



PROFESSOR SCRUMTUMBLER

THE MAD SCIENTIST

MOTIVATION: FAME

You earn Style points when your character gets a discovery named after him or increases his reputation.

FLAW: VAIN

You earn a Style point when your character steals the spotlight or is forced to confront his shortcomings.

TIP: claim to have discovered everything your encounter, from new lands to what the natives eat for lunch. Then name it after yourself (e.g. The Scrumtumbler Mountain Ranges, The Scrumtumbler Masonry Technique, The Scrumtumbler Lizard, etc)

BACKGROUND:

For years, the scientific community scoffed at your theories about the Hollow Earth, so you assembled this expedition to prove them wrong. Now you have the evidence and information you need (although more is always nice), so all you have to do is find your way back to the surface world. Easier said than done.

TALENT: CRAFT SKILL MASTERY

Given enough time, you can make just about anything from the most unlikely components. Radios constructed from coconuts. Diving suits made from cabbages and guano. Medicine from papayas and moldy bread. If you can imagine it, you can make it... although your devices do tend to explode unexpectedly during normal use.

TALENT: WEIRD SCIENCE

You can modify existing devices to make new and bizarre gizmos. You can also temporarily boost Science rolls:

Spend 2 Style	+2 to Science rolls for the remainder of the scene
Spend 4 Style	+4 to Science rolls for the remainder of the scene

To give an item an improvement, you must compensate with a disadvantage (for example, to speed up a vehicle you reduce its passenger capacity). This process can take weeks or even months for major projects, so here are a few gizmos to tide you over:

The Jules Verne: a hot-air balloon that can be disassembled and carried inside two backpacks.

The Miskatonic Multi-tool: you do not suffer -2 for improvised equipment when using the Craft Skill, but you do suffer -2 to Defense while using this item.

The Scrumtumbler Targetmaster: a .45 pistol with double the range (100') but half the ammo capacity (3 rounds).

Scrumtumbler Impact Gel: gain +2 to Defense but -2 to all Skill rolls.

PROFESSOR SCRUMTUMBER, THE MAD SCIENTIST

Archetype: *Scientist*

Motivation: *Fame*

Style: 3

Health: 5

Primary Attributes

Body: 2

Dexterity: 2

Strength: 2

Charisma: 2

Intelligence: 4

Willpower: 3

Secondary Attributes

Size: 0

Move: 4

Perception: 5

Initiative: 6

Defense: 4

Stun: 2

Skills

	Base	Levels	Rating	Average
Craft: Any	4	5	9	(4+)
<i>Mechanics</i>			10	(5)
Demolitions	4	2	6	(3)
<i>Improvised</i>			7	(3+)
Firearms	2	3	5	(2+)
Pilot: Balloon	2	3	5	(2+)
Science: Engineering	4	4	8	(4)

Talents

Skill Mastery: Craft

Weird Science

Resources

Artifact 1 (Stun Rifle)

Flaw

Vain (+1 style when your narcissism gets you in trouble)

Weapons

Stun Rifle

Rating **Attack** **Average**

4 N 8 N (4) N

Notes

+1 to stun effect

(XP→ 15 for Skill Mastery talent; 6 for Firearms 3; 4 for Demolitions 2; 6 for Pilot 3)



DOCTOR THELONIOUS

THE NATURAL PHILOSOPHER

MOTIVATION: TRUTH

You earn Style points when your character makes a discovery or persuades someone to share a secret.

FLAW: CONDESCENDING

You earn a Style point when your character proves someone else wrong or establishes his own superiority.

TIP: point out the primitive behavior of the quasi-monkeys you are traveling with. Clearly, they are all less evolved than you are.

BACKGROUND:

You have a theory that there is a Surface World, and you mean to discover it. Some of the quasi-monkeys you travel with claim to come from the surface and they seem to be your best chance of reaching it. They are clearly ignorant of their own world, but when you reach the surface you will be able to establish the truth, and you may even learn a few secrets about your world before you get there.

NATURAL ADVANTAGE: PREHENSILE FEET

You can climb at twice your Move rating.

You may manipulate objects with your feet as if using your off-hand (-4). You may dual-, tri-, or quad- wield weapons or equipment at -4 for your primary hand and -6 for all other hands.

GUNPOWDER

As a mark of your civilization, you have invented gunpowder. You can make ammunition for yourself and all your colleagues, and you can also make explosives.

Your bombs take one action to ready and light and a separate action to throw or place. They automatically inflict 8 L to anyone within 5 feet (no Active Defense allowed). For each extra 5 feet from the explosion, reduce the damage by 2 L.

Some of the quasi-monkeys might want to use some of your bombs... but when have they displayed the maturity to use them properly?

DOCTOR THELONIOUS, THE NATURAL PHILOSOPHER

Archetype: *Scientist*

Motivation: *Truth*

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 5 (10 when climbing)*

Defense: 5

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Athletics	2	4	6	(3)
Brawl	2	2	4	(4)
Craft: Chemistry	3	2	5	(2+)
<i>Gunpowder</i>			6	(3)
Demolitions	3	2	5	(2+)
Firearms	3	2	5	(2+)
Investigation	3	2	5	(2+)
<i>Search</i>			6	(3)
Science: Chemistry	3	3	6	(3)
Survival	3	2	5	(2+)
<i>Foraging</i>			6	(3)

Talents

Civilized (no penalty on technology rolls)

Resources

None

Flaw

Condescending

Weapons	Rating	Attack	Average	Notes
Blunderbuss	4 L	9 L	(4+) L	Spread (cover 10 feet for -2 dice)
Bomb	*	*	8 L	AOE; Athletics to throw or Demolitions to place
Punch	0 N	4 N	(2) N	

*Apemen double their Move rating when climbing

Apemen may use their feet as if they were hands, but suffer off-hand penalties

(XP → 4 for Firearms 2; 14 for Athletics 3 and 4; 4 for Craft 2; 3 for Craft Specialty 4 for Demolitions 2)

Starting character plus ~30 xp



HENRY LIMEFELLOW, PH.D.

THE SNOOTY PROFESSOR

MOTIVATION: TRUTH

You earn Style points when your character makes a discovery or persuades someone to share a secret.

FLAW: CONDESCENDING

You earn a Style point when your character proves someone else wrong or establishes his own superiority.

TIP: Play the skeptic. Go to any lengths to provide “rational explanations” for anyone’s wild theories—especially when it relates to Professor Scrumtumbler’s irresponsible research methodologies.

BACKGROUND:

You are one of Professor Scrumtumbler’s chief academic rivals, so you agreed to accompany him on this expedition to keep his ego in check. Still, this excursion has allowed you to learn elements of the Atlantean language, which seems to be the root of all forms of verbal communication. Who knows what other wonders you will recover and take back to the surface world... provided you can get out alive.

TALENT: ATLANTEAN LANGUAGE AND ATLANTEAN POWER WORDS

Not only are you able to read and write in the language of the Ancient Ones, you have discovered that this language has the ability to program the minds of others.

You may issue one-word commands and all creatures that can hear it will understand it. Make a Linguistics Skill roll against all opponents within 10 feet. If you roll more successes than an opponent’s Willpower, he must obey your command for a number of turns equal to your extra successes. A commanded opponent may defend himself normally, and the control is broken if he is attacked. If you roll more than double the opponent’s Willpower, he loses his Active Defense and cannot disobey the command even if attacked.

Additionally, you may spend Style points to temporarily boost your Linguistics Skill:

Spend 2 Style	+2 to Linguistics rolls for the remainder of the scene
Spend 4 Style	+4 to Linguistics rolls for the remainder of the scene

DOCTOR HENRY LIMEFELLOW, THE SNOOTY PROFESSOR

Archetype: *Academic*

Motivation: *Truth*

Style: 3

Health: 4

Primary Attributes

Body: 2

Dexterity: 2

Strength: 2

Charisma: 3

Intelligence: 4

Willpower: 2

Secondary Attributes

Size: 0

Move: 4

Perception: 6

Initiative: 6

Defense: 4

Stun: 2

Skills	Base	Levels	Rating	Average
Academics: All	4	4	8	(4)
Bureaucracy	4	1	5	(2+)
<i>Academia</i>			6	(3)
Diplomacy	3	2	5	(2+)
<i>Etiquette</i>			6	(3)
Investigation	4	2	6	(3)
<i>Research</i>			7	(3+)
Linguistics	4	4	8	(4)
<i>Deciphering</i>			9	(4+)
Science: Anthropology	4	3	7	(3+)

Talents

Atlantean Language

Atlantean Power Words

Skill Mastery (academics)

Resources

none

Flaw

Condescending

Weapons	Rating	Attack	Average	Notes
Punch	0 N	2 N	(1) N	
Derringer	2 L	4 L	(2) L	

(XP → 15 for Atlantean Power Words; 16 for Linguistics 2, 3 & 4)



DR. CHARLES SMYTH

THE FIELD BIOLOGIST

MOTIVATION: TRUTH

You earn Style points when your character makes a discovery or persuades someone to share a secret.

FLAW: SHY

You earn a Style point when your character's shyness, social anxiety, or geekiness leads him to miss out on getting recognition or rewards because he won't assert himself.

TIP: play an uber-nerd or the too-shy nice-guy. Let the other egos run roughshod over you.

BACKGROUND:

You have always been more comfortable around animals than around people. But that's okay—while the other professors bicker about their findings on this expedition, you have made some amazing zoological discoveries. You might be a little out of your depth in social gatherings, but with a little help from your animal friends you are perfectly capable of surviving in this fascinating wilderness long enough to escape back to the surface world.

TALENT: ANIMAL AFFINITY

Your character can call existing animal friends to help him or can “instantly train” new friends because you know how to trigger certain behaviors in various animals. The cost to recruit an animal is 2 Style points per Follower Rating.

Here are some example animals and their cost:

<u>Sample animal</u>	<u>Style Point Cost</u>
Rat, gecko, or small bird	0
Cat, dog, or compsoognathus	1
Horse, dolphin, or oviraptor	2
Elephant, tiger, or triceratops	4

CHARLES SMYTH, THE FIELD BIOLOGIST

Archetype: *Scientist*

Motivation: *Truth*

Style: 3

Health: 5

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 2

Intelligence: 3

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 6

Defense: 5

Perception: 5

Stun: 3

Skills	Base	Levels	Rating	Average
Animal Handling	2	3	5	(2+)
Athletics	3	3	6	(3)
Firearms	2	3	5	(2+)
<i>Rifles</i>			6	(3)
Medicine	3	3	6	(3)
<i>Veterinary</i>			7	(3+)
Melee	3	1	4	(2)
Science: Biology	3	5	8	(4)
Stealth	3	1	4	(2)
<i>Camouflage</i>			5	(2+)
Survival	3	3	6	(3)
<i>Tracking</i>			7	(3+)

Talents

Animal Affinity

Resources

None

Flaw

Shy

Weapons	Rating	Attack	Average	Notes
Winchester	3 L	9 L	(4+) L	
Knife	1 L	4 N	(2) L	

(XP → 12 for Firearms 1, 2, 3; 6 for Medicine 3; 2 for Melee 1; 6 for Survival 3; 2 for Stealth 1; 3 for Stealth specialty)



KATE BOONE

THE DAREDEVIL PILOT

MOTIVATION: FAME

You earn Style points when your character does something noteworthy or increases her reputation.

FLAW: ONE EYE

Your character suffers a -2 penalty to any Drive, Pilot, or ranged attack roll. You earn a Style point when your character attempts any of these.

TIP: remind your Gamemaster whenever you take a penalty due to your poor depth perception. The Style points will rapidly accumulate!

BACKGROUND:

The professors who organized this expedition hired you get them in, get them around, and get them out. Which is better: that your pay consists of a jet pack, or that your name will be in all the headlines as soon as you get them back home?

TALENT: PILOT SKILL MASTERY

If it flies, you can pilot it.

ARTIFACT: JET PACK

Strap an experimental rocket to your back? Heck yes. The jet pack speed is all or nothing: you are either standing still or moving at 180 mph. This velocity makes it a little more difficult to hit or be hit.

<u>Speed (mph)</u>	<u>Your Attacks</u>	<u>Your Defense</u>
20	-1	+1
40	-2	+2
80	-4	+4
160+ (jet pack = 180 mph)	-8	+8

TALENT: DRIVE BY ATTACK

You may reduce the speed penalty to your attacks by 2. You may spend Style points to further reduce this penalty:

Style points spent	Speed penalty reduction (lasts until end of scene)
0	2
2	4
4	8

AUTOFIRE: Your SMG holds 50 rounds in each drum. Burst fire uses 3 rounds and grants +1. Full auto uses 25 rounds, you must sacrifice your Active Defense, and grants +3.

Starting character plus ~30 xp

KATE BOONE, THE DAREDEVIL PILOT

Archetype: *Adventurer*

Motivation: *Fame*

Style: 3

Health: 5

Primary Attributes

Body: 2

Dexterity: 4

Strength: 2

Charisma: 2

Intelligence: 2

Willpower: 3

Secondary Attributes

Size: 0

Move: 6

Perception: 5

Initiative: 6

Defense: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Athletics	2	2	4	(2+)
Brawl	2	2	4	(2)
Firearms	4	3	7	(3+)
<i>Submachine guns</i>			8	(4)
Larceny	4	1	5	(2+)
<i>Hotwiring</i>			6	(3)
Pilot: Anything	4	5	9	(4+)
<i>Jet Pack</i>			10	(5)
Survival	2	3	5	(2+)
<i>Navigation</i>			6	(3)

Talents

Drive by attack (reduce penalty for speed)

Skill Mastery: Pilot

Resources

Artifact 1: Jet Pack

Flaw

One Eye

Weapons	Rating	Attack	Average	Notes
Thompson SMG	3 L	11 L	(5) L	+1 for burst; +3 for full auto (-2 for one eye)
Punch	0 N	4 N	(2) N	

(XP → 15 for Skill Mastery Talent; 3 for Firearms specialty; 2 for Larceny 1; 3 for larceny specialty; 6 for firearms 3)

Starting character plus ~30 xp



ADONIA

THE AMAZON WARRIOR

MOTIVATION: DUTY

You earn Style points when your character acts responsibly or convinces someone to keep their word.

FLAW: PRIMITIVE, SEXIST

- Your character suffers a -2 to all technology-related rolls (including Craft, Demolitions, Drive, Firearms, Pilot or Science Skill rolls). You earn a Style point whenever your character's lack of technological sophistication creates a complication.
- You earn a Style point when your character's lack of respect for the weaker sex (men) causes trouble or she convinces someone else to look down on men.

TIP: It isn't that you resent having to do all the heavy lifting, but sometimes you need to point out that the men are too silly to focus on important things such as predators, weapons, and battlefield glory.

BACKGROUND:

These strange, weak little men-folk from the far off land designed a dam which saved your village from annual flooding. As a point of honor, you intend to repay the debt by making sure their expedition is a success. After all, men are the weaker sex, so they will need you if they are going to stay alive long enough to do what they need to do and get back to the land they call "Surface."

ADONIA, THE AMAZON WARRIOR

Archetype: *Warrior*

Motivation: *Duty*

Style: 3

Health: 6

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 2

Strength: 3

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 6

Defense: 6 (8 with shield)

Perception: 5

Stun: 3

Skills	Base	Levels	Rating	Average
Archery	3	3	6	(3)
Athletics	3	3	8*	(4)
<i>Throwing</i>			9	(4+)
Brawl	3	3	6	(3)
Melee	3	3	8*	(4)
<i>Spears</i>			9	(4+)
Stealth	3	2	5	(2+)
<i>Sneaking</i>			6	(3)
Survival	2	2	4	(2)
Warfare	2	2	4	(2)

Talents

*Skill Aptitude: Melee

*Skill Aptitude: Athletics

Strong

Resources

None

Flaw

Overconfident

Primitive

Weapons	Rating	Attack	Average	Notes
Spear	3 L	12 L	(6) L	
Spear (thrown)	3 L	12 L	(6) L	
Sword	2 L	11 L	(5+) L	
Bow	2 L	8 L	(4) L	
Punch	0 N	6 N	(3) N	

((XP → 30 for Skill Aptitude x 2)

Starting character plus ~30 xp



COLA

THE CARGO CULT ALCHEMIST

MOTIVATION: PRESERVATION

You earn Style points when your character preserves something for posterity or convinces someone else to do so.

FLAW: PRIMITIVE, SUPERSTITIOUS

- Your character suffers a -2 to all technology-related rolls. You earn a Style point whenever your character's lack of technological sophistication creates a complication.
- You earn a Style point when your character's superstitions cause trouble or when one of your beliefs turns out to be true.

TIP: your superstition involves wildly misinterpreting the functions of strange items. To you, a coke bottle is a magic lens, a toothbrush is sacred jewelry, and a teddy bear is a totem of terrifying power.

BACKGROUND:

Your people worship the gifts that come from the gods of the land called "Surface," and you have a gift for awakening the magic within these items. All was good until you discovered the Terrible Bear, which infected your simple people with hatred and jealousy. Your quest is to preserve your way of life by sending the Bear back to the land called "Surface," and you

have joined a group of people who claim to have come from Surface and who now seek a way back. Despite their celestial origins, they are obviously not gods and usually misinterpret their own equipment.

TALENT: TRANSMUTATION

You can "awaken" items to make new magical artifacts. You must compensate with a disadvantage (for example, boost a Skill but penalize an Attribute). This process can take weeks, so here are a few artifacts to tide you over:

Toof-Brush pendant: Wear this around the neck to receive +2 Initiative but -2 Move.

Boddle-Cap charm: Affix this to the center of your forehead to receive +2 Defense but -2 to all attack rolls.

Sham-Poh's Elixir: A quick sip of this bitter pink ooze heals 1 Lethal but inflicts -2 to Perception for the rest of the scene. It also works to keep hair healthy and shiny.

ARTIFACT: VODOO TEDDY BEAR

Each time you use the Voodoo Bear, you are cursed to suffer -2 to a roll of your Gamemaster's choice.

The bear allows you to cast one of the following rituals (from *Secrets of the Surface World*, p. 50-51) by making an Alchemy Skill roll:

- **Chanel Dead**—you may summon the spirit of a deceased individual (but they need not cooperate)
- **Curse**—accumulate 5 successes then continue to chant to impose a -2 penalty on all rolls of opponents (or -4 penalty to them for a -2 modifier to your Alchemy roll, or -8 for a -4 modifier to your roll). -2 to your Alchemy roll for each additional subject after the first.
- **Drain Life**—Roll Alchemy, victim rolls Passive Defense. Each extra success above victim's defense inflicts 1 point of Lethal to them and heals you 1 point of nonlethal (or converts 1 lethal into 1 nonlethal).

Starting character plus ~30 xp

COLA, THE CARGO CULT ALCHEMIST

Archetype: *Mystic*

Motivation: *Preservation*

Style: 3

Health: 4

Primary Attributes

Body: 2

Dexterity: 2

Strength: 2

Charisma: 3

Intelligence: 4

Willpower: 2

Secondary Attributes

Size: 0

Move: 4

Perception: 6

Initiative: 6

Defense: 4

Stun: 2

Skills	Base	Levels	Rating	Average
Alchemy	4	5	9	(4+)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Diplomacy	3	2	5	(2+)
Linguistics	4	1	5	(2+)
<i>Gestures</i>			6	(3)
Melee	2	3	5	(2+)
Stealth	2	3	5	(2+)
Survival	4	1	5	(2+)
<i>Shelter</i>			6	(3)

Talents

Transmutation

Resources

Artifact 1: Voodoo Bear

Flaw

Primitive

Superstitious

Weapons	Rating	Attack	Average	Notes
Knife	1 L	6 L	(2) L	
Punch	0 N	4 N	(2) N	

(XP →10 for melee 2 & 3; 10 for Alchemy 5; 4 for Diplomacy 2; 6 for Stealth 3)

Starting character plus ~30 xp



JEEBA

THE SHADOW STALKER

MOTIVATION: JUSTICE

You earn Style points when your character rights a wrong or convinces someone to do the right thing.

FLAW: PRIMITIVE, CURIOUS

- Your character suffers a -2 to all technology-related rolls (including Craft, Demolitions, Drive, Firearms, Pilot or Science Skill rolls). You earn a Style point whenever your character's lack of technological sophistication creates a complication.
- You earn a Style point when your character's curiosity leads her or her companions into trouble.

TIP: You are a detective: stick your nose into other people's business. If they don't answer your questions, you can use your superior stealth skills.

BACKGROUND:

You tag along with this expedition because they go to interesting places and get into all kinds of fascinating trouble. Your pet explorers are well meaning and generally clean up after themselves, and they seem to serve as bait for your absolute favorite prey: Nazis. The world was created as your playground and to Nazis and any others who refuse to play nicely in it, you are a terrifying and invisible arbiter of retribution.

WEAPON: BOLAS

Bolas do no damage. Instead, make a touch attack (you roll normally, your opponent only gets Active Defense). If your net successes exceed your opponent's Strength rating, he is entangled for 1 turn. If you more than double his Strength, he is stuck until someone else frees him.

TALENT: SUBTLE STRIKE

When surprise-attacking your opponent, use your Stealth rating instead of Brawl rating to attack, and your opponent may use only Passive Defense. Additionally, you may boost your attack rolls:

Spend 2 Style	+2 to Brawl rolls for the remainder of the scene
Spend 4 Style	+4 to Brawl rolls for the remainder of the scene

JEEBA, THE SHADOW STALKER

Archetype: *Adventurer*

Motivation: *Justice*

Style: 3

Health: 4

Primary Attributes

Body: 1

Charisma: 2

Dexterity: 6

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 9

Move: 8

Defense: 7

Perception: 6

Stun: 1

Skills	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Acrobatics	6	3	9	(4+)
Archery	6	2	8	(4)
Brawl	2	4	6	(3)
<i>Claws</i>			7	(3+)
Con	2	2	4	(2)
Larceny	6	2	8	(4)
Stealth	6	3	9	(4+)
Survival	3	2	5	(2+)
<i>Hunting</i>			6	(3)

Talents

Subtle Strike (claws are touch attack)

Resources

Flaw

Curious

Primitive

Weapons	Rating	Attack	Average	Notes
Bolas	*	8	(4) *	Touch attack to entangle
Bow	2 L	10 L	(5) L	
Claws	0 L	7 L	(3+) L	
Claws (subtle strike)	0 L	9 L	(4+) L	Opponent gets Passive Defense only

(XP → 10 for Strength 2; 6 for Larceny 1 & 2; 6 for Athletics 1 & 2; 4 for Archery 2; 4 for Con 2)