

# We're Archæologists, Not Grave Robbers!

## We're Archæologists, Not Grave Robbers!

**A Terra Incognita Adventure, Egypt, 1908**  
Copyright ©2001 Grey Ghost Press, Inc.

### About Terra Incognita:

*Terra Incognita* is the new Victorian/Pulp roleplaying game from Grey Ghost Press, Inc. It follows the exploits of the National Archæological, Geographic, and Submarine Society, an organization of explorers and adventurers. The NAGS society's public face is that of a stodgy society of would-be and have-been adventurers based in London, England. Behind the scenes, NAGS operatives from nearly every continent and culture travel to the four corners of the world, uncovering ancient mysteries and secrets. The Society studies and examines the ancient artifacts and knowledge so uncovered. If they deem the world is not yet ready for the secrets that had so long lain hidden, they cover them back up again.

For more information about *Terra Incognita*, including pre-generated player characters that may be used with this adventure, please visit <http://www.nagsociety.com>.

### What's Fudge?

*Fudge* is a role-playing game for any genre, setting, or campaign. It's designed to be modified for each Game Master's needs and preferences. *Terra Incognita* uses a customized version of *Fudge*. You can get the full *Fudge* rules free on-line, at <http://www.fudgerpg.com>. Or buy the *Fudge Expanded Edition* from your Favorite Local Game Store!

### Backstory for "We're Archaeologists!"

Twenty years ago, in 1888, a group of Nags discovered, excavated, and explored an ancient Egyptian tomb in the Western branch of the Valley of the Kings. What they found within the tomb was astonishing — a hitherto-unknown papyrus the decipherers nicknamed "The Book of Life." Similar to the Egyptian Book of the Dead (or, more properly, "The Chapters of Coming Forth Into the Day"), this papyrus detailed spells and rituals involving the Egyptian gods and death. But rather than being a guidebook with which the spirit could enter the afterlife, the "Book of Life" presented secret rituals and incantations apparently designed to bring the magician everlasting life in this world.

Cartouches on the sarcophagus identified its occupant as Setna, scribe and son of Rameses the Great. According to ancient Egyptian tales, Setna was a renowned magician who discovered the Book of Thoth, a source of great magical power.

Upon opening the sarcophagus, the archæologists found it empty, except for the papyrus. Partial decipherment of the Book of Life revealed that it was penned by Setna himself, and it appeared that the only copy was buried in the sarcophagus, although what became of its author remained unclear.

Deeming the world unready for the secret to immortality, the Nags team created a catalog of the contents of Setna's tomb, surveyed the corridors and chambers to create an accurate floor-plan, then set about re-burying the secrets within. They covered the entrance again, and did the same for the ancient grave robbers' tunnel they'd found, leaving the area looking as much like a natural and unexplored part of the Valley of the Kings as it had before their excavation.

The Cairo campus of the NAGS Society has been keeping a careful eye on the excavations in the Valley of the Kings, thanks in part to a Nag who is also a member of the Antiquities Service, a government council that oversees archæology along the Nile. Recently, they were quite alarmed to learn that some European archaeologists had discovered Setna's tomb and were in the process of excavating its entrance. Even more alarming, this excavation was being done in as much secrecy as possible, and in the heat of the off-season (most excavations being done in the Winter season, October — March). Could it be that the Nags are not the only ones to know of the existence of the Book of Life?

The NAGS Society has quickly assembled a team for an "extraction" mission. Their instructions are to enter the tomb — before the rival archaeologists break through the entrance, if at all possible — and retrieve the Book of Life from the sarcophagus within. Failing that, they are to destroy the Book of Life rather than allow it to fall into the wrong hands.

### Setting the Era:

At the turn of the century, Egypt is occupied by the British (and has been since 1882). Recent wars include the Spanish-American War (1898), The Boer War in Africa (1899-1902), and the Russo-Japanese War over Manchuria and Korea (1904-5).

The NAGS society has been especially interested in the following recent events:

1902: Aswan Dam in Egypt finished. Ancient monuments and temples now flooded at least some of each year include Abu Simbel and Philae. Dam heightened in construction beginning in 1907.

1905: Albert Einstein proposes special theory of relativity; Ernest Rutherford theorizes radioactive dating.

1906: Finland first European country to institute women's suffrage.

In 1908, Theodore Roosevelt is in the final year of his first full

# We're Archæologists, Not Grave Robbers!

term as President. The first Model T rolls off Ford's production line. The US Army purchases its first warplane, a Wright Brothers' biplane. The University of Cairo opens its doors.

And in Thebes, at Wadi Biban el-Moluk (the "Valley of the Kings"), archæology reaches a fevered pitch, with the following discoveries within the past decade:

February 1898: Tomb of Thutmosis III (KV34) discovered by Victor Loret (the first royal tomb to be positively identified).

March 1898: Tomb of Amenhotep II (KV35) discovered by Victor Loret.

March 1899: Tombs of Maiherperi (KV36) and Thutmosis I (KV38) discovered by Victor Loret.

1900 (date and discoverer unknown): locals receive permission from Howard Carter, then Inspector General of the Monuments for Upper Egypt, to excavate the Tomb of Thutmosis II (KV42).

January 1902: Tomb of Thutmosis IV (KV43) discovered by Howard Carter (funded by Theodore Davis).

1903/1904: Howard Carter examines the tomb of Thutmosis I and Hatshepsut (KV20), originally discovered more than a century previously.

February 1905: Tomb of Yuya and Tjuya (KV 46) discovered by James Quibell, funded by Theodore Davis.

December 1905: Tomb of Siptah (KV47) discovered by Edward R. Ayrton.

In the 1907 season Edward Ayton discovered KV. 55, a small single-chamber tomb, with goods related to Akhenaten and his family. All names and titles had been erased from canopic jars, cartouches on the coffin had been hacked out, the gilded face ripped off the mummy. Davis believed he had found the tomb of Queen Tiye (the body in the coffin was actually that of a young man) and published as such.

January 1908: tomb rich in jewelry (occupant unknown; KV56) discovered by Edward R. Ayrton (funded by Theodore Davis). Excavators abandoned work in this area within little more than a meter of the entrance to Tutankhamun's tomb. (Howard Carter will find this most famous tomb in 1922.)

February 1908: Tomb of Horemheb (KV57) discovered by Edward R. Ayrton.

August 1908: Nags enter Tomb of Setna (no official designation) to retrieve the Book of Life.

**Setting: NAGS world, Valley of the Kings,  
Egypt, 1908**

## The Tomb

Plot: The PCs are sent to retrieve the Book of Life from an ancient Egyptian tomb. This tomb had first been discovered and explored by NAGS ops in 1888, and had been re-covered by them at the time. (It had been an exceptional tomb for the Valley of the Kings. Like that of Tutankhamun, it escaped the grave robbers due to being hidden — but unlike Tutankhamun's tomb, it had been deliberately hidden.)

While notes had been taken on its contents, the tomb had been mostly undisturbed by the NAGS ops. Only later, did a Bookworm going through the notes make the connection between the hieroglyphs copied in drawings in the notebook and the legend of the "Book of Life." At that time, it was decided that it was best to let it remain where it was, safely hidden under desert sand.

Recently, however, some archæologists (not NAGS members) have rediscovered the tomb and begun excavating it. They've been keeping their excavation quiet, as they wish to keep the riches within the tomb for themselves, and are planning on smuggling the contents out of Egypt without the authorities discovering this most recent theft. The NAGS operators are sent in to recover the Book of Life before the rival archæologists discover it, and then prevent the archæologists from looting the tomb (either by persuading them not to or by revealing their activities to the authorities).

## Traps and Obstacles:

Falling-block trap at end of main corridor has already been triggered, killing one of the archæologists and trapping the others in the tomb beyond (this happened less than an hour before; they've not yet found a way out). (Alternatively, especially if trying to run a short adventure, have the rival archæologists trigger this trap just as the Nags get to the hidden opening between the ancient grave robbers' tunnel and the main tomb corridor.)

Secret door in side of main corridor, behind painting of Anubis (eyes are hollow, go through to other side; trigger for secret door mechanism is Anubis's belt buckle in the shape of a scarab beetle).

Main corridors: beyond falling block trap is ritual pit/shaft. Beyond that is false tomb, with stairs hidden beneath sarcophagus. Sloping corridor leads from stairs into Six-Pillared Hall, with annexes and stairs down to true burial chamber.

Secret corridor has pit trap in floor — covered with papyrus painted to look like stone. Chamber beyond secret corridor leads

# We're Archæologists, Not Grave Robbers!

to sloping corridor that's also trapped, with the old "rolling stone" cliché. Pillared room at bottom of corridor can stop the rolling stone; side arch leads to stairs down to "scarab room," with secret door into Six Pillared Room.

The Book of Life is within the sarcophagus in the true burial chamber.

## Rival Archæologists

Jasper Watelford, leader of the expedition  
Age: 32

Perception: Good  
Reasoning: Fair  
Resolve: Fair  
Strength: Good  
Dexterity: Fair  
Vigor: Good

Gifts: Attractive

Faults: Greed, Temper

Skills:

Archaeology Good  
Egyptian History Good  
Egyptian Hieroglyphs Fair  
Cartography Fair  
Area Knowledge: Egypt Fair  
Research Fair

Firearm (Pistol) Great  
Unarmed Combat Good  
Dodge Fair

Diplomacy Fair  
Lie Fair  
Impress Fair  
Bargain Mediocre

Qaseem al' Tarif  
Age: 24

Perception: Fair  
Reasoning: Good  
Resolve: Fair  
Strength: Fair  
Dexterity: Good  
Vigor: Fair

Gifts: Acute Memory, Contacts

Faults: Deprived Upbringing, Addiction (opium)

Skills:

(okay, so obviously this is unfinished! Sorry! I'm sure you can come up with rival archaeologists as necessary.)

## Miscellaneous Notes

From <http://www.polarissite.net/page29.html>

Technically speaking, the descriptive phrase "Opener of the Ways" originally belonged to a different deity named Upuat, whose name literally means "Opener of the Ways". Upuat was very similar to Anubis, except that Anubis was depicted as black or dark-skinned, and Upuat was portrayed as grey or light-skinned. Some scholars speculate that Upuat's tutelary animal was related to the Wolf (as opposed to the Jackal), since the Greeks called his cult center "Lycopolis". There is not much mythology concerning Upuat, though it is known that the Egyptians placed him at the helm of the sun-god Re's boat of Millions of Years, serving as the guide or lookout. Hence his title "Opener of the Ways.". In time, however, the "Opener" designation was transferred to Anubis in his function as guide of the Dead as the two gods became more closely associated in the popular mind. There are even several Middle Kingdom-period Egyptian hymns extant that address Anubis as the "Opener of the Ways".

Anubis: INPW Anubis, Yinepu, Anpu

From <http://osiris.colorado.edu/LAB/GODS/anubis.html>:

Egyptian god of the dead, represented as a black jackal or dog, or as a man with the head of a dog or jackal. His parents were usually given as Re in combination with either Nephthys or Isis. After the early period of the Old Kingdom, he was superseded by Osiris as god of the dead, being relegated to a supporting role as a god of the funeral cult and of the care of the dead. The black colour represented the colour of human corpses after they had undergone the embalming process. In the Book of the Dead, he was depicted as presiding over the weighing of the heart of the deceased in the Hall of the Two Truths. In his role as psychopomp he was referred to as the "conductor of souls". The Greeks later identified him with their god Hermes, resulting in the composite deity Hermanubis. His principal sanctuary was at the necropolis in Memphis and in other cities. Anubis was

# We're Archæologists, Not Grave Robbers!

also known as Khenty- Imentiu - “chief of the westerners” - a reference to the Egyptian belief that the realm of the dead lay to the west in association with the setting sun, and to their custom of building cemeteries on the west bank of the Nile.

(Anubis is a god who is older than Osiris, although Egyptian myth sometimes pegged him as a \*son\* of Osiris.)

From: <http://anubis.science.unitn.it/author/anubis.html>

The Speech of Anpu:

(From the Papyrus of Nu and the Papyrus of Nebseni)

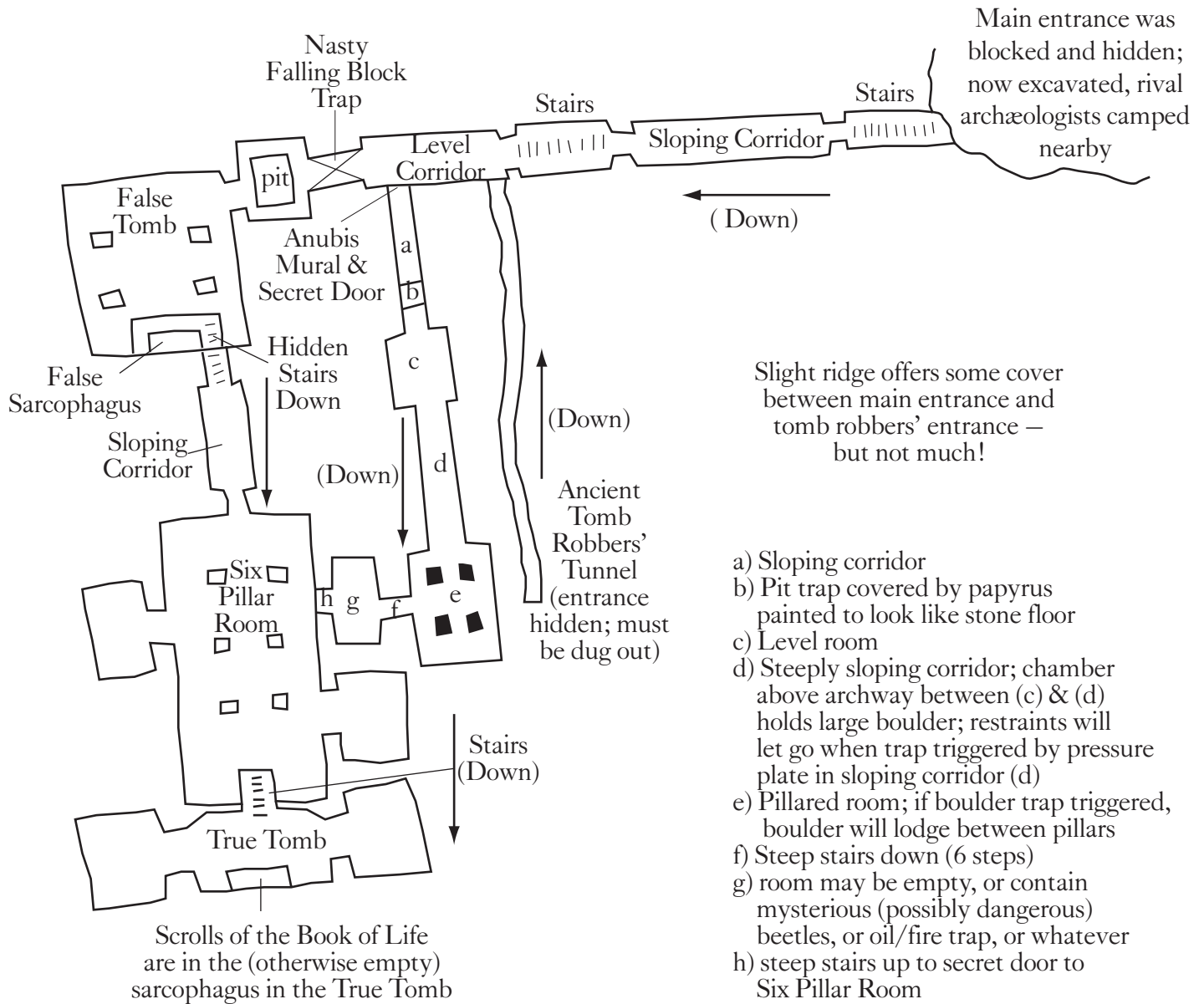
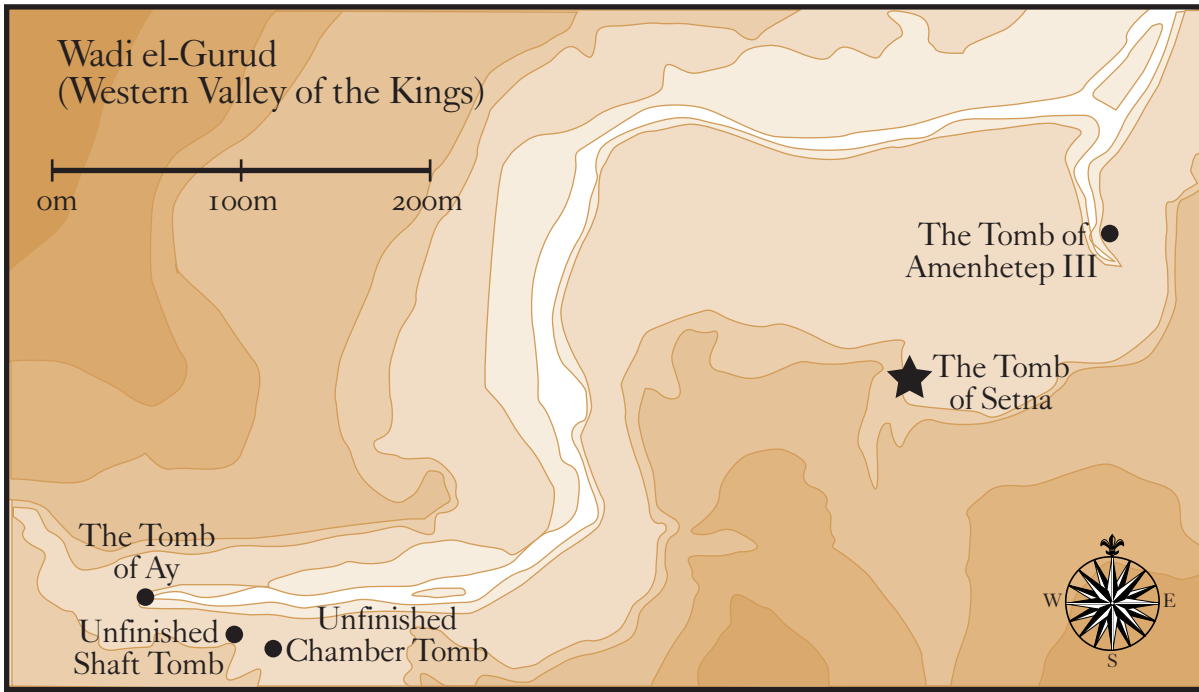
Anubis the dweller in the mummy chamber, Governor of the Divine House, layeth his hands upon the lord of life, the scribe, the draughtsman of Ptah, Nebseni, the lord of fealty, begotten of the scribe and mason Thena, born of the lady of the house Mut-rest, whose word is truth, and devoting himself to him as his guardian, saith:-

Homage to thee, thou happy one, lord! Thou seest the Uchat. Ptah-Seker hath bound thee up. Anpu hath exalted thee. Shu hath raised thee up, O Beautiful Face, thou governor of eternity. Thou hast thine eye, O scribe Nebseni, lord of fealty, and it is beautiful. Thy right eye is like the Sektet Boat, thy left eye is like the Atet Boat. Thine eyebrows are fair to see in the presence of the Company of the Gods. Thy brow is under the protection of Anpu, and thy head and face, O beautiful one, are before the holy Hawk. Thy fingers have been stablished by thy scribe's craft in the presence of the Lord of Khemenu, Thoth, who hath bestowed upon thee the knowledge of the speech of the holy books. Thy beard is beautiful in the sight of Ptah-Seker, and thou, O scribe Nebseni, thou lord of fealty, art beautiful before the Great Company of the Gods. The Great God looketh upon thee, and he leadeth thee along the path of happiness. Sepulchral meals are bestowed upon thee, and he overthroweth for thee thine enemies, setting them under thy feet in the presence of the Great Company of the Gods who dwell in the House of the Great Aged One which is in Anu.

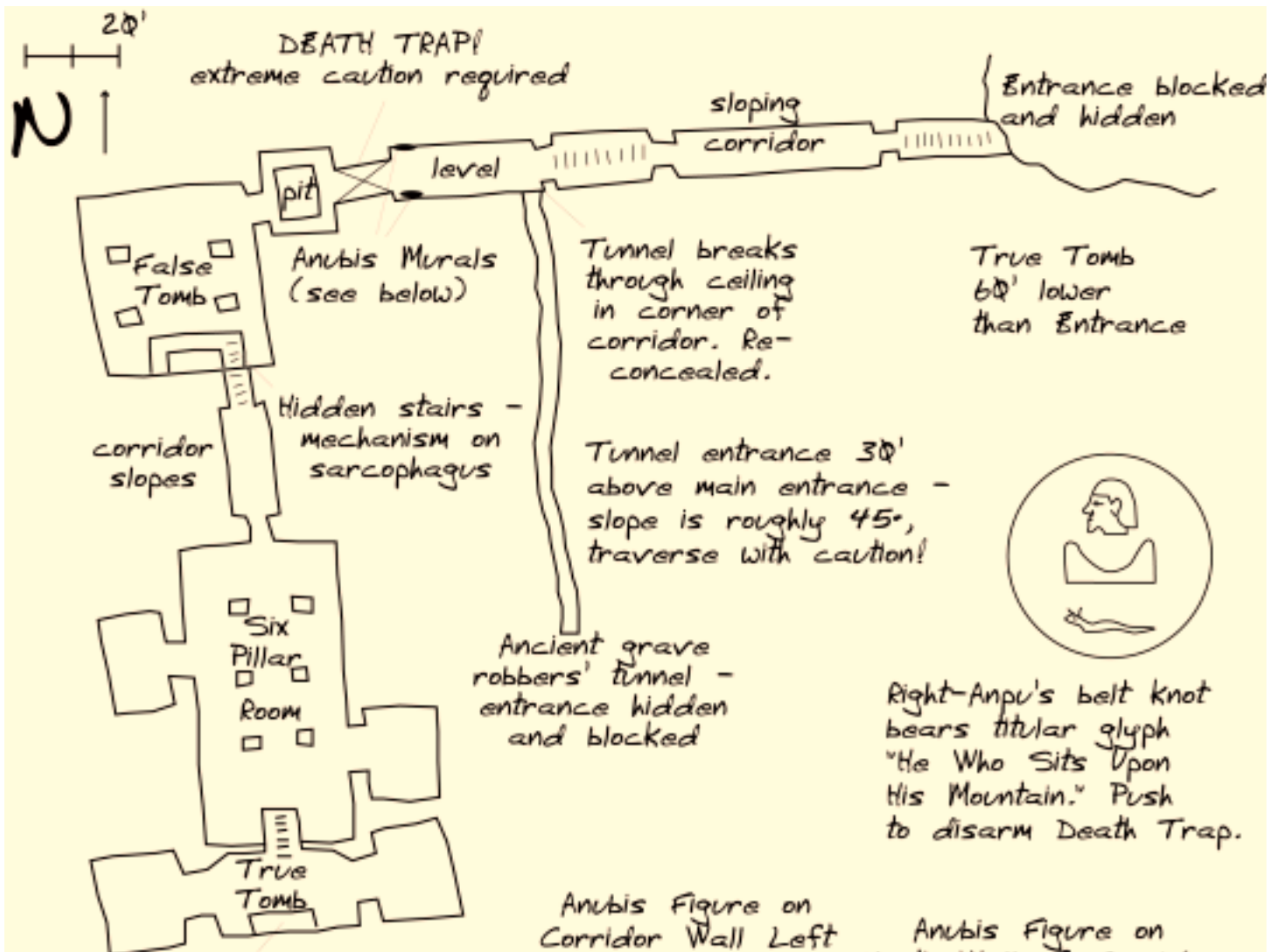
for a long game make up lots of quotes for hieroglyphic writings on the walls – from the Book of the Dead in the “public” tomb areas (main corridors, false tomb) and from the Book of Life in the “secret” tomb areas (secret corridor and rooms, true tomb). Lots of Ancient Languages rolls that way!

For a short game, have the secret areas bare of any inscriptions.

## Game Master's Map



## Players' Map



Mummy in true tomb is that of Setna, son of Rameses the Great.



Left-Anpu's belt knot bears the glyph of "Wepwawet" - Opener of Ways

Anubis Figure on  
Corridor Wall Left  
of Death Trap



ANPV (Anubis)

Pass  
on  
thou  
  
by  
me

(two signs  
illegible  
bird? god's sign?)

living  
for  
ever

Lifel  
Strength  
Health

(see left)

Figure on  
all of Corridor



Not  
Will  
let I  
  
enter  
thee  
  
by  
me

except  
that  
sayest

My  
name

(see above)

# Fudge Character Sheet

Character Name Yamini Morrison Player Name \_\_\_\_\_

## Character Description and Notes

Yamini is the daughter of an Egyptian seamstress and a British military physician. She grew up listening to her grandmother's stories of ancient times, and accompanied her father on various archaeological expeditions. She loves the desert. She was recently recruited by the Cairo campus of the National Archaeological Geographic and Submarine Society.

Age: 25

### Fudge Trait Values

|                               | EP |
|-------------------------------|----|
| Superb . . . . .+3 . . . . .  | .8 |
| Great . . . . .+2 . . . . .   | .4 |
| Good . . . . .+1 . . . . .    | .2 |
| Fair . . . . .0 . . . . .     | 1  |
| Mediocre . . . . -1 . . . . . | 1  |
| Poor . . . . .-2 . . . . .    | 1  |
| Terrible . . . . -3 . . . . . | 1  |

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points:

EPs:

### Wounds

| 1-2  | 3-4                      | 5-6                      | 7-8                      | 9+                       |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scratch  | Hurt (-1)                | Very Hurt(-2)            | Incapacitated            | Near Death               |

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

|            |          |
|------------|----------|
| Strength   | Mediocre |
| Dexterity  | Fair     |
| Vigor      | Good     |
| Resolve    | Fair     |
| Reasoning  | Good     |
| Perception | Good     |

### Gifts/Supernormal Powers

Absolute Direction  
Animal Empathy

### Skills

|                                   |          |
|-----------------------------------|----------|
| Survival (desert)                 | Good     |
| Climbing                          | Mediocre |
| Traps                             | Fair     |
| Animal Handling                   | Good     |
| Stealth                           | Fair     |
| Animal Training                   | Mediocre |
| Area Knowledge (Cairo)            | Fair     |
| Ancient Egyptian Religions & Myth | Fair     |
| First Aid                         | Fair     |
| Tracking                          | Mediocre |
| Surveillance                      | Mediocre |

### Equipment

Survival kit  
Telescope  
Axe  
Climbing Equipment  
Lamp  
Dagger  
Doctor's bag  
  
Notebook from previous NAGS expedition into tomb

### Faults

Idealist  
  
Combat Paralysis (Note: Yamini has not yet been in a combat situation, so is not aware of this fault.)

# Fudge Character Sheet

Character Name Calvin Fremont Ferguson Player Name \_\_\_\_\_

## Character Description and Notes

Calvin Ferguson comes from a long-lived family. He's cheated death before, usually by luck. In one NagOp early in his career, Calvin encountered Amazons in a situation that did not resolve to his favor, and he now believes the Amazons are conspiring to rule the world – starting with female suffrage. Out of courtesy to his fellow NAGS, he tries to keep his opinions on the matter to himself.

Age: 49

### Fudge Trait Values

|                               | EP |
|-------------------------------|----|
| Superb . . . . .+3 . . . . .  | .8 |
| Great . . . . .+2 . . . . .   | .4 |
| Good . . . . .+1 . . . . .    | .2 |
| Fair . . . . .0 . . . . .     | 1  |
| Mediocre . . . . -1 . . . . . | 1  |
| Poor . . . . .-2 . . . . .    | 1  |
| Terrible . . . . -3 . . . . . | 1  |

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

### Wounds

| 1-2  | 3-4                      | 5-6                      | 7-8                      | 9+                       |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scratch  | Hurt (-1)                | Very Hurt(-2)            | Incapacitated            | Near Death               |

*Note: The GM may add or subtract wound boxes as desired.*

Fudge Points:

EPs:

### Attributes

|            |          |
|------------|----------|
| Strength   | Good     |
| Dexterity  | Good     |
| Vigor      | Fair     |
| Resolve    | Good     |
| Reasoning  | Mediocre |
| Perception | Fair     |

### Gifts/Supernormal Powers

|                 |
|-----------------|
| Alertness       |
| Combat Reflexes |

### Skills

|                         |          |
|-------------------------|----------|
| Blowgun                 | Good     |
| Pistol                  | Good     |
| Quick Draw              | Good     |
| Dodge                   | Fair     |
| Unarmed Combat          | Fair     |
| Camouflage              | Good     |
| Stealth                 | Good     |
| Forgery                 | Fair     |
| Escape Art              | Good     |
| Lockpick                | Good     |
| Ventriloquism           | Good     |
| Surveillance            | Fair     |
| Acrobatics              | Fair     |
| Survival (desert)       | Fair     |
| Tracking                | Fair     |
| Animal Handling (horse) | Mediocre |

### Equipment

Adventurous attire  
Portable Accomodations (Spartan)  
Survival Kit  
Blowgun  
Binoculars  
Tool Kit  
Handgun (large, +5)  
Lantern  
Gas mask  
Kentucky Bourbon  
Hardwood walking Stick (+1)

### Faults

Enemy (Amazons)  
Temper

# Fudge Character Sheet

Character Name Emily Worthington Player Name \_\_\_\_\_

## Character Description and Notes

Emily was orphaned at the age of six, when he parents were killed at while on expedition in Africa. She went to live with her uncle, the Earl of Hartwell. She has since accompanied her uncle on his yearly visits to Egypt. From childhood, she has developed a rivalry with her cousin, Richard (the worm!). She developed a phobia of snakes upon discovering a cobra Richard had placed in her personal trunk as a “joke.” Emily has become an accomplished Egyptologist in her own right. Recognizing this (and also the failings of his son and primary heir), the Earl left his personal wealth to Emily upon his death, while the title and ancestral lands went to Richard. Emily’s cousin failed in his attempt to contest the will, and has vowed to recapture “his” wealth.

### Fudge Trait Values

|                               | EP |
|-------------------------------|----|
| Superb . . . . .+3 . . . . .  | .8 |
| Great . . . . .+2 . . . . .   | .4 |
| Good . . . . .+1 . . . . .    | .2 |
| Fair . . . . .0 . . . . .     | 1  |
| Mediocre . . . . -1 . . . . . | 1  |
| Poor . . . . .-2 . . . . .    | 1  |
| Terrible . . . . -3 . . . . . | 1  |

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Age: 26

### Wounds

| 1-2  | 3-4                      | 5-6                      | 7-8                      | 9+                       |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scratch  | Hurt (-1)                | Very Hurt(-2)            | Incapacitated            | Near Death               |

*Note: The GM may add or subtract wound boxes as desired.*

Fudge Points:

EPs:

### Attributes

|            |      |
|------------|------|
| Strength   | Fair |
| Dexterity  | Fair |
| Vigor      | Fair |
| Resolve    | Fair |
| Reasoning  | Good |
| Perception | Good |

### Gifts/Supernormal Powers

|                       |
|-----------------------|
| Privileged Upbringing |
| Attractive            |
| Absolute Direction    |

### Skills

|                           |          |
|---------------------------|----------|
| Archæology                | Great    |
| History/Religion/Myth     | Good     |
| Ancient Egyptian          | Good     |
| Area Knowledge            | Good     |
| (Egypt and its neighbors) |          |
| Cartography               | Fair     |
| Familiarity               | Fair     |
| (Arabic culture)          |          |
| Arabic                    | Fair     |
| Research                  | Fair     |
| Survival (desert)         | Fair     |
| Riding                    | Fair     |
| Climbing                  | Fair     |
| Acrobatics                | Mediocre |
| Cryptography              | Fair     |
| Photography               | Fair     |
| Stealth                   | Mediocre |
| Demolitions               | Fair     |

### Equipment

Money  
Camping kit  
pistol, ammo, knife, cleaning kit  
Maps, research books, notebooks, pens, pencils, ink  
Clothing (range from working outfits to social attire)  
Survival kit  
Utility belt (matches, candles, canteen)  
Camera, developing kit  
tea blend & tea set

### Faults

Curious  
Enemy (cousin Richard)  
Phobia (snakes, especially cobras)

# Fudge Character Sheet

Character Name Aldous Armstrong Player Name \_\_\_\_\_

## Character Description and Notes

Aldous is a typical well-rounded but not-necessarily-"stable" NAGS gadgeteer.

Age: 43

### Fudge Trait Values

|                        | EP |
|------------------------|----|
| Superb .....+3 .....   | .8 |
| Great .....+2 .....    | .4 |
| Good .....+1 .....     | .2 |
| Fair .....0 .....      | 1  |
| Mediocre .....-1 ..... | 1  |
| Poor .....-2 .....     | 1  |
| Terrible .....-3 ..... | 1  |

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points:

EPs:

### Wounds

| 1-2  | 3-4                      | 5-6                      | 7-8                      | 9+                       |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scratch  | Hurt (-1)                | Very Hurt(-2)            | Incapacitated            | Near Death               |

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

|            |      |
|------------|------|
| Strength   | Fair |
| Dexterity  | Good |
| Vigor      | Fair |
| Resolve    | Fair |
| Reasoning  | Good |
| Perception | Fair |

### Gifts/Supernormal Powers

Ambidexterity  
Pain tolerance

### Skills

|               |       |
|---------------|-------|
| Gadgeteer     | Great |
| Mechanic      | Good  |
| Lab           | Fair  |
| Stealth       | Good  |
| Lockpicking   | Good  |
| Disguise      | Fair  |
| Demolitions   | Fair  |
| Traps         | Fair  |
| Camouflage    | Fair  |
| Archery       | Fair  |
| Dodge         | Fair  |
| Thrown Weapon | Fair  |

### Equipment

1-handed crossbow (+3, medium range)  
Lockpicking set  
Miner's lamp/helmet

NAGTech items:

BaT  
Gadgeteer's toolkit  
Traveling Tea Tray  
X-Ray Camera Obscura

### Faults

Absent-minded  
Blunt and thoughtless

# Fudge Character Sheet

Character Name Nathaniel Patterson Harbringer Player Name \_\_\_\_\_

## Character Description and Notes

Nathaniel was born to a rather well off family. When man working for his father returned from Egypt under a terrible curse, Nathaniel knew then what he wanted to do: discover the secrets of Egyptian tombs and ancient curses. He prepared himself for years by spelunking, studying, and chasing local ghosts, but this is his first experience in a real Egyptian tomb.

Age: 20

### Fudge Trait Values

|                               | EP |
|-------------------------------|----|
| Superb . . . . .+3 . . . . .  | .8 |
| Great . . . . .+2 . . . . .   | .4 |
| Good . . . . .+1 . . . . .    | .2 |
| Fair . . . . .0 . . . . .     | 1  |
| Mediocre . . . . -1 . . . . . | 1  |
| Poor . . . . .-2 . . . . .    | 1  |
| Terrible . . . . -3 . . . . . | 1  |

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points:

EPs:

### Wounds

| 1-2  | 3-4                      | 5-6                      | 7-8                      | 9+                       |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scratch  | Hurt (-1)                | Very Hurt(-2)            | Incapacitated            | Near Death               |

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

|            |      |
|------------|------|
| Strength   | Fair |
| Dexterity  | Fair |
| Vigor      | Fair |
| Resolve    | Fair |
| Reasoning  | Good |
| Perception | Good |

### Gifts/Supernormal Powers

|                    |
|--------------------|
| Absolute Direction |
| Alertness          |

### Skills

|                        |          |
|------------------------|----------|
| Occult                 | Good     |
| Thanatology            | Good     |
| Cryptography           | Fair     |
| Research               | Fair     |
| Toxicology             | Fair     |
| Cryptohistory          | Fair     |
| Egyptian Religion/Myth | Fair     |
| Persuade               | Fair     |
| Survival (underground) | Fair     |
| Architecture           | Fair     |
| Thrown Weapon          | Mediocre |
| Dodge                  | Fair     |
| Traps                  | Fair     |
| Spelunking             | Fair     |

### Equipment

Pencils, paper, compass, lantern, rope, shovel, telescope, candles, pocket watch, backpack, throwing knives, spelunking gear

### Faults

Curious  
Obsession (spirits are real and he's going to prove it!)

# Fudge Character Sheet

Character Name Harrison Kole Player Name \_\_\_\_\_

## Character Description and Notes

Age: 31

### Fudge Trait Values

|                        | EP |
|------------------------|----|
| Superb .....+3 .....   | .8 |
| Great .....+2 .....    | .4 |
| Good .....+1 .....     | .2 |
| Fair .....0 .....      | .1 |
| Mediocre .....-1 ..... | .1 |
| Poor .....-2 .....     | .1 |
| Terrible .....-3 ..... | .1 |

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points:

EPs:

### Wounds

| 1-2  | 3-4                      | 5-6                      | 7-8                      | 9+                       |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scratch  | Hurt (-1)                | Very Hurt(-2)            | Incapacitated            | Near Death               |

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

|            |      |
|------------|------|
| Strength   | Fair |
| Dexterity  | Good |
| Vigor      | Fair |
| Resolve    | Fair |
| Reasoning  | Good |
| Perception | Fair |

### Gifts/Supernormal Powers

Privileged Upbringing

Charisma

### Skills

|             |       |
|-------------|-------|
| Dissemble   | Good  |
| Persuade    | Good  |
| Etiquette   | Good  |
| Interrogate | Good  |
| Bargain     | Fair  |
| Discern     | Fair  |
| Diplomacy   | Fair  |
| Flirt       | Fair  |
| Revolver    | Great |
| Cane Sword  | Good  |
| Quick Draw  | Fair  |

### Equipment

Medium Revolver  
Cane Sword  
Portable Accomodations (spartan)  
Formal Attire  
Adventurous Attire  
Pocket Watch

### Faults

Overconfidence  
Nobless Oblige

# Fudge Character Sheet

Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

## Character Description and Notes

### Fudge Trait Values

|                        | EP |
|------------------------|----|
| Superb .....+3 .....   | .8 |
| Great .....+2 .....    | .4 |
| Good .....+1 .....     | .2 |
| Fair .....0 .....      | 1  |
| Mediocre .....-1 ..... | 1  |
| Poor .....-2 .....     | 1  |
| Terrible .....-3 ..... | 1  |

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

**Fudge Points:**

**EPs:**

### Wounds

| 1-2  | 3-4                      | 5-6                      | 7-8                      | 9+                       |
|--|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scratch  | Hurt (-1)                | Very Hurt(-2)            | Incapacitated            | Near Death               |

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength  
Dexterity  
Vigor  
Resolve  
Reasoning  
Perception

### Gifts/Supernormal Powers

### Skills

### Equipment

### Faults