



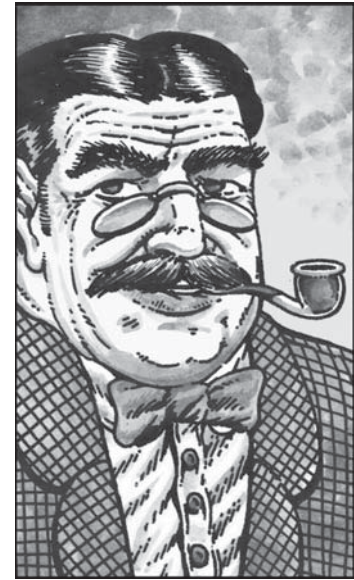
Name: _____

Occupation: Professor of Archeology

Sex: Male **Age:** 44

Birthplace: _____

Marks, Scars, Mental Disorders: _____



STR: 11	DEX: 11	INT: 15	Idea Roll: 75%
CON: 13	APP: 11	POW: 6	Luck Roll: 30%
SIZ: 12	SAN: 30	EDU: 20	Know Roll: 99%
Damage Bonus: none	Hit Points: 13	Income: \$12,500	

Skills

Archeology	91%	Bargain	55%
Cthulhu Mythos	09%	Dodge	52%
Drive Auto	50%	Fist/Punch	50%
History	80%	Library Use	85%
Other Language (Egyptian)	41%	Occult	35%
Persuade	45%	Psychology	75%
Rifle	40%	Spot Hidden	50%

History

You knew Professor Bollacher from your undergrad days, when he was one of the radical research professors at the University of Chicago. You struck it off from your first meeting – your passion for Archeology and thorough investigation matched against his passion for all things Occult.

You’ve sparred, academically, over the years, even grudgingly conceding the point that his paper on the Lost Linguistics of the Proto-Atlantean Sea People was theoretically possible – though complete balderdash. You have your own theory: Science is the bedrock of progress, and if the human race is ever to lift itself from the morass of superstition and myth, it will be through the judicious application of the scientific method.

When Bollacher invited you to Luxor you agreed for two reasons: First, because it was an archeologist’s opportunity of a lifetime, and second, because if anyone was going to keep the good doctor on his toes, it was going to have to be you.

Appendix II: Pregenerated Character: Professor of Archeology





Name: _____

Occupation: Private Investigator

Sex: Male **Age:** 28

Birthplace: _____

Marks, Scars, Mental Disorders: _____



STR: 13 **DEX:** 11 **INT:** 12 **Idea Roll:** 60%

CON: 16 **APP:** 6 **POW:** 13 **Luck Roll:** 65%

SIZ: 8 **SAN:** 65 **EDU:** 13 **Know Roll:** 65%

Damage Bonus: none **Hit Points:** 12 **Income:** \$5,500

Skills

Bargain	35%	Dodge	72%
Drive Auto	45%	Fast Talk	35%
First Aid	50%	Fist/Punch	75%
Handgun	50%	Library Use	25%
Locksmith	51%	Photography	30%
Psychology	35%	Rifle	45%
Sneak	35%	Spot Hidden	55%

History

If there was a trophy fight for hardest life, you'd be the world champ. You started as a would-be featherweight prize fighter, but though you could take any punch, you weren't strong enough to land the punches when it really counted. After four broken noses and a smashed cheekbone, you decided that the life of an unemployed PI was better than a washed up boxer.

Though the big payday never came, you turned out to be a decent PI, due more to obscene runs of luck than any particular skill. You worked for Bollacher a few years back when he hired you to investigate his newlywed wife. What you found out wasn't pretty, but his young wife was. It turned out Rose had a weakness for being noticed, and fell hard for anyone willing to spend a night listening to her troubles. In the course of your investigations, you spent a lot of time listening to her, but you always kept the relationship professional, right?

Now Bollacher is suspicious again, and he's looking for old friends he can trust. You're not his friend, and you're not sure he can trust you, but the money is right, and there is always Rose...

Appendix II: Pregenerated Character: Private Investigator





Name: _____

Occupation: Professional Mystic

Sex: Female **Age:** 28

Birthplace: _____

Marks, Scars, Mental Disorders: _____



STR: 11 **DEX:** 15 **INT:** 14 **Idea Roll:** 70%

CON: 15 **APP:** 9 **POW:** 16 **Luck Roll:** 80%

SIZ: 8 **SAN:** 80 **EDU:** 17 **Know Roll:** 85%

Damage Bonus: none **Hit Points:** 12 **Income:** \$8,500

Skills

Dodge	50%	Hide	40%
Fast Talk	75%	Fist/Punch	50%
Handgun	25%	History	45%
Library Use	75%	Occult	80%
Other Language (Egyptian)	36%	Psychology	80%
Spot Hidden	60%	Sneak	60%

History

You met Rose Bollacher on her wedding day, when the professor hired you to do read palms for his wedding guests. The gig was a lark for you – you had always been an entertainer passing yourself off as a true medium – but when you took Rose’s hand in your own, a powerful vision rushed over you.

Rose Bollacher was doomed to a terrible fate.

Since that day you’ve kept in touch with Rose. She’s been a good friend through hard times, and always loaned you money when you were down on your luck, so when you heard she was in trouble, you knew what you had to do: You pulled a quick scam, landing some easy money, and caught the first flight to Luxor. If your friend is in trouble, you’re not going to stand by, and whoever is responsible is going to pay.





Name: _____

Occupation: Soldier of Fortune

Sex: Male **Age:** 29

Birthplace: _____

Marks, Scars, Mental Disorders: _____



STR: 15 **DEX:** 8 **INT:** 8 **Idea Roll:** 40%

CON: 11 **APP:** 11 **POW:** 8 **Luck Roll:** 40%

SIZ: 17 **SAN:** 40 **EDU:** 14 **Know Roll:** 70%

Damage Bonus: +1D4 **Hit Points:** 14 **Income:** \$9,500

Skills

Dodge	71%	Fist/Punch	80%
First Aid	50%	Handgun	55%
Hide	55%	Listen	40%
Mechanical Repair	30%	Rifle	95%
Sneak	70%	Spot Hidden	50%

History

You've made a living serving in foreign wars. It's been a decent life, and you've seen a lot more of the world than you might have if you had stuck around the family farm. Asia, Africa, South America. If there has been a continent at war in the last 15 years, you've been there lobbing rounds. It's not as if you like the thought of killing, but if someone is going to be making a profit off of war, you might as well be there, putting the money to good use.

It came as a surprise when Uncle Aaron managed to track you down. He had a job for the black sheep of the family and wanted to know if you were interested. You'd never been in Egypt before, but you've always wanted to see the pyramids ...





Name: _____

Occupation: Graduate Student (Criminal)

Sex: Female **Age:** 26

Birthplace: _____

Marks, Scars, Mental Disorders: _____



STR: 7 **DEX:** 17 **INT:** 10 **Idea Roll:** 50%

CON: 8 **APP:** 15 **POW:** 12 **Luck Roll:** 60%

SIZ: 11 **SAN:** 60 **EDU:** 11 **Know Roll:** 55%

Damage Bonus: none **Hit Points:** 10 **Income:** \$10,500

Skills

Archeology	31%	Dodge	79%
Fast Talk	90%	Fist/ Punch	50%
Handgun	50%	Locksmith	41%
Sneak	75%	Spot Hidden	50%

History

For most of your life you've gotten by on your good looks and luck, hustling from one scam to the next. After skipping town from San Francisco, it was easy enough to talk your way into the graduate program at Chicago University, and from there, into a well-paid position as a research assistant.

Most folks that get to know you well recognize you for a fraud, so you take pains to not to let anyone get too close. You never expected to be called up from the Chicago House team for the Luxor Expedition team. Chicago was comfortable, but you're expecting Luxor to be a lot less hospitable, especially when it comes to actual archeology. Chances are you won't stick around for long – you've heard the Mediterranean is beautiful this time of year.

