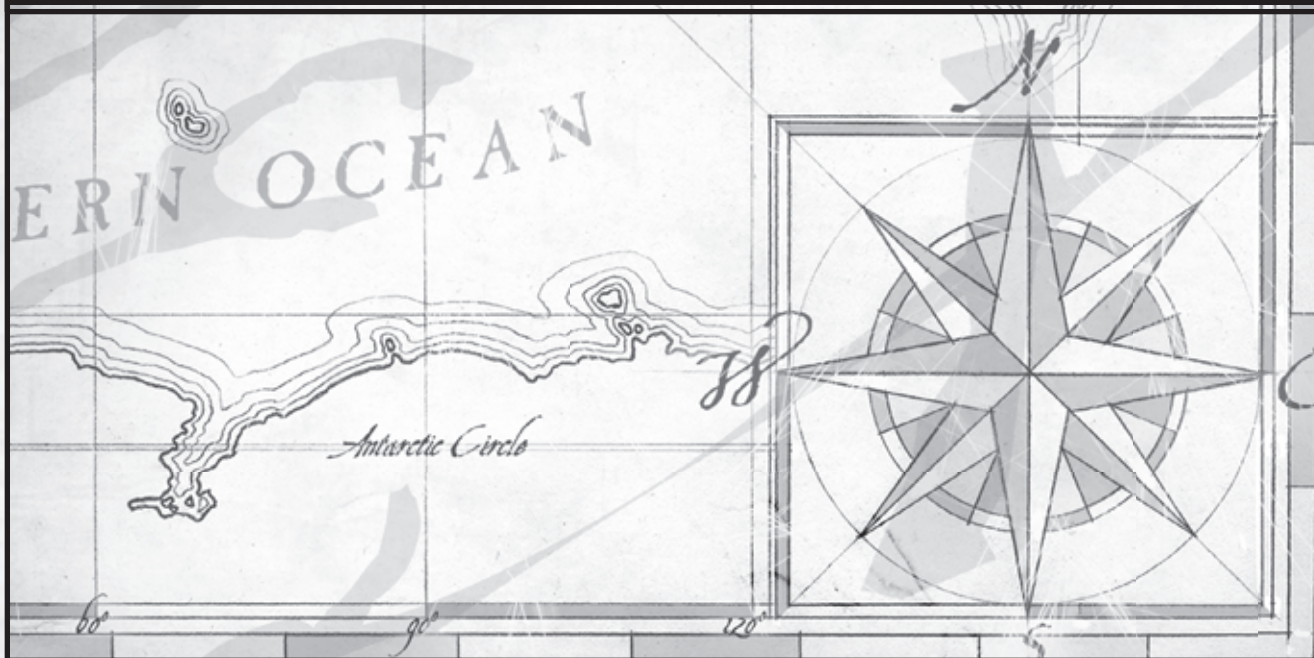


⊕ HOLLOW EARTH EXPEDITION FREE RPG DAY ADVENTURE 2009



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Welcome to *Kidnapped in the Hollow Earth*, a free demo adventure for *Hollow Earth Expedition*. This booklet provides quickstart rules and a short Hollow Earth adventure. However, 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 Game Studio's website (www.exilegames.com).

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.

Motivation (p. 41)

A character's Motivation is the main driving force behind the things a character does. Does your character seek out adventure because of a sense of duty to his country, 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 and your play style.

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 a few examples of how 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), with the "average" person having two in all categories. 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 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 and Stun) 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 monkey is Size -2, and a Tyrannosaurus Rex is Size 4.

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) represents 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.

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 with skill Level 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. Resources 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 points 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)

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 give 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, equipment, and situational 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 successes 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:* *KIDNAPPED 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.

The Hook

To get the actions started right away, this adventure starts with the characters already inside the drilling machine. If you prefer, you can roleplay the events leading up to this point with the players, but it is not necessary. If you choose to start the game as written, you can quickly narrate the situation or feed the background to the players as the game progresses.

The Story So Far

Several months ago, your scientist received a faint distress signal from a group that identified itself as "Expedition 3." They were unable to receive his return transmissions, but the cryptic messages from Expedition 3 stated that they were a scientific crew who had become stranded deep within the Earth's crust.

Your scientist immediately began work on the Maneuverable Oxygenated Linear Excavator, or MOLE, a drilling machine capable of traversing through the Earth at remarkable speeds.

Most of the world thinks this is either an insane endeavor or a scam, but the scientist pulled together a group of three distinguished explorers to join him on this expedition. Together, the four of you will travel in the MOLE on a rescue mission to the heart of the planet.

Plot Synopsis

A group of explorers embarks on a journey aboard an experimental drilling machine only to find themselves stranded in a mysterious land and under attack from strange creatures. Worse still, their rescue mission goes awry when they discover that an expeditionary force of Nazis has already invaded the area.

Between a Rock and Hot Place

The MOLE must travel through five hundred miles of rock to reach the coordinates broadcast by Expedition 3. For many hours, the drilling machine proceeds without incident, but suddenly the ship is rocked by external explosions. Boiling hot, sulfurous gases penetrate the hull, the electrical systems spark, and the engine pistons scream and struggle to put out enough power. A tectonic tremor has caused the MOLE to fall into a matrix of brittle rock within an enormous magma field.

The characters must pilot through the brittle area without plunging through into the magma, but they must also outrun the flow of molten rock pouring in behind them. To do so, the characters must work together to achieve 10 successes at the Helm station (see below) within 3 rounds.

There are five stations that help run the MOLE, and only four characters. (If you are running this scenario with fewer characters, reduce the number of stations so that they are not too overwhelmed). Each station provides a bonus if it is done well but a penalty if it is ignored or poorly handled. Only one character may man a station each round, but they may switch stations each round. Players will need to select their stations strategically.

The MOLE stations are:

Systems Maintenance: It takes a fast hand to throw the switches and press the buttons to keep things running.

Roll options:

- Mechanics (Skill roll)
- Reflexive Dexterity (roll double Dexterity rating)

0 or 1 Success: Subtract 2 dice from the next roll at the Engines AND Sensors stations this round

2 Successes: You keep things operating smoothly

3+ Successes: Grant +2 dice to next rolls at the Engines AND at the Sensors stations this round

Engines: Concentrate! Throwing the right levers at the right instant requires intense focus.

Roll options:

- Science: Engineering (Skill roll)
- Reflexive Willpower (roll double Willpower rating)

0 or 1 Success: Subtract 2 dice from the next roll at the Air Pump station this round

2 Successes: The MOLE powers forward

3+ Successes: Grant +2 dice to the next roll at the Air Pump station this round

Air Pump: You must manually pump the bellows to circulate cool, breathable air.

Roll options:

- Athletics (Skill roll)
- Reflexive Body (roll double Body rating)

0 or 1 Success: All characters take 1 Nonlethal damage from heat and asphyxiation (no defense allowed)

2 Successes: The MOLE remains cool even next to the magma flow

3+ Successes: Grant +2 dice to the roll at the Air Pump station next round

Sensors: Monitor the sonar to guide the drilling machine to safety

Roll options:

- Science: Geology (Skill roll)
- Reflexive Intelligence (roll double Intelligence rating)

0 or 1 Success: Subtract 2 dice from the next roll at the Helm this round

2 Successes: You see the trouble patches before you reach them

3+ Successes: Grant +2 dice to the next roll at the Helm station this round

Helm: You must force the controls of the MOLE to respond. Remember, you must accumulate at least 10 successes in 3 rounds to escape the magma flow.

Roll options:

- Pilot: Drilling Machine (Skill roll)
- Reflexive Strength (roll double Strength rating)

0 Successes: subtract 1 from the number of successes accumulated

1+ Successes: each success adds to the total number of successes required to escape

Once characters have selected their stations, have them act in the order of stations above (starting with Systems Maintenance and ending with the Helm). Apply full penalties for any station that is unmanned.

If the characters succeed at accumulating 10 or more successes at the Helm within 3 rounds, the MOLE bursts free of the earth, successfully and safely having arrived in the Hollow Earth.

If the characters fail to accumulate enough successes within 3 rounds, the MOLE is engulfed by a tsunami of liquid flame and superheated steam and smashed through the crust into the open air of the Hollow Earth. The MOLE is wrecked beyond repair, but it is a tough vehicle and kept its crew shielded from the worst of the inferno. All characters take 1 Lethal damage (no Defense allowed).

Welcome to the Jungle

Whether or not the characters succeed in outrunning the lava, the MOLE bursts from the foot of a volcano on the edge of a bright, sun-drenched jungle. They emerge from the hatch to see that a network of thin rivulets of lava sizzle around the MOLE as the smell of burning treads wafts into the interior. Characters wishing to avoid very hot feet must leap from the MOLE, over the lava, to the safety of a tree or nearby rock. You may award a Style point to any player describing a "flashy" maneuver to escape.

Jump to Safety: It takes strength and coordination to avoid the lava.

Roll options:

- Athletics (Skill roll)
- Strength (roll double Strength rating)

0 or 1 Success: Your boot comes too close to the lava, resulting in 1 Lethal damage

2 Successes: You jump to safety

Special: Characters may help others across by subtracting dice from their roll and adding an equal number of dice to the person they help.

You may read, paraphrase, or roleplay the following for your players:

"As you look about, you see a lush tropical jungle surrounding a volcano that belches black smoke and continuously rumbles an ominous warning of an upcoming eruption. The sun burns brightly directly overhead, and in the far distance an ivory obelisk towers above the canopy of the jungle. The plants and trees seem colorful, oversized, and unfamiliar, while strange birdsongs and even stranger animal calls emanate from within."

Whether they understand it or not—whether they believe it or not—the characters are now in the Hollow Earth, which is a world within a world. Although the landscape appears to curve up towards the horizon instead of downward as it does on the surface, explorers might easily mistake the sun overhead and the cloudy sky for the one they left above.

Even if the MOLE was not destroyed, the rough ride caused it to burn more fuel than anticipated, and it will now require nearly one hundred gallons of diesel if it is to make the return journey. The only hope now lies with finding Expedition 3, hoping they have a supply of diesel fuel or another means for returning to the surface.

Notice the Tracks

Roll options:

- Survival: Tracking (Skill roll)
- Perception (roll Perception rating)

0-2 Success: You notice nothing

3+ Successes: You see tracks left by a modern truck that extend deep into the jungle.

Wrath of the Lizard God

After a long march—it is impossible to say how long, since wrist watches (not to mention compasses) are inoperative here—the characters hear frenzied drumming ahead. If the players did not notice the tracks and did not otherwise decide to head for the obelisk, use this sound to lure them into heading the right direction.

Read or paraphrase the following to the players:

“You arrive at the edge of a fertile grotto with a wide river lolling through the center of it. All along the banks are what you first assume to be native people, but as you get a closer look you realize these are not people at but what appear to be bipedal iguanas. These lizardmen stand about five feet tall and are dancing about in some kind of ceremony, directing wild prayers towards the Sun directly overhead. The leader of the ceremony is covered in an elaborate feather headdress. Sparkling bands of gold, copper, and a strange greenish metal encase his arms, legs, and neck. Surrounding him are seven assistants who carry large drums strapped to their bellies, and from these emanate the wild, hypnotic music.”

In their midst is a smashed military-style cargo truck which looks like it may have rolled down the slope of the grotto before coming to rest in the mud. On its doors is emblazoned the numeral “3.” More importantly, a man in a stained lab coat is strapped to its hood, and he is now struggling helplessly against his bonds as his captors press ever closer in their ecstatic dance of death.

Lizardman

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

Defense: 5

Perception: 6*

Stun: 2

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

Talents

None

Resources

None

Flaw

Primitive (-2 penalty on technology-related rolls)

Weapons	Rating	Size	Attack	(Average)
Bite	3 L	0	6 L	(3) L
Claw	0 L	0	4 L	(2) L

* Lizardmen have acute senses that provide a +2 Perception bonus



Characters may attempt to use their Stealth to avoid being detected by the lizards (roll character's Stealth rating versus the lizardmen's Perception rating).

Once the lizardmen see the characters or are attacked, most of their number will scatter into the jungle, but the shaman and his seven drummers will remain to fight for their sacrifice.

Four of the lizardmen will fight with spears while the other four will continue drumming. Soon, the reason for the drumming will become clear: a local Tyrannosaurus has been conditioned to seek food at the sound of the drums, and this predator will arrive at the start of the second round of combat.

At the start of each subsequent combat round, the drummers will choose one character to surround, and the Tyrannosaurus will attack that character (remember that players may spend 2 Style to prevent 1 point of Lethal damage).

In place of an Attack action, a targeted character may make an Athletics Skill roll. Two or more successes means that the Tyrannosaurus will attack (and automatically kill) one of the lizardman drummers instead of the targeted character.

When all four drummers are silenced, the other lizardmen will run away and the Tyrannosaurus will chase after them (or lose interest and wander off if they are all dead). If the Tyrannosaurus is slain, the remaining lizardmen will immediately flee.

Tyrannosaurus Rex

Archetype: Dinosaur 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 Defense: 8

Perception: 6 Stun: 8

Skill	Base	Levels	Rating	(Average)
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Brawl	8	4	12	(6)
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Stealth	4	2	2*	(1)
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Survival	0	4	6	(3)
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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	Rating	Size	Attack	(Average)
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Bite	6 L	-4	16 L	(8) L
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Claw	2 L	-4	12 L	(6) L
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Stomp	4 N	-4	14 N	(7) N
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* Tyrannosaurs suffer a -4 Size penalty on Stealth rolls

Path to Peril

The man on the hood is Dr. Masterson, a geologist and member of Expedition 3. Dr. Masterson is delighted to meet the player characters, but he explains that Expedition 3 is actually a Nazi military operation.

The Nazis kidnapped Dr. Masterson and used his expertise to find a way into the Hollow Earth. They believe that the Hollow Earth is the former residence of a race of supermen, and they came here in search of a weapon that will help their Führer conquer the world. The Nazis found a treasure-trove of precious metals at the obelisk and may have uncovered the weapon they were seeking. Dr. Masterson departed on a mission to survey the area when he was captured by the lizardmen and his two guards were killed. The Nazis have diesel fuel and a few other vehicles at their camp, and they also have an icebreaker ship on which they sailed into the Hollow Earth through an opening at the North Pole.

This would be a good point to remind the players that their characters are likely exhausted and might do well to find a place to camp. Those characters who are more injured will sleep for longer periods of time, but all will awaken fully—even miraculously—healed of all injuries. This rapid recovery is just another mysterious and amazing feature of the Hollow Earth.

Read or paraphrase the following to your players:

“As you make your way towards the obelisk, the canopy thickens overhead until you can barely see the sun from the forest floor. Drawing closer, you can smell diesel exhaust and hear the sounds of heavy labor. A short while later you come within sight of a small military encampment surrounding the obelisk. A team of Nazi soldiers is excavating the base of the obelisk; the thirty-foot marble structure is now tilted at a forty-five degree angle and trussed up in a network of cables evidently designed to ease the obelisk down onto the bed of one of the trucks.

As you watch, one of the tree branches used to support the cables breaks and the obelisk drops several more feet, jerking to a precarious stop above the heads of the Nazis. This is followed by several rounds of cursing in German and a frenzy of activity to re-secure the stone pillar.”

Any character with the Linguistics skill can understand at least enough German to know that the soldiers are referring to the obelisk as the “weapon,” but they do not fully understand the nature of its power. It is clear from their conversation that they intend to transport the obelisk (along with several crates of ornamental gold statues they have loaded into the other truck) back to their ship waiting in a nearby harbor.

Nazi Soldier

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)
Survival	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)
Bergmann MP35	4 L*	0	8 L	(4) L
Punch	0 N	0	4 N	(2) N

* Burst fire

There are one dozen Nazis at work here, and they will not take kindly to any interruption. None have readied weapons, so a surprise attack could greatly thin their numbers as they need to spend the first round of combat grabbing their guns.

Should the players decide to approach peacefully or create a distraction of any kind, the Nazis will arm themselves and demand unconditional surrender, and they will not hesitate long before opening fire.

Atlantean Gravity Bomb

One way or another, the obelisk must fall. Likely, the player characters themselves will knock it down: a Called Shot at a -8 penalty will hit its remaining support cable, and a single success will cause it to crash down and instantly kill four of the Nazis working beneath it. If the players do not target the obelisk, a dying Nazi will keep his finger clamped to his trigger as he falls over or another stray bullet will do the job. Resourceful player characters may also use the lizardman drums to summon the Tyrannosaur—if the creature still lives, it will take 2 rounds of drumming for it to arrive—in which case the dinosaur knocks the obelisk down as it rampages through the camp.

Once the obelisk falls, it cracks in half along its short axis to reveal a gravity bomb—a weapon

constructed by the ancient and lost civilization of Atlantis. This weapon is a tiny black hole, and as soon as it is exposed, it will begin pulling in everything around it, starting with the Nazis' trucks. For each object that falls into it, it visibly grows.

Escape the Pull

Roll options:

- Athletics (Skill roll)
- Reflexive Strength (roll double Strength rating)

0-2 Success: You are pulled 10 feet towards the gravity bomb

3 Successes: You may maintain your position

4+ Successes: You may move up to 10 feet away from the gravity bomb

Unless the players had a plan which placed their characters closer or farther away from the obelisk when it broke open, assume that the player characters are 50 feet away when the gravity bomb is exposed. Any character coming in contact with the gravity bomb immediately suffers 4 Lethal damage (you may assume that Nazis are instantly sucked into the singularity upon contact).

Each round, characters may roll their Perception rating in addition to their normal attacks and moves at no penalty. If they score at least 2 successes, they will notice that when debris from the broken obelisk falls into the gravity bomb, the black hole shrinks. Unfortunately, the obelisk is mostly intact: the characters will have to use their guns, knives, and whatever else they can to break the obelisk down before it sucks them all in.

The obelisk has a Defense of 6, and players must inflict 10 points of damage (Lethal or Nonlethal) before enough breaks off to nullify the gravity bomb.

Where to Go from Here

In the aftermath, the characters will discover the trucks have been destroyed in the implosion. Players may wonder who created the gravity bomb and what it was intended for, but those questions will have to wait. One of the hallmarks of the Hollow Earth is that it is easier to get into than out of, so now the characters are trapped here, at least for a little while longer.

If they attempt to track down the Nazi ship in the harbor, they will find it abandoned. But without a compass, stars in the sky, or maps of the area, there will be no way even the original crew could find their way back out the way they came.

If the MOLE survived the journey and the players can salvage enough fuel, when the player characters return to it they discover that it is gone! Deep tracks all throughout the area show that someone has dismantled the drilling machine and carted it away into the jungle.

How—and if—the explorers make it back to the surface world is the story for another session. Wherever the players go and whatever they do next, the mysteries of the Hollow Earth are theirs to explore...

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)

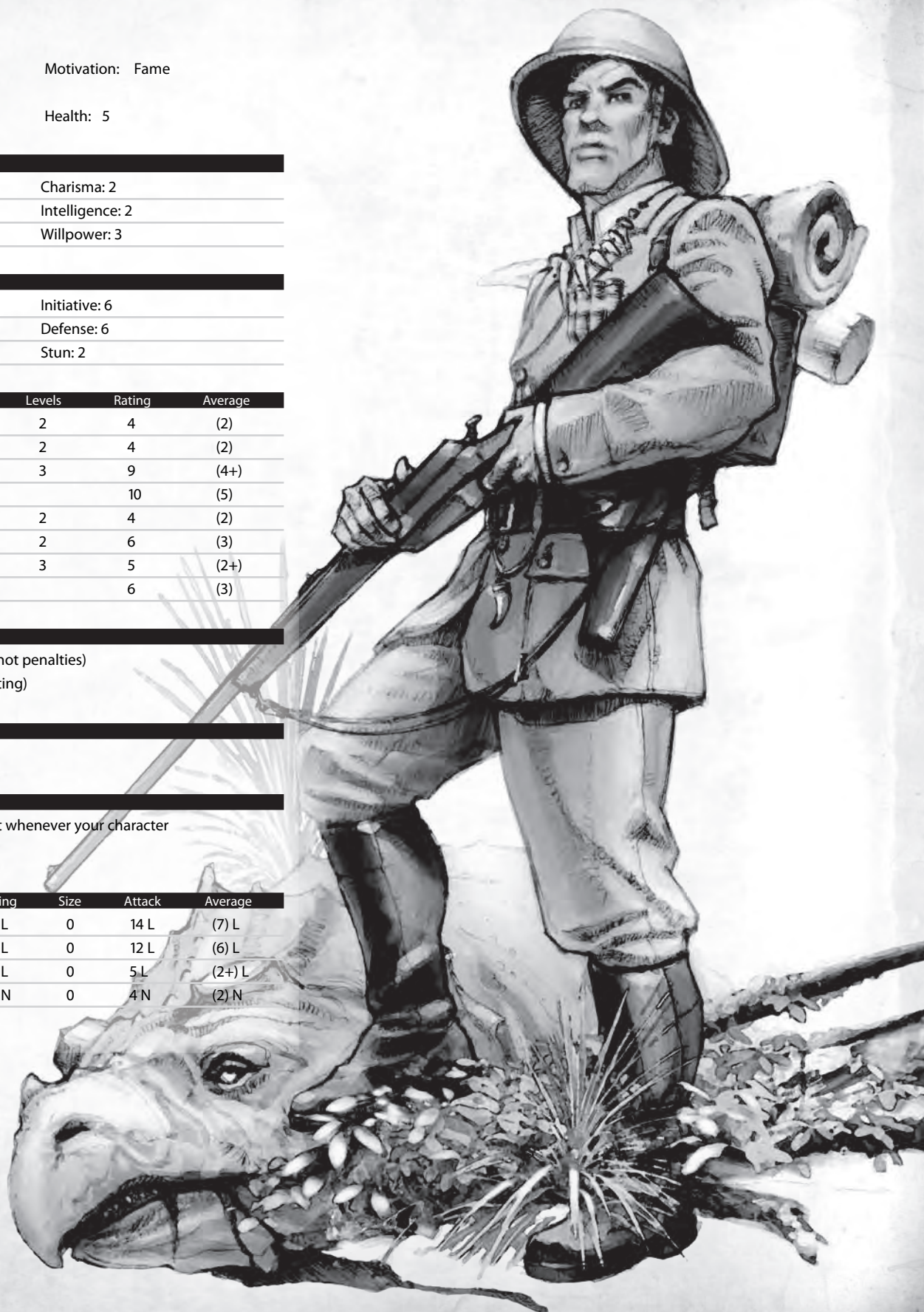
Resources

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
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)

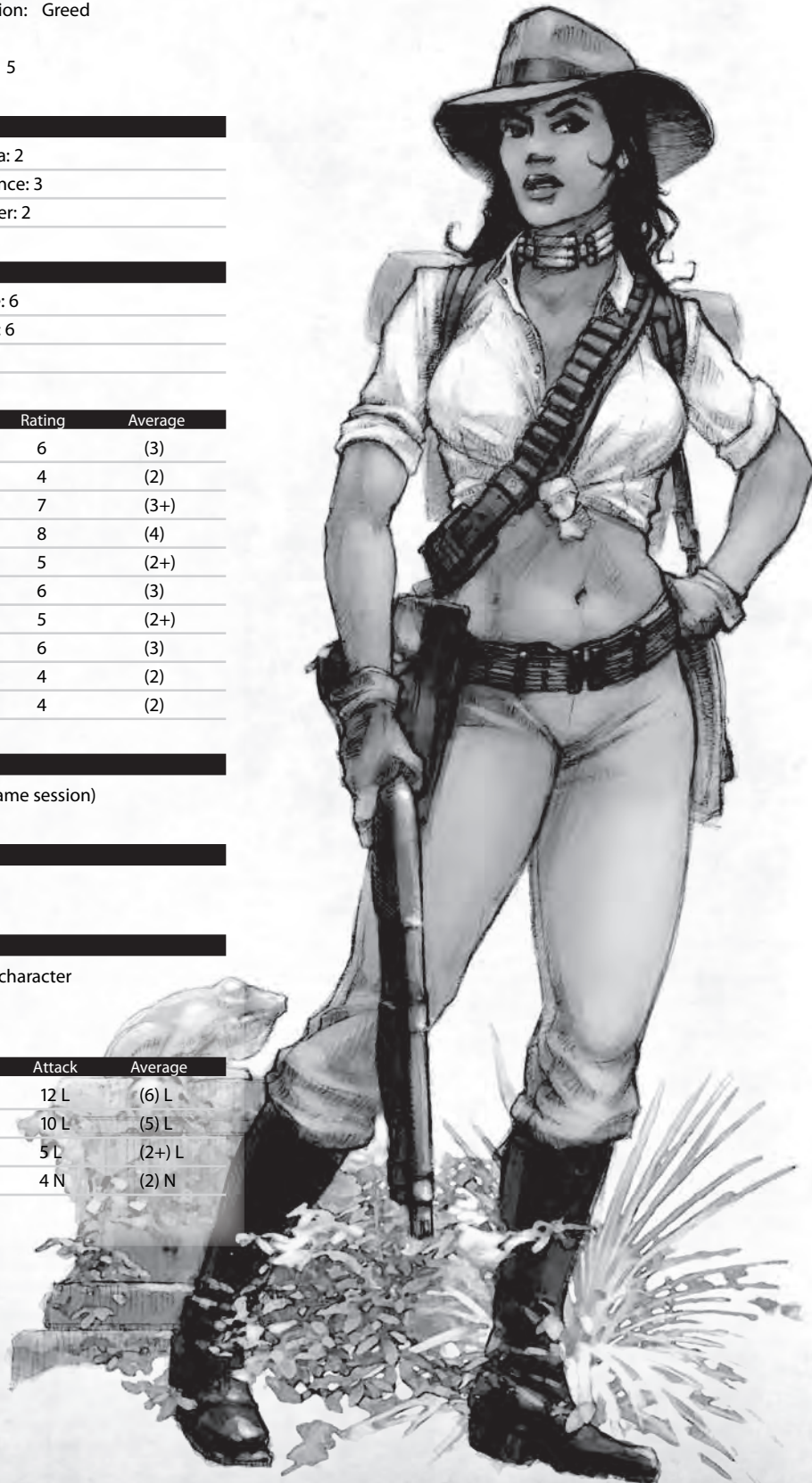
Resources

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

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Buying Bonus Dice	1	Dice may be purchased for any one roll
Reducing Damage	2	Reduce damage from an attack by one

MAD SCIENTIST

Archetype: Scientist

Motivation: Truth

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 5

Stun: 2

Skills	Base	Levels	Rating	Average
Craft: Mechanics	4	4	8	(4)
Demolitions	4	1	5	(2+)
Improvised			6	(3)
Firearms	2	2	4	(2)
Gunnery	4	1	5	(2+)
Cannons			6	(3)
Pilot: Drilling Machine	2	2	4	(2)
Science: Engineering	4	4	8	(4)

Talents

Weird Science: Engineering (May create Artifacts)

Resources

Artifact 1 (Stun Rifle: +1 bonus to stun opponent)

Flaw

Absent-minded (+1 Style point whenever your character forgets an important detail)

Weapons	Rating	Size	Attack	Average
Stun rifle	4 N	0	8 N	(4) N
Punch	0 N	0	0 N	(0) N



Hollow Earth Expedition

Combat Actions and Style Points

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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)

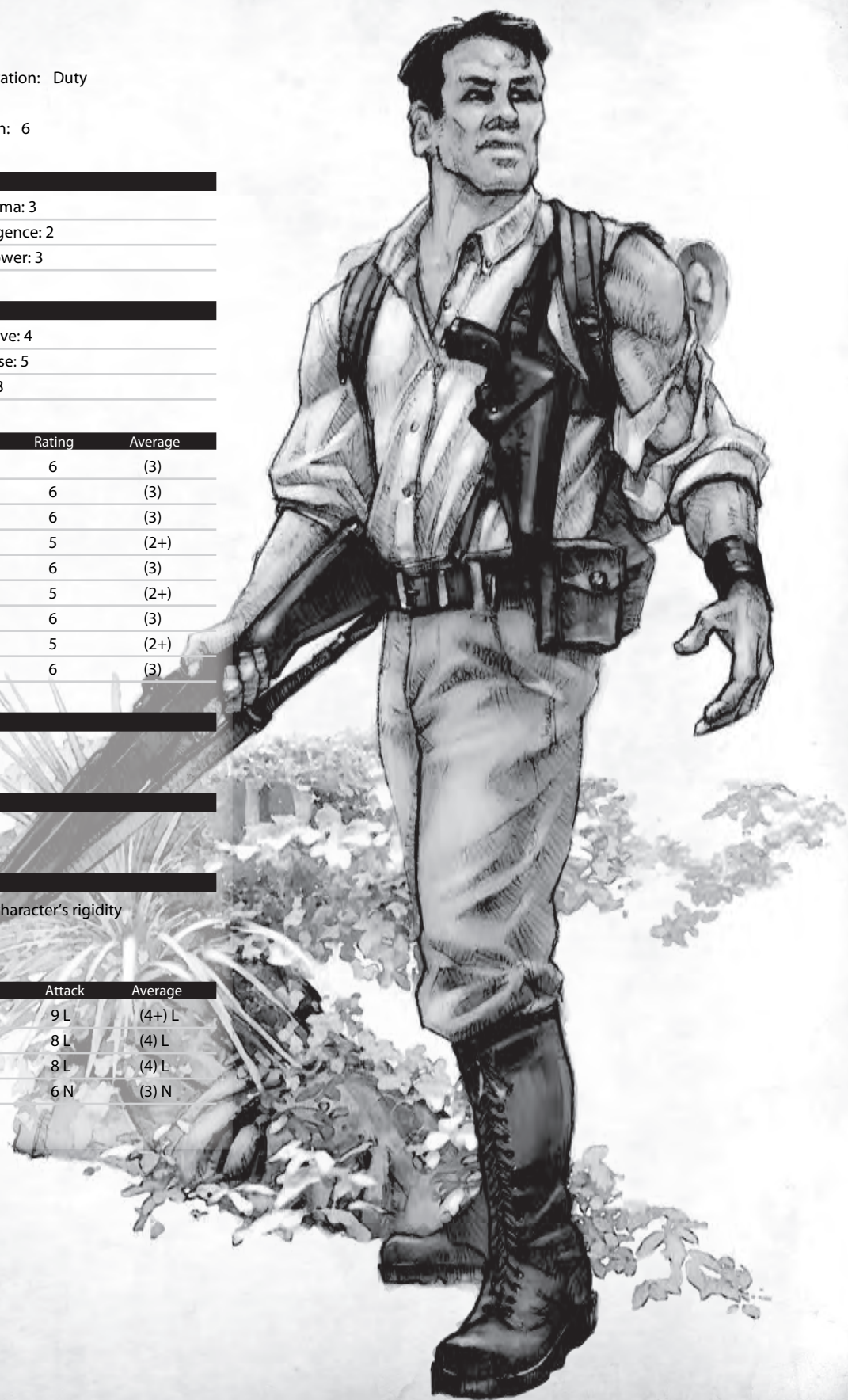
Resources

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



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