Handout E**). 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 three-stepped great Meidum pyramid resembles an ancient tower more than a traditional pyramid. The top of the pyramid is strewn with rubble, having collapsed over 3,000 years ago.

Climbing the pyramid is challenging 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 another hour can get +1 to their rolls.

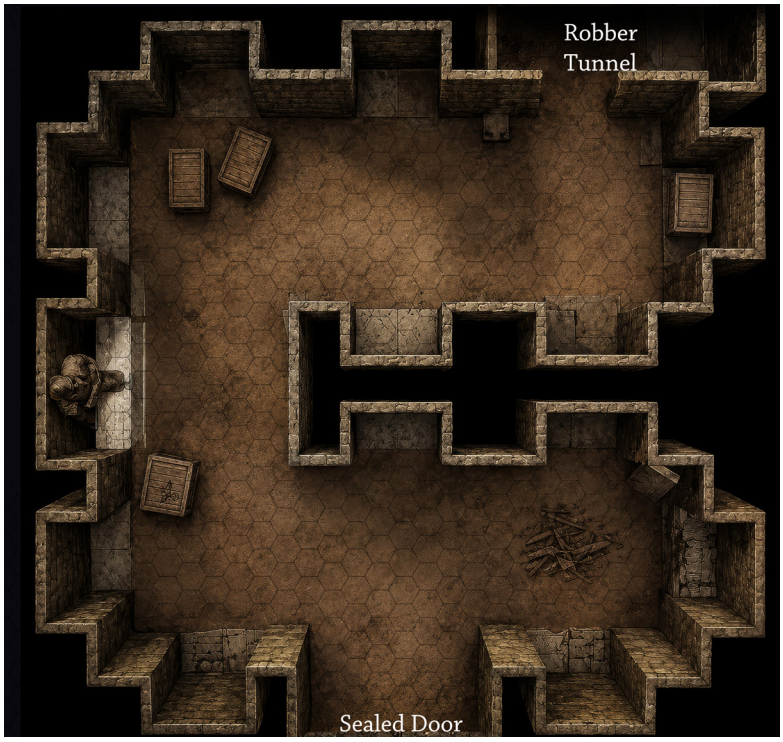
As the sun sets, the pyramid casts a **long shadow** towards the Nile. Majestically, the shadow stretches and grows and just as the sun fades below the horizon, its tip almost touches one of the northern mastabas – the False Tomb, located in a thicket of grass and palm trees at the edge of the desert. This wondrous sight fulfills 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 centuries, and was once much higher – about 70 feet higher! The GM can allow an Perception roll to realize that the pyramid of 1936 looks different from the pyramid depicted on the Chamber of Lions wall.

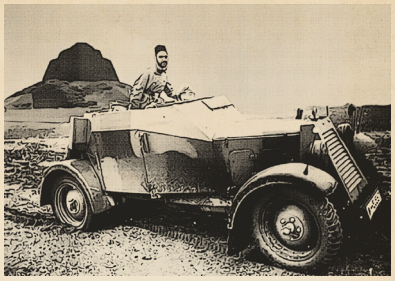
An IQ roll would realize that the shadow should extend proportionately further, deeper in the grass and brush.

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.



RETURN OF THE VIPERS!



If the PCs left Count Malefik or his lieutenant Radames alive, they may dramatically arrive at Meidum to claim the treasure they believe is theirs. The Vipers' return is optional, so the GM should decide whether they appear based on how well the PCs covered their tracks in earlier chapters.

The Vipers have no alliance with the Germans and view everyone at Meidum as an obstacle. Unless they already know the location of Hetshepsut's tomb, they will gun down any resistance, seize a few knowledgeable hostages, and force them to lead the search.

The Vipers arrive with a truckload of raiders (p. 13) and a commandeered armored car. Though unwieldy, the cheap German-made car mounts a bloodthirsty amateur gunner (Gunner-12) eager to mow down anyone in the cult's way. If Count Malefik or Radames survived, one of them occupies the gunner's seat, delighted at the chance to finally take revenge on the PCs!

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 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. 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 careful investigation or Search roll can find it.

The German HQ Mastaba

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

- A table holding a battery-powered portable radio. Using it will connect to a German base nearby!
- Three crates filled with golden treasures looted from the tombs at Meidum, including 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 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. so 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, and makes stealth impossible!). However, anyone making an Archaeology roll will remember to cover their mouths while opening the tomb.

The slab covers a steep shaft that descends fifteen yards down into the dark tomb. A Perception (Vision) roll sees a faint glow emanating from the 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 the Great Pharaoh Hetshepsut, but also the Goddess Sekhmet. 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 where the PCs enter, and the burial chamber to the north. When the PCs rappel down into the tomb, they see a bright white glow emanating from the burial chamber; its mesmerizing backlight effect makes it impossible to clearly 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 together 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 reflected sunlight 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 ever 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 bleached white bandages that still look new. Very little, if any, decomposition has affected these mummies.

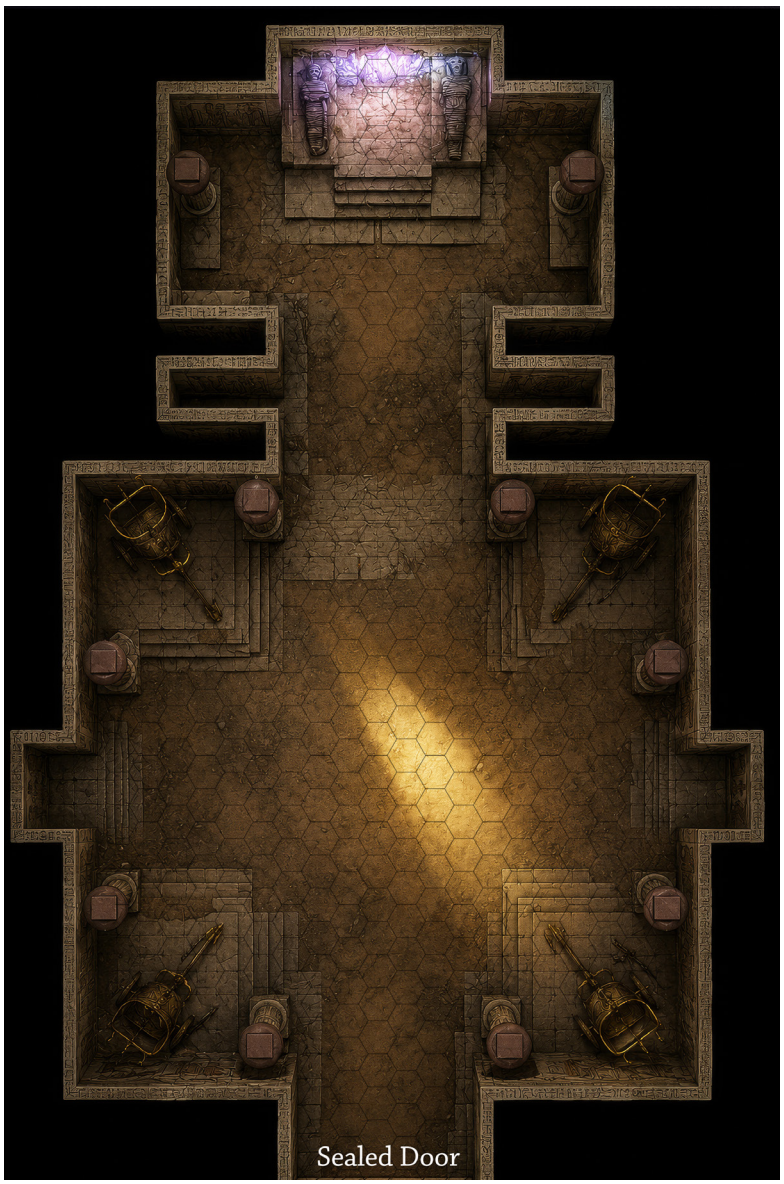
One mummy holds a glass-striped, bronze crook and flail, the symbols of pharaonic authority. A History (Egypt)+2 roll identifies this as the corpse of Queen Hetshepsut, one of the greatest pharaohs of ancient Egypt.

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 mummy's funerary mask, they discover a face that is clearly not human. At first, the shriveled features seem distorted by age and embalming, but closer inspection reveals an elongated jaw, strangely shaped teeth, and a skull with subtly impossible proportions. Only after a long moment does the resemblance emerge: the anatomy is unsettlingly similar to that of a lioness, though it somehow feels older, stranger, and unlike any earthly creature.

A closer examination, and a Physician or similar roll confirms that this deformity is no mere stitch work. 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! The creature they have discovered actually seems to be a hybrid of man and *panthera leo*.

Removing the mask of Sekhmet, however, unleashes a curse upon intruders in the tomb, starting with a burst of terrible energy. See the p. 20 for details on the curse.



GM's Note: If the PCs are hesitant to pull of the mask, then certainly one of the curious NPCs accompanying the PCs will think to do so. Good candidates include the German archaeologist Margrit Kehler or one of the Viper or Nazi goons.

Finale

With up to four factions of explorers interested in 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.

The Doom of Sekhmet!

Final Edition

Within a minute of the mask of Sekhmet being removed, the adventurers hear 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 for 1d of injury HT hours later the burst.
- 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 those 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 desiccated servants (although the GM can tune this depending on the group, whether Nazis or Vipers are present to help fend them off, etc.). This horrifying ambush calls for another Fright Check!

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 GUARDIAN

ST	15	HP: 20
DX	12	Will: 10
IQ	9	Per: 10
HT	10	FP: 10

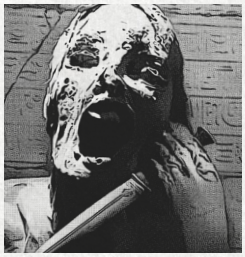
Basic Speed: 5.5 — Claws: 1d+2 cr
Move: 5 — DR: 2
Dodge: 10 — Parry: 12U — Block: 11

Traits: Compulsive Behavior (Kill intruders); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; DR 2; 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; Shield-12; Spear-14; Teamster (Chariot)-14.

Gear: Bronze lion mask (DR 3); small shield (DB 2); khopesh (2d+2 cut, reach 1, parry 10U, 3 lbs. Can also hook foes for 1d-1 cut at -5 to hit - see Low-Tech p. 54)

DESICCATED SERVANT



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

Basic Speed: 5.75 — Claws: 1d cr
Move: 5 — DR: 0
Dodge: 8 — Parry: 8

Traits: Blunt Claws; Compulsive Behavior (Kill intruders); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Brittle, 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.

Gear: Ceremonial knife (1d-1, reach C, pr 1d-1 cut, reach C,1; Parry 8, 1 lb.)

* 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!

- Her **Nazis** are greedy and looking for glory. 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 fleeing the tomb.
- The **Vipers** are driven by greed above all else, whether they are led by Malefik or Radames. Both men need a fortune in gold to secure and maintain their grip on the Testament of Vipers. They have little interest in ideology or alliances, and will readily betray anyone if it means claiming the treasure first. Whether the Vipers charge into the tomb alongside the PCs and the Nazis, or hang back to ambush the survivors after they emerge, is entirely up to the GM. Their tactics should reflect how badly the PCs have frustrated, humiliated, or thwarted the Viper leadership throughout the adventure.
- The undead **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, bizarre nature.

Unfortunately, recovering the chariots from the tomb is unlikely. A winch and heavy machinery is needed to lift the golden chariots out (the Vipers' truck 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.

Rewards

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

Thanks to Ajay Viknesh on Fiverr for creating the 3D model that was used to create the tomb maps.

For VTT assets for this adventure or more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the authors ask is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or give a shoutout to @1shotjc.bsky.social on Bluesky.

Notes

For a pulp feel, it's suggested that GMs use "Destiny Points" from *GURPS Impulse Buys*. Each pregenerated character starts with 3 points. 1 point will buy a success, turn a wound into a 1 HP "flesh wound," or let a player add a minor element to a scene. They refresh at 1 per session.

Disclaimer

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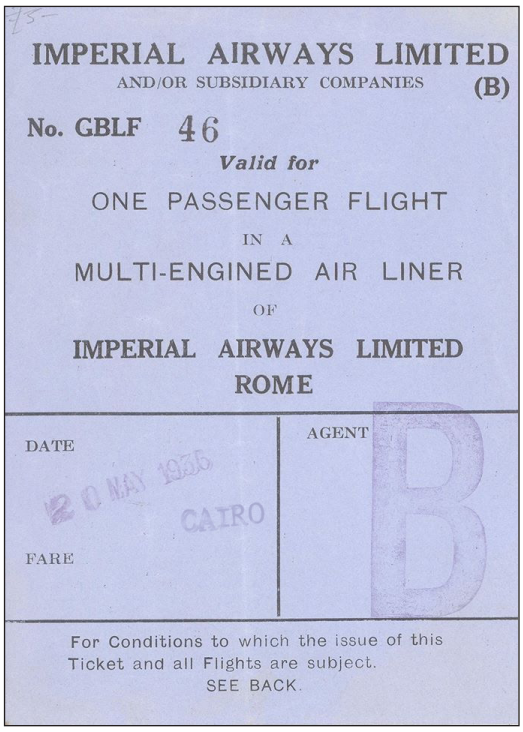
Version History

1.0 - Original release
2.0 - Edits for clarity, reformatting
2.1 - Reduced guards at Calcata, added Climbing skill to Marisa
2.2 - Minor balance updates
3.0 - New formatting, minor updates for clarity

Handouts


IMPERIAL AIRWAYS LIMITED
AND/OR SUBSIDIARY COMPANIES (B)

No. GBLF 46

Valid for

ONE PASSENGER FLIGHT

IN A

MULTI-ENGINED AIR LINER

OF

IMPERIAL AIRWAYS LIMITED
ROME

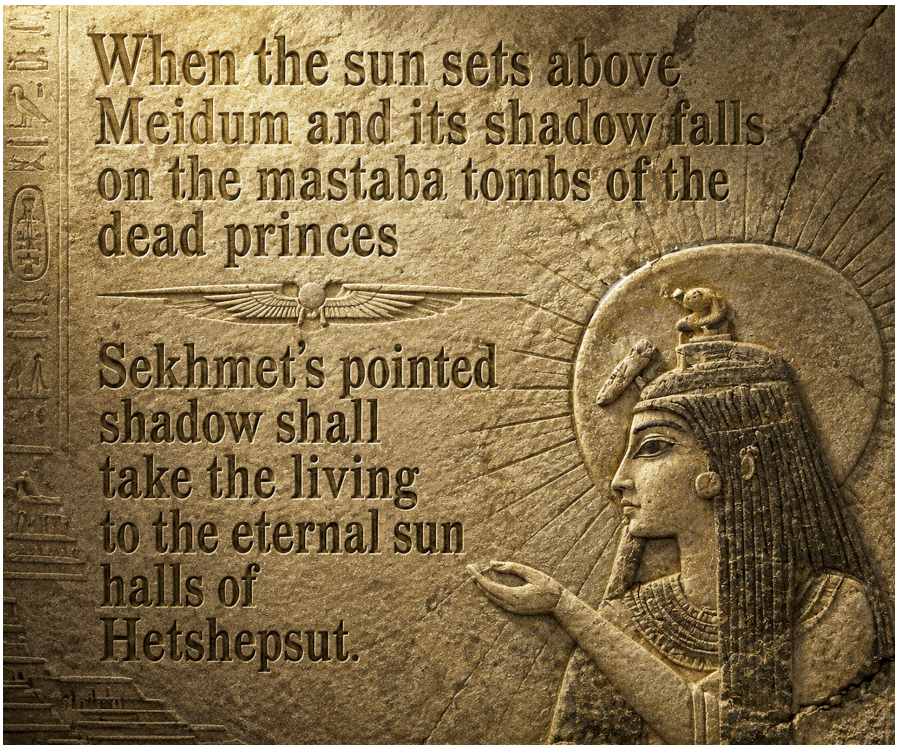
DATE 20 MAY 1936 CAIRO

AGENT

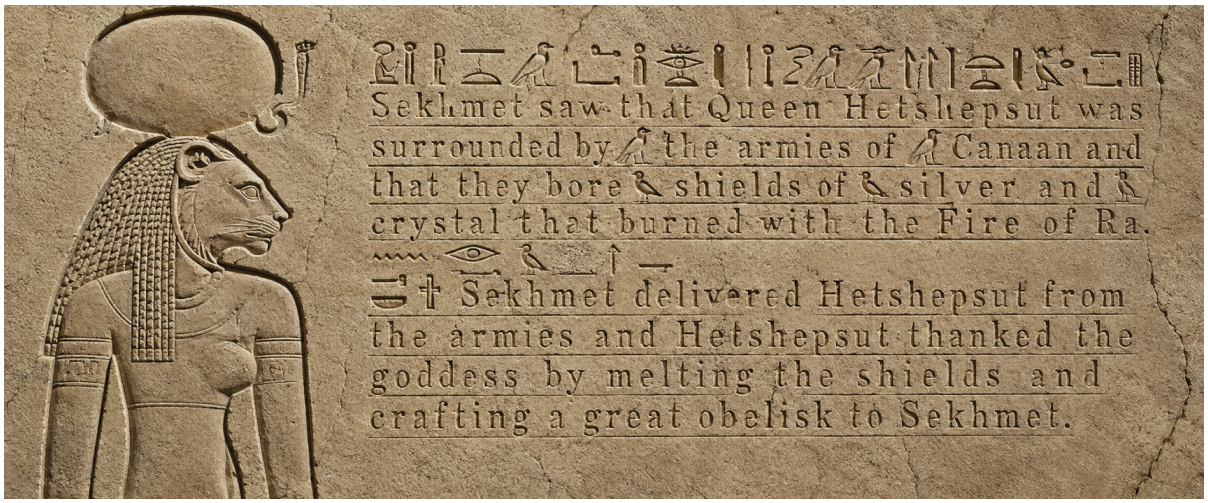
FARE

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

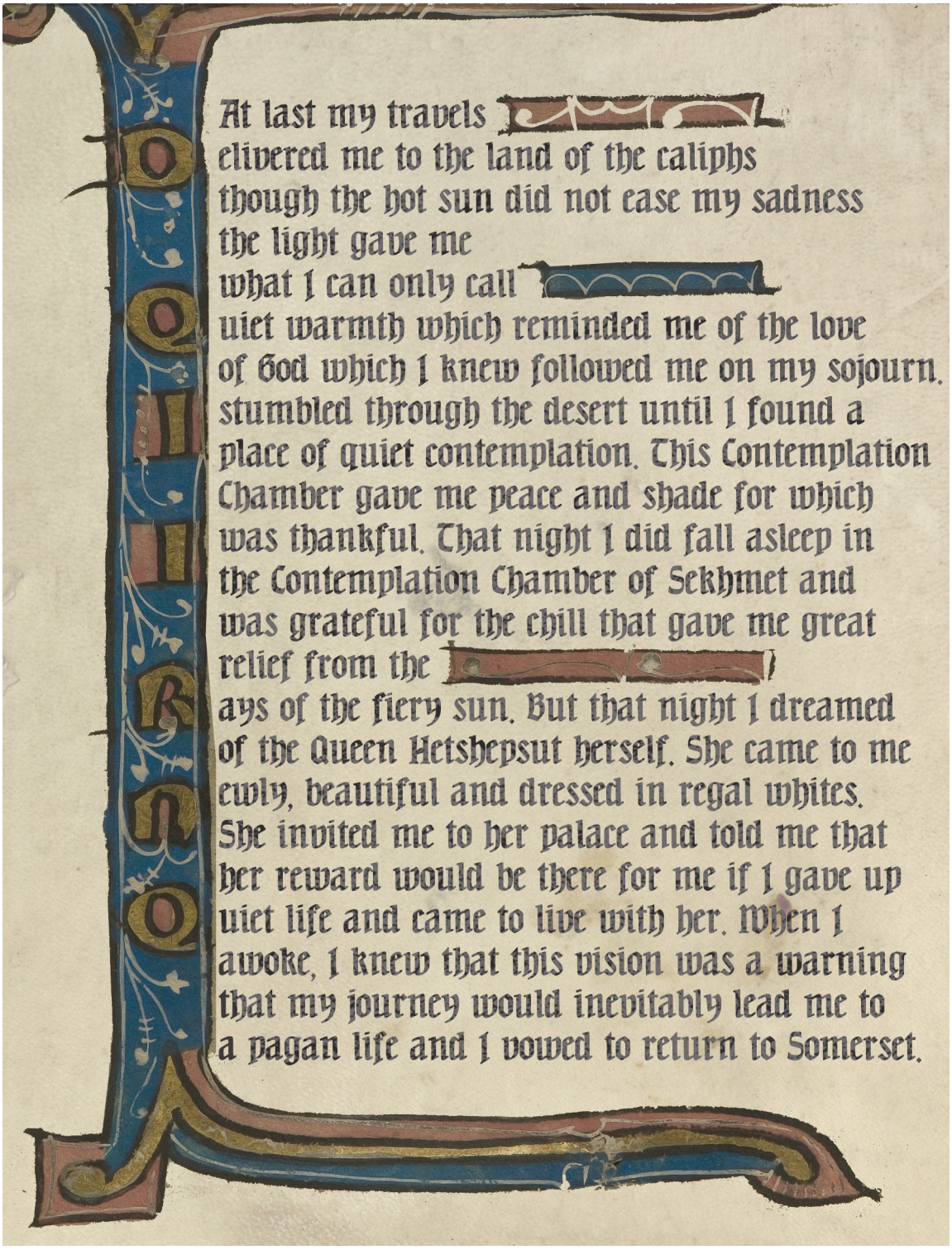
Handout A - Airway ticket to Cairo found in the pockets of the Count Malefik and his Vipers



Handout D - Inscription in the secret room of the Contemplation Chamber which reveals the location of the Tomb of Hetshepsut at the Meidum Pyramid

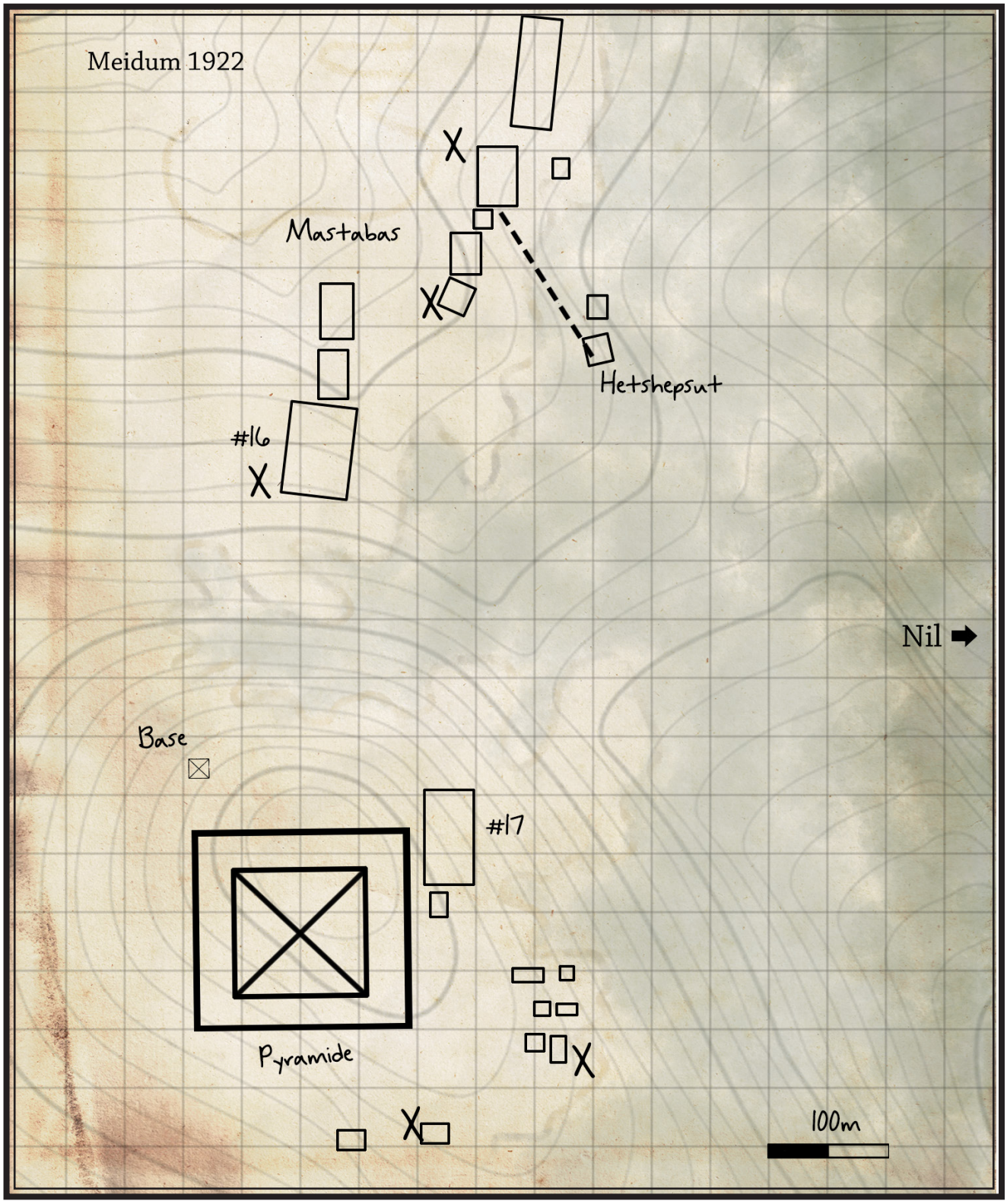


Handout C - Translation of the new myth of Sekhmet found in the Chamber of Lions



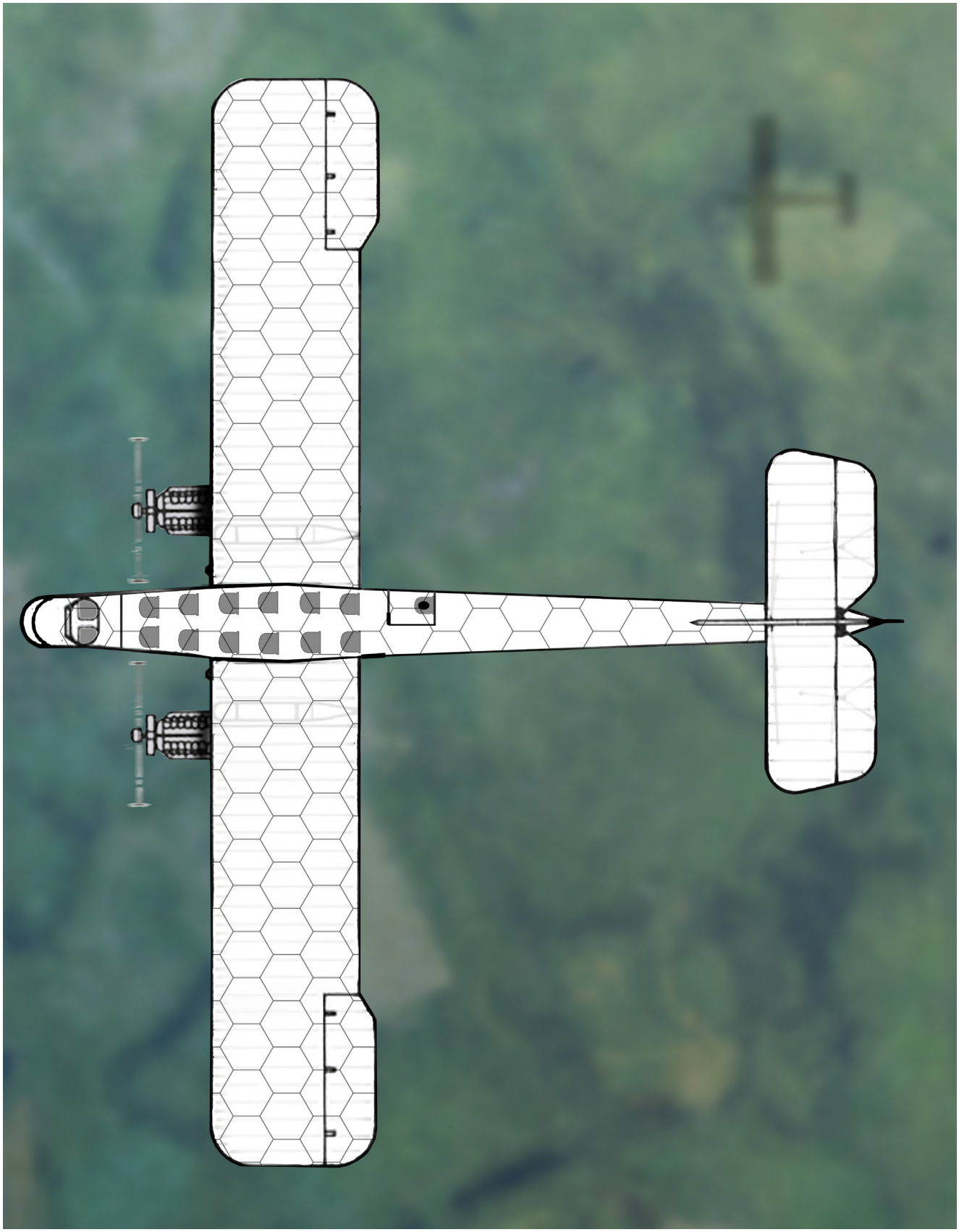
At last my travels
elivered me to the land of the caliphs
though the hot sun did not ease my sadness
the light gave me
what I can only call
uiet warmth which reminded me of the love
of God which I knew followed me on my sojourn.
stumbled through the desert until I found a
place of quiet contemplation. 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)



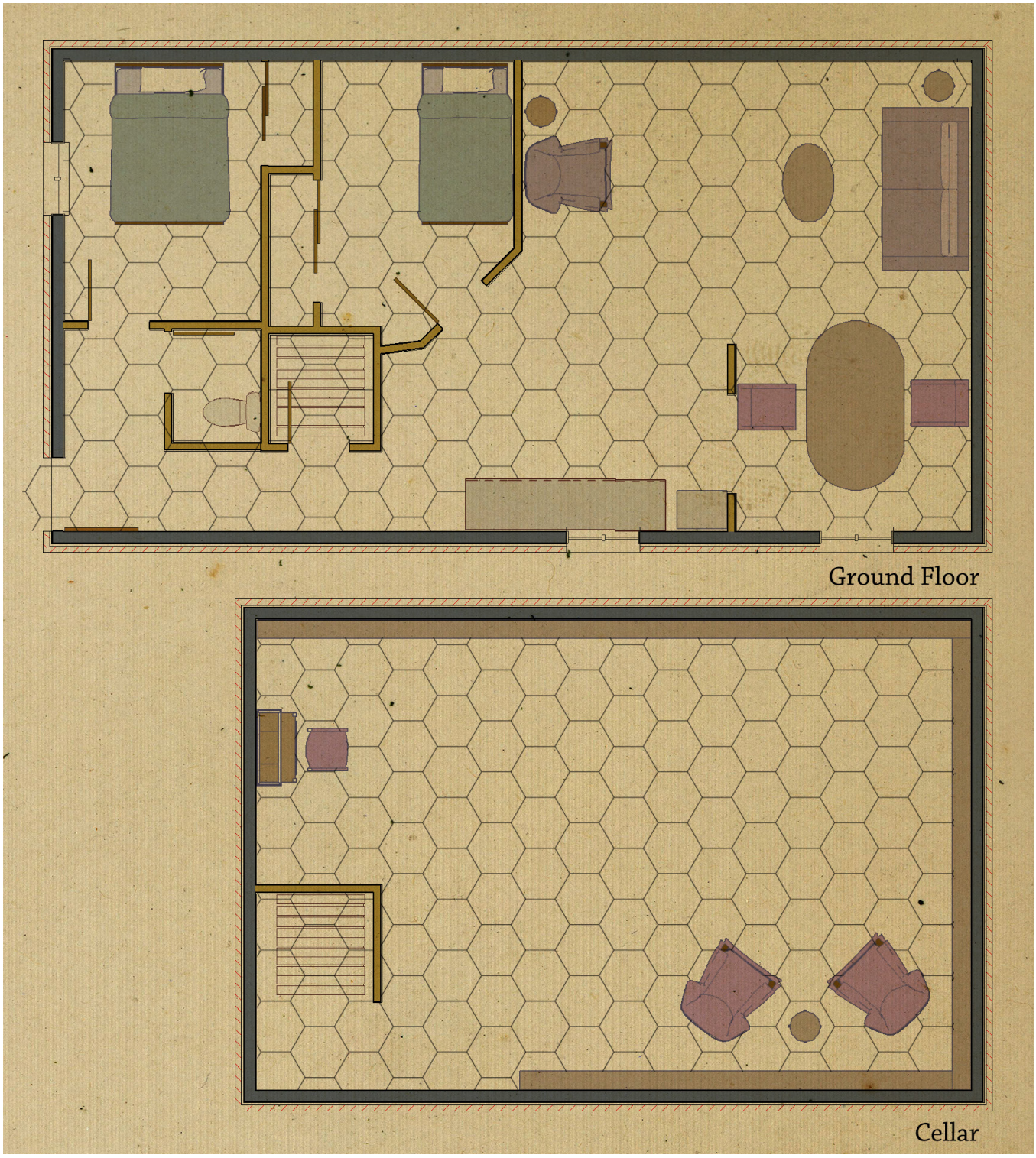
Handout E - Map of Meidum found in the nearby tents

PLAYER SAFE MAPS



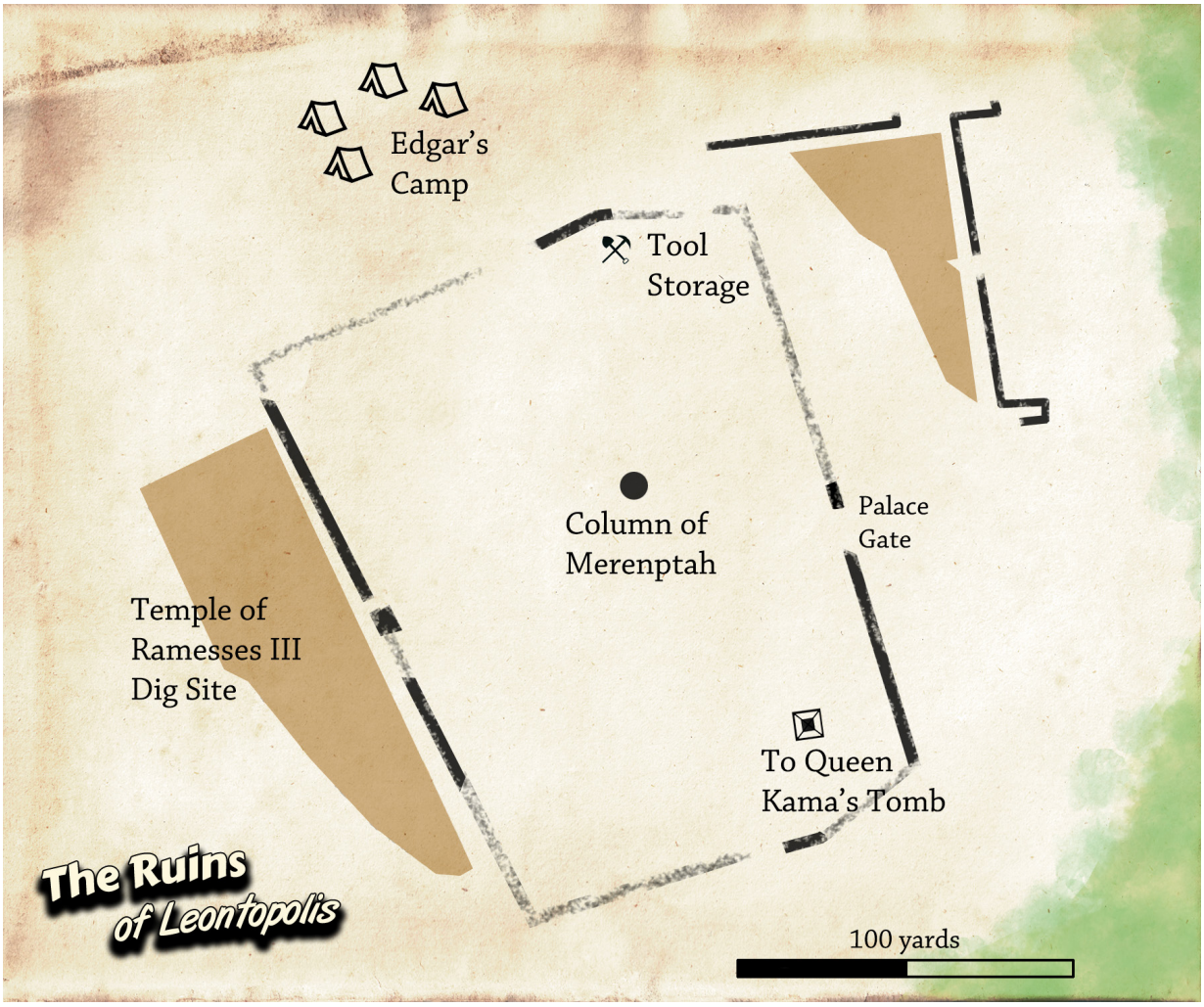
The Handley

PLAYER SAFE MAPS



The Danieli's House

PLAYER SAFE MAPS



CLIFFHANGERS Character

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

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

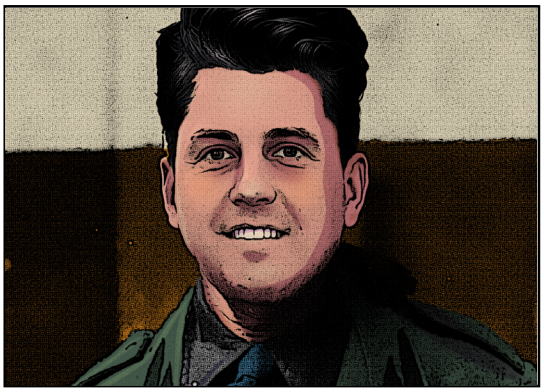
Appearance Shockingly good hair distracts from a baby face on this well-rounded, anti-fascist army officer

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

DESTINY 3

MOVE 6

DR -



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 _____

-1 from Stubbornness

ADVANTAGES & PERKS

Acute Vision +1	[2]
Combat Reflexes (+2 to Fright Checks, +6 vs. 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 Co.)	[10]
Great Hair	[1]
	[ ]
Languages	[ ]
Italian (Native)	[0]
English (Accented)	[4]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chronic Hip Pain (9 or less, lasts 2 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)	14	[4]
Hiking	11	[1]
Jumping	13	[2]
Knife	13	[2]
Navigation (Land)	11	[2]
Parachuting	13	[2]
Riding (Equines)	12	[2]
Savoir-Faire (Military)	12	[2]
Soldier	12	[2]
Stealth	12	[2]
Survival (Desert)	11	[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-14, 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	$30	2 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

$50

POSSESSIONS

Item	Location	Cost	Weight
Bersaglieri uniform		$30	2 lbs.
Comb	Pocket	$20	- lbs.
Extra socks	Bag	$1	- lbs.
Army watch	Wrist	$25	1 lb.
Army boots (DR 2)	Feet	$10	4 lbs.
Small backpack		$60	3 lb.
Mickey Mouse Weekly, Vol 1, #9		$1	- lbs.
Totals:		$ 107	10 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 niece 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	CURRENT	[0]

DESTINY 3

MOVE 6

DR -

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	10 (Unarmed)	-

REACTION MODIFIERS

Appearance +1

Status +0

Reputation +0

+1 from Born Entertainer (crowds)

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Born Entertainer 1	[5]
Combat Reflexes (+2 to Fright Checks, +6 vs. mental stun)	[15]
Contact Group (Italian film industry, skill 12, 9 or less)	[5]
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-, mafia don, extensive social power)	[8]
	[ ]
Italian (Native)	[0]
English (Accented)	[4]
	[ ]

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	13	[2]
Climbing	13	[2]
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]
Fast-Draw (Pistol) (includes +1 from Combat Reflexes)	14	[1]
Guns (Pistol + Rifle + SMG)	13	[3]
Performance (includes +1 from Born Performer)	12	[2]
Piloting (Light Aircraft)	13	[2]
Riding (Equines)	13	[2]
Savoir-Faire (High Society + Mafia)	11	[2]
Sex Appeal (includes +1 from Appearance)	12	[1]
Stage Combat (includes +1 from Born Performer)	14	[2]
Streetwise	11	[2]
Whip	12	[1]
		[ ]
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:	$	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** -

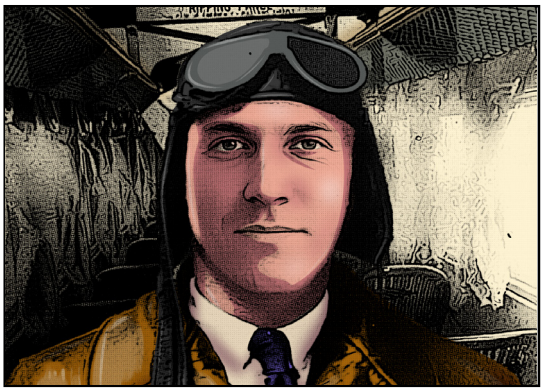
Appearance Soft-hearted cropduster pilot - always has a steady expression to accompany his crazy ideas

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

DESTINY 3

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	10 (Unarmed)	-

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 (deeply assess people's natures on an IQ-3 roll)	[15]
Fearlessness +2 (+2 to Fright Checks)	[4]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chummy (when alone, -1 to IQ-based skills)	[-5]
Code of Honor (Professional - "Get the job done right")	[-5]
Debt (owes $1,000 per month for his flying lessons)	[-10]
Impulsiveness	[-10]
Reputation -2 (destroys planes, mostly just other pilots)	[-3]
Slow Riser	[-5]
	[ ]
Has a recognizable square jaw	[-1]
Soft spot for farmers - never turns down jobs to dust crops	[-1]
Hates unpolished shoes	[-1]
Introduces himself as "captain"	[-1]
Overcomplicates his plans	[-1]
	[ ]

SKILLS

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

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	9	Brawling-13	-	-
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	$60	2.5 lbs.
									Takes 2 seconds per bullet to reload		

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)	Torso	$50	4 lbs.
Polished leather shoes	Feet	$30	2 lbs.
Banana yellow Piper J-3 Cub plane	Raleigh, NC	$1,500	- lbs.
Pilot's goggles, cap (DR 1)	Bag	$10	- lbs.
Binoculars (10X)	Bag	$10	1 lb.
	Totals:	$ 1690	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]

DESTINY 3

MOVE 5

DR -

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	8 (Unarmed)	-

REACTION MODIFIERS

Appearance _____

Status +1

Reputation +1 from Charisma

+1 from Intuitive Statesman (political types)

ADVANTAGES & PERKS

Charisma +1	[5]
Fit (+1 to all HT rolls)	[5]
Intuitive Statesman 1	[10]
Photographic Memory	[10]
Status 1 (Privileged)	[5]
Wealth (Comfortable)	[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]
Pacifism (Cannot Harm Innocents)	[-10]
Selfless	[-5]
Stubbornness	[-5]
	[ ]
	[ ]
Hates fascists - really hates them	[-1]
Feels 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) (inc. +1 from Int. Statesman)	15	[1]
Diplomacy (add +1 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 +1 for influence rolls from Charisma)	13	[1]
Law (includes +1 from Intuitive Statesman)	14	[2]
Leadership (includes +1 from Intuitive Statesman)	15	[1]
Musical Instrument (Violin)	13	[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 (incl. +2 from Charisma and Statesman)	16	[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 II	-	-

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	$20	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

$300

POSSESSIONS

Item	Location	Cost	Weight
Black leather clutch		$15	1 lbs.
Journal and pencil	Purse	$5	- lbs.
Photo of her family at the pyramids	Purse	-	- lbs.
Fashionable sunglasses	Purse	$15	- lbs.
1930 Lancia Dilambda Carlton sedan		$1500	- lbs.
Nice Ferragamo heels		$10	1 lb.
	Totals:	$ 1565	4 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 $12,000 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

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

DESTINY 3

MOVE 6

DR -

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 -4 from Careless detective

-1 from Stubbornness

ADVANTAGES & PERKS

Contact (Veteran Reporter, Research skill 15, 12 or less)	[4]
Danger Sense	[15]
High Pain Threshold (no shock, +3 vs. knockdown/stun)	[10]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Reputation -4 (Careless detective, Americans only, 10 or less)	[-5]
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 (roll at -5 if you are trying to deceive)	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 + Shotgun)	12	[1]
History (Europe)	12	[4]
Interrogation	11	[1]
Lockpicking	13	[4]
Observation	15	[4]
Photography	11	[1]
Search	14	[2]
Shadowing	12	[2]
Stealth	11	[1]
Streetwise	13	[4]
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

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 thrust attacks		

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	$47	2 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

$15

POSSESSIONS

Item	Location	Cost	Weight
Cheap leather briefcase		$6	1 lb.
Body holster	Torso	$3	1 lb.
Sinclair Lewis' *It Can't Happen Here*	Briefcase	$2	- lbs.
Journal and pencil	Briefcase	$1	- lbs.
Scuffed leather shoes (DR 1)	Feet	$5	2 lbs
Reading glasses	Pocket	$3	- lbs.
Cheap lockpicks	Briefcase	$15	- lbs.
Totals:		$ 82	6 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 SAGE, knew who Lauren was with that night, you grabbed a plane to Italy to talk with the broad.

CHARACTER NOTES

Has about $1500 invested in a Detroit apartment

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

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

DESTINY 3

MOVE 6

DR -

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 vs mental stun)	[15]
Fit (+1 to all HT rolls)	[5]
Military Rank 1 (member Deuxième Bureau - French intelligence)	[5]
Status +1 (Privileged)	[5]
	[ ]
On Alert (you always have an emergency bag packed)	[1]
	[ ]
French (Native)	[0]
English (Accented)	[4]
German (Accented)	[4]
	[ ]

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) (incl. +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	10	[2]
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]
		[ ]
		[ ]
		[ ]
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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 .32 semiautomatic	2d-1 pi-	1	120/1300	3	8+1 (3)	7	-1	2	Guns-14	$20	2 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 clutch		$15	1 lb.
Nice lady's hat	Bag	$2	- lbs.
Suitcase full of clothes for all occasions	Hotel	$100	- lbs.
Swiss watch	Wrist	$10	- lbs.
Leather shoes (DR 1)	Feet	$10	2 lbs.
	Totals:	$ 197	4 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** -

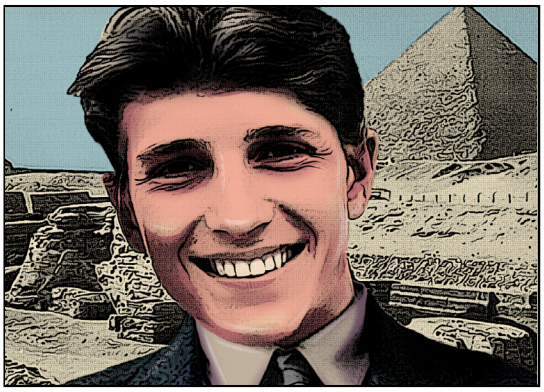
Appearance Broad-smiled, bright, and very wealthy. Willy - loves funding races and grand adventures

					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]

DESTINY 3

MOVE 5

DR -



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	11 (Brawling)	-

REACTION MODIFIERS

Appearance +0

Status +3

Reputation +1 from Charisma

-1 from Odious Personal Habit

+1 from Merchant (when buying or selling)

+2 from Overconfidence (naive) or -2 (veterans)

ADVANTAGES & PERKS

Artificer 1	[10]
Charisma +1	[5]
Independent Income 5 ($2,500 monthly trust fund)	[5]
Intuition (ask GM to roll when you have tough choice to make)	[15]
Status +3 (includes +1 from Wealth)	[10]
Wealth (Very Wealthy, 5x starting wealth)	[30]
	[ ]
Doodad (once per game, pull out a piece of insignificant gear)	[1]
	[ ]
Arabic (Accented / Semi-literate)	[3]
Latin (Semi-literate)	[1]
Hieroglyphics (Semi-literate)	[1]

DISADVANTAGES & QUIRKS

Compulsive Spending (Severe, resist on a 9 or less)	[-5]
Curious (Extreme, resist on a 6 or less)	[-10]
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 against 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	12	[4]
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 (Electronics) (includes +1 from Artificer)	11	[1]
Explosives (Demolition)	11	[1]
Fast-Talk (add +1 from Charisma on influence rolls)	12	[2]
First Aid	12	[1]
Games (Pinochle)	12	[1]
Guns (Pistol)	11	[1]
History (Egypt)	11	[2]
Machinist (includes +1 from Artificer)	12	[1]
Mathematics (Applied)	10	[1]
Mechanic (Automobile + Plane)	12	[2]
Merchant (roll at -3 when haggling)	12	[2]
Navigation (Air)	11	[1]
Occultism	11	[1]
Piloting (Light Airplane)	11	[2]
Savoir-Faire (High Society)	13	[2]
		[ ]
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CLIFFHANGERS Character

HAND WEAPONS

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

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
S&W .38 Hammerless	2d-1 pi	1	90/1,000	3	5(2i)	7	-1	2	Guns-11	$40	1.5 lbs.

SPEED/RANGE TABLE

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

MONEY

$2,500

POSSESSIONS

Item	Location	Cost	Weight
Leather carrier bag		$10	2 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	2 lbs..
	Totals:	$ 182	7 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. Then you'll wait for the newspaper to print your photo, which you'll mail straight away to that jerk "friend" of yours, RICHARD MASKHAVEN.

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

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)

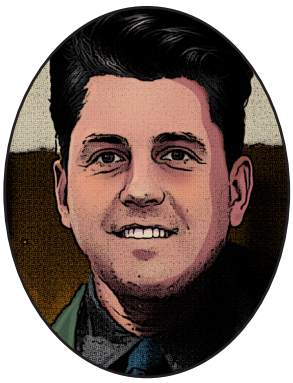
Carolina Ezzat

DETERMINED ANTI-FASCIST

PER 14

Carlo Grandi

WOUNDED WAR CAPTAIN



PER 11 • CHRONIC PAIN (6) • DUTY (9)