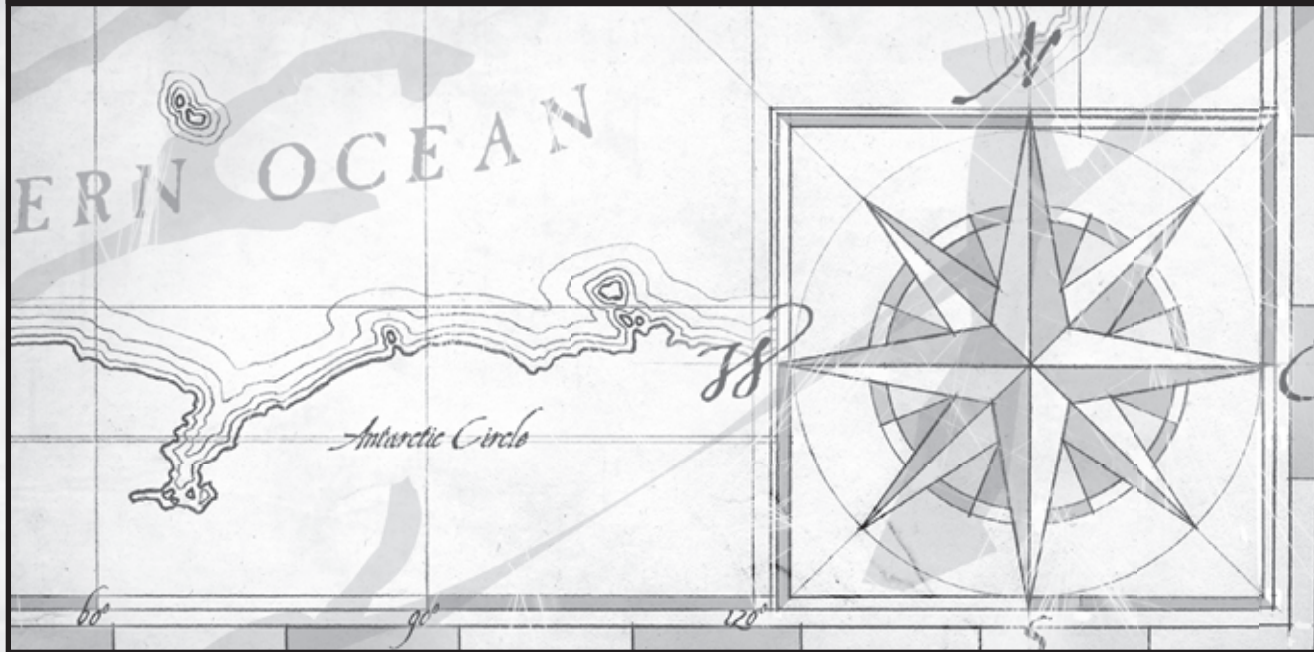


⊕ *HOLLOW EARTH EXPEDITION* *FREE RPG DAY ADVENTURE*



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Welcome to *Stranded in the Hollow Earth*, a free demo adventure for *Hollow Earth Expedition*. This booklet provides all the rules needed to play through the short Hollow Earth adventure. These rules are only a sampling of the full Ubiquity Roleplaying System, and you will need a copy of *Hollow Earth Expedition* to play more involved games and campaigns. For more information, page references have been included throughout the booklet to point you to the appropriate section of *Hollow Earth Expedition*. For now, though, you have everything you need to take you and your friends on a wild pulp adventure filled with Nazis, dinosaurs, and lost civilizations!

Characters

Four sample characters are provided at the end of this booklet so that you can get started right away. Feel free to copy these character pages or tear them out of the book so that players can choose the one they want to play. For more variety, additional sample characters appear in *Hollow Earth Expedition*, *Secrets of the Surface World*, and the upcoming *Mysteries of the Hollow Earth*. All the published sample characters, as well as the downloadable versions of the character sheet, are available for free download at Exile Games' website (<http://www.exilegames.com/downloads.html>).

Archetype (p. 39)

A character's Archetype is a one to two word summation of the character's concept. Typically, characters in *Hollow Earth Expedition* will be Adventurers, Explorers, Scientists and other similar types, but the list is not finite. You are free to make up Archetypes as you see fit, the ones listed in the books are simply a starting point. Archetypes have no mechanical effect on the game.

Motivation (p. 41)

A character's Motivation is the main driving force behind the things a character does. Does your character go on adventures because of a sense of duty to his country or regiment, or does he travel to the ends of the Earth in search of fame and glory? Each character may only have a single Motivation, so it is wise to pick the one you think best suits your character.

When your character acts according to his Motivation, the GM may reward you with a Style point. Style points will be covered in more detail later, but first, here are the ways they can be earned:

Duty: You earn a Style point whenever your character acts responsibly or convinces someone to keep their word.

Fame: You earn a Style point whenever your character does something noteworthy or enhances their reputation.

Greed: You earn a Style point whenever your character gets their hands on something particularly valuable or makes a lot of money.

Truth: You earn a Style Point whenever your character makes a discovery or persuades someone to share a secret.

Style (p. 79)

Each character begins the game with three Style points. These points can be used to influence dice rolls during game play. A list of things Style points can be spent on can be found on the reverse of the sample character sheets.

Primary Attributes (p. 43)

Six primary attributes form the basis of a character's abilities and competencies. For human characters, primary attributes range from one (poor) to five (excellent), although truly exceptional characters may have higher attributes. Here is how each primary attribute influences a character:

Body represents a character's constitution and toughness. Characters with high Body ratings can take more damage, are more resistant to disease, and can go for longer periods without food and water.

Dexterity represents a character's speed coordination and agility. Characters with high Dexterity ratings are better with firearms, better at avoiding damage, and will react faster in combat.

Strength represents a character's vigor and muscle power. Characters with high Strength ratings deal more damage, are more effective and in hand-to-hand combat, and are able to carry more.

Charisma represents a character's confidence and personality. Characters with a high Charisma rating are good at social interaction and considered more attractive.

Intelligence represents a character's reason and intellect. Characters with high Intelligence are better with knowledge and craft skills. They are also more observant and quicker to react in combat.

Willpower represents a character's courage and resolve. Characters with high Willpower are less likely to run from frightening situations. They are also able to take more damage and are more resilient to manipulation by others.

Secondary Attributes (p. 46)

Secondary attributes represent a character's size, movement speed, perception, and combat abilities. Each secondary attribute (with the exception of Size) is derived by combining two primary attributes. These attributes influence a character as follows:

Size is a representation of physical height and weight. For example, average humans are Size 0, a Tyrannosaurus Rex is Size 4, and a monkey is Size -2.

Move (Strength + Dexterity) represents how quickly a character can move. Each point of Move is worth 5ft. of walking movement on every turn.

Perception (Intelligence + Willpower) represent a character's ability to notice what is going on in his surroundings, as well as his ability to notice enemies hiding with the Stealth skill.

Initiative (Dexterity + Intelligence) represents reaction speed in both dangerous and combat situations.

Defense (Body + Dexterity - Size) represents ability to absorb or avoid damage. Size also means that large characters are easier to hit than small ones.

Stun (Body) represents ability to avoid the effects of taking damage in combat. A character who takes more damage than his Stun rating in a single blow is stunned and loses his next action. A character who takes more than twice his Stun rating is knocked out for a number of minutes equal to the additional damage he took.

Health (Body + Willpower + Size) represents how much Lethal and Nonlethal damage a character can take in combat. Once a character's health drops below zero she goes unconscious, and once it reaches -5 she dies.

Skills (p. 48)

Players are able to choose a selection of Skills to help further define their character's competencies. Each Skill is linked to a primary attribute, which combine to give the total Skill rating. Skills all have a number of specializations that represent topics with which a character may be especially familiar. Purchasing these specializations grants characters an additional bonus to the associated Skill.

A Skill's Base is derived from the Primary Attribute associated with the Skill. Level is the number of points purchased during character creation to improve the skill. Rating is a character's total ability in the skill, and Average is half of the Rating score.

Talents (p. 60)

Talents grant special abilities and tricks that help set characters apart. Some grant special skill bonuses, while others allow the use of special actions. Benefits granted by Talents are listed on the sample character sheets.

Resources (p. 72)

Resources help define characters in ways that are not covered by Talents. Talents can grant loyal allies, additional money, or even a secret lair.

Flaws (p. 76)

Not everyone is perfect, and Flaws are used to help represent this. These shortcomings affect a character's ability in a certain area, at the same time awarding Style point when they come into play.

Weapons (p. 142)

Men and women cannot fight only with their fists. Weapons are often needed to take down tougher foes. Each weapon enhances one of your character's Combat Skills (Brawl, Firearms or Melee).

Rating is the bonus the weapon grants to the appropriate Combat Skill. **Size** confers a penalty to Combat Skill equal to your rating if you are Size 1 or larger, while granting a bonus equal to your size if you are Size -1 or smaller. **Attack** is the Combat Skill rating after the bonuses and penalties have been calculated in, and **Average** is half of your weapon's total Attack.

Rules

Hollow Earth Expedition uses Ubiquity, a roleplaying system designed for fast, cinematic play. While only the basic rules are included in this booklet, you will have everything you need to run this adventure. For easy reference, a list of combat actions and Style point costs has been included on the back of the sample character sheets.

Dice (p. 104)

The first thing you need to know about the Ubiquity system is how dice rolling works. Unlike most other roleplaying games, Ubiquity does not use a specific type of dice. Any die will work, as long as it has an even number of sides. When making an Attribute or Skill check, roll a number of dice equal to the dice pool and count up the number of even numbers used. This total is the number of successes rolled. Odd numbers do not subtract from the number of successes.

Example: Rolling seven dice gives a result of 1, 4, 5, 7, 8, 8, and 11. Add up the even numbers (4, 8, and 8) for a result of three successes.

Dice Rolls (p. 108)

Dice rolls are made by rolling a number of dice equal to the appropriate Skill or Attribute rating and counting the successes. If the player gets successes equal to or more than the Difficulty of the task, she succeeds. Weapon and equipment modifiers may increase or decrease the number of dice rolled.

Taking the Average (p. 110)

If a character's average skill rating is greater than or equal to the Difficulty rating, the player may choose not to roll the dice and automatically succeed instead. Players may not Take the Average during combat, or in stressful situations (as determined by the Gamemaster). On the other hand, the Gamemaster may choose to Take the Average for non-player characters' dice rolls in order to speed up combat.

Combat Rules (p. 116)

Initiative: Each player rolls a number of dice equal to their Initiative rating and counts their successes. The Gamemaster does the same for each of the non-player character groups. For example, if the players were fighting a squad of Nazi soldiers, the Gamemaster would roll once for the entire group's Initiative. The player or NPC group with the highest number of success acts first. If there is a tie, the tied player with the highest Initiative rating acts first. If there is still a tie, the tied player with the highest Dexterity rating acts first.

Actions: On each turn, a player may make a single Attack action, a single Move action, and as many Defense actions as are required. Refer to the charts on the back of the character sheets for a list of Attack actions. Each player must make their Attack and Move actions on their turn. Players may move up to the distance allowed by their Move rating.

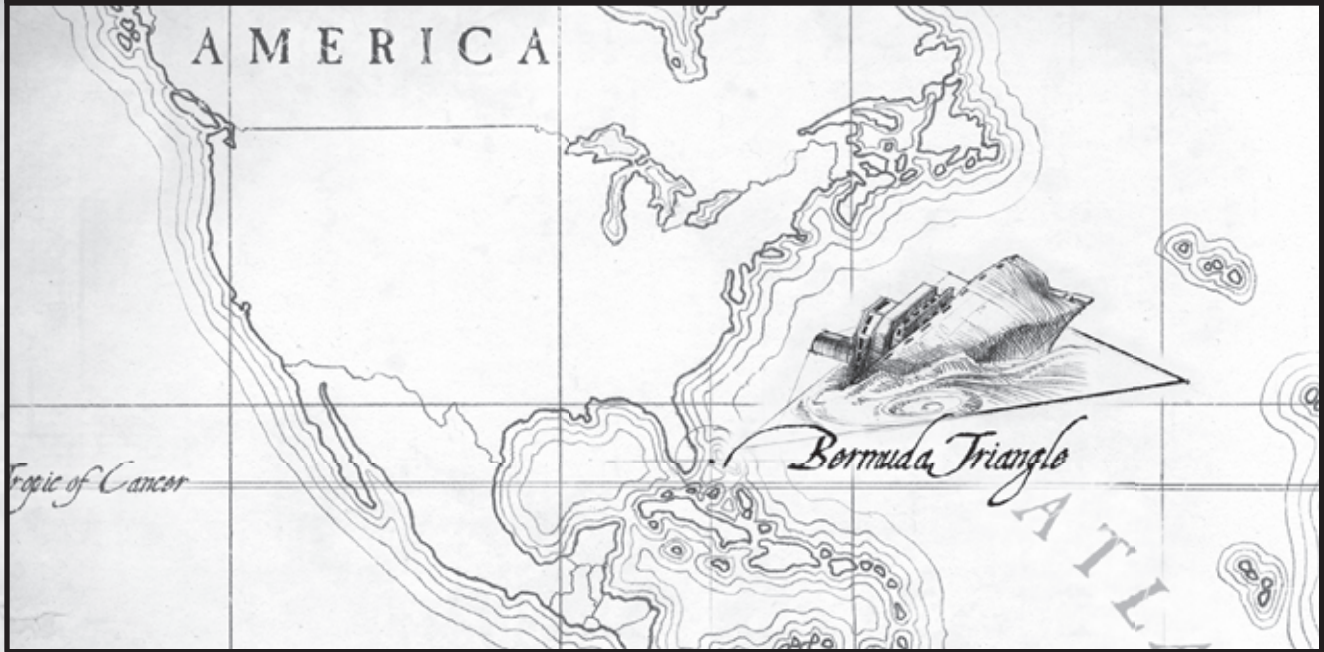
Attacking: When attacking, a player selects one of the weapons listed on the character sheet (for this purpose, natural attacks such as Punch and Bite are considered weapons) and rolls a number of dice equal to the attack's rating. For simplicity, the appropriate weapon and equipment modifiers have been already included in the weapon's attack rating.

Defending: The defender rolls a number of dice equal to his Defense rating (again, adding or subtracting any appropriate modifiers) and counts the number of successes. If the attacker scores more successes than the defender, the defender takes a number of points of damage equal to the extra successes. If the attacker scores less than or equal to the defender's number of successes, the attack misses, or hits and does no damage.

Damage: There are two types of damage: Lethal (L) and Nonlethal (N). If a character suffers enough Lethal or Nonlethal damage for his Health to fall below 0 he is knocked unconscious. If he takes enough Lethal damage for his Health to fall to -5, he is dead. For ease of play in this adventure, any NPC reduced to 0 Health is considered out of combat and effectively dead.

Healing: First Aid (through use of the Medicine Skill) removes one point of Nonlethal damage for each success rolled. Once the Nonlethal damage has been healed, further successes will convert one point of Lethal damage into Nonlethal damage.

⊕ *SAMPLE ADVENTURE:* *STRANDED IN THE HOLLOW EARTH*



This adventure is designed as a short one-shot game to introduce new players to *Hollow Earth Expedition* and the Ubiquity system. It can also act as a starting point for an ongoing campaign using either the sample characters provided or characters of the players' own design.

Plot Synopsis

A group of explorers find themselves stranded in a mysterious locale and under attack from prehistoric monsters. They start out as lost travelers and end up as heroic saviors to village natives under attack by villainous Nazis.

The Hook

To get things started right away, this adventure starts with the players already inside the Hollow Earth. If you prefer, you can roleplay the events leading up to this point with the players (see sidebar), but it is not necessary. If you choose to start the game as written, you can feed the background to the players as the game progresses, or just leave it out altogether.

The Story So Far

The characters have chartered the tramp steamer S.S. Endeavour to transport them to the Yucatan Peninsula in Mexico where they hope to discover a lost Mayan temple, uncover its mysteries, and acquire priceless treasures. The journey was going well until a storm suddenly beset the ship. The rough weather rocked the ship so violently that the crew and characters tied themselves to the railings so as not to fall overboard. Buffeted by wind, rain, and waves well into the night, everyone on board the Endeavour eventually lost consciousness.

Rude Awakening

The player characters wake up still tied to the railing of the ship, with the bright midday sun baking down upon the deck. The last thing they remember is a massive storm tossing the ship around so violently that they feared for their lives. Before they can collect their thoughts, a scream pierces the air as a long serpentine neck reaches over the side of the ship and snatches a crewman right off the deck, giant teeth slicing cleanly through his rope bindings. The ship is under attack from a Plesiosaur, a prehistoric sea monster!

As the beastly head sinks back into the water, the characters can easily free themselves from their bindings; their weapons are also safely within reach. They start to help the rest of the crew out of their bindings as a loud reptilian roar rings out over the ship—the monster has returned! It tries to snatch another crewman, but this time the characters are ready to defend the ship.

It is up to the player characters to fight off the hungry reptile. Although the crew has armed themselves with an assortment of hooks and other improvised weapons, their attacks will all either miss the Plesiosaur, or bounce off its tough hide. The Plesiosaur will focus attacks on the crew, attempting to snatch up more of them with its dagger-like teeth. Use the following statistics for the Plesiosaur:

Plesiosaurus

Archetype: Animal Motivation: Survival
 Style: 0 Health: 16

Primary Attributes

Body: 8 Charisma: 0
 Dexterity: 4 Intelligence: 0
 Strength: 8 Willpower: 4

Secondary Attributes

Size: 4 Initiative: 4
 Move: 12 (6)* Defense: 8
 Perception: 6 Stun: 8

| Skill | Base | Levels | Rating | (Average) |
|----------|------|--------|--------|-----------|
| Brawl | 8 | 2 | 12 | (6) |
| Stealth | 4 | 4 | 4** | (2) |
| Survival | 0 | 4 | 6 | (3) |

Talents

Alertness 1 (+2 Perception rating)
 Skill Aptitude (+2 Brawl rating)
 Skill Aptitude (+2 Survival rating)

Resources

None

Flaw

Bestial (Character cannot communicate or use tools)

Weapons

| Weapons | Rating | Size | Attack | (Average) |
|---------|--------|------|--------|-----------|
| Bite | 6 L | -4 | 14 L | (7) L |
| Flipper | 4 N | -4 | 12 N | (6) N |

* Plesiosaurus uses its full Move rating when swimming and half its Move rating on land

** Plesiosaurus suffers a -4 Size penalty on Stealth rolls

Once the characters have inflicted eight points of damage on the Plesiosaur, it will retreat beneath the waves. The danger has not passed, however, as the ship suddenly lurches to one side as if it had run aground. In actuality, the Plesiosaur has rammed the ship, hoping to knock some of the crew off the side. The force of the blow causes the ship to list dangerously to one side. Have the players make a Dexterity roll (Difficulty 1) for their characters to keep their footing until the ship rights itself again.

Two crewmen are knocked off their feet, and slide overboard. Their screams pierce the air as the Plesiosaur erupts from the water, grasping one of them in its jaws. The giant reptile will kill one of the crewmen each turn until the player characters are able to kill it. Once the hungry sea monster is defeated, it will roll over and sink, its blood spreading over the surface of the water like a thick, red oil slick.

Damage Report

From the side of the ship that the Plesiosaur hit, black smoke is now billowing above the railing. The impact breached the hull and the crew reports that the ship is taking on water. The bilge pumps are working but the water level is still rising.

Hurrying to the bridge, the characters find Captain Redgrave fighting bravely to keep the ship under control. "Thank goodness you're here," he says, "I need someone to send out a Mayday on the radio. I would do it myself, but I'm a little preoccupied." Any player attempting to use the radio will quickly discover that there is nothing but static. "Very odd," the Captain muses, "perhaps the dashed thing is broken."

"If we can't radio for help, we'll just have to help ourselves! Take a look and see if you can spot any land nearby where we can dock make repairs." A quick scan of the horizon does not reveal any signs of land, but any player making a successful Perception roll (Difficulty 3) will be able to make out the faintest haze in the far distance ahead of the ship—land ahoy! Easily visible, however, are two large shadows slowly circling to the rear of the ship. The blood in the water has attracted two more hungry Plesiosaurs that are waiting for the ship to sink before moving in for the kill.

If one of the player characters spotted the island, Captain Redgrave will point the Endeavour's bow in that direction with the order, "Full speed ahead!" Black smoke continues to pour from the damaged hull, and a worrying grinding sound drifts up from the engine room. The ship is not moving as fast as the group might like, and to make matters worse, it seems to be losing speed.

Shipwrecked in Paradise

If any of the characters try to get a bearing for where they are heading, they will notice that the compass simply spins in lazy circles, never settling on a single bearing. This is decidedly unusual, and may lead the characters to believe that some other force is affecting the "broken" radio. The characters will also notice that, although they have been traveling for some time, the sun is still high in the sky, never moving from the noonday zenith. In the meantime, the Plesiosaurs are still following a short distance behind.

As the steamer approaches the island, the passengers are able to get a better view of their destination. It is a lush, tropical island, complete with low hills and a white sandy beach—perfect for beaching the ship. The crew's relief is short-lived as the ship lurches again, this time knocking the characters and Captain Redgrave forward onto the ships controls. The Plesiosaurs have become impatient and are trying to hasten the ship's demise.

This attack was considerably more effective, and the stern of the ship begins to sink. It will not be long before the whole ship has sunk below the waves, leaving them all at the mercy of the sea monsters. "Take two of the crew and get yourselves into one of the lifeboats," Captain Redgrave tells the characters. "I'll get the rest into the other one. It looks like we're going to have to row to safety."

The characters and two crewmen board one of the lifeboats and lower it into the water. They begin to row toward the island as the captain and the remainder of the crew lower their lifeboat.

As both lifeboats proceed toward the island, the captain's begins to fall behind. Before the characters can call out a warning, a Plesiosaur attacks the boat from below, upending the lifeboat and throwing Captain Redgrave and his crew into the churning water. All the characters can do is look on in horror the Plesiosaur begins to scoop the men up out of the water one by one.

Mysterious Island

Rowing as hard as they can, the characters are able to make it to the beach ahead of the other Plesiosaur. Just beyond the beach is a jungle—a good place to hide. The Plesiosaur lumbers up the beach after the characters, but after a couple of lunges into the trees with its long neck, it gives up and head back into the water. It appears the group is safe...for now.

With the beach within reach of the Plesiosaur, the safe option is to head further inland. As the characters move deeper into the jungle, the group comes upon a wide path through the trees. Any player making a successful Survival roll (Difficulty 2) will be able to locate human-looking tracks heading toward the interior of the island. Any player making a successful Perception roll (Difficulty 3) will notice a thin column of smoke rising above the jungle canopy—a sure sign of civilization.

Hunters Hunted

As the characters set off toward the smoke, they will initially be unaware that they have once again attracted the attention of dangerous predators. Four Velociraptors have begun following them, sensing an easy meal. The raptors will surprise the characters unless one of the players is able to make a successful Perception roll (Difficulty 3).

Whether they have been spotted or not, the Velociraptors will attack from the cover of the trees, targeting the two crewmen first. If they surprise the party, the dinosaurs will make short work of the crewmen before the characters have time to react. If the characters spot the ambush they will be able to act normally in the first round. Either way, the two crewmen should die quickly, allowing the characters to finish off the Velociraptors. Use the following statistics for the Velociraptors:

Velociraptor

Archetype: Animal Motivation: Survival
Style: 0 Health: 6

Primary Attributes

| | |
|--------------|-----------------|
| Body: 3 | Charisma: 0 |
| Dexterity: 5 | Intelligence: 1 |
| Strength: 3 | Willpower: 3 |

Secondary Attributes

| | |
|---------------|---------------|
| Size: 0 | Initiative: 6 |
| Move: 8 (16)* | Defense: 8 |
| Perception: 6 | Stun: 3 |

| Skill | Base | Levels | Rating | (Average) |
|-----------|------|--------|--------|-----------|
| Athletics | 3 | 1 | 4 | (2) |
| Brawl | 3 | 5 | 8 | (4) |
| Empathy | 1 | 1 | 2 | (1) |
| Stealth | 5 | 3 | 8 | (4) |
| Survival | 1 | 5 | 6 | (3) |

Talents

Alertness 1 (+2 Perception rating)
* Run (Double Move rating when running)

Resources

None

Flaw

Bestial (Character cannot communicate or use tools)

| Weapons | Rating | Size | Attack | (Average) |
|---------|--------|------|--------|-----------|
| Bite | 0 L | 0 | 8 L | (4) L |
| Claw | 0 L | 0 | 8 L | (4) L |

Once the characters have defeated the four Velociraptors, they will be able to dress their wounds and pay their last respects to the dead crewmen before moving along the trail.

Ruins

As the characters approach the source of the smoke, automatic gunfire echoes through the jungle. The staccato noise is followed by orders shouted in German. The shouting has come from somewhere not far beyond the trees that line the path. The characters can easily slip through the trees and approach the source of the noise undetected.

Leaving the trail and pushing through the trees, the characters soon come upon a high wall. The stonework is visibly ancient, but still appears in good shape, despite the ravages of time. While the wall is too tall for the characters to see over it, there is a ruined section further along which should provide a good vantage point.

Looking over the wall, the characters see ruins stretching out beneath them, leading down to a large tidal lagoon, in the middle of which sits a surfaced German submarine. Attached to the conning tower is a strange dish, pointed at the sky. Scattered throughout the ruins are a number of mostly small primitive huts. It appears that whoever lives here now arrived long after the original inhabitants deserted the ruins.

A Nazi officer is huddled over a small table in front of one of the larger huts, inspecting a tattered map. On the far side of the ruins, the Nazis have constructed a makeshift pen to hold the village residents. What is most remarkable about the scene is the appearance of the villagers.

Though they stand and move similarly to man, they are wholly ape-like in appearance. Short dark fur covers their stocky bodies, except for their slightly sloped simian faces and human-like hands. The Nazis are closely supervising the apemen who have been put to work clearing rubble away from one of the larger ruined buildings.

It's unclear why the Nazis have come to this village and enslaved its inhabitants, but any player making a successful Linguistics roll (Difficulty 2) will overhear the Nazi officer ask a soldier when the weather control device will be repaired. As the characters watch, one of the males hauling rubble trips and falls, dropping his load. The officer walks over to the apeman, drags him to his feet, and slaps him across the face with his leather glove—causing the rest of the apemen to pause. He shouts for the apemen to get back to work, before returning to his examination of the map.

Enemy of My Enemy

It should now be clear to the characters that the Nazis are mistreating the apemen, using and abusing them for their own means. It is up to the player characters to stop these villains, but there are too many Nazis (twelve in total) to rush in, guns blazing. They will need to come up with a strategy in order to be victorious. If the characters have trouble coming up with their own plan, you may want to suggest the following:

- **Free the Prisoners:** While the Nazis are closely watching the apemen workers for signs of rebellion, only two soldiers are guarding the prisoner enclosure on the far side of the village. If the guards are incapacitated, and the prisoners freed, they may help the characters deal with the rest of the Nazis.
- **Create a Distraction:** The Nazis are too focused on oppressing the apemen to be aware of anything going on outside the village. If the characters were to create a distraction, they might be able to draw off some of the Nazis to ambush them, or sneak into the village and attack those left behind.

The apemen workers will be hesitant to act when the characters begin their attack, but as soon as the first Nazi soldier goes down, they will immediately grab whatever comes to hand (stout sticks, pieces of rubble, etc.) and turn on their captors. The Nazis will prefer to stay at range when engaging the characters and apemen, while the Apemen will get into melee range as soon as possible, using cover to their advantage to do so. Use the following statistics for the Nazis:

Nazi

Archetype: Soldier Motivation: Duty
Style: 0 Health: 4

Primary Attributes

Body: 2 Charisma: 2
Dexterity: 2 Intelligence: 2
Strength: 2 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 4
Move: 4 Defense: 4
Perception: 4 Stun: 2

| Skill | Base | Levels | Rating | (Average) |
|--------------|------|--------|--------|-----------|
| Athletics | 2 | 2 | 4 | (2) |
| Brawl | 2 | 2 | 4 | (2) |
| Firearms | 2 | 2 | 4 | (2) |
| Intimidation | 2 | 2 | 4 | (2) |
| Melee | 2 | 2 | 4 | (2) |

Talents

Autofire 1 (+1 Autofire bonus)

Resources

None

Flaw

Intolerant (+1 Style point whenever he convinces someone else to hate what he does)

| Weapons | Rating | Size | Attack | (Average) |
|-------------------|--------|------|--------|-----------|
| MP38 (Burst fire) | 4 L | 0 | 8 L | (4) L |
| Luger P08 | 2 L | 0 | 6 L | (3) L |
| Punch | 0 N | 0 | 4 N | (2) N |

Use the following statistics for the apemen:

Apeman

Archetype: Beastman Motivation: Survival
Style: 0 Health: 5

Primary Attributes

Body: 2 Charisma: 1
Dexterity: 3 Intelligence: 1
Strength: 2 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 4
Move: 5 (10)* Defense: 5
Perception: 4 Stun: 2

| Skill | Base | Levels | Rating | (Average) |
|-----------|------|--------|--------|-----------|
| Athletics | 2 | 2 | 4 | (2) |
| Brawl | 2 | 2 | 4 | (2) |
| Melee | 2 | 2 | 4 | (2) |
| Stealth | 3 | 1 | 4 | (2) |
| Survival | 1 | 3 | 4 | (2) |

Talents

* Climb (Double Move rating when climbing)

Resources

None

Flaw

Primitive (-2 penalty on technology-related rolls)

| Weapons | Rating | Size | Attack | (Average) |
|---------|--------|------|--------|-----------|
| Club | 2 N | 0 | 6 N | (3) N |
| Punch | 0 N | 0 | 4 N | (2) N |

Battle Royale

It can be a little boring for the players if the Game-master takes a long time to roll dice for all the NPCs involved in the combat. To help simplify things, and dramatically speed up play, the Gamemaster can opt to Take the Average for all of the NPC dice rolls. This can make NPCs a little generic when it comes to combat, but it is preferable to having a player end up with a dead character because they rolled badly when the NPC rolled well. Alternately, the Gamemaster could allow the players to roll on behalf of friendly NPCs. This allows them to take a greater part in the battle, and keeps them involved when it is not their turn.

New Friends

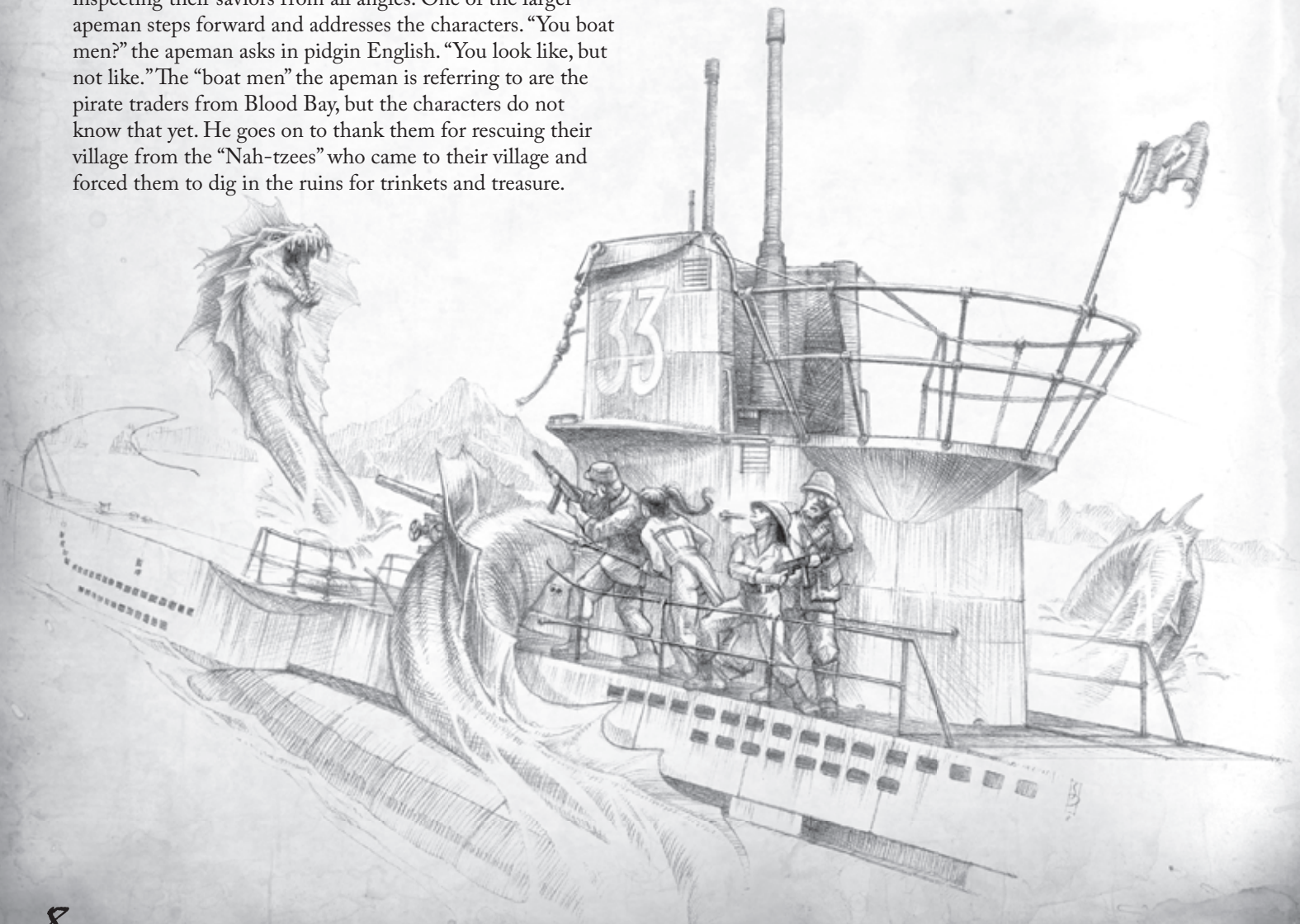
The adventure is over once the Nazis have been defeated and the apemen have been rescued. Feel free to roleplay the final scene for as long or as short as suits your game. It may help you in leading the characters to further adventures, or simply allow you to end the adventure on a positive note.

The apemen gather around the characters, inquisitively inspecting their saviors from all angles. One of the larger apeman steps forward and addresses the characters. "You boat men?" the apeman asks in pidgin English. "You look like, but not like." The "boat men" the apeman is referring to are the pirate traders from Blood Bay, but the characters do not know that yet. He goes on to thank them for rescuing their village from the "Nah-tzees" who came to their village and forced them to dig in the ruins for trinkets and treasure.

In their rescuers' honor, the apemen hold a grand feast. Over the meal, the leader answers questions about this strange land as best he can. He does not know very much about life outside this island nor why the sun always sits high in the sky, but he does know of a friendly group of traders who live in a large village called Blood Bay. They might be able to help the group further.

Where to from Here

When the characters are rested and ready to leave, they will find the German submarine in perfect working order. The "weather control device" is inoperable, however. Seeing as their last vessel suffered scuttling by the Plesiosaur, perhaps they will be able to make good use of this one. Where the characters travel next is entirely up to them. They could follow the advice of the apeman and seek out the traders (who are actually pirates) at Blood Bay. They could explore this island further, perhaps locating other tribes of native people living amongst the ruins. If they repaired the weather control device, they might be able to recreate the storm that brought them here and travel home. Whatever the player characters decide, the mysteries of the Hollow Earth are theirs to discover...



BIG GAME HUNTER

Archetype: Hunter

Motivation: Fame

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 4

Intelligence: 2

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 6

Defense: 6

Perception: 5

Stun: 2

| Skills | Base | Levels | Rating | Average |
|-----------|------|--------|--------|---------|
| Athletics | 2 | 2 | 4 | (2) |
| Brawl | 2 | 2 | 4 | (2) |
| Firearms | 4 | 3 | 9 | (4+) |
| Rifles | | | 10 | (5) |
| Melee | 2 | 2 | 4 | (2) |
| Stealth | 4 | 2 | 6 | (3) |
| Survival | 2 | 3 | 5 | (2+) |
| Tracking | | | 6 | (3) |

Talents

Accuracy 1 (Reduced called shot penalties)

Skill Aptitude (+2 Firearms rating)

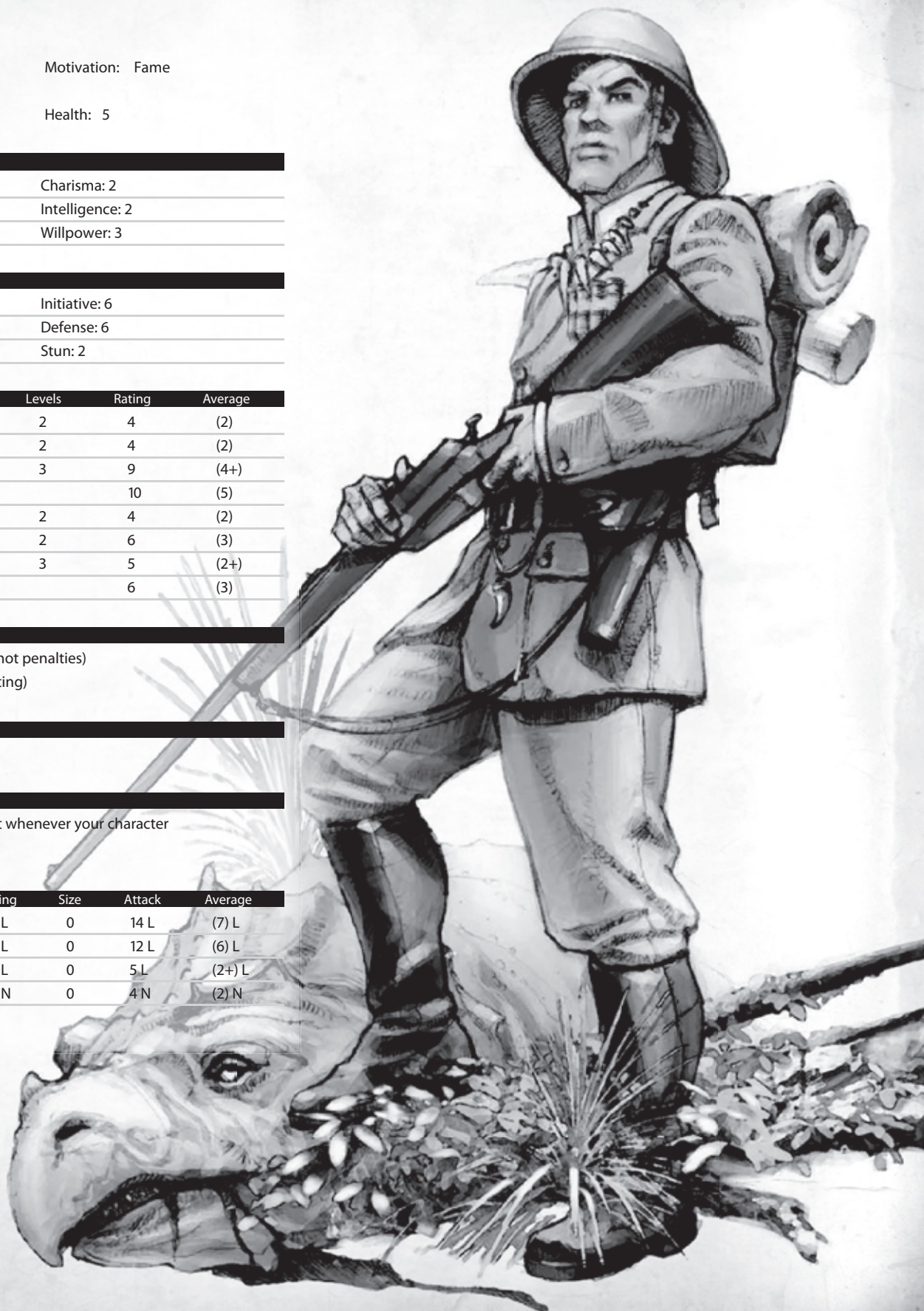
Resources

None

Flaw

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

| Weapons | Rating | Size | Attack | Average |
|-----------------------|--------|------|--------|---------|
| .405 Winchester rifle | 4 L | 0 | 14 L | (7) L |
| .455 Webley revolver | 3 L | 0 | 12 L | (6) L |
| Hunting knife | 1 L | 0 | 5 L | (2+) L |
| Punch | 0 N | 0 | 4 N | (2) N |



Hollow Earth Expedition

Combat Actions and Style Points

Combat Maneuvers (p. 118)

These special actions may be used during combat instead of your standard attack action. Not all of the special actions available have been listed below, the rest can be found in Hollow Earth Expedition.

| Maneuver | Penalty | Benefit |
|--------------------------|---|--|
| Aim | May not Move or Attack this turn Lose Dexterity bonus to Defense | +2 to Firearms attack next turn |
| Autofire (Burst Fire) | None | +1 to Firearms attack this turn |
| Autofire (Full Autofire) | Lose Dexterity bonus to Defense | +3 to Firearms attack this turn |
| Called Shot (Vital Area) | Suffer penalty on attack roll equal to opponent's Defense rating | Each success automatically inflicts damage |
| Charge | Must take Move action before attacking Lose Dexterity bonus to Defense | +2 to Brawl or Melee attack this turn |
| Ready Weapon | May not make Attack action this turn | Character prepares weapon to attack |
| Run | May not make Attack action this turn | Two Move actions may be made this turn |
| Stand Up | May not make Attack action this turn | Character stands up from knocked |
| Total Attack | Lose Dexterity bonus to Defense | +2 to Attack action this turn |
| Total Defense | May not make Attack action this turn | +4 to Defense rating this turn |

Style Points (p. 112)

Style points are used to help a character boost their abilities and skills when their current ability is just not sufficient. Style points can also be used to help other player characters. Here are the benefits you can spend your hard-earned Style points on:

| Action | Cost | Benefit |
|-------------------|------|--|
| Boosting a Talent | 2 | Boost a non-unique Talent up to its next level |
| Buying Bonus Dice | 1 | Dice may be purchased for any one roll |
| Reducing Damage | 2 | Reduce damage from an attack by one |

FIELD BIOLOGIST

Archetype: Scientist

Motivation: Truth

Style: 3

Health: 5

Primary Attributes

| | |
|--------------|------------------|
| Body: 3 | Charisma: 2 (3)* |
| Dexterity: 2 | Intelligence: 3 |
| Strength: 3 | Willpower: 2 |

Secondary Attributes

| | |
|---------------|---------------|
| Size: 0 | Initiative: 5 |
| Move: 5 | Defense: 5 |
| Perception: 5 | Stun: 3 |

| Skills | Base | Levels | Rating | Average |
|-----------------|------|--------|--------|---------|
| Animal Handling | 3* | 3 | 6 | (3) |
| Athletics | 3 | 3 | 6 | (3) |
| Empathy | 3 | 2 | 5 | (2+) |
| Body Language | | | 6 | (3) |
| Medicine | 3 | 2 | 5 | (2+) |
| Veterinary | | | 6 | (3) |
| Biology | 3 | 5 | 8 | (4) |
| Survival | 3 | 2 | 5 | (2+) |
| Tracking | | | 6 | (3) |

Talents

*Animal Affinity 1 (+1 Charisma rating when dealing with animals)

Resources

None

Flaw

Shy (+1 Style point whenever your character refuses to assert himself)

| Weapons | Rating | Size | Attack | Average |
|------------------|--------|------|--------|---------|
| Winchester rifle | 3 L | 0 | 3 L | (1+) L |
| Knife | 1 L | 0 | 2 L | (1) L |
| Punch | 0 N | 0 | 1 N | (0+) N |



Hollow Earth Expedition

Combat Actions and Style Points

Combat Maneuvers (p. 118)

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| Maneuver | Penalty | Benefit |
|--------------------------|---|--|
| Aim | May not Move or Attack this turn Lose Dexterity bonus to Defense | +2 to Firearms attack next turn |
| Autofire (Burst Fire) | None | +1 to Firearms attack this turn |
| Autofire (Full Autofire) | Lose Dexterity bonus to Defense | +3 to Firearms attack this turn |
| Called Shot (Vital Area) | Suffer penalty on attack roll equal to opponent's Defense rating | Each success automatically inflicts damage |
| Charge | Must take Move action before attacking Lose Dexterity bonus to Defense | +2 to Brawl or Melee attack this turn |
| Ready Weapon | May not make Attack action this turn | Character prepares weapon to attack |
| Run | May not make Attack action this turn | Two Move actions may be made this turn |
| Stand Up | May not make Attack action this turn | Character stands up from knocked |
| Total Attack | Lose Dexterity bonus to Defense | +2 to Attack action this turn |
| Total Defense | May not make Attack action this turn | +4 to Defense rating this turn |

Style Points (p. 112)

Style points are used to help a character boost their abilities and skills when their current ability is just not sufficient. Style points can also be used to help other player characters. Here are the benefits you can spend your hard-earned Style points on:

| Action | Cost | Benefit |
|-------------------|------|--|
| Boosting a Talent | 2 | Boost a non-unique Talent up to its next level |
| Buying Bonus Dice | 1 | Dice may be purchased for any one roll |
| Reducing Damage | 2 | Reduce damage from an attack by one |

FORTUNE HUNTER

Archetype: Adventurer

Motivation: Greed

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 |
|-------------|------|--------|--------|---------|
| Athletics | 2 | 4 | 6 | (3) |
| Brawl | 2 | 2 | 4 | (2) |
| Firearms | 3 | 4 | 7 | (3+) |
| Shotguns | | | 8 | (4) |
| Larceny | 3 | 2 | 5 | (2+) |
| Security | | | 6 | (3) |
| Linguistics | 3 | 2 | 5 | (2+) |
| Deciphering | | | 6 | (3) |
| Melee | 2 | 2 | 4 | (2) |
| Streetwise | 2 | 2 | 4 | (2) |

Talents

Lucky 1 (+2 bonus to any one dice roll per game session)

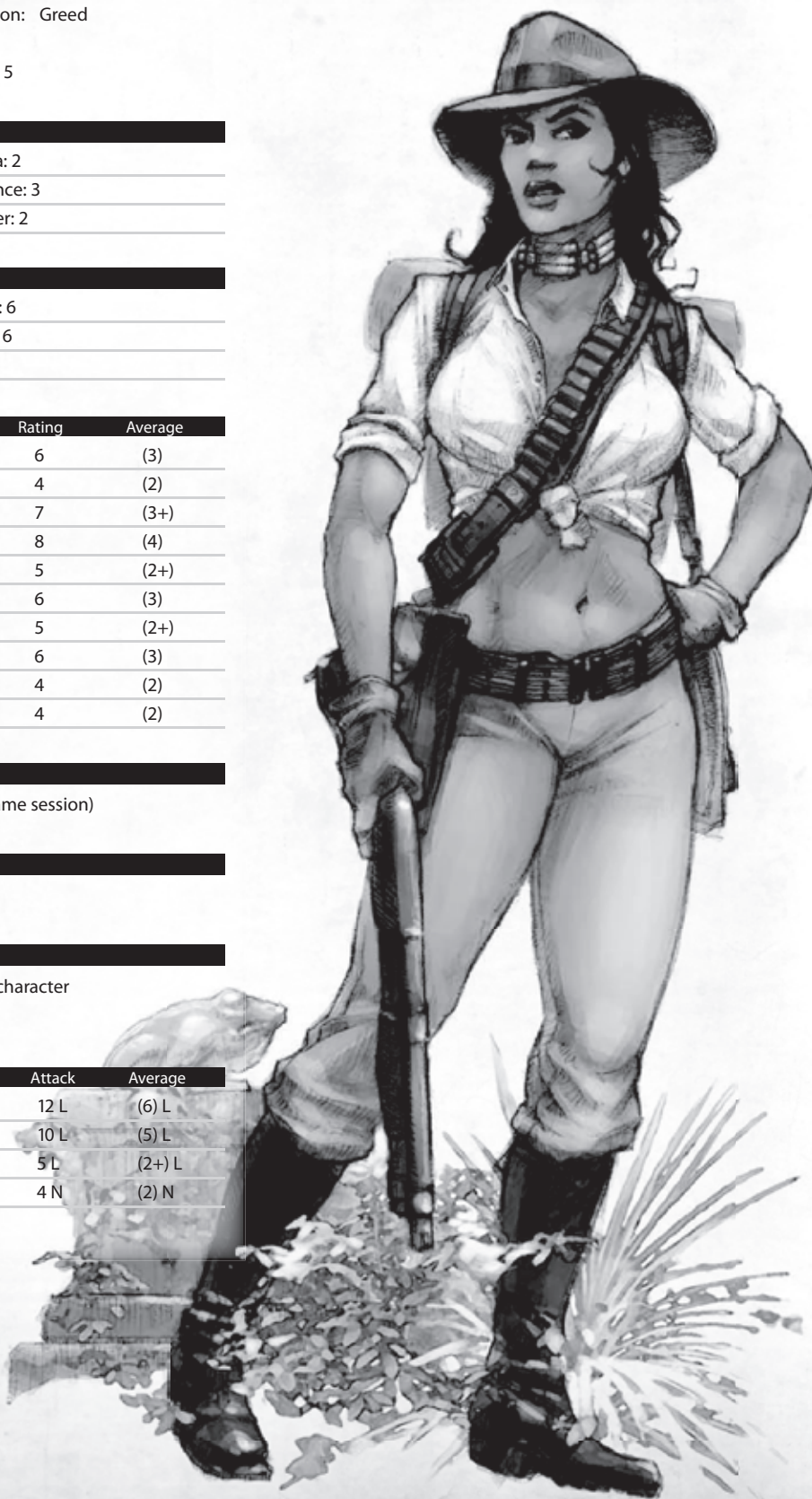
Resources

None

Flaw

Thrill-Seeker (+1 Style point whenever your character needlessly puts herself in danger)

| Weapons | Rating | Size | Attack | Average |
|--------------------|--------|------|--------|---------|
| Winchester shotgun | 4 L | 0 | 12 L | (6) L |
| Colt M1911 pistol | 3 L | 0 | 10 L | (5) L |
| Knife | 1 L | 0 | 5 L | (2+) L |
| Punch | 0 N | 0 | 4 N | (2) N |



Hollow Earth Expedition

Combat Actions and Style Points

Combat Maneuvers (p. 118)

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| Maneuver | Penalty | Benefit |
|--------------------------|---|--|
| Aim | May not Move or Attack this turn Lose Dexterity bonus to Defense | +2 to Firearms attack next turn |
| Autofire (Burst Fire) | None | +1 to Firearms attack this turn |
| Autofire (Full Autofire) | Lose Dexterity bonus to Defense | +3 to Firearms attack this turn |
| Called Shot (Vital Area) | Suffer penalty on attack roll equal to opponent's Defense rating | Each success automatically inflicts damage |
| Charge | Must take Move action before attacking Lose Dexterity bonus to Defense | +2 to Brawl or Melee attack this turn |
| Ready Weapon | May not make Attack action this turn | Character prepares weapon to attack |
| Run | May not make Attack action this turn | Two Move actions may be made this turn |
| Stand Up | May not make Attack action this turn | Character stands up from knocked |
| Total Attack | Lose Dexterity bonus to Defense | +2 to Attack action this turn |
| Total Defense | May not make Attack action this turn | +4 to Defense rating this turn |

Style Points (p. 112)

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| Action | Cost | Benefit |
|-------------------|------|--|
| Boosting a Talent | 2 | Boost a non-unique Talent up to its next level |
| Buying Bonus Dice | 1 | Dice may be purchased for any one roll |
| Reducing Damage | 2 | Reduce damage from an attack by one |

RUGGED EXPLORER

Archetype: Explorer

Motivation: Duty

Style: 3

Health: 6

Primary Attributes

| | |
|--------------|-----------------|
| Body: 3 | Charisma: 3 |
| Dexterity: 2 | Intelligence: 2 |
| Strength: 3 | Willpower: 3 |

Secondary Attributes

| | |
|---------------|---------------|
| Size: 0 | Initiative: 4 |
| Move: 5 | Defense: 5 |
| Perception: 5 | Stun: 3 |

| Skills | Base | Levels | Rating | Average |
|--------------|------|--------|--------|---------|
| Athletics | 3 | 3 | 6 | (3) |
| Brawl | 3 | 3 | 6 | (3) |
| Firearms | 2 | 4 | 6 | (3) |
| Intimidation | 3 | 2 | 5 | (2+) |
| Orders | | | 6 | (3) |
| Melee | 3 | 2 | 5 | (2+) |
| Machete | | | 6 | (3) |
| Survival | 2 | 3 | 5 | (2+) |
| Navigation | | | 6 | (3) |

Talents

Tough (+1 Body rating/maximum rating)

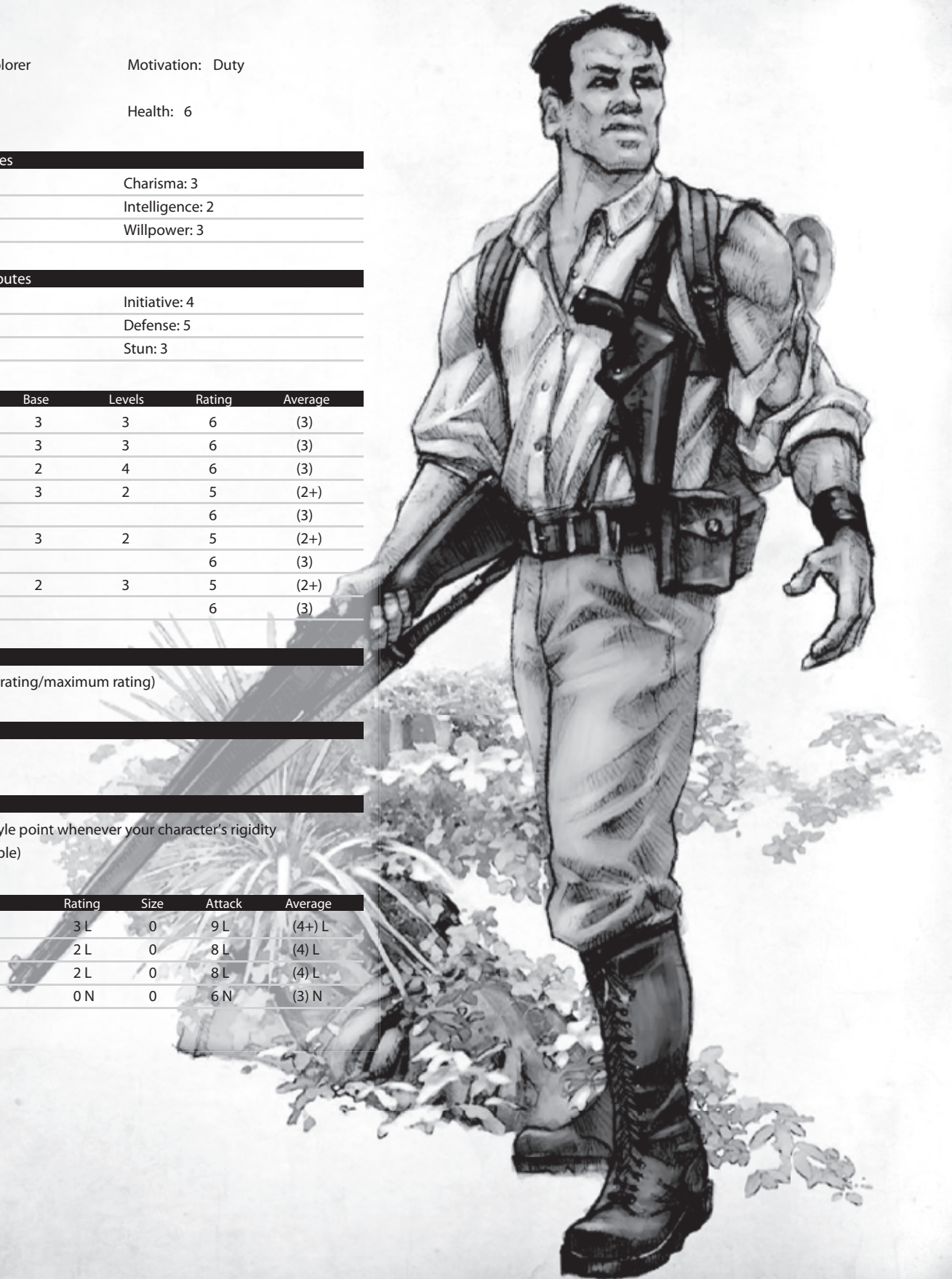
Resources

None

Flaw

Stubborn (+1 Style point whenever your character's rigidity causes him trouble)

| Weapons | Rating | Size | Attack | Average |
|--------------|--------|------|--------|---------|
| .30-06 rifle | 3 L | 0 | 9 L | (4+) L |
| S&W revolver | 2 L | 0 | 8 L | (4) L |
| Machete | 2 L | 0 | 8 L | (4) L |
| Punch | 0 N | 0 | 6 N | (3) N |



Hollow Earth Expedition

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