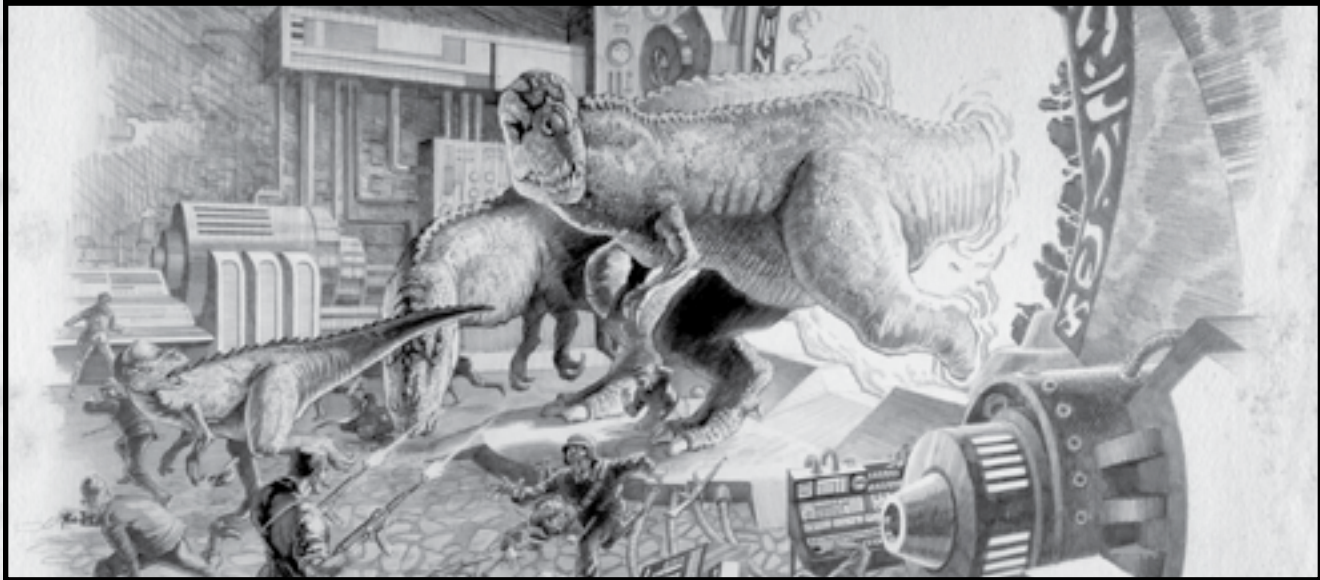


⊕ *HOLLOW EARTH EXPEDITION: FREE RPG DAY ADVENTURE 2010*



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Welcome to *A Nightmare at the Museum*, a free adventure for *Hollow Earth Expedition*. This booklet provides quickstart rules and a short adventure. However, this is only a sample of the full Ubiquity Role-playing 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, players may wish to create their own characters with the rules in *Hollow Earth Expedition* (p. 36), or use any of the additional sample char-

acters in *Hollow Earth Expedition*, *Secrets of the Surface World*, and *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/downloads.

Archetype (p. 39)

A character's Archetype is a one- or 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 Gamemaster 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 for Motivation:

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

Hope: You earn a Style point whenever your character's optimism is justified or she convinces someone not to give up.

Mystery: You earn a Style point whenever your char-

acter protects a secret or convinces someone not to go looking for the truth.

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) 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) 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. 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, and may award a Style point when they come into play.

Weapons (p. 142)

Sometimes you will need more than your fists to fight your way out of a tough situation. A 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 your Combat Skill roll 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 total number of dice you roll when your character makes an attack. **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 gives a result of 1, 2, 3, 3, 4, 4, and 5. Add up the even numbers (2, 4, and 4) 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 (GM). On the other hand, the GM 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 GM does the same for each of the non-player character (NPC) groups. For example, if the players were fighting a squad of Nazi soldiers, the GM would roll once for the entire squad'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. Defense actions are reflexive and do not need to be declared.

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 on the sample character sheets.

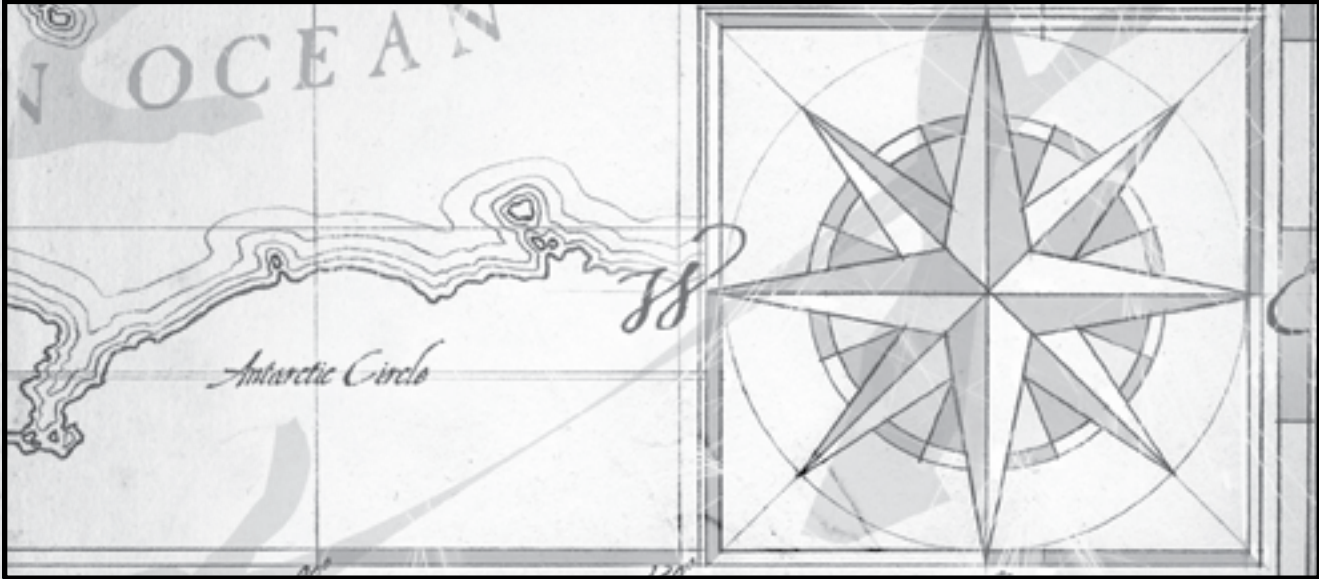
Defending: The defender rolls a number of dice equal to his Defense rating (again, adding or subtracting any appropriate modifiers) and counts the number of successes. If the attacker scores more successes than the defender, the defender takes a number of points of damage equal to the extra successes. 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 unconscious or dead.

Healing (p.131): 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: A NIGHTMARE AT THE MUSEUM



This adventure is designed as a short introduction for 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.

Summary

In 1936, a scientist's invention goes haywire at New York's Museum of Natural History, threatening to destroy the city. The characters must battle monsters from Earth's prehistoric past, defeat nefarious Nazi agents, and close a rip in the fabric of space itself in order to save the Big Apple.

The Hook

To set the adventure, read or paraphrase the following to the players:

The world-famous physicist Dr. Lazlo Horvath has invited you along with other distinguished guests and the press to a gala event at the Museum of Natural History in New York City to unveil his latest invention. In his invitation, the brilliant but eccentric scientist wrote "I have built the prototype of a device I believe will cure all mankind's ills: starvation, disease, and war will become ghosts of the past!" On a beautiful spring evening, you will be witness to one of the most amazing discoveries in mankind's history.

Scene 1: "We Will Change the World Forever!"

Dr. Horvath stands upon a raised stage in the Pre-historic Exhibits Hall of the museum, facing a large crowd of spectators standing behind a red velvet rope. In the center of the stage is a large display of some sort, curtained off from view. Three New York policemen patrol the area around the stage, keeping spectators behind the rope.

Among the spectators are the Mayor of New York, a handful of celebrities, academics, and reporters, as well as the characters. Waiters with trays mill through the audience, offering champagne and hors d'oeuvres, as museum staff make introductions. The hall contains several exhibits including fossils and dinosaur eggs, dominated by the *Tyrannosaurus rex* skeleton that towers over the assembly.

Give the characters time to introduce themselves and interact, encouraging them to describe who they are and why they have been invited. Award Style points (see p.2) for especially creative roleplaying.

Horvath steps up to a podium to address the audience: "Behold, my greatest invention: EGOR, the Electrostatically Generated Organo-Ray!" He pulls a rope and the curtain drops, revealing a mass of Tesla coils, tangled wires, giant vacuum tubes, switches, dials, and countless whirring motors. In the midst of it all, an array of interweaving gyroscopic rings rotates around a crystal about the size and shape of a football, pulsating with green light as arcs of electricity crackle across the machine.

With a flourish, Horvath drops a few grains of wheat into a large pot on a nearby table. "By harnessing the power of the EGOR, we will change the world forever!" He flips a large switch and a ray flashes out from the crystal, bathing the pot in a bright green glow. In seconds, roots burst through the pot as the grains sprout into sheaves of wheat ten feet tall. The hall fills with the audience's thunderous applause and the popping of innumerable flashbulbs from the press.

BOOM!

Just as Horvath prepares his second demonstration, a series of bright flashes and explosions echo throughout the hall, as dense smoke begins to fill the room. Seven men, all of who have close-cropped hair and black, tight-fitting double-breasted suits, charge the stage and take the policemen by surprise. Two of them have Lugers in hand, which they fire up and over the heads of the audience before leveling them at the dazed policemen. A woman with an eye-patch shouts orders with a German accent: "The scientist, bring him with us! Shoot him if he resists, kill anyone who gets in your way!" The five other men push their way towards Horvath. Only one of these five carries a Luger, but all of them approach the doctor with clearly hostile intentions.

The woman is Katya Sieben, ruthless in the pursuit of whatever mission the Third Reich gives her. She holds the rank of Colonel in the Ahnenerbe, Hitler's occult research agency. The men are Nazi agents who are all armed with Lugers, even though only three of their number (two guarding the policemen and one rushing Horvath) have drawn their weapons so far. Their main objective is to obtain the crystal, stopping at nothing to get it.

Scene 2: Chaos! Gunplay! Dinosaurs?!

Call for an Initiative roll (see "Combat Rules," p.3) and get ready for action!

Combat Turn 1

The panicking crowd rushes for the doors, complicating any actions this turn.

Avoid the Stamped Crowd (reflexive action for all characters)

Roll Options:

- Athletics Skill Rating
- Reflexive Dexterity (double Dexterity Attribute)
- Streetwise Skill Rating at -2

0 Successes: 1 N damage, -2 dice penalty to your character's actions this turn.

1 Success: -2 dice penalty to your character's actions this turn.

2 Successes: -1 penalty to your character's actions this turn.

3+ Successes: Your character has sidestepped the panicked crowd and may act normally.

After the players have rolled to see how their characters dealt with the crowd, proceed in the normal initiative sequence. To make things simpler, do not roll for Horvath, Sieben, the Nazis, or the policemen; assume Sieben rolled the highest and the other non-player characters the lowest. This will enable the player characters to act according to how they roll, after Sieben but before everyone else. Sieben will avoid combat for now, using stealth to disappear into the shadows; if characters are able to attack her in this initial combat, her stats are provided in "Scene 4: Battle in the Sky!" (p.7)

Nazi Agents

Follower 1

Archetype: *Spy*

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

Skills	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 bonus on all Autofire attacks)

Resources

None

Flaw

Intolerant (Gain 1 Style point whenever his intolerance causes trouble)

Weapons	Rating	Size	Attack	(Average)
Luger	3 L	0	7 L	(3+) L
Punch	0 N	0	4 N	(2) N
MP35	3 L	0	*8 L	(4) L

Horvath concludes the action this round as he backs away from the Nazis, trips and falls backward into the EGOR's control panel. The device fires wildly, blasting upwards with a single pulse of the green ray that causes the ceiling to crumble and rip apart. Whether the characters are affected by falling debris or not, the GM should provide a description of fleeing people endangered by the debris, or a character might have an opportunity to make a roll to tackle the Mayor or some other celebrity out of the way of a falling chunk.

As the pulse fades, the EGOR ray arcs down, hitting one of the pistol-brandishing Nazis. The Nazi is

knocked backward, causing him to shoot Horvath before the ray pins him against the experiment table. Horvath drops to his knees, clutching his chest while the Nazi, screaming in horrible anguish and unable to escape the ray, drops his gun. His body grows explosively and unevenly. His clothes split and tear apart as oozing red muscles and protruding bones push out in lumpy masses against his skin. After only a moment, the process is complete: the EGOR has transformed him into a nearly mindless and monstrously huge brute.

Combat Turns 2 and 3

Before the beginning of Turn 2, the transformation of the Nazi into monster is complete. Retaining a shred of his former sentience, he continues to follow his last orders by attacking anyone attempting to help Horvath or fighting against the Nazis. He will pick up dinosaur bones or fallen debris to use as a club or a thrown weapon, or simply sweep his giant limbs wildly in an attempt to knock down or bash any opponents. While the player characters are distracted with that, one of the Nazi agents who is not tied up with the player characters (or Col. Sieben if none of her agents are free) will grab the power crystal from the EGOR and flee the premises with the prize.

Giant Mutated Nazi

Follower 3

Archetype: *Mutant*

Motivation: *Duty*

Style: 3

Health: 12

Primary Attributes

Body: 7

Charisma: 0

Dexterity: 1

Intelligence: 1

Strength: 6

Willpower: 3

Secondary Attributes

Size: 2

Initiative: 2

Move: 7

Defense: 6

Perception: 4

Stun: 7

Skills	Base	Levels	Rating	(Average)
Athletics	6	4	10	(5)
Brawl	6	4	10	(5)
Intimidation	0	4	6*	(3)
Firearms	1	3	4	(2)
Melee	6	4	10	(5)
Survival	1	1	4**	(2)

Talents

*Skill Aptitude: Intimidation (+2 Intimidation rating)

**Skill Aptitude: Survival (+2 Survival rating)

Sweep: character makes a Brawl or Melee attack at -2 for each target and each empty five-foot space between targets. This talent enables the character to ignore the first -2 penalty assessed. All targets must be within reach and form an uninterrupted line; character can reduce his total penalty by an amount equal to his Size. When making a Sweep attack, the character loses his Active Defense (equal to Dexterity rating), leaving only his Passive Defense (equal to his Body rating).

Resources

None

Flaw

Mute (character cannot communicate)

Weapons	Rating	Size	Attack	(Average)
Punch		2 N	-2	10 N (5) N
Hurled Object		2 N	-2	10 N (5) N
Improvised Club	4 N	-2	12 N	(6) N

Combat Turn 4 (Finale)

At the start of Turn 4, a quake-like tremor shakes the museum. The ceiling disintegrates, revealing a circle of intensely bright light 50 feet in diameter, the space within distorted and rippling like water. Through the circle, where one should be able to look up into the night sky, there appears instead a giant nest, showing the rounded tops of large eggs, perched precariously on a jagged mountaintop illuminated in full sunlight. Suddenly, a full-grown pterosaur's head pokes up from the nest and pushes through the rippling circle, peering down at the fracas below. After a moment, it bursts up out of the nest and dives down through the circle, snatching up one of the Nazi agents and flying out the museum's front door into the New York night.

During the chaos, Sieben and any surviving Nazi agents will have obtained the crystal, placing it into a specially padded leather satchel, and escaped. Their escape could be executed by some dramatic means such as more smoke bombs or a more powerful shock wave (Athletics or Dexterity Skill roll, Difficulty 4, to avoid being knocked down), after which the characters recover to find that the Nazis are gone. If necessary, the GM should feel free to give the players a Style point to compensate for their inability to stop Sieben from escaping.

Scene 3: An Evening Stroll in Central Park

Horvath calls out to the characters. Although dying, he struggles to explain what is happening. His words ramble, something about "Atlantean crystal" and "Hollow Earth" and "knew it was wrong to use, but..." His last words before he dies come out lucidly and clearly: "You... must... get the crystal... re-activate the EGOR... fire it into the rift... before it is too late..."

The characters can either use the Survival Skill (Difficulty 4) to track the Nazis' footprints and other spoor across the street and to their rendezvous point a half-mile away at Belvedere Castle in Central Park. Alternatively, they may roll the Streetwise or Investigation Skill (Difficulty 3) to interview onlookers to determine which way they ran and where they ended up. As a last resort, the GM might tell a character near Horvath as he died that she or he notices a tourist's walking map of Central Park, either on the floor near one of the dead Nazis, or sticking out of his suit pocket (maybe the remnants of the brute's jacket). On the map are drawn two circles in red ink. One circle is around the

Museum, right on the western edge of the Park, labeled “Ziel” (German for “target”). The other circle is around Belvedere Castle and is labeled “Landung,” (German for “landing”). Characters from New York will know, or the map will indicate, that the Castle is less than a half-mile’s walk east from the Museum -- it should be obvious to the characters where the Nazis are headed.

Exiting the Museum, the player characters will see the city in complete panic, with stopped cars blocking the streets, and citizens running and screaming as the pterosaur glides high over Central Park, occasionally swooping down to snap its beak threateningly at pedestrians. On their way into the Park, the player characters continue to feel the tremors and will notice a strong wind blowing past them towards the Museum, as if the rift were pulling in the surrounding air.

Belvedere Castle

Belvedere Castle is a small, Victorian-style castle in the Park’s center on top of Vista Rock, one of the highest natural elevations in the city. As the player characters approach, they see Sieben in an open courtyard, raising a flare pistol into the air. High overhead, a burst in the night sky reveals a small black zeppelin descending from the clouds. Seconds later, mooring lines and a rope ladder hurtle down, buffeted about by the strange wind. The Nazis on the ground hold onto the lines while Sieben makes her way up the ladder, the leather satchel on her back.

Scene 4: Battle in the Sky!

By the time the characters can get within range, Sieben will be nearly at the top of the rope ladder. Four Nazis remain on the ground, each armed with an MP-35 submachine gun. They are preoccupied with mooring the zeppelin, so the players may sneak up on them by rolling more successes on a Stealth Skill roll than the Nazis score on their Perception roll. Furthermore, the Nazis will need one combat turn to ready their weapons. They will not shoot at characters climbing up to the zeppelin, for fear of damaging the balloon.

As the fight continues throughout the area of the castle, the zeppelin will attempt to get away, leaving the Nazis below. However, the mooring lines dangling from the zeppelin will still allow the characters a chance to get aboard... and the pterosaur has also noticed the commotion.

Boarding the Zeppelin (standard action for any character who chooses to climb the mooring lines)

Roll Options:

- Athletics Skill Rating
- Strength Attribute

0 to 2 Successes: Your character is caught up in the line, swinging by his ankles or hanging on.

3 Successes: Your character successfully grabs and climbs the mooring line as the zeppelin pulls away.

4+ Successes: Your character may assist another character, granting +1 success to their roll for each success beyond three you score on your roll.

Col. Sieben and four more Nazi agents occupy the zeppelin. They are not expecting boarders, but they have their weapons ready, just in case.

As the battle rages, the pterosaur will swoop in once each turn to attack a random combatant, hero or Nazi. During the second combat turn, the pterosaur will swoop across and smash against the tail rudder, raking its talons across the steering cables, destroying the zeppelin’s ability to steer. The wind will push it back toward the Museum after four turns of combat.

Colonel Katya Sieben

Mentor 3

Archetype: *Spy*

Motivation: *Power*

Style: 3

Health: 7

Primary Attributes

Body: 4

Charisma: 4

Dexterity: 4

Intelligence: 4

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 8

Move: 6

Defense: 8

Perception: 7

Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	2	4	6	(3)
Brawl	2	4	6	(3)
Diplomacy	4	2	6	(3)
Firearms	4	5	9	(4+)
Intimidation	4	2	6	(3)
Investigation	4	2	6	(3)
Linguistics	4	2	6	(3)
Stealth	4	4	8	(4)

Talents

Lethal Blow 1 (Brawl attacks do lethal damage. Every 2 N inflicted does 1 L instead. Leftover points do nonlethal damage, as normal)
Inspire 1 (As an attack action, character grants a +2 Skill bonus to all allies within 10 feet of her; must be able to see and speak to her allies in order to grant this bonus)

Resources

Rank 2 (Ahnenerbe: +4 Social Bonus)

Flaw

***One Eye** (-2 to range attacks and depth perception. Note: This penalty is already calculated into the Luger and MP35 attacks, below; +1 Style point each time attempting such an action)

Weapons	Rating	Size	Attack	(Average)
Luger	3 L	0	*10 L	(5) L
Punch	0 N	0	6 N	(3) N
MP35	3 L	0	*10 L	(5) L

Pterosaur

Follower 2

Archetype: Animal	Motivation: Survival			
Style: 0	Health: 10			
Primary Attributes				
Body: 4	Charisma: 0			
Dexterity: 6	Intelligence: 0			
Strength: 4	Willpower: 4			
Secondary Attributes				
Size: 2	Initiative: 6			
Move: 10 (5)*	Defense: 8			
Perception: 4 (8)**	Stun: 4			
Skills	Base	Levels	Rating	(Average)
Brawl	4	4	8	(4)
Stealth	6	2	6***	(3)
Survival	0	4	6	(3)
Talents				
**Keen Senses (+4 to sight-based Perception rolls)				
Skill Aptitude (+2 Survival)				
Resources				
None				
Flaw				
Bestial (Cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Bite	2 L	-2	8 L	(4) L
Claw	2 L	-2	8 L	(4) L

*Pterosaurs use their full Move rating for flight but half its rating when on the ground

***Pterosaurs suffer a -2 Size penalty to Stealth

Scene 5: A Rift in Space

Whether on the ground or in the air, all the characters can see that the zeppelin cannot escape the whipping winds drawing it back and down towards the museum, where it will inevitably crash.

Sieben, if still alive, will try to escape with the satchel by rappelling down a mooring line. As she does so, she may be shot at by the characters or snatched up by the pterosaur. In either case, she will drop the satchel containing the crystal. If she is not alive, then the players have the satchel at this point, and will have to take their chances with rappelling on the mooring lines themselves, throwing out the rope ladder and scaling down in the buffeting winds, or simply jumping and attempting to break their fall.

Escaping the Zeppelin Crash (standard action for any character on board the zeppelin)

Roll Options:

- Athletics Skill Rating (descending the mooring line)
- Athletics Skill Rating or Dexterity Attribute at +2 (using the rope ladder)
- Acrobatics Skill Rating (breaking the fall)

0 Successes: Take 2 N damage.

1 Success: Take 1 N damage.

2+ Successes: Escape unharmed.

From the crashed zeppelin, the characters should be able to quickly move into the Museum, replace the crystal, and fire the EGOR into the rift until it closes. However, the rift has now expanded to envelop the EGOR, so any characters in the vicinity feel the rift tearing at them, as if it will pull them to pieces.

Closing the Rift (Extended action: successes are cumulative from turn to turn; all characters may work together to contribute successes)

Roll Options:

- Science Skill Rating at +2
- Intelligence Attribute

0 to 11 Cumulative Successes: All characters take 1 N damage each turn the rift remains open.

12+ Cumulative Successes: The rift is sealed.

The End... ?

The rift closes with a huge flash of light and a deafening boom, momentarily stunning the characters. When their senses clear, they find themselves surrounded by a dense, tropical jungle... and the shattered remnants of the EGOR device. They have been sealed on the other side: although they may not yet understand what happened, they are trapped inside the Hollow Earth. Here they will encounter savage cultures, terrifying creatures, and the ancient remnants of a mysterious and powerful civilization. If they can survive long enough, they might be able to find their way back home and, along the way, solve the mystery of where Horvath got this strange crystal. Alternatively, there are also plenty of adventures to be had for those who remain on the surface world, including dealing with other creatures that may have slipped through the rift while it was open and protecting the EGOR from other secret societies who might come looking for it.

Broadcast ArtsAction and adventure await in *Hollow Earth Expedition!*

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+)
<i>Orders</i>			6	(3)
Melee	3	2	5	(2+)
<i>Improvised</i>			6	(3)
Survival	2	3	5	(2+)
<i>Navigation</i>			6	(3)

Talents

Tough (+1 Body rating, already factored in)

Resources

None

Flaw

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

Weapons	Rating	Size	Attack	Average
Bowie Knife	1 L	0	6 L	(3) L
Punch	0 N	0	6 N	(3) 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	+2 to Firearms attack next turn; max +4 if continued for 2 turns; Lose Dexterity bonus to Defense (may forfeit Aim to regain full Defense)
Autofire (Burst Fire)	None	+1 to Firearms attack this turn
Autofire (Full Autofire)	Lose Dexterity bonus to Defense; Uses 20+ bullets.	+3 to Firearms attack this turn
Called Shot (Vital Area)	Suffer penalty on attack roll equal to opponent's full Defense rating	Each success automatically inflicts damage to opponent.
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 prone position.
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 when their current ability or skill 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-combat Talent up to its next level
Buying Bonus Dice	1 or more	Each Style point grants one additional die; Up to ten bonus dice may be purchased for any one roll
Reducing Damage	2	Reduce damage from an attack by one

PARANORMAL INVESTIGATOR

Archetype: *Spy*

Motivation: *Mystery*

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 5

Defense: 5

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Academics: Occult	3	1	4	(2)
Brawl	2	2	4	(2)
Bureaucracy	3	1	4	(3)
Con	2	3	5	(2+)
<i>Lying</i>			6	(3)
Drive	3	1	4	(2)
Firearms	3	2	5	(2+)
<i>Pistols</i>			6	(3)
Investigation	3	3	6	(3)
Stealth	3	1	4	(2)

Talents

None

Resources

Artifact 1 (Amnesia Ray Pistol)

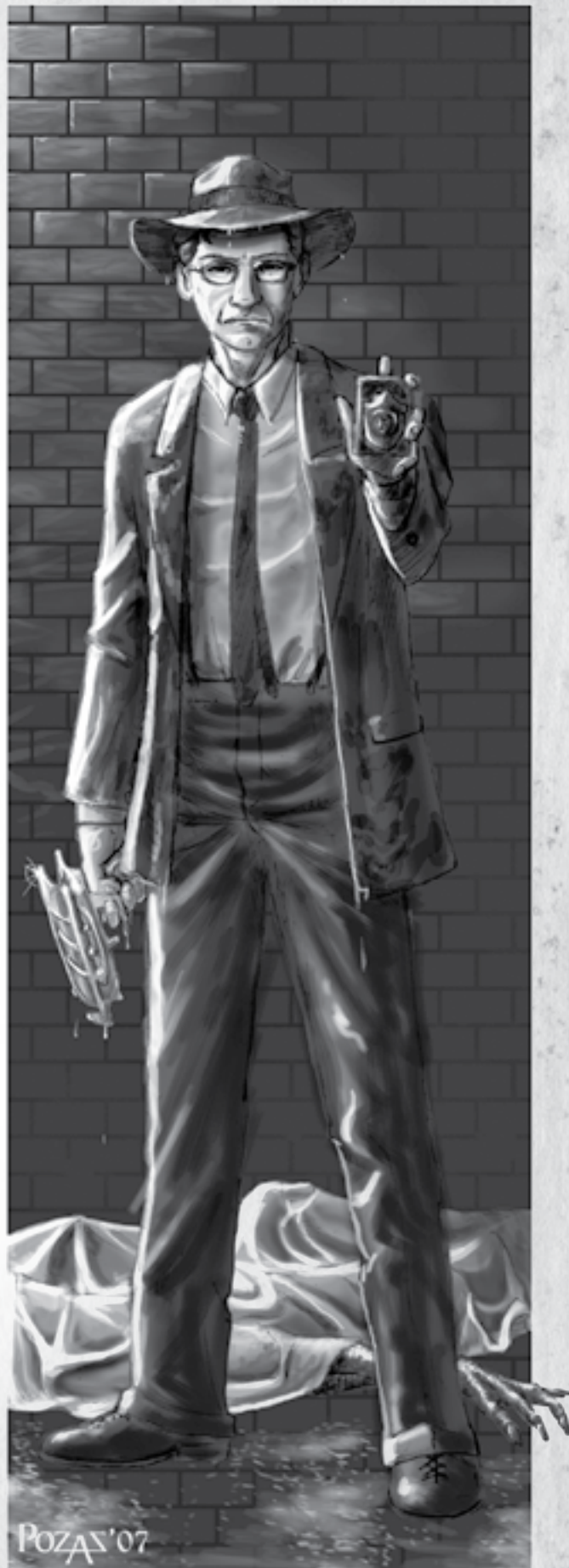
Rank 1 (FBI: +2 social bonus)

Flaw

Inscrutable (+1 Style point whenever your character's inflexibility causes trouble)

Weapons	Rating	Modifier	Attack	Average
Amnesia Ray Pistol		2*	0	*8 (4)*
Punch		0 N	0	4 N (2) N

*Amnesia Ray Pistol: To use the Amnesia Ray, make a Firearms: Pistol attack vs. target's Active Defense (equal to their Dexterity; see "Touch Attacks" in **Hollow Earth Expedition**, p. 126). If successful, compare the amount of damage you would have done to your opponent's Willpower rating. If you rolled more damage than his Willpower rating, he gains the Amnesia Flaw for the remainder of the scene. If you rolled more than double his Willpower rating, he suffers from the Amnesia Flaw indefinitely. Range is 50 feet; Amnesia Ray has 6 shots.*



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	+2 to Firearms attack next turn; max +4 if continued for 2 turns; Lose Dexterity bonus to Defense (may forfeit Aim to regain full Defense)
Autofire (Burst Fire)	None	+1 to Firearms attack this turn
Autofire (Full Autofire)	Lose Dexterity bonus to Defense; Uses 20+ bullets.	+3 to Firearms attack this turn
Called Shot (Vital Area)	Suffer penalty on attack roll equal to opponent's full Defense rating	Each success automatically inflicts damage to opponent.
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 prone position.
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-combat Talent up to its next level
Buying Bonus Dice	1 or more	Each Style point grants one additional die; Up to ten bonus dice may be purchased for any one roll
Reducing Damage	2	Reduce damage from an attack by one

INTREPID REPORTER



Archetype: *Reporter*

Motivation: *Truth*

Style: 3

Health: 5

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 5

Defense: 5

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Con	2	3	5	(2+)
<i>Fast Talk</i>			6	(3)
Firearms	3	1	4	(2)
Investigation	3	2	5	(2+)
<i>Interview</i>			6	(3)
Stealth	3	3	6	(3)
Streetwise	2	3	5	(2+)
<i>Rumors</i>			6	(3)
Writing	3	3	6	(3)

Talents

None

Resources

Status 1 (Reporter: \$150/month and related +2 social bonus)

Flaw

Curious (+1 Style point whenever your character's curiosity gets her into trouble)

Weapons	Rating	Modifier	Attack	Average
Double Derringer	2 L	0	6 L	(3) L
Punch	0 N	0	2 N	(1) 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	+2 to Firearms attack next turn; max +4 if continued for 2 turns; Lose Dexterity bonus to Defense (may forfeit Aim to regain full Defense)
Autofire (Burst Fire)	None	+1 to Firearms attack this turn
Autofire (Full Autofire)	Lose Dexterity bonus to Defense; Uses 20+ bullets.	+3 to Firearms attack this turn
Called Shot (Vital Area)	Suffer penalty on attack roll equal to opponent's full Defense rating	Each success automatically inflicts damage to opponent.
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 prone position.
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-combat Talent up to its next level
Buying Bonus Dice	1 or more	Each Style point grants one additional die; Up to ten bonus dice may be purchased for any one roll
Reducing Damage	2	Reduce damage from an attack by one

PROMETHEAN SCIENTIST

Archetype: *Scientist*

Motivation: *Hope*

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	Average
Diplomacy	3	3	6	(3)
Empathy	4	2	6	(3)
Medicine	4	4	8	(4)
Melee	2	2	4	(2)
Science: Biology	4	4	8	(4)

Talents

Weird Science: Biology (may create Artifacts)

Resources

Rank 1: (Order of Prometheus: +2 social bonus)

Flaw

Merciful (+1 Style point whenever your character shows compassion to an enemy)

Weapons	Rating	Modifier	Attack	Average
Injector	2 N	0	6 N	(3) N
Punch	0 N	0	4 N	(2) N

Injector: To use the Injector, make a Melee attack vs. target's Active Defense (equal to their Dexterity; see "Touch Attacks" in **Hollow Earth Expedition**, p. 126). If successful, you inject your target with a dose of sleeping serum, inflicting 4 N. The injector carries 6 doses.



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Hollow Earth Expedition

Combat Actions and Style Points

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Maneuver	Penalty	Benefit
Aim	May not Move or Attack this turn	+2 to Firearms attack next turn; max +4 if continued for 2 turns; Lose Dexterity bonus to Defense (may forfeit Aim to regain full Defense)
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Called Shot (Vital Area)	Suffer penalty on attack roll equal to opponent's full Defense rating	Each success automatically inflicts damage to opponent.
Charge	Must take Move action before attacking; Lose Dexterity bonus to Defense	+2 to Brawl or Melee attack this turn
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Buying Bonus Dice	1 or more	Each Style point grants one additional die; Up to ten bonus dice may be purchased for any one roll
Reducing Damage	2	Reduce damage from an attack by one