

The Uncanny!

CURSE of SEKHMET!

by J.C. Connors

About the Adventure

The Uncanny Curse of Sekhmet is a low horror, high adventure pulp *Call of Cthulhu* scenario – although it can be easily translated to other pulp-style systems (a *GURPS Cliffhangers* 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 characters. The end of the adventure includes six pregenerated pulp characters – players can add pulp talents!

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 icon are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific investigators, notably the pregenerated characters from the end of this adventure.

Adventure Summary

Like most pulp serials, *The Uncanny Curse of Sekhmet* begins in the middle of the action. The investigators are mo-

ments from capturing the famed gangster Skeet Skitshaw, a Chicago bank robber who escaped prison, took a trip to Europe, and robbed four more banks as part of his vacation. With a big bounty on his head, the investigators tracked Skeet and his girlfriend to Rome. They barely get onto his getaway plane just as it takes off, only to find their cover blown and guns drawn.

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

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

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

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

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

The Skies of Viterbo, Italy, 1936...

The adventure begins aboard an Imperial Airlines civilian airliner. Having just departed Rome, the plane is headed north to Milan. The investigators 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 characters, Betty recognizes Duke Duckworth, the detective investigating the death of her friend, starlet Lauren St. James. Otherwise, the Keeper can decide who Betty recognizes.

Skitshaw's Crew

In addition to the investigators, 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 investigators.
- 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.

THE DESPERATION OF VIPERS

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

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

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

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

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

Count Malefik went to Oxford to steal the papers. In a stroke of ill-luck, the would-be theft was discovered by a British scholar named JAMES CURLE. Overhearing what Malefik was looking for while browsing the library, Mr. Curle stole the manuscript minutes before the count could find it. Eventually chased, locked in Oxford an office, and cornered, the scholar burned the book in a trash can and escaped out the window.

Furious and more desperate than ever, Count Malefik knew his last hope was to steal the second copy of *The Mourning of Janshai* from Albertucchio Danieli. He chartered a plane to Rome and tracked the old man down to his home in Calcata – which is where the investigators find him...

Keeper's Note: A PC making a successful HISTORY roll will have heard of the Testament, its leader, and its financial troubles. Enough time and a LIBRARY USE roll can also uncover that Count Malefik was last seen in Oxford.

A Precarious Start

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

 For added kickoff adrenaline, the investigators with the highest PILOT skill (if any) managed to talk themselves into a co-pilot role on the plane – and begins the adventure stuck up front in the open cockpit with Skeet’s uncle. The investigator with DEX 50%+ and the lowest LUCK was held up on the runway by some of Skeet’s friends... and is now *desperately clutched on to the starboard wing of the bi-plane!*

Skeet points his revolver at one of the investigators 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...

Skeet’s also happy to remind 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 lay a fat finger on me up here? Huh?

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 investigators is on the wing of the plane, they add a few new options to the scenario. The wing walker must deal with wind and turbulence and can move from strut to strut on the wing, but only at a slow walk. Any faster, and the wing walker must make a DEX roll to avoid tumbling off!

Because the cockpit is open, anyone on the wing has a reasonably clear shot at the cockpit. They can also get a shot

THE HANDLEY PAGE W.8F

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



The Handley has an enclosed “saloon” for 12 passengers, along with two crew in an open cockpit. There’s no door between the two, only a small slit for communication. It was the first airliner to include an on-board lavatory, which was located in the center of the plane, behind the cabin and in front of the cargo area. The hull of the aircraft is made from spruce and only provides minimal protection. The large windows of the aircraft can be slid open for ventilation.

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

Flying the Handley requires the PILOT skill.

into the cabin, or scramble to a window, slide it open, and squeeze inside. It’s also possible to climb from the wing to the cockpit, but this involves climbing up the fuselage, to the top of the plane, and then down into the small cockpit (this feat requires a CLIMB roll to pull off).

Every few turns, the bad guys in the cabin should make a Hard SPOT HIDDEN 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 causes everyone inside to make a DEX roll to stay on their feet! The wing walker must make a DEX or STR roll (whichever is higher) to grab on for life. Moving safely while the plane is jinking requires a Hard DEX roll! If the pilot fails to shake off the wing walker, he’ll pull his revolver and take a few shots at the daredevil.

Dealing with Skeet

The investigators 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

STR 65 DEX 60 INT 60
CON 60 APP 55 POW 70
SIZ 50 EDU 35 HP 11



Damage bonus: none
Build: 0 Move: 9

Fighting (Brawl) 65%, damage 1D3
Dodge: 40%

Skills: Charm 75%, Climb 40%, Drive Auto 50%, Fast Talk 70%, Firearms 70%, Listen 45%, Psychology 40%, Spot Hidden 60%.

Equipment: S&W .38 revolver (1D10 damage, base range 15, uses per round 1(3), 6 shots, malfunction 100).

Personality: Lecherous, ill-tempered, and overconfident, Skitshaw is having the time of his life. Unfortunately, he's barely holding on to his secrets - that he just started an affair with Elena Altieri, right under his girlfriend's nose.

J. "FLYBOY" SKITSHAW

STR 55 DEX 60 INT 40
CON 50 APP 50 POW 60
SIZ 55 EDU 30 HP 10



Damage bonus: none
Build: 0 Move: 8

Fighting (Brawl) 60%, damage 1D3
Dodge: 40%

Skills: Charm 35%, Climb 40%, Drive Auto 50%, Firearms 60%, Listen 25%, Pilot 75%, Spot Hidden 50%.

Equipment: S&W .32 revolver (1D8 damage, base range 15, uses per round 1(3), 6 shots, malfunction 100); aviator hat and goggles; leather pilot's jacket (1 armor point).

Personality: Flyboy enjoys flying his nephew across Europe, using his contacts with Imperial Airlines to secure planes that remind him of his WWI flying days. He's utterly loyal to his family, though really just wants to relax on a sunny balcony.

GEORGIE FELDSMAN

STR 60 DEX 60 INT 40
CON 60 APP 65 POW 40
SIZ 60 EDU 30 HP 12



Damage bonus: none
Build: 0 Move: 8

Fighting (Brawl) 70%, damage 1D3
Fighting (Knife) 70%, damage 1D4+2
Dodge: 30%

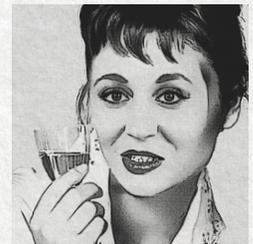
Skills: Charm 55%, Climb 50%, Drive Auto 60%, Fast Talk 40%, Firearms 75%, Listen 50%, Spot Hidden 60%, Stealth 40%.

Equipment: Ithaca Auto & Burglar 20G (2D6/1D6/1D3 damage, base range 10/20/50, uses per round 1 or 2, 2 shots, malfunction 100); razor-sharp dagger.

Personality: Skeet Skitshaw's unhinged toady, messy-haired Georgie is dangerous and unpredictable... probably due to the phantom voices only he can hear.

BETTY SAGE

STR 40 DEX 50 INT 35
CON 60 APP 65 POW 40
SIZ 50 EDU 40 HP 11



Damage bonus: none
Build: 0 Move: 8

Fighting (Brawl) 30%, damage 1D3
Dodge: 25%

Skills: Art/Craft (Acting) 15%, Charm 60%, Drive Auto 30%, Fast Talk 40%, Firearms 35%, Listen 40%.

Equipment: Bottle of champagne.

Personality: Usually drunk, tipsy, and wearing too much perfume, Betty Sage is almost always at her boyfriend's side. She pretends to not have a clue where his money came from too. However, she's harboring a secret of her own - she recently started a side relationship with the boyfriend of her actress friend, Lauren St. James, just weeks before she was found tragically murdered in Detroit!

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

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

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 PILOT (75%) skill.
- *Intentionally* causing a flight emergency (such as disabling a propeller) requires a PILOT 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, a NAVIGATE roll (Hard if the map binder was lost) finds a destination; locals can also try a KNOW roll. 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 NAVIGATE roll, landing on an old country road is the only real option.

ELENA ALTIERI

STR 40 DEX 55 INT 60
 CON 50 APP 65 POW 60
 SIZ 45 EDU 50 HP 9



Damage bonus: none
 Build: 0 Move: 8

Fighting (Brawl) 30%, damage 1D3
 Dodge: 40%

Skills: Art/Craft (Acting) 60%, Charm 70%, Drive Auto 30%, Psychology 30%, Spot Hidden 40%

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 Elena is a bright woman, she is ambitious and impulsive and 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. Once she lands back on the ground, she will do everything she can to get to her film set in Milan.

A Safe Landing!

With some luck, the investigators can subdue Skeet and his pals, and land the plane.

Safely the plane requires a PILOT roll, Hard if landing on a road. A failure by indicates a rough landing; everyone takes 1 damage from bruises. A big failure rips the wheels off and tears a wing off the plane – everyone inside takes 2D6 damage (anyone still on the wing takes 4D8 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 investigators 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 foreigners any reward or assistance after the apprehension of the gangsters. If the investigators try to talk up the police and succeed in a CHARM or similar 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 investigators, 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 character Duke Duckworth was motivated to get on the plane to interrogate Betty Sage, who he suspected had a key piece of information in the Lauren St. James murder case he's working. If he can intimidate or otherwise convince Betty to spill the beans, she reveals that she had been having an illicit relationship with Lauren's boyfriend, Hobby Malcolm. And that one night, in his sleep, he screamed "I'm gonna kill you, Lauren!" angrily. While this piece of information isn't important at all to this adventure, this gives Duke a clue as to who the murderer might be in his big case.

Calcata, Italy

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

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

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

LANDING BACK IN ROME?

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

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

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

Calcata Nuova

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

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

Dinner Interrupted

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

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



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

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

- Mirella doesn’t know who the older man was who threatened her father. She explains that her father kept many books in a locked library in the cellar of their original home in old Calcata. However, her father did not have time to relocate his books to his their new home before the police forced him to relocate.
- If asked about her father’s occupation, Mirella says that he is retired, but was once a professor of theology at the University of Padua.
- An **ARCHAEOLOGY** roll recalls that James Curle is an expert at Scottish archaeology and lectures at Oxford. A **EDU** roll recalls that he recently was involved in a scandal where he got drunk and burned a valuable medieval manuscript.
- A **HISTORY** roll identifies the aggressors as members of *the Testament of Vipers*, a Turkish organization of mercenaries that were once used by the German kaisers to perform kidnappings. The sect was founded and still led by **COUNT MALEFIK**, a once-wealthy man who wants to exert his will into national politics. Rumors are that the count and his group have run into severe financial difficulties lately.
- Old Lorenzo can be guilt-tripped into offering assistance with a successful influence skill or a Good or better reaction roll. He’ll loan the investigators his precious 1912 Fiat Zero Torpedo automobile. On a great reaction to them (perhaps with a **PER-SUADE** roll), he offers to

try to distract the Italian police who are guarding the entrance into the old cliffside town.

- Mirella will also agree to help in any way she can, although she’s not terribly skilled at covert operations. She can give good directions to her old house at the western edge of old Calcata.
- If Mirella is asked about compensation for the rescue attempt, she’ll only say that her father has many rare and valuable books still in his library, and that perhaps one of those will be worth their effort.

MIRELLA DANIELI

STR 40	DEX 55	INT 60
CON 60	APP 75	POW 65
SIZ 45	EDU 75	HP 10



Damage bonus: none
Build: 0 **Move:** 8

Fighting (Brawl) 30%, damage 1D3
Dodge: 40%

Skills: Drive Motorcycle 30%, Persuade 50%, Library Use 60%, History 60%, Natural World 40%.

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.

Mirella talks a million miles a minute, and is not intimidated by strangers. She’ll do anything to get her beloved father back, although she won’t support outright violence.



Mirella insists that the investigators 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 are guarded by six, well-armed irritable *Carabinieri* national police officers. Two motorcycles are near the men, along with a Fiat truck, its headlights on and engine running.

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

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

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

Sneaking to the Danieli's old house requires the investigators to either create some diversions to keep the patrol away from them, or win an opposed roll of their STEALTH vs. the patrol leader's SPOT HIDDEN (40%).

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

CARABINIERI BULLIES

STR 65 DEX 65 INT 50
CON 60 APP 50 POW 60
SIZ 60 EDU 35 HP 12



Damage bonus: +1D4
Build: 1 Move: 8

Fighting (Brawl) 65%, damage 1D3+1D4
Fighting (Baton) 50%, damage 1D4+1D4
Dodge: 35%

Skills: Drive Motorcycle 40%, Firearms 60%, Intimidate 55%, Law 40%, Listen 45%, Spot Hidden 40%.

Equipment: Beretta Mod 1934 pistol (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100); Baton.

SONS OF THE VIPERS

STR 65 DEX 60 INT 55
CON 60 APP 50 POW 60
SIZ 50 EDU 45 HP 11



Damage bonus: none
Build: 0 Move: 8

Fighting (Knife) 65%, damage 1D4+2
Dodge: 35%

Skills: Disguise 20%, Drive Automobile 40%, Firearms 55%, Intimidate 60%, Law 15%, Listen 50%, Spot Hidden 40%.

Equipment: Fine large knife, Pickert Arminius Modell 10 pistol (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100); plane ticket to Cairo; electric torch.

Inside the Danieli's house, a Viper thug holds an older Beretta SMG (1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96).

Personality: These Viper elites are utterly loyal to Count Malefik. After all, they haven't been paid in months! They are intolerant of Italians (who they think are foolish after hearing all the Count's stories). They've also picked up a horrible trademark of carving an eye into the flesh of their victims.

As the investigators come closer, a LISTEN roll hears muffled shouting inside the house. If an investigator makes the roll with a Hard success, he'll hear one man warning another:

COUNT MALEFIK

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

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

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

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

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

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

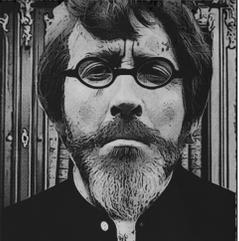
The count has exceptional hearing, and it is unlikely anyone can sneak down the stairs without him hearing.

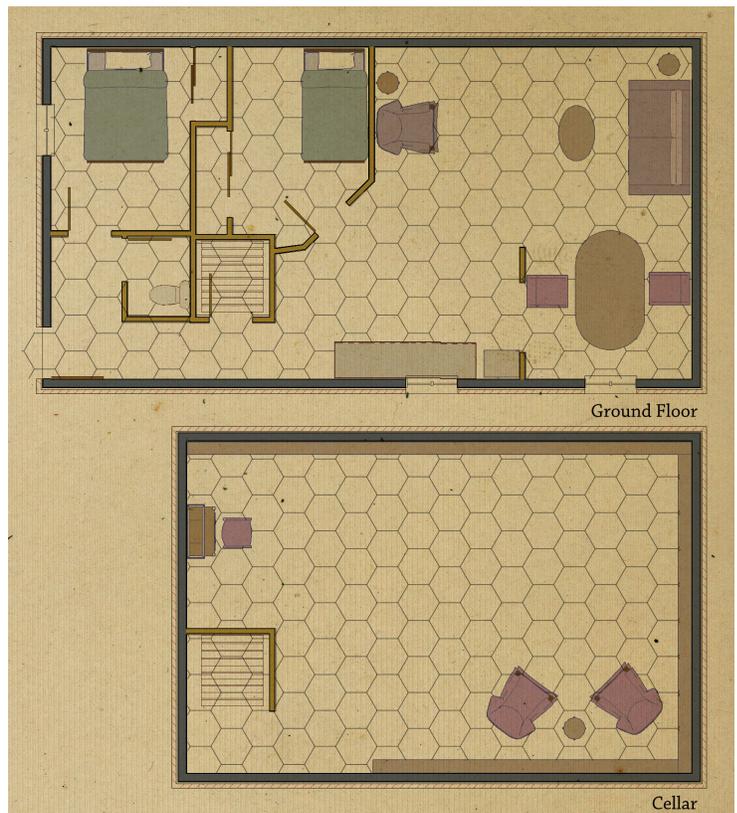
Confronting the Count

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

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

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

COUNT MALEFIK			
STR 70	DEX 65	INT 55	
CON 60	APP 55	POW 80	
SIZ 60	EDU 80	HP 26	
Damage bonus: +1D4			
Build: 1		Move: 9	
Fighting (Brawl) 80%, damage 1D3+1D4			
Dodge: 35%			
Skills: Archaeology 35%, Firearms 60%, First Aid 40%, Jump 40%, Intimidate 70%, Listen 90%, Psychology 70%, Spot Hidden 50%, Stealth 50%, Throw 40%.			
Languages: English; Italian; Spanish; Turkish.			
Equipment: Pickert Arminius Modell 10 .32 revolver (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100); smoke grenade (7-yard radius for one minute); airline ticket to Cairo (see Handout A).			
Personality: Ruthless and arrogant Count Malefik established the Testament of Vipers when he realized that no political leader would give him an ounce of power unless he forced it. Unfortunately, his mind for details is severely lacking, and his funds dwindled to nothing in just a few years. Now he's desperate to find a quick source of riches so he can continue his surreptitious political work.			



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 investigators 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 Albertucchio as a hostage to ensure his escape.

Count Malefik is ruthless, however, and does not want the investigators to tell others about him. If given the opportunity, he’ll betray any deal the investigators 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 anyone emerging from the house. Finally, if he makes it out of the city, he’ll tell the Carabinieri to kill the investigators. (While the Carabinieri are bullies, they don’t like the idea of killing locals based on the orders of a foreign count; they can be talked down or bribed.)

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

The Mourning of Janshai

Once the investigators have rescued Albertucchio and escaped the old city, the scholar invites them back to his newer cottage to thank them. (*Keeper’s Note: If, in an unusual turn of events Albertucchio is killed during the “rescue,” then Mirella can take over this role.*)

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

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 said that he was looking to find the tomb of Queen Hetshepsut, one

of the few women pharaohs of ancient Egypt. The queen is said to have been buried with forty, solid gold chariots. Whoever found her tomb would be very rich!

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

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

Albertucchio does not know where the Contemplation Chamber is located. The old man is a theologian and has little expertise or interest in mythology. To recall the location of the chamber, the investigators must either rely on contacts, or make an ARCHAEOLOGY, OCCULT, HISTORY, or LIBRARY USE roll (using the dozens of books the professor keeps in his newer house in Calcata Nuova). If the investigators botch all the rolls, Mirella can recall the location!

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

The City of Lions, Egypt

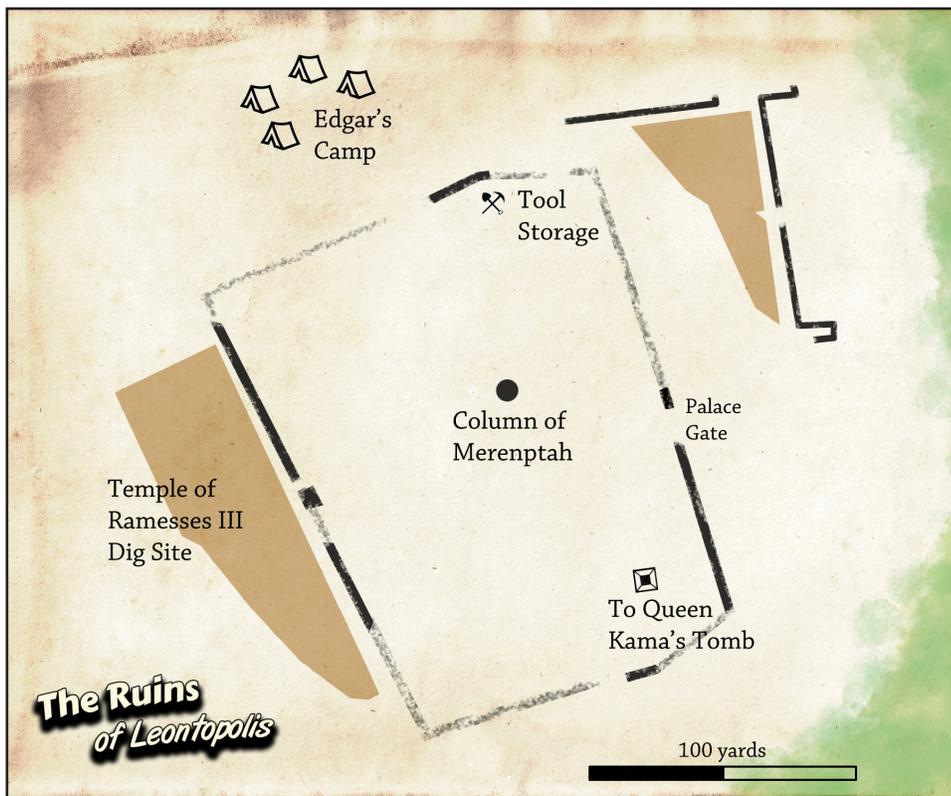
The ancient city of Leontopolis is located 39 miles north of Cairo. The most direct route for the investigators is to fly out of Florence and land in Cairo and then hire a driver to take them north to the dig site. The whole trip costs about \$150 per passenger.

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

If the investigators hire a talkative driver, or make an **ARCHAEOLOGY** roll, they'll learn that excavations are actively underway on Leontopolis' largest mound, which contains both the palace of Ramesses II as well as a temple to Ramesses III. The lead of the site is the renowned Egyptologist **DR. C.C. EDGAR**. He has come out of retirement to lead the excavation. An **ARCHAEOLOGY** or **EDU** roll recognizes the name, as he was recently the director of the Cairo Museum.

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

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



The Ruins of Leontopolis

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

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

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

Dr. C.C. Edgar

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

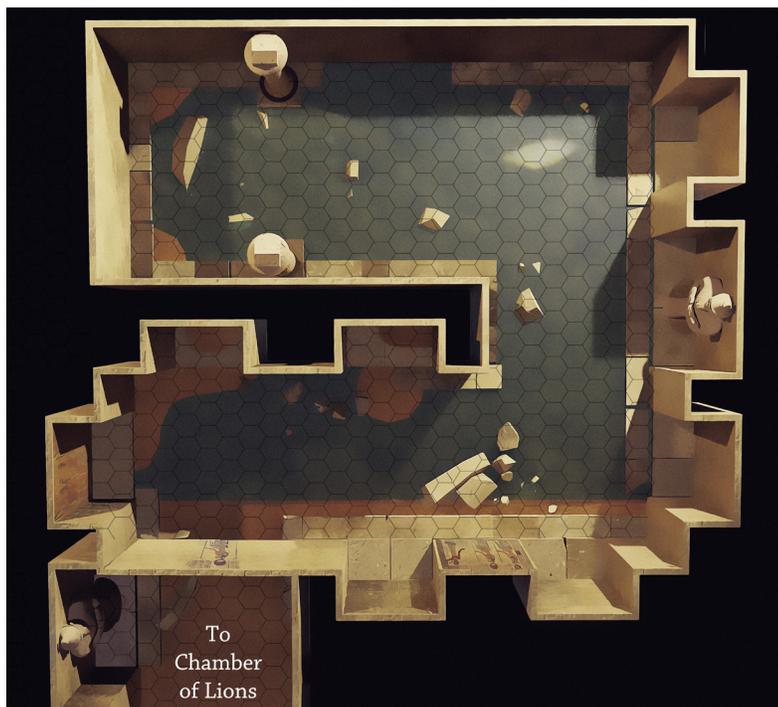
Dr. Edgar is excited to get western visitors. If the investigators casually approach the ruins, he and some of his men come over to openly greet them (although not without getting the attention of the camp's two British soldiers).

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

- If asked about the presence of the British soldiers, he sighs and explains that a group of well-armed locals recently tried to scare them away from the site. He confides that they were members of a revolutionary group know as the Testament of Vipers. He pulled some strings and had a squad of soldiers stationed here to protect the dig, which ends in a few months. Un-

fortunately, 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 investigators mean to damage the site, C.C. Edgar allows them to visit the chamber.



The Column of Merenptah

This 20-ton sandstone column is in near-perfect shape. 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 other supplies.

Queen Kama's Tomb

A 6-foot diameter hole is cut into the rock here. Seven yards below the surface lies the tomb of Queen Kama. Jumping down without JUMP skill is foolish (2D6 falling damage), but investigators can find rope at the tool storage area. A CLIMB roll allows a person to shimmy down (or they can be tied and lowered).

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

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

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

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

The Secret Room

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

For someone to discover this architectural secret on their own, they'd have to thoroughly examine the room and succeed a contest of SPOT HIDDEN vs. the ancient architect's ARCHITECTURE (94%) – very 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*.

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 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 find the secret chamber. If the players can't figure it out, the GM can give them some help. Perhaps a SPOT HIDDEN roll allows them to see the faint outline of a door surrounding the painting of Sekhmet, or finds the mysterious pressure mechanism present in the room's statue of Hetshepsut.

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 the shadows fall on the mastaba tombs of the dead princes, Sekhmet's pointed shadow shall take the living to the sun halls of Hetshepsut.”

Once inside this secret chamber, a LOCKSMITH roll can figure out how to reset the room's locking mechanism, which

BRITISH SOLDIERS

STR 60 DEX 60 INT 50
CON 60 APP 50 POW 50
SIZ 50 EDU 40 HP 11



Damage bonus: none
Build: 0 Move: 9

Fighting (Brawl) 60%, damage 1D3
Dodge: 35%

Skills: Archaeology 10%, Drive Automobile 40%, Firearms 60%, Intimidate 35%, Law 40%, Listen 45%, Spot Hidden 45%, Survival 50%, Track 30%

Equipment: Enfield SMLE rifle (2D6+4 damage, base range 110, uses per round 1, 8 shots, malfunction 100); Brodie helmet (2 points of armor, rarely worn).

VIPER RAIDERS

STR 55 DEX 60 INT 55
CON 60 APP 50 POW 65
SIZ 50 EDU 50 HP 10



Damage bonus: none
Build: 0 Move: 9

Fighting (Knife) 60%, damage 1D4
Dodge: 35%

Skills: Drive Automobile 40%, Climb 35%, Firearms 60%, Intimidate 50%, Listen 40%, Spot Hidden 40%, Throw 40%.

Additionally, Radames has EDU 70%, Archaeology 40%, History 50%, and Intimidate 60%.

Equipment: Most of the Vipers wield older Mauser Modell 10E rifles (2d6+1 damage, base range 100, uses per round 1, 8 shots, malfunction 100). They also carry small knives kept hidden in their boots.

Two of the raiders have Beretta SMGs (1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96). These men also carry one stick grenade apiece (4D10 damage / 3 feet).

involves rotating one of the bronze lions (a two man effort). Once this happens, the door reseals itself after about one minute, giving anyone inside the room time to escape.

A Testament of Trouble

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

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

The grenade instantly fogs up the first two chambers. Victims must make two CON rolls, one to avoid coughing (most skills become Hard), the other to resist blindness. Ill effects endure for about five minutes.

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

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

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

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

Finally, while Radames isn't stupid, he can be manipulated. He only wants the information on the location of Hetshepsut's tomb that he knows is down in the burial chamber. If the investigators 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 investigators up out of the tomb while he sends his own men down inside.

THE RAGING WATERS OF THE TOMB!

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

If the Vipers detonate explosive grenades inside the tomb, the walls begin to dramatically crumble, cracks stretching up towards the tall ceiling of the chamber. With the weight of the truck atop the tomb, the entire ceiling collapses. Anyone within 8 yards of the ceiling entrance comes crashing down into the tomb, taking 3D6 damage from the fall and the heavy debris. Those below the collapse can take cover in the adjacent chamber before the ceiling falls, but anyone stupid enough to stick around below the collapse takes 4D8 damage from falling stones. The tomb then begins to rapidly fill with mud and water.

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

Only Radames is resolute enough to try to accomplish his original mission during this crisis. If he's still in good shape after the fall, he'll try to prevent the investigators 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.

Keeper's Note: If the heroes don't know what happened to Count Malefik in Calcata, they may ask Radames about him. Regardless of the truth, Radames will say that he is dead and that he is new leader of the Testament of Vipers!

Once the investigators defeat or flee the Vipers, they should now know the location of the Tomb of Hetshepsut – somewhere near the Meidum Pyramid, which is about 90 miles south of them. If brought into the excitement of it all, C.C. Edgar will happily lend the investigators his lorry to make the grand discovery (and, on a **PERSUADE** or other appropriate social skill roll, 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 investigators can drive here in a few hours along a lonely desert road, or rent a boat that takes them down the Nile and deposits them on the western shore near Meidum.

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

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

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

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

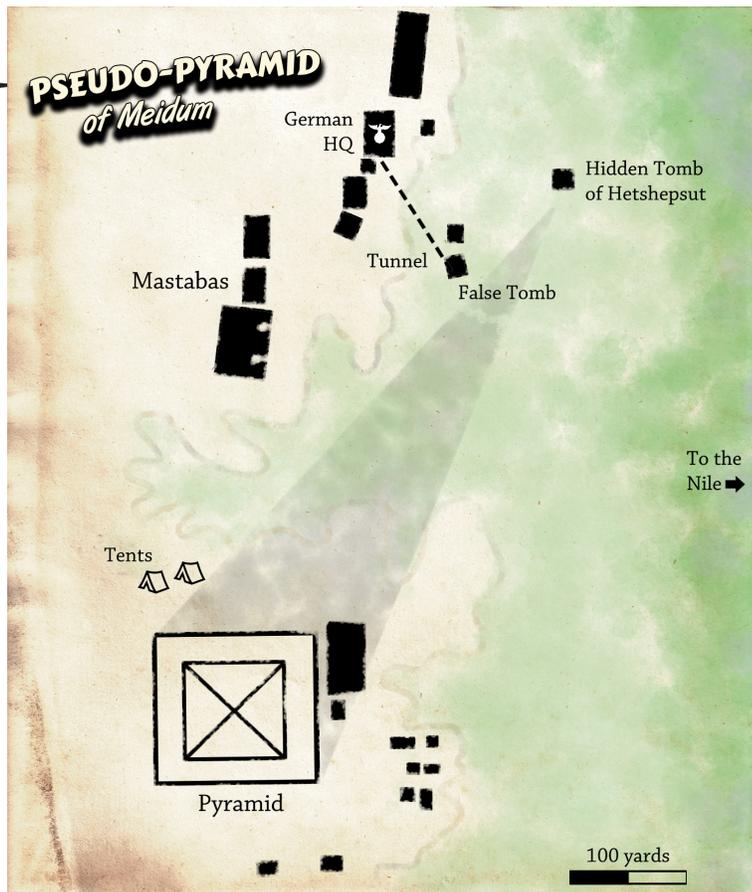
The Tents

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

The second tent contains a cheap plywood table and stools. A map of the dig site is on the table, held down by rocks (see [Handout 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. The top of the pyramid likely collapsed over 4,000 years ago.



Climbing the pyramid is treacherous and requires two CLIMB rolls, the last one is Hard due to the sheer walls! The climb takes about an hour.

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

As the sun sets, the pyramid casts a long shadow towards the Nile. Majestically, the shadow stretches and grows and just as the sun fades below the horizon, its tip almost touches one of the northern mastabas – the False Tomb, 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 Keeper can allow an KNOW roll to realize that the pyramid of 1936 looks different from the pyramid depicted on the wall.

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

Nazi Treasure Hunters!

Final
Edition

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

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

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

Unless the investigators are utterly convincing, Kehler is likely to grow suspicious. She offers to lead them to the tomb... but has positioned her Nazi assistants inside the mastaba to capture them, and interrogate them for information. If Kehler ever discovers that they 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 anyone, especially before any treasure is found. Her men, on the other hand, do not agree with this approach. But her loyalty to the Third Reich is strong, and it is likely she will do anything she can to seize any priceless treasures for her country's future glory.

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

MARGRIT KEHLER

STR 40 DEX 55 INT 80
CON 60 APP 70 POW 50
SIZ 45 EDU 70 HP 12



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 55%, damage 1D3

Dodge: 35%

Skills: Archaeology 70%, Cthulhu Mythos 5%, Fast Talk 60%, Firearms 55%, History 70%, Listen 60%, Medicine 40%, Persuade 60%, Psychology 40%, Spot Hidden 60%, Stealth 30%, Throw 30%.

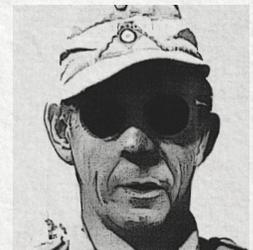
Languages: German, English (with a perfect London accent), Hieroglyphics

Equipment: Walther Modell 8 .25 pistol (1D6 damage, base range 15, uses per round 1(3), 9 shots, malfunction 100).

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

NAZI GOLD HUNTERS

STR 70 DEX 60 INT 55
CON 60 APP 50 POW 40
SIZ 50 EDU 30 HP 10



Damage bonus: none

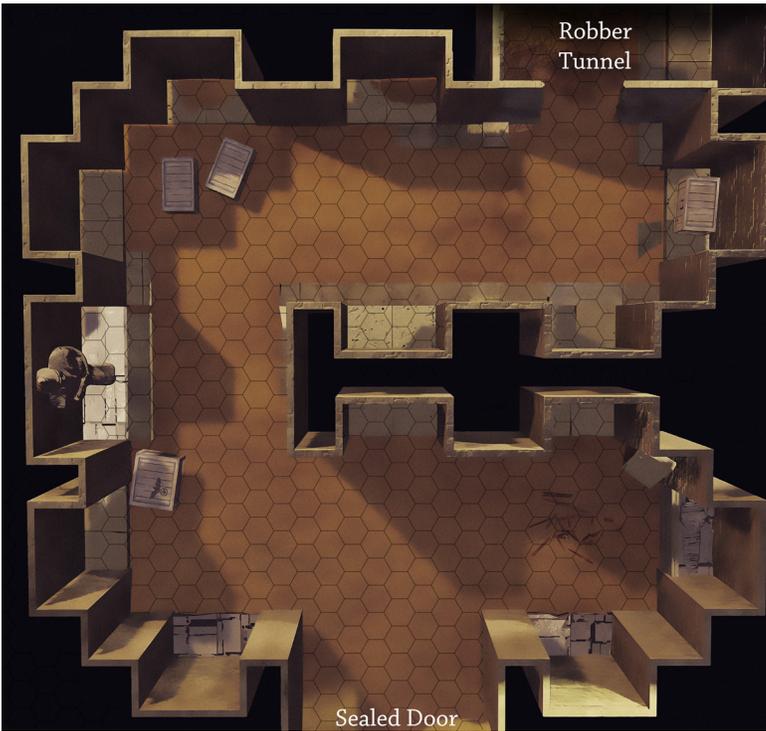
Build: 0 Move: 9

Fighting (Brawl) 60%, damage 1D3

Dodge: 35%

Skills: Archaeology 30%, Climb 60%, Firearms 65%, Jump 40%, Spot Hidden 40%, Stealth 30%, Throw 40%.

Equipment: Walther PPK .32 pistol (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100). The *Oberleutnant* has a brand new Bergmann MP34 SMG (1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96).



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** roll, notices that the mummy is not wrapped with the usual care a pharaoh would receive.

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

The False Tomb of Hetshepsut

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

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

The German HQ

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

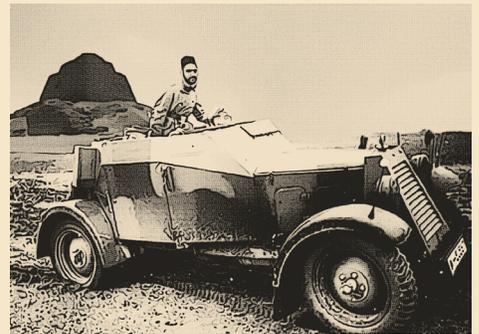
- A table holding a battery-powered portable radio.
- Three crates filled with golden treasures looted from

THE RETURN OF THE VIPERS!

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

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

To ensure their success, the Vipers arrive with a truck-full of raiders (see p.13). They have also commandeered an armored car! The cheap, German-made car is heavy and not very maneuverable, but holds a bloodthirsty, amateur gunner who is prepared to gun down anyone in their way – assume **GUNS** (60%). If either Count Malefik or Radames survived to arrive at Meidum, they will be in the gunner position, excited to fire upon the investigators that have embarrassed them so many times already.



Vehicle	HP	Top Speed	LWt.	Occ	Armor	Price
Kfz 13 Adler	46	69mph	2.4t	1 driver, 1 crew	3 points	\$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 tombs at Meidum. Solid gold burial masks, perfume boxes, alabaster chests, headrests, and pendants are all carefully wrapped in straw, ready for shipment.

- Cots, blankets, and food for a few days.
- Digging tools, picks, brushes, and shovels.
- A first aid kit.
- A small, locked metal box labeled “Dynamit”. There are only two sticks left (4D10 damage).

The Tomb of Hetshepsut

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

However, a careful search atop the mastaba finds loose sand and dirt covering a heavy, flat stone slab. The slab weighs over 2,000 lbs. – at least four strong men are required to drag it. When the slab is pulled away from its opening, a massive plume of foul-smelling, hot dust roars out of the tomb. Investigators within five yards of the opening take 1D3 damage from the burning dust and must make a CON roll or wheeze and cough horribly for thirty minutes (making most skill rolls Hard!).

The slab covered a steep shaft that descends fifteen yards into the dark tomb. A SPOT HIDDEN roll sees a faint whitish glow emanating from the bottom.

Climbing down requires a heavy rope, or a daring, Hard CLIMB roll. Falling down the shaft is deadly, with hapless victims taking 4D6 damage!

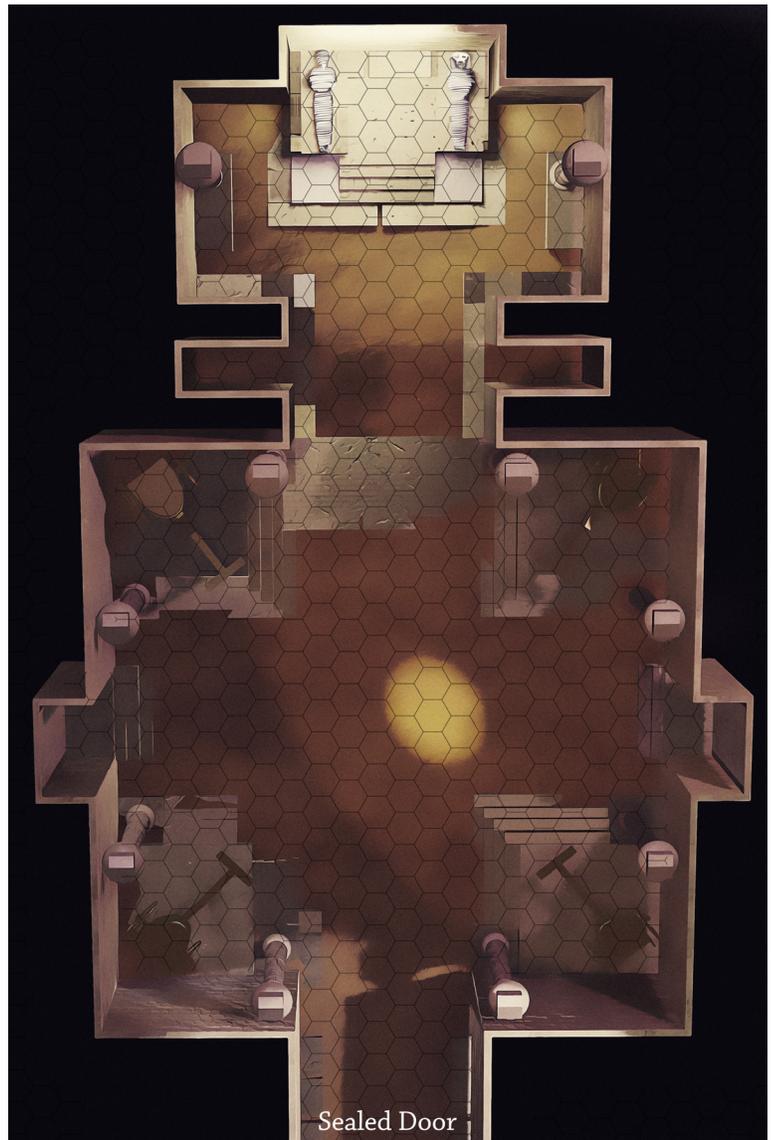
The Tomb of Sekhmet

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

There are only two chambers in this tomb – the large chariot vault 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 EDU 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 SCIENCE roll identifies the crystals as a rare variety of fluorite. If the investigators take a sample and get it back to a lab, they will learn that the fluorite appears *extraterrestrial* in nature, likely recovered from a meteor impact.

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

One mummy holds a glass-stripped, bronze crook and flail, the symbols of pharaonic authority. A HISTORY roll clearly identifies this as the corpse of Queen Hetshepsut, one of the greatest pharaohs of ancient Egypt.

The second mummy is well-built and significantly taller than the other. The preserved body looks not-quite seven feet tall. Furthermore, the mummy has a fierce, silver lioness mask covering its head. A closer look at the silver head shows that the metal is inscribed with thousands of tiny hieroglyphics. However, anyone who can read hieroglyphics, or a HISTORY 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 investigators remove the mask off this mummy, they see that the actual anatomy of the corpse has a head anatomically similar to that of a lioness!

The investigators 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 SANITY CHECK (1/D6)! A closer examination, and a MEDICINE roll, reveals that this deformity is no mere stitch work – the creature they have discovered actually seems to be a hybrid of man and *panthera leo*.

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

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

Finale

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

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

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

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

For completing the adventure, surviving investigators receive a 1D4 SAN reward, or 1D6 if they saved they defeated the Vipers along the way. Keepers may also confer various reputations, contacts, or patrons for befriending some of the influential folk in the adventure, or retrieving any of the legendary artifacts from the Tomb of Sekhmet. And if the nefarious Vipers survived the adventure, they make excellent long-term enemies for the player characters!

Version History

- 1.0 Original release
- 2.0 Edits for clarity, reformatting

Special Thanks

Special thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. Thanks also to Ajay Viknesh on Fiverr for creating the 3D model of the various tombs. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a telegram to @SageThalcos on Twitter or post a note on 1shotadventures.com

The material presented here is an original creation, intended for use with the Call of Cthulhu system from Chaosium, Inc.. This material is not official and is not endorsed by Chaosium.



The Doom of Sekhmet!

Final
Edition

Within a minute of the mask of Sekhmet being removed, a LISTEN roll hears scratching sounds coming from the interior of the tomb's walls. At the same time, the mummified corpse of Sekhmet begins to twitch and move, causing a SANITY CHECK (1/1D4) 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 CON roll or suffer its ill effects:

- A critical success, or an investigator carrying the Amulet of Ahmose from the False Tomb, shrugs off the effects.
- A success burns the victim, causing 1D6 damage.
- A failure additionally causes nausea. After 1D10 hours, the all of the victims skill rolls become Hard. Furthermore, the victim gains hemophilia, which adds an additional 1D4 damage to any cutting or piercing type wound. The hemophilia will wear off in a few days.
- A critical failure causes all of these results *instantly*.

Simultaneously, the scratching sounds in the walls grow louder. Suddenly, bursting out of the tomb walls are the undead guardians of the Sekhmet – two tomb guardians and ten skeletal servants (although the Keeper can tune this depending on his group, whether Nazis or Vipers are present to help fend them off, etc.).

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

TOMB GUARDIANS

STR 105 INT 40 HP 14
CON 80 POW 65
SIZ 65 DEX 35

Damage bonus: +1D6

Build: 2 Move: 7

Attacks per round: 2

Fighting (Khopesh) 70%, damage 1D8 + damage bonus
Dodge: 17%

Skills: Stealth 35%.

Armor: 2-point skin (3-points on the head due to its bronze lion mask). Impaling weapons, including bullets, have little effect on its dry body (half damage).

Sanity Loss: 1/1D8



SKELETAL SERVANTS

STR 55 INT 40 HP *
CON - POW 05
SIZ 60 DEX 50

Damage bonus: none

Build: 0 Move: 7

Attacks per round: 1

Fighting (Ceremonial Knife) 70%, damage 1D4+2
Dodge: 30%

Skills: Stealth 35%.

Sanity Loss: 0/1D6

* **Special Defenses:** Any blow striking a skeleton has a chance of destroying it equal to or less than the damage done x 5 (as rolled on 1D100). Unless the skeleton shatters, it remains totally undamaged. Apply one penalty die on attacks made with an impaling weapon, including bullets.



Handouts

75-

IMPERIAL AIRWAYS LIMITED
AND/OR SUBSIDIARY COMPANIES (B)

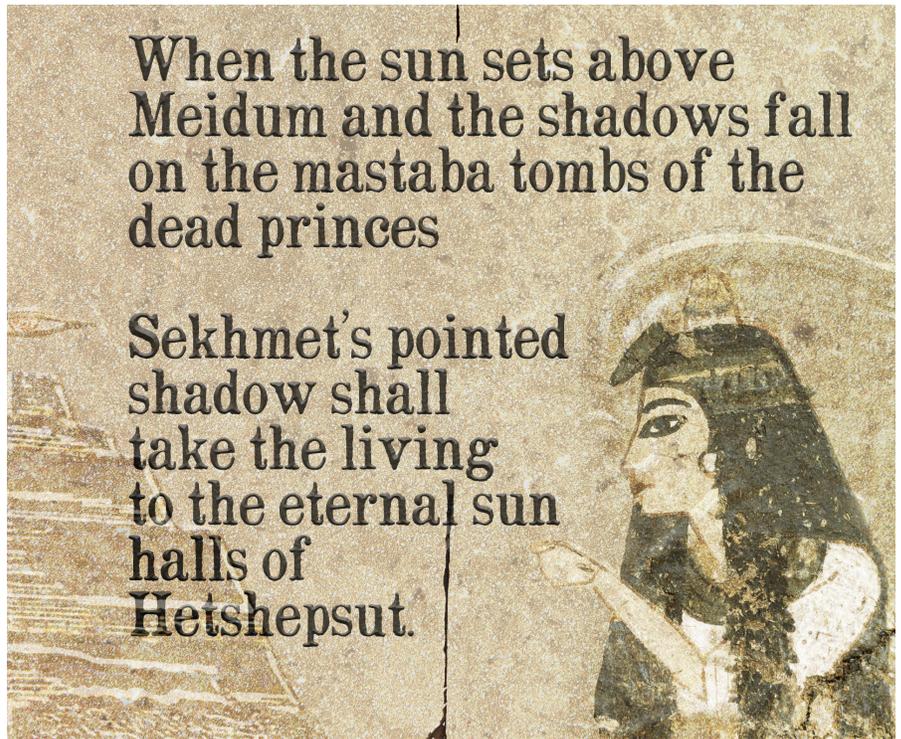
No. GBLF 46

Valid for
ONE PASSENGER FLIGHT
IN A
MULTI-ENGINED AIR LINER
OF
IMPERIAL AIRWAYS LIMITED
ROME

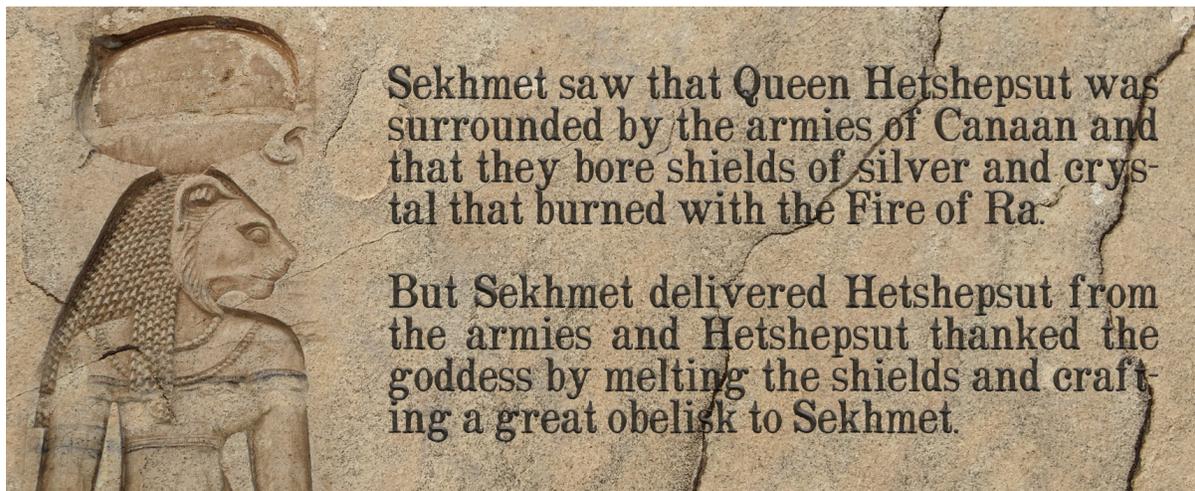
DATE 20 MAY 1936 CAIRO	AGENT B
FARE	

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

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

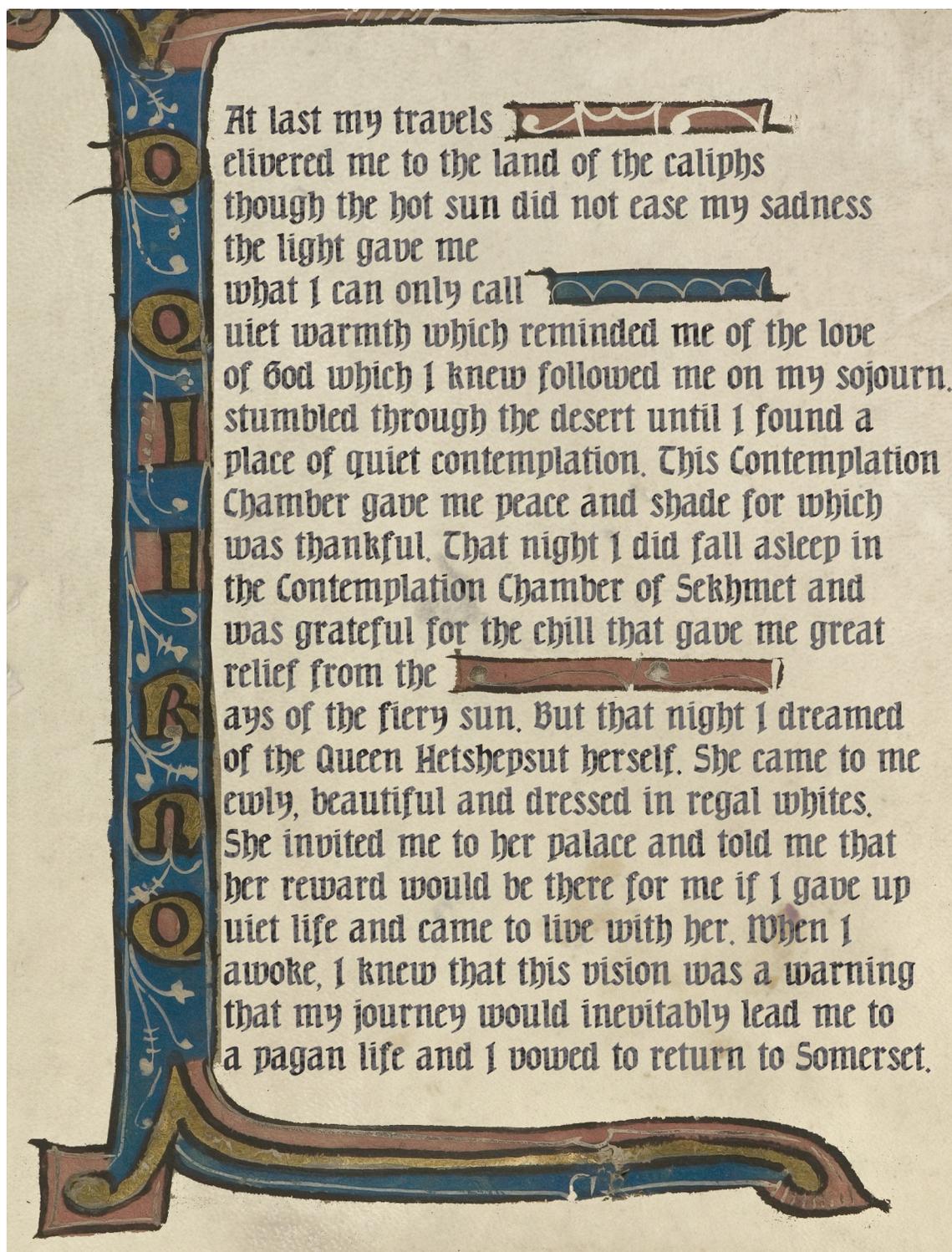


Handout D - Inscription in the secret room of the Contemplation Chamber which reveals the location of the Tomb of



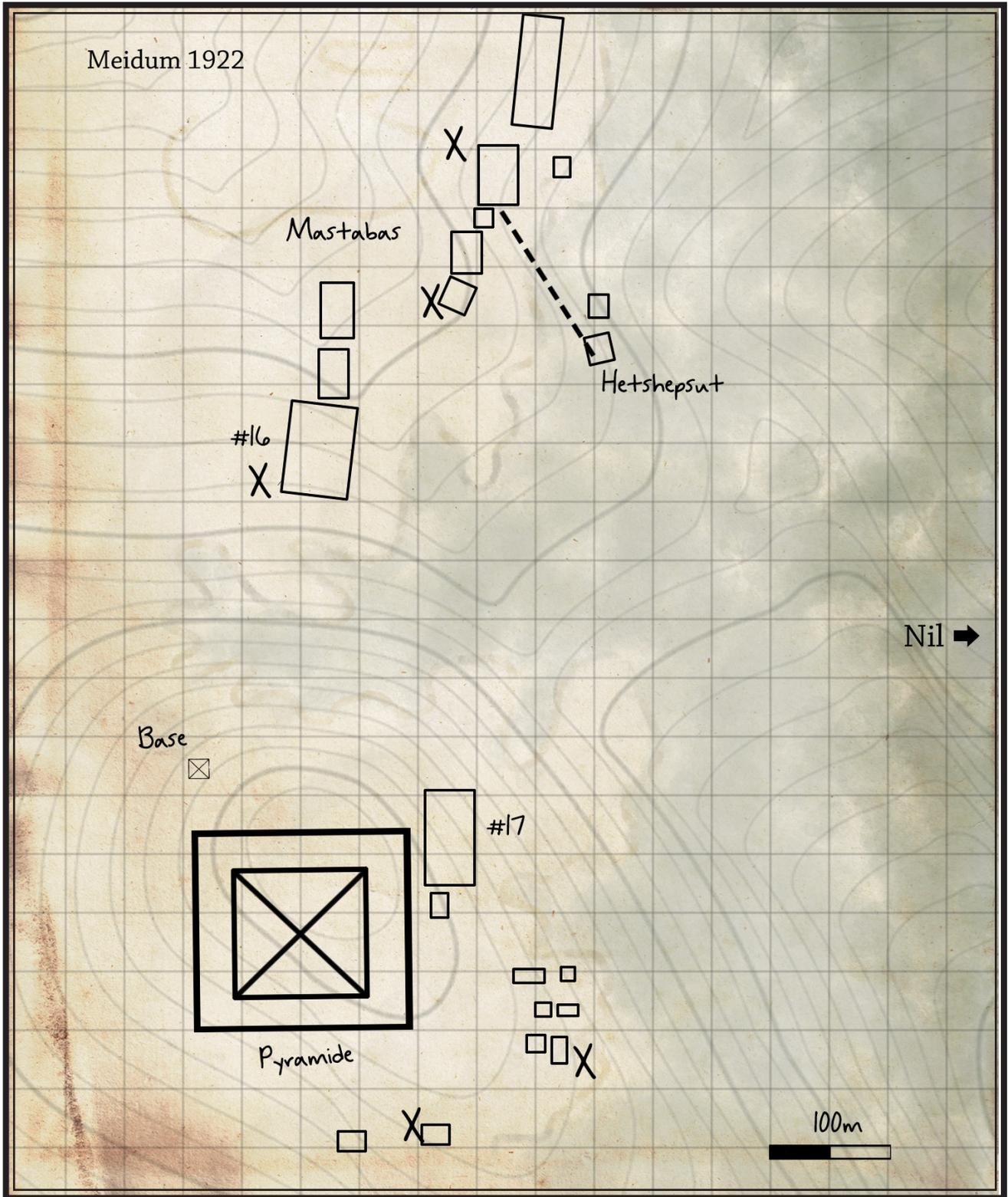
Handout C - Translation of the new myth of Sekhmet found in the Chamber of Lions

Handouts



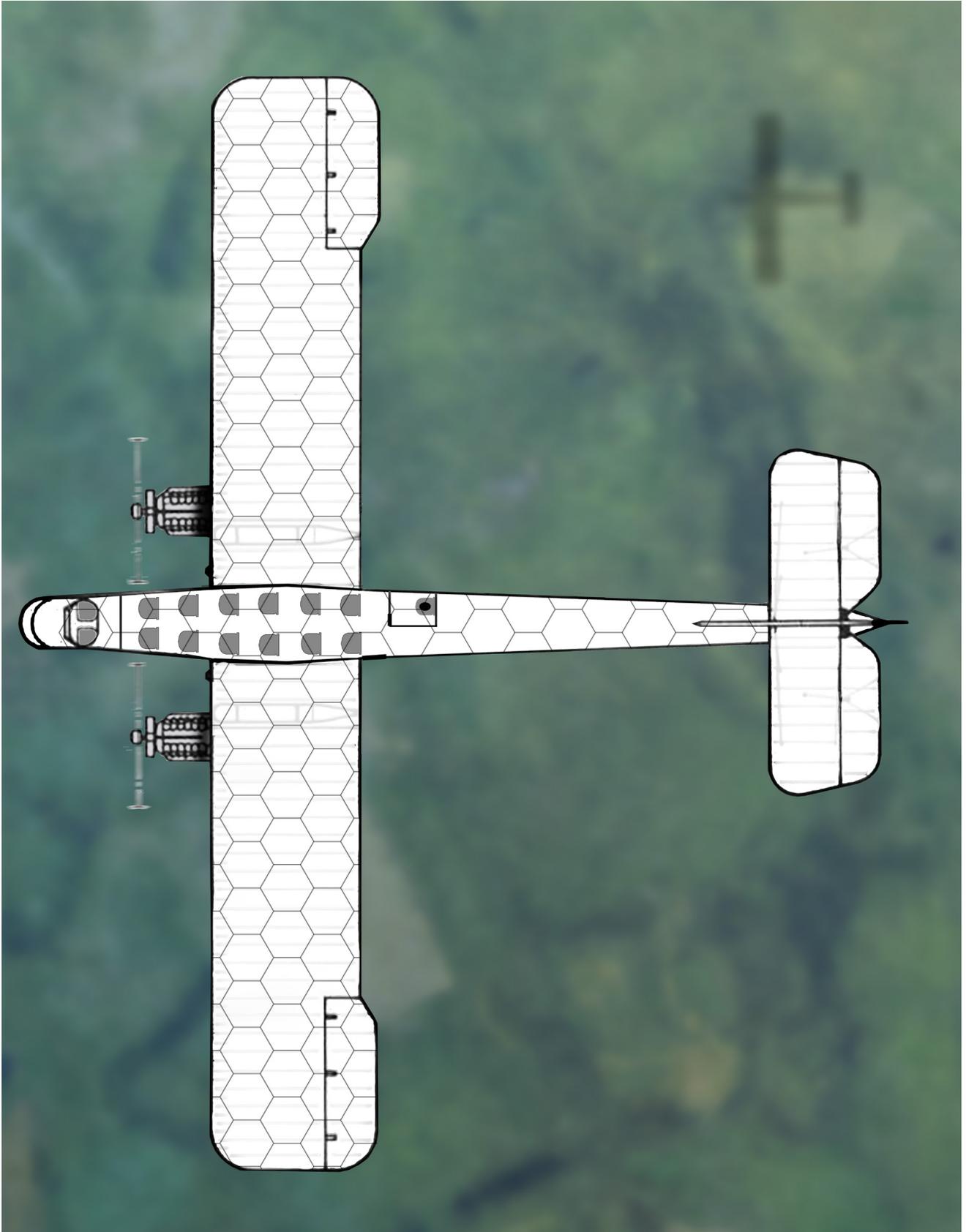
Handout B - Translated page from *The Mourning of Janshai* (originally in Latin)

Handouts



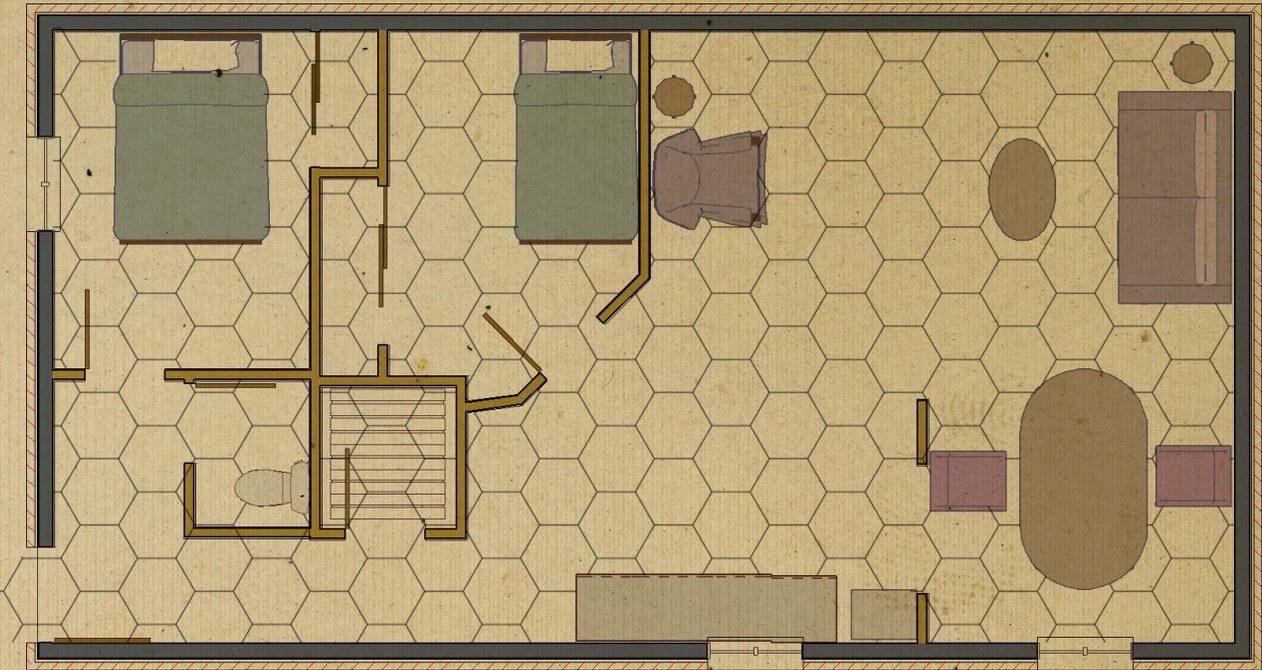
Handout E - Map of Meidum found in the nearby tents

PLAYER SAFE MAPS

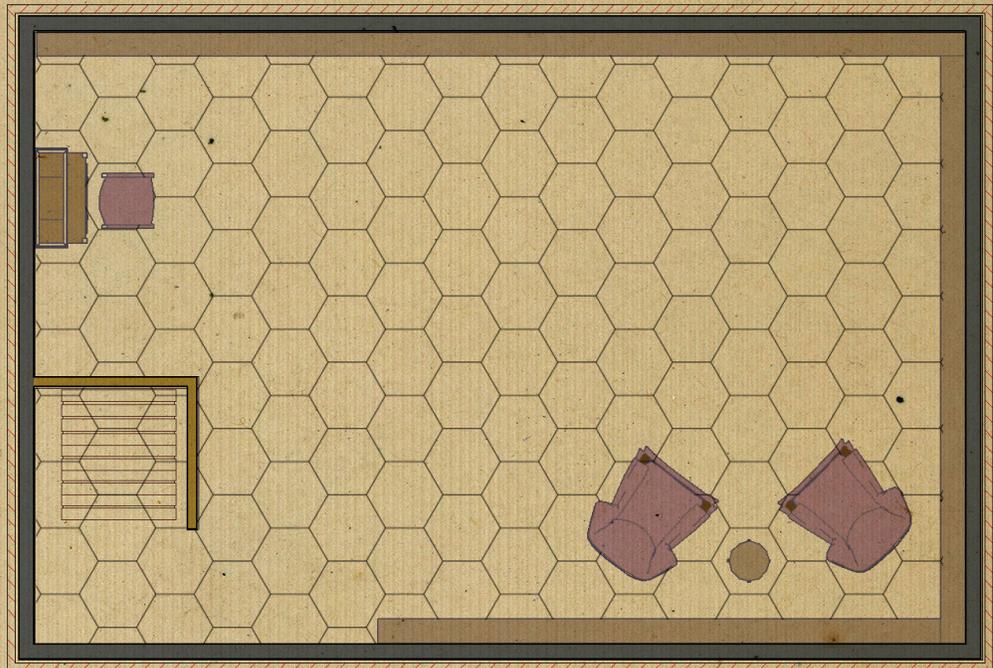


The Handley

PLAYER SAFE MAPS



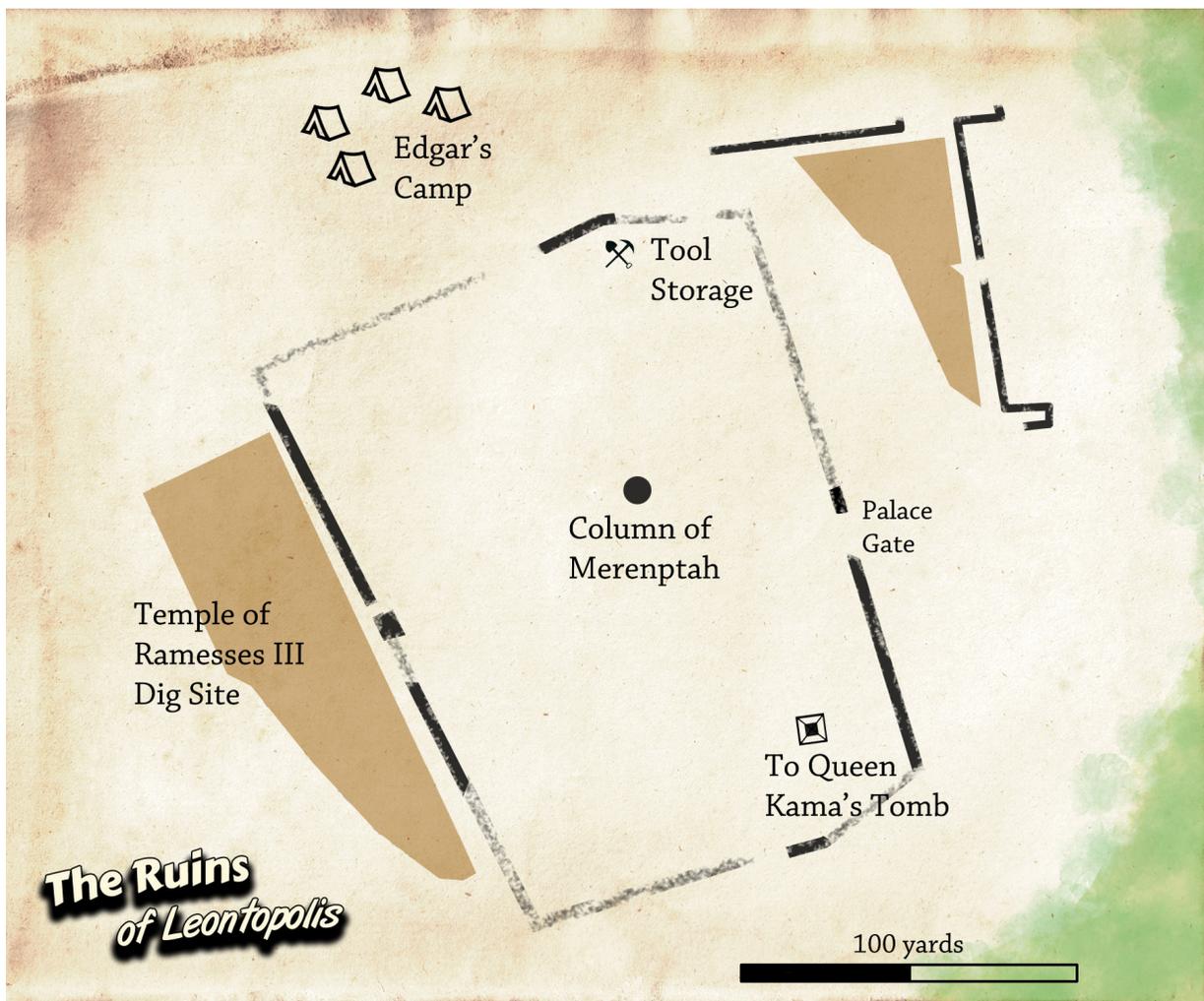
Ground Floor



Cellar

The Danieli's House

PLAYER SAFE MAPS

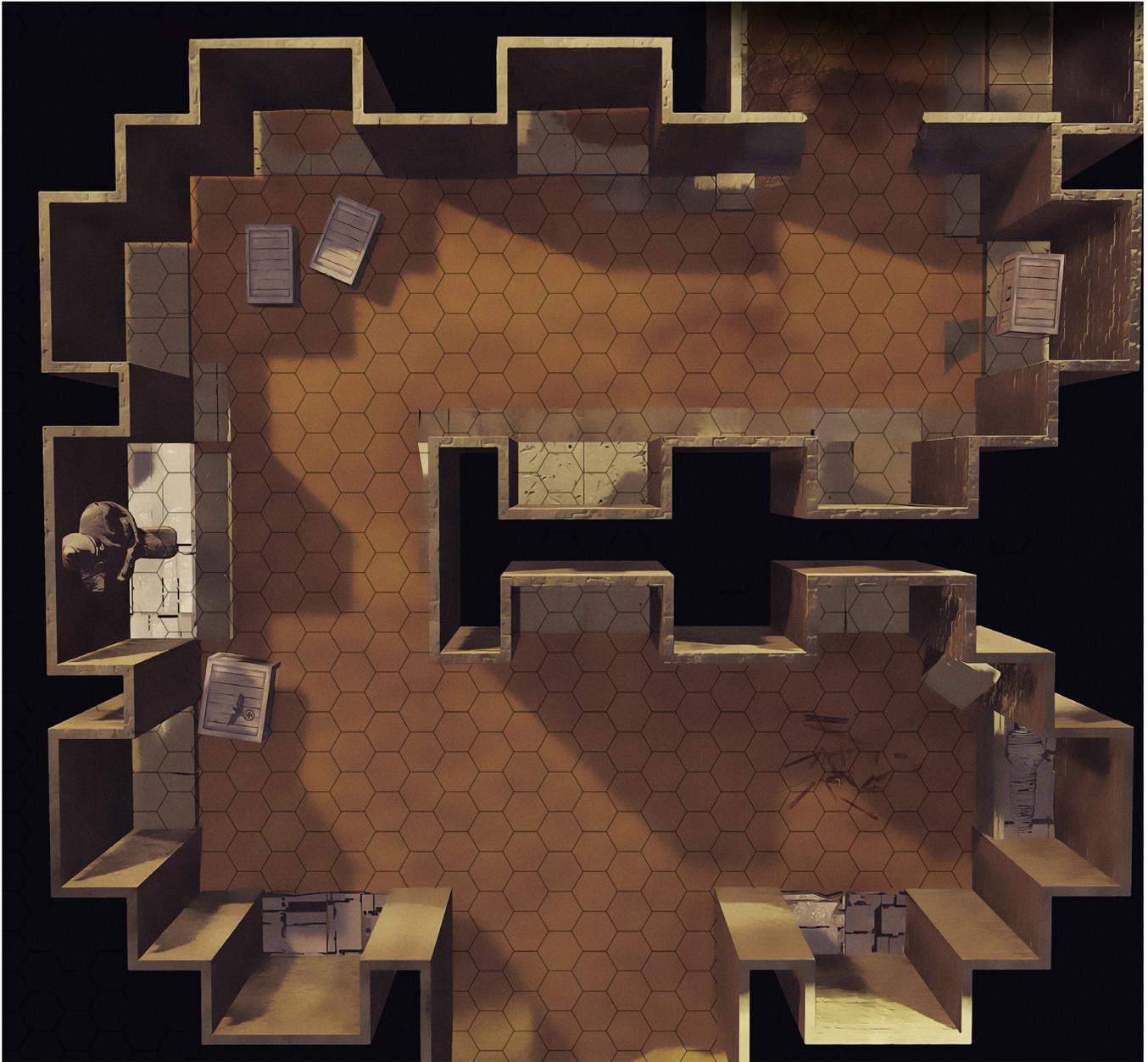


PLAYER SAFE MAPS



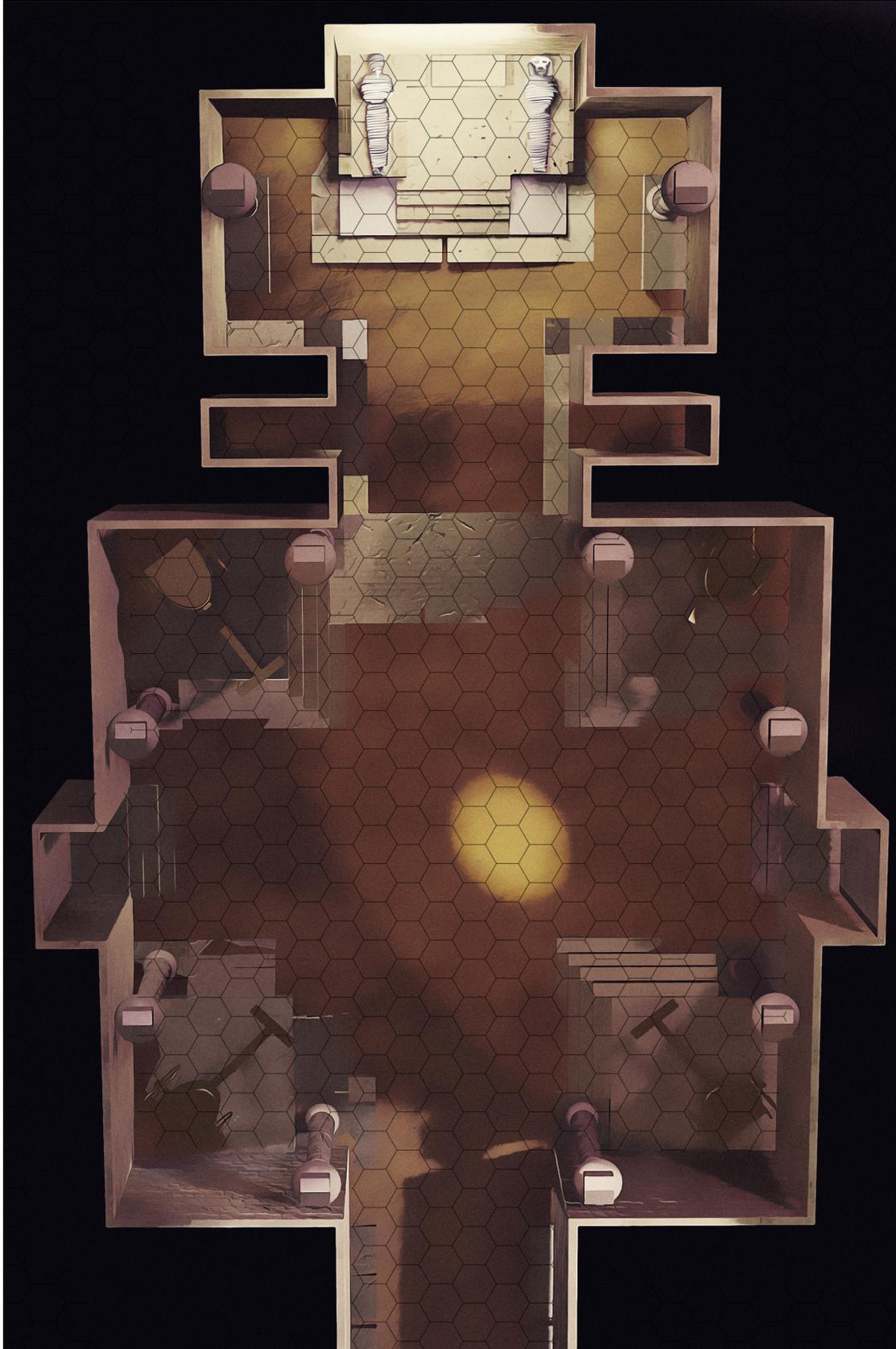
The Contemplation Chamber of Sekhmet

PLAYER SAFE MAPS



The False Tomb

PLAYER SAFE MAPS



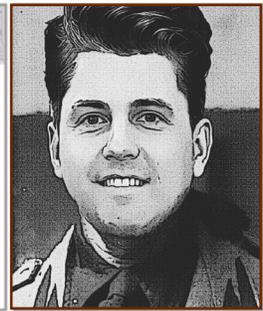
The Tomb of Hatshepsut

1920S ERA INVESTIGATOR

Name Carlo Grandi
 Player _____
 Occupation Veteran
 Age 23 Sex Male
 Residence Rome, Italy
 Birthplace Rome, Italy

CHARACTERISTICS

STR 65 ³²/₁₇ DEX 65 ³²/₁₇ POW 50 ²⁵/₁₀
 CON 70 ³⁵/₁₅ APP 70 ³⁵/₁₄ EDU 50 ²⁵/₁₀
 SIZ 60 ³⁰/₁₂ INT 55 ²⁷/₁₁ Move Rate 9 ⁺¹/₋₁



Major Wound M26 HP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 50 Max Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	<u>60</u>	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M10 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <u>35</u> ¹⁷ / ₅	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%) <u>10</u> ⁵ / ₂	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%) <u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) <u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Survival (10%) <i>Desert</i> <u>26</u> ¹³ / ₅
<input type="checkbox"/> Charm (15%) <u>55</u> ¹⁵ / ₆	<input type="checkbox"/> First Aid (30%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%) <u>15</u> ⁷ / ₃	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) <u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%) <u>16</u> ⁸ / ₃	<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) <i>English</i> <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Pilot (01%) <i>Parachuting</i> <u>31</u> ¹⁵ / ₆	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) <i>Italian</i> <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>35</u>	<u>17</u>	<u>5</u>	1d3 + db	-	<u>1</u>	-	-
Beretta Pistol	<u>70</u>	<u>35</u>	<u>14</u>	<u>1D8</u>	<u>15</u>	<u>1(3)</u>	<u>6</u>	<u>100</u>

COMBAT

Damage Bonus	<u>+1D4</u>
Build	<u>1</u>
Dodge	<u>32</u> ¹⁶ / ₆

BACKSTORY



Personal Description

Great hair

Military rank - "Maresciallo Capo" of the 3rd Bersaglieri Company

Traits *Outgoing and vibrant*

Stubborn

Ideology/Beliefs

Secretly an anti-fascist

Protective of women (especially older ones)

Injuries & Scars

Has chronic hip pain from a grenade injury

Significant People

Regularly sends money to his mom and grandma

Phobias & Manias

Afraid of cats

Sneezes more often than you'd expect

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Collects Mickey Mouse Weekly comics

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Bersaglieri uniform

Comb

Extra socks

Army watch

Small satchel

Army boots

Mickey Mouse Weekly, Vol 1, #9

CASH & ASSETS

Spending Level

Cash \$150

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

1920S ERA INVESTIGATOR

Name Marisa Santarelli
 Player _____
 Occupation Stunt performer
 Age 24 Sex Female
 Residence Rome, Italy
 Birthplace Rome, Italy

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 80 ⁴⁰/₁₆ POW 45 ²²/₉
 CON 70 ³⁵/₁₅ APP 60 ³⁰/₁₂ EDU 50 ²⁵/₁₀
 SIZ 50 ²⁵/₁₀ INT 55 ²⁷/₁₁ Move Rate 9 ⁺¹/₋₁



Major Wound M24 IP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 45 Max

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

CALL of CTHULHU

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	<u>80</u>	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

M9 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <u>65</u> ³² / ₁₃	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%) <u>Acting</u> <u>25</u> ¹² / ₅	<input type="checkbox"/> Firearms (Handgun) (20%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%) <u>35</u> ¹⁷ / ₇
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%) <u>35</u> ¹⁷ / ₇
<input type="checkbox"/> Climb (20%) <u>40</u> ²⁰ / ₆	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) <u>25</u> ¹² / ₅	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Persuade (10%) <u>30</u> ¹⁵ / ₆	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) <u>English</u> <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Pilot (01%) <u>31</u> ¹⁵ / ₆	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) <u>60</u> ³⁰ / ₁₅	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) <u>Italian</u> <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Ride (05%) <u>35</u> ¹⁷ / ₇	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>65</u>	<u>32</u>	<u>13</u>	<u>1d3 + db</u>	-	<u>1</u>	-	-

COMBAT

Damage Bonus -
 Build 0
 Dodge 60 ³⁰/₁₅

BACKSTORY



Personal Description

Her confident demeanor always catches your eye
Loves bad horror films

Traits

Fearless
A born entertainer
Lecherous
Enamored with anyone even mildly famous

Ideology/Beliefs

Obsessed with becoming famous
Dislikes police, thinks they are all corrupt
Holds grudges forever

Injuries & Scars

Significant People

Uncle Pierluigi, a mafia don with extensive social power
Elena Altieri, up-and-coming actress friend

Phobias & Manias

Competitive, especially with other actresses

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Expensive leather boots
Compass (swiped from her last film)

CASH & ASSETS

Spending Level

Cash \$20

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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..!

1920S ERA INVESTIGATOR

Name Jonny Talon
 Player _____
 Occupation Pilot
 Age 29 Sex Male
 Residence Vero Beach, FL
 Birthplace Meridian, ID

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 65 ³²/₁₂ POW 55 ²⁷/₁₁
 CON 70 ³⁵/₁₅ APP 60 ³⁰/₁₂ EDU 50 ²⁵/₁₀
 SIZ 70 ³⁵/₁₅ INT 55 ²⁷/₁₁ Move Rate 7 ⁺¹/₋₁



Major Wound M28 ^{MP}

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 55 ^{Max}

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

CALL of CTHULHU

Out of Luck MP

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

MP ^{MP}

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%) <u>6</u> ³ / ₁	<input type="checkbox"/> Fighting (Brawl) (25%) <u>60</u> ³⁰ / ₁₅	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%) <u>45</u> ²² / ₉	<input type="checkbox"/> Mech. Repair (10%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Spot Hidden (25%) <u>35</u> ¹⁷ / ₇
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) <u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%) <u>35</u> ¹⁶ / ₇	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%) <u>30</u> ¹⁵ / ₆	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) <u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%) <u>6</u> ³ / ₁	<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%) <u>66</u> ³³ / ₁₃	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%) <u>40</u> ²⁰ / ₉	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU) <u>50</u> ²⁵ / ₁₀ <small>English</small>	<input type="checkbox"/> Ride (05%) <u>20</u> ¹⁰ / ₄	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-
.41 Revolver	45	22	9	1D10	15	1(3)	8	100

COMBAT

Damage Bonus +1D4
 Build 1
 Dodge 32 ¹⁶/₆

BACKSTORY



Personal Description

A charismatic daredevil
 Always overcomplicates his plans
 Has a recognizable square jaw

Traits

Fearless
 Fantastic driver's reflexes
 Chummy
 Impulsive

Ideology/Beliefs

Strong empathy towards others
 Has a professional's code of honor

Injuries & Scars

Significant People

Soft spot for farmers - never turns down jobs to help dust crops

Phobias & Manias

Always needs about two hours more sleep every night
 Hates unpolished shoes

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

His Piper aircraft

Encounters with Strange Entities

GEAR & POSSESSIONS

Small leather bag
 Leather pilot's jacket (1 armor point)
 Polished leather shoes
 Banana yellow Piper J-3 Cub aircraft
 Binoculars (10X)
 Pilot's goggles

CASH & ASSETS

Spending Level

Cash \$270

Assets

Owes his flight school a lot of money

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

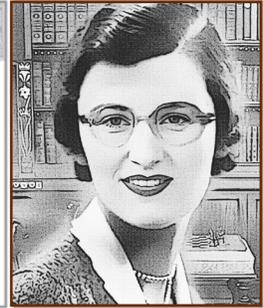
Your old man always told you that you were flawed because you wanted too much. He told you to be content living in Idaho. He told you to be happy being a cropduster mechanic. But you knew that wasn't enough, so you pestered the pilots until they taught you how to fly. Then you blew all your money on 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.

1920S ERA INVESTIGATOR

Name Carolina Ezzat
 Player _____
 Occupation Ex-law student
 Age 23 Sex Female
 Residence Rome, Italy
 Birthplace Venice, Italy

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 55 ²⁷/₁₁ POW 65 ³²/₁₃
 CON 50 ²⁵/₁₀ APP 50 ²⁵/₁₀ EDU 70 ³⁵/₁₄
 SIZ 50 ²⁵/₁₀ INT Idea 85 ⁴²/₁₇ Move Rate 8 ⁺¹/₋₁



Major Wound M20 HP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 65 Max Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M13 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	35 ¹⁷ / ₆	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	16 ⁸ / ₃	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	40 ²⁰ / ₈	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	31 ¹⁵ / ₅	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	6 ³ / ₁	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	25 ¹² / ₅	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%) <i>Desert</i>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> History (05%)	40 ²⁰ / ₈	<input type="checkbox"/> Occult (05%)	30 ¹⁵ / ₆
Credit Rating (00%)	30 ¹⁵ / ₆	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/> Op. Htv. Machine (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	40 ²⁰ / ₈
<input type="checkbox"/> Disguise (05%)	20 ¹⁰ / ₄	<input type="checkbox"/> Language (Other) (01%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/>	25 ¹² / ₅	<input type="checkbox"/> Psychology (10%)	40 ²⁰ / ₈
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	11 ⁵ / ₂
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Own) (EDU)	70 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
.32 Pistol	25	12	5	1D8	15	1(3)	6	100

COMBAT

Damage Bonus	-
Build	0
Dodge	27 ¹³ / ₅

BACKSTORY



Personal Description

Ex-law student turned an angry protester

Nearsighted

Charismatic and intuitive

Traits *Selfless and stubborn*

Photographic memory

Ideology/Beliefs

Strong anti-fascist - set on taking down Mussolini

Always finds new causes to talk about

Believes in the best of people

Injuries & Scars

Significant People

Feels like she is in the shadow of her mother; the great professor

The Carabinieri national police are looking for her

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather purse

Journal and pencil

Fashionable sunglasses

Photo of her family at the pyramids

CASH & ASSETS

Spending Level

Cash \$100

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

The Fascists made you quit law school and then lose your journalist job. So 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 new 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!

1920S ERA INVESTIGATOR

Name Duke Duckworth
 Player _____
 Occupation Private detective
 Age 33 Sex Male
 Residence Detroit, MI
 Birthplace Detroit, MI

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 60 ³⁰/₁₂ POW 55 ²⁷/₁₁
 CON 70 ³⁵/₁₄ APP 55 ²⁷/₁₁ EDU 50 ²⁵/₁₀
 SIZ 55 ²⁷/₁₁ INT Idea 60 ³⁰/₁₂ Move Rate 9 ⁺¹/₋₁



Major Wound 25 MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 55 ^{Max} Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

11 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<u>21</u> ¹⁰ / ₄	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>55</u>	<u>27</u>	<u>11</u>	1d3 + db	-	1	-	-
Colt .38 Revolver	<u>50</u>	<u>25</u>	<u>10</u>	1D10	15	1(3)	6	100

COMBAT

Damage Bonus -
 Build 0
 Dodge 45 ²²/₉

BACKSTORY



Personal Description

Tough detective - known for being involved with a starlet's murder
Not a lot of new cases means he's struggling

Traits

Truthful
Good boxer (great footwork)
Whistles when he's alone

Ideology/Beliefs

Respects physicians, regrets not becoming one

Injuries & Scars

Significant People

Lauren St. James - murdered starlet he loved
Has good contacts with Detroit and Los Angeles area journalists

Phobias & Manias

Thinks he's the unluckiest man alive - might be
Always dresses for warm weather
Carries glasses to look smart (but doesn't need them)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Calls his favorite gun "my third fist"

Encounters with Strange Entities

GEAR & POSSESSIONS

Cheap leather briefcase
Body holster
Journal and pencil
Sinclair Lewis' *It Can't Happen Here*

CASH & ASSETS

Spending Level

Cash \$15

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

1920S ERA INVESTIGATOR

Name Solange "Patience" Paquet
 Player _____
 Occupation French agent
 Age 25 Sex Female
 Residence Rome, Italy
 Birthplace Toulouse, France

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 70 ³⁵/₁₄ POW 50 ²⁵/₁₀
 CON 65 ³²/₁₃ APP 60 ³⁰/₁₂ EDU 50 ²⁵/₁₀
 SIZ 50 ²⁵/₁₀ INT Idea 60 ³⁰/₁₂ Move Rate 9 ⁺¹/₋₁



Major Wound M23HP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane Indef. Insane 50 Max Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M10MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	15 ⁷ / ₃	<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Library Use (20%)	40 ²⁰ / ₈		
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)			
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	25 ¹² / ₅
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/> Food Connoisseur	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	45 ²⁷ / ₉
<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	40 ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	35 ¹⁷ / ₇	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)			
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	40 ²⁰ / ₈	<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Dodge (half DEX)	English	40 ²⁰ / ₈	<input type="checkbox"/> Psychology (10%)			
<input type="checkbox"/> Drive Auto (20%)	German	40 ²⁰ / ₈	<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	50 ²⁵ / ₁₀	<input type="checkbox"/> Ride (05%)			
	French					

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
Mauser .32 Pistol	50	25	10	1D8	15	1(3)	8	99
Fine dagger				1d4+2+db	-	-	-	-

COMBAT

Damage Bonus

Build

Dodge ¹⁷/₇

BACKSTORY



Personal Description

Resourceful junior agent in French intelligence; does not tolerate fools
Distinctive purple-gray eyes

Traits

Bloodthirsty in fights
Always on alert

Ideology/Beliefs

Intolerant of fascists - especially German ones
Loves horses
Has no patience for show-offs

Injuries & Scars

Significant People

Member of Deuxième Bureau - French intelligence
Daughter Agnes, age 6, left with her parents in Toulouse

Phobias & Manias

Loves her wine and cocktails - probably a bit too much

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Expensive purse
Nice ladies hat
Suitcase full of clothes for all occasions
Nice Swiss watch
Leather shoes

CASH & ASSETS

Spending Level

Cash \$500

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

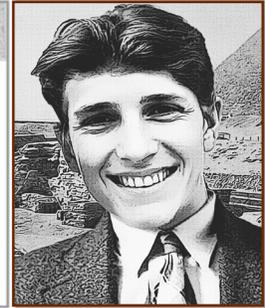
Deuxième Bureau, French intelligence, wants you nowhere near Mussolini's fascists while you're on assignment in Rome. That's why they told you to go track down an American bank robber - Skeet Skitshaw - who somehow escaped prison in Chicago, vacationed across Europe with his dumb girlfriend, and then 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.

1920S ERA INVESTIGATOR

Name Willy Van Der Woodson
 Player _____
 Occupation Adventure capitalist
 Age 25 Sex Male
 Residence New Haven, CT
 Birthplace Boston, MA

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 60 ³⁰/₁₂ POW 70 ³⁵/₁₄
 CON 60 ³⁰/₁₂ APP 60 ³⁰/₁₂ EDU 75 ³⁷/₁₅
 SIZ 55 ²⁷/₁₁ INT 65 ³²/₁₃ Move Rate 8 ⁺¹/₋₁



Major Wound M23

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane 70 Max _____ Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck _____

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M14

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Fast Talk (05%)	<u>55</u> ²⁷ / ₁₁	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>36</u> ¹⁸ / ₇	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Spot Hidden (25%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<u>80</u> ⁴⁰ / ₁₆	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Myths (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Language (Own) (EDU)	<u>75</u> ³⁷ / ₁₅	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>25</u>	<u>12</u>	<u>5</u>	1d3 + db	-	1	-	-
S&W .38 revolver	<u>36</u>	<u>18</u>	<u>7</u>	1D10	15	1(3)	6	100

COMBAT

Damage Bonus	<u>-</u>
Build	<u>0</u>
Dodge	<u>35</u> ¹⁷ / ₇

BACKSTORY



Personal Description

Broad-smiled, bright, and incredibly wealthy
Has a big, almost-fake smile all the time

Traits

Charismatic
Good mechanical intuition
Overconfident

Ideology/Beliefs

Loves funding races and grand adventures
Never gambles with friends

Injuries & Scars

Significant People

Loves his mom, writes to her almost every day
Has a bitter rival - Richard Maskhaven

Phobias & Manias

Compulsive spender
Buys overly nice gifts for friends - can be embarrassing
Calls guns "bean shooters" (thinks it's cool)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Loves expensive cars - obsessed with race cars

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather carrier bag
Nice European suit
German PERTRIX flashlight torch
Travel diary and pencil
Racing bicycle - Oscar Wastyn Special
Italian leather shoes
Two 1932 Talbot 65 Coupes

CASH & ASSETS

Spending Level

Cash \$2,500

Assets

Trust fund (\$2,500 per month)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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

Jonny Talon

BARNSTORMER



Duke Duckworth

BAD NEWS DETECTIVE



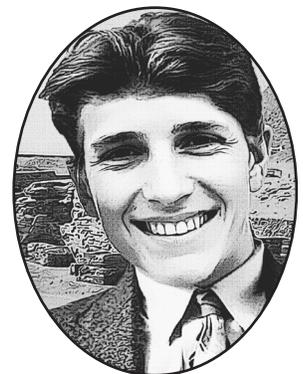
Marisa Santarelli

HIGH-ENERGY STUNT WOMAN



Willy Van der Woodson

RICH, VERY RICH



Patience Paquet

FRENCH INTELLIGENCE



Carolina Ezzat

DETERMINED ANTI-FASCIST



Carlo Grandi

WOUNDED WAR CAPTAIN

