

THE ARROGANT DOCTOR

♂ Henry Limefellow ♀ Mary Limefellow

Archetype: Doctor

Motivation: Fame

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 2

Intelligence: 5

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 7

Move: 4

Defense: 7

Perception: 7

Stun: 2

Skills	Base	Levels	Rating	(Average)
Firearms	2	2	4	(2)
Intimidation	2	1	3	(1+)
Investigation	5	3	8	(4)
Medicine	5	4	9	(4+)
Science	5	4	9	(4+)
Survival	5	1	6	(3)

Talents

Calculated Defense (Use Intelligence in Active Defense)

Skill Mastery: Science (Mastery in all disciplines)

Resources

None

Flaw

Skeptical (+1 Style point whenever your character proves something to be false, or proves their theory over another's)

Weapons	Rating	Size	Attack	(Average)
.30-06 Rifle	3 L	0	7 L	(3+) L

As a member of the Royal Society of London, you believe in sound logic based on empirical evidence, which is why you have chosen to represent your peers in exposing Professor Scrumtumbler as either a fraud or a lunatic.

You are a doctor and served as a medic in the Boer War, and then again later in the Great War. No one has seen more action than you, and few have the intelligence to understand what you know. Persons of common intellect are too likely to become bogged down in emotional interpretations and wishful thinking; you are the only true scientist, philosopher, and person of reason who is assembled here—and that makes you the most valuable member of this expedition.

You will benefit from whatever this sojourn reveals. If it is a hoax, you will receive credit for exposing it. On the other hand, if Scrumtumbler is correct (laughably unlikely though that may be), as co-discoverer, you could gain world-wide recognition...

ROLEPLAYING

One way for you to earn style might be finding a more “rational explanation” for the phenomenon you encounter. Some possible “rational explanations” include:

- Smoke and mirrors designed by a scam artist
- Malfunctioning equipment
- Unusual weather patterns or atmospheric effects
- Creatures in isolated geographical areas are perfectly likely to follow unusual evolutionary paths (just look at the Duck-Billed Platypus of Australia).
- Swamp gas

THE WILY ENGINEER

♂ Heldenhase Botta ♀ Sophia Botta

Archetype: Engineer	Motivation: Faith			
Style: 3	Health: 4			
Primary Attributes				
Body: 2	Charisma: 2			
Dexterity: 3	Intelligence: 4			
Strength: 2	Willpower: 2			
Secondary Attributes				
Size: 0	Initiative: 7			
Move: 5	Defense: 5			
Perception: 6	Stun: 2			
Skills				
	Base	Levels	Rating	(Average)
Con	2	3	5	(2+)
Engineering	4	3	7	(3+)
Firearms	2	3	5	(2+)
Melee	3	1	4	(2)
Mechanics	4	3	7	(3+)
Stealth	3	2	5	(2+)
Survival	4	1	5	(2+)
Talents				
Accuracy (Ignore up to -2 of called shot penalties)				
Quick Draw (draw weapon as reflexive action)				
Resources				
None				
Flaw				
Secret (Member of the Terra Arcanum)				
Weapons				
	Rating	Size	Attack	(Average)
.30-06 Rifle	3 L	0	8 L	(4) L
.32 Automatic	2 L	0	7 L	(3+) L
Wrench	2 N	0	6 N	(3) N

You have been Professor Scrumtumbler's chief assistant in his research, but you have a terminal disease with only 2 or 3 months left. You weren't sure how you would keep your spouse and four small children from becoming destitute after you are gone... until a well dressed man made you an offer relating to the Professor's upcoming expedition.

Keep this secret from the other players!

Your family will be well provided for after you are gone so long as you succeed in one simple mission:

You must first get the expedition into the Hollow Earth.

You must then prevent them from ever leaving.

ROLEPLAYING

Once inside the Hollow Earth, the easiest way to sabotage the drilling machines is to break the power crystals that fuel the vehicles. Be warned that you must destroy the crystal in the other drilling machine as well as in yours, so it is best that you take care not to break the first one in a way that will draw suspicion. Bide your time as necessary, and seize your opportunities when you get them. If you have eliminated one crystal, then it doesn't matter if you reveal your secret during or after the act of destroying the second one.

If you are playing this character, it would be best if you sit next to the Gamemaster, as you will probably have to pass him secret notes.

THE ARISTOCRATIC HUNTER

♂ Laurence Pierpont-Pembroke ♀ Lillian Pierpont-Pembroke

Archetype: Hunter

Motivation: Fame

Style: 3

Health: 5

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 5

Defense: 6

Perception: 5

Stun: 3

Skills	Base	Levels	Rating	(Average)
Animal Handling	2	1	3	(1+)
Athletics	2	1	3	(1+)
Firearms	3	7	10	(5)
<i>Elephant Gun</i>			11	(5+)
Melee	3	1	4	(2)
Ride	3	1	4	(2)
Stealth	3	3	6	(3)
Survival	3	3	6	(3)
<i>Tracking</i>			7	(3+)

Talents

Rapid Reload (reload as a Reflexive Action)

Skill Aptitude: Firearms (+2 Firearms)

Resources

None

Flaw

Addiction (+1 Style point whenever your character's alcoholism hurts you or someone you care about)

Weapons	Rating	Size	Attack	(Average)
Elephant Gun	4 L	0	15 L	(7+) L
Hunting Knife	1 L	0	5 L	(2+) L

It is your birthright to be the very best that the British Isles have to offer to the world; to demonstrate this superiority, you have traveled the world, tracking and shooting only the most distinguished specimens. And if, at the end of a long day, you wish to relax with one or more glasses of scotch, placing your carefully polished boots on the footstool made from the head of your latest trophy animal, then that is your right as a well-born person of action. Some say that you are past your prime, that you have served king and country for long enough and that it is time to retire to your country manor. Others say that the fact that you were drunk while an elephant trampled three members of your last safari has tarnished your reputation. Whatever the case, you find that now, at a time in life when most hunters are hanging up their pith helmets for good, you wish to re-enter a life of danger in order to polish your good name.

You can't imagine why this Professor Scrumtumbler bloke sought out the services of a big game hunter just to explore some cave. What's the worst from which you will need to protect the others—blind fish and small bats? Never the less, you secretly hope that his hints at wildly threatening creatures comes up true, since a few monstrous heads in your den would certainly raise your status at the country club.

ROLEPLAYING

A few ways to earn style might include excessive trophy hunting (for your Fame motivation) or getting drunk at an inopportune time (for your flaw). A character can safely consume as many alcoholic drinks per hour as his Body rating. For each additional drink beyond that, he suffers a -1 penalty to all actions. The effects of alcohol slowly fade at the rate of one penalty die per hour, until your character is completely sober again.

MOBSTER ON THE LAM

♀ Tina Spinneli ♂ Tony Spinneli

Archetype: Criminal

Motivation: Escape

Style: 3

Health: 5

Primary Attributes

Body: 3 Charisma: 2

Dexterity: 4 Intelligence: 2

Strength: 3 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 6

Move: 7 Defense: 7 (3 when autofire)

Perception: 4 Stun: 3

Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
<i>Dirty Fighting</i>			7	(3+)
Craft: Bootleg	2	2	4	(2)
Drive	4	1	5	(2+)
Firearms	4	4	8	(4)
Intimidation	2	1	3	(1+)
Larceny	4	3	7	(3+)
<i>Lock Picking</i>			8	(4)
Streetwise	2	1	3	(1+)

Talents

Autofire 1 (+1 to autofire)

Agile

Resources

None

Flaw

Overconfident (+1 Style point whenever your character gets in over their head)

Weapons	Rating	Size	Attack	(Average)
Punch	0 N	0	6 N	(3) N
Tommy Gun (burst)	3 L	0	12 L	(6) L

Life was better back during prohibition, see.

When Boss Nitti ran the business, your speakeasy put out all the hooch and pulled in all the mullah a mobster could want. Maybe you sometimes had to bring the heat to keep your share of the action, but that was just fine—until that fed hauled you in, roughed you up good, and made you sing like a canary. Boss Nitti went up the river for five to ten in the big house because of your fat yap, and you knew you better make yourself scarce or you'll be sleeping with the fishes.

Prohibition might be over, but your exile ain't. You've been wandering around Europe for several years, serving odd jobs, doing whatever it takes to keep your head down. It hasn't been much of a life, but it's a lot better than no life at all. When this crazy professor guy offered you a bundle of cash to do menial labor for some stupid cave exploration, you didn't object.

ROLEPLAYING

One way for you to earn style might be using mobster lingo. Here are some examples:

Heater = Firearm

Chin Music = Blows to the Face

Lid = Hat (or other headgear)

Flip Your Lid = Be Surprised

Gams = Legs

Mits = Hands (or fists)

Hooch = Alcoholic Beverage

Sing Like A Canary = Betray Sensitive Information

Sleep with the Fishes = Die

THE SHARP-TONGUED REPORTER

♀ Mina McDougal ♂ Martin McDougal

Archetype: Reporter

Motivation: Fame

Style: 3

Health: 5

Primary Attributes

Body: 3 Charisma: 3

Dexterity: 3 Intelligence: 2

Strength: 2 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 5

Move: 5 Defense: 6 (8*)

Perception: 4 Stun: 3

Skills	Base	Levels	Rating	(Average)
Con	3	4	7	(3+)
Insults			8	(4)
Diplomacy	3	2	5	(2+)
Persuasion			6	(3)
Firearms	3	1	4	(2)
Investigation	2	3	5	(2+)
Photography	3	1	4	(2)
Streetwise	2	1	3	(1+)
Writing	2	2	4	(2)

Talents

* Combat Skill (+2 Defense when using Con)

Provoke (Use Con + Willpower to draw attacks)

Resources

None

Flaw

Impulsive (+1 Style point whenever your character's impulsiveness gets them or others into trouble)

Weapons	Rating	Size	Attack	(Average)
.30-06 Rifle	3 L	0	9 L	(4+) L

You have been getting all the worst jobs since you verbally eviscerated that summer intern. How were you supposed to know she was your editor's daughter?

In the past, your insults, pointed questions, and sarcastic comments have been very useful in battering open the doors of government and industry to get the inside story—or even make the story. Over the years, you got very good at dodging the punches that your relentless inquiries often provoked, but you must have just built up too many enemies, because now your name is Mud in the reporting community. The only way you'll be able to climb your way back into the good graces of either editors or the general public is to get some huge scoop, but that's not going to happen when you are only given the least important assignments in the most uncomfortable, far-flung corners of the globe.

Your latest assignment, which is doubtlessly destined to be buried somewhere on page D16, is to cover the crazy Professor Scrumtumbler. If you can't uncover something interesting like how much government funding was wasted on this geezer, then maybe you can at least play up the Sad Old Man angle for human interest.

ROLEPLAYING

One way for you to earn style is to show your impulsiveness by insulting or provoking enemies (or even allies) to draw attacks. You may do this by using your Con skill in place of making an attack. Some ways to get under their skin include:

- Asking overly probing or pointed questions.
- Imply that anyone who doesn't answer you is clearly hiding something.
- Make ugly faces.
- Take photographs of awkward moments.
- Flash camera bulb in foe's eyes to blind and annoy.

Remember: once you've got them mad, you can give up your attack action to perform Total Defense, which gives you +4 to defense.

THE SIMPLE-MINDED SOLDIER

♂ Bill Scrumtumbler ♀ 'Liza Scrumtumbler

Archetype: Soldier

Motivation: Duty

Style: 3

Health: 6

Primary Attributes

Body: 4 Charisma: 2

Dexterity: 2 Intelligence: 1

Strength: 4 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 3

Move: 6 Defense: 6*

Perception: 3 Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	5	9	(4+)
Firearms	2	4	6	(3)
Melee	2	1	3	(1+)
Stealth	2	1	3	(1+)
Survival	1	2	3	(1+)

Talents

Block (Brawl becomes a reflexive action when used in defense)

Parry (As full attack, make 2 attacks at penalty)

Resources

None

Flaw

Superstitious (+1 Style point whenever your characters beliefs cause them hardship)

Weapons	Rating	Size	Attack	(Average)
.30-06 Rifle	3 L	0	9 L	(4+) L
Flurry	0 N	0	2x 7 N	2x (3+) N
Punch	0 N	0	9 N	(4+) N

*Defense 4 when using Flurry, Defense 9 when blocking

Although Professor Scrumtumbler is your uncle once removed, you don't come from that side of the family with their fancy university education and their wild ideas. You grew up a farm hand, and have always been happy to be salt-of-the-earth. You weren't old enough to enlist until after the end of the Great War so you didn't see much action, but you found that you could excel at boxing. Thanks to your robust health and your ability to carry a knockout blow in both hands, you soon became your platoon's Middleweight champ.

When you heard that your Uncle Professor was being laughed at because of his ideas, you secured a leave of absence came to help. You don't need to understand what the professor is talking about; if he says it's true, then it's true, and you'll be on his side no matter what.

ROLEPLAYING

One way for you to earn style is through role-playing superstitions. Here are some examples:

- It is bad luck to travel in a vessel until it has been christened.
- It is very bad luck to break a mirror.
- If you spill salt, it is bad luck unless you throw a pinch over your shoulder.
- The dead must always be properly buried (or they might haunt you later).
- Snake skins are good luck, but snake heads are bad luck.

Feel free to use or make up any others!

THE INEXPERIENCED COLLEGE FRESHMAN

♀ Vera Blake ♂ Stanley Blake

Archetype: Academic Motivation: Escape

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 8

Stun: 2

Skills	Base	Levels	Rating	(Average)
Athletics	2	3	5	(2+)
<i>Throwing</i>			6	(3)
Diplomacy	3	1	4	(2)
History	4	3	7	(3+)
Linguistics	4	3	7	(3+)
<i>Deciphering</i>			8	(4)
Literature	4	2	6	(3)
Medicine	4	2	6	(3)

Talents

Alertness (+2 Perception)

Guardian (Grant allies +2 Defense)

Resources

None

Flaw

Pacifist (+1 Style point whenever your character prevents bloodshed)

Weapons	Rating	Size	Attack	(Average)
Flare Gun	2 L	0	2 L	(4) L
Rock, Thrown	1 N	0	7 N	(3+) N
Spear, Thrown	3 L	0	9 L	(4+) L

You are a smart kid, but you led a very sheltered life. Now that you attend the University, you are starting to learn a thing or two about the real world. Following in your parents' footsteps, you pledged to Eta Epsilon Chi, but you didn't realize that there would be a period of hazing. Your house prefect told you that in order to get in you would have to go on an expedition with (*snicker, snicker*) Professor Scrumtumbler. It wasn't until after you agreed that you discovered that Scrumtumbler is considered a bit daft in the head, but he was very nice to you and was happy to sign you up.

You aren't sure why the Professor agreed to take you on this mission, and you don't know how your skills will assist anyone here. You know history, literature, a few languages (you are mostly fluent in French, German, and Spanish), and are active in Track and Field and a few other sports, but none of that seems like it would be useful for spelunking. Oh well, at least it will be a good experience for you, even though mostly you just want to get back home to resume your regular studies.

ROLEPLAYING

One way for you to earn style might be to use your scholarly knowledge to interpret what you encounter. Some factual tidbits you remember from last semester include:

- In 1838, American horror writer Edgar Allen Poe signed his name to a story titled The Narrative of Arthur Gordon Pym, a tale about a man who discovers a forgotten land hidden deep beneath the surface of the Earth. It inspired many subsequent authors, and, to this day, there are those who believe that it was not a work of fiction.
- There was once a species of wild ox known as aurochs, but the last of their kind died in Europe in 1627
- The first known literary reference to Atlantis is found in the dialogues of Plato, but many since him have written about that very advanced culture, which went down beneath the sea so many eons ago.