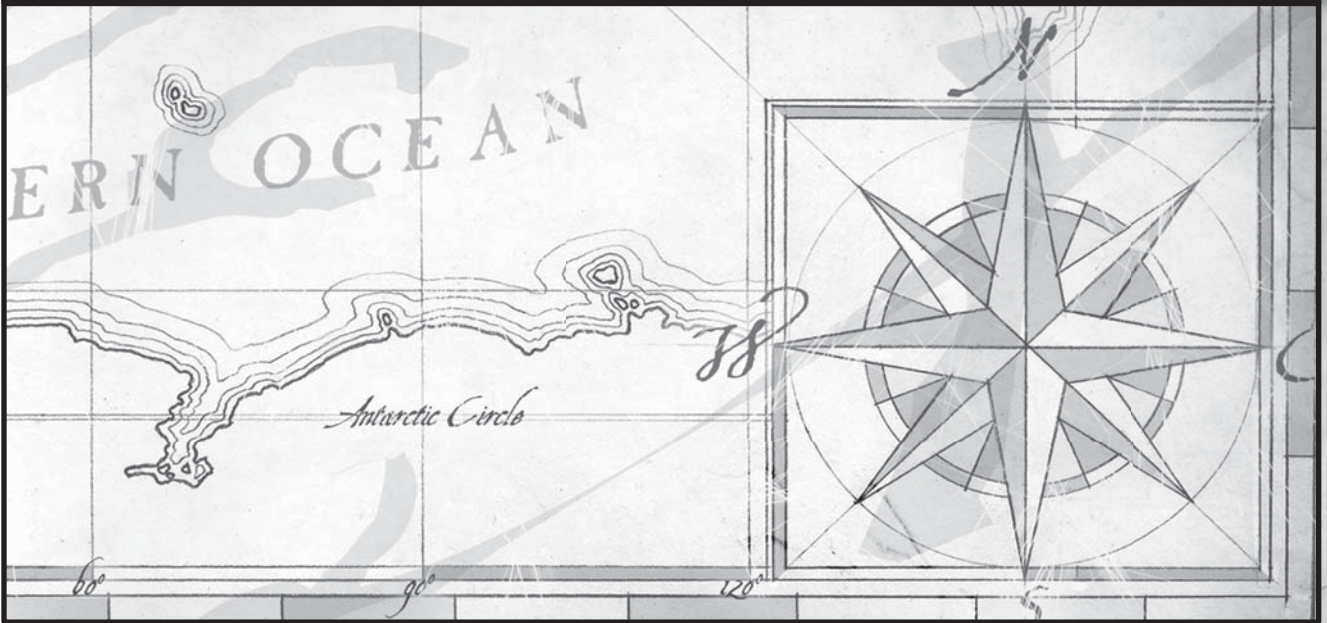


⊕ *HOLLOW EARTH EXPEDITION* *ADDENDUM*



EXPANDED CONTENT

In addition to introducing new material, the information below covers Talents, Flaws, and equipment not fully detailed in the *Hollow Earth Expedition* core rulebook. Although most of it is appropriate for any character, some material—such as the Atlantean Language Talent—may be more suitable for NPCs or special player characters.

ARCHETYPES

Crewman

Crewmen are the lifeblood of any expedition. They may be general laborers carrying supplies and performing routine maintenance or specialists such as cooks, quartermasters, or carpenters. It is the tireless efforts of these men and women that keep an expedition on the move. Their job may not be glamorous, but no captain or explorer would get very far without them.

Examples: Aeronaut, Deckhand, Submariner

Spy

Spies are covert agents working to uncover (and possibly thwart) the plans of their enemies. They might lurk in the shadows and never show their face, or work in the open using an alias. Spies have a variety of tools at their disposal including seduction, sabotage, and assassination; they will do whatever it takes to get the job done.

Examples: Double Agent, Femme Fatale, Saboteur

MOTIVATIONS

Mystery

Your character believes in privacy, security, and the inscrutable nature of the universe. He generally takes things at face value and doesn't pry into other people's business. He believes that some things should be kept secret until the world is ready for them, and that delving too deeply into things man was not meant to know can be dangerous. You earn Style points whenever your character protects an important secret or convinces someone not to go looking for the truth.

Possessed by: Missionaries, Occultists, Spies

TALENTS

Atlantean Language

Prerequisites: Linguistics 6

Your character can fluently read, write, and speak the Atlantean language. However, it is a complex language, and she has only begun to realize its true potential.

Benefit: Your character has basic proficiency in Atlantean. Advanced concepts may be lost on her, though, as there is a difference between understanding the words and unraveling their meaning.

Normal: The Atlantean language is a mystery to your character. Deciphering or translating basic concepts require

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a Linguistics roll with a difficulty rating of 4. Obscure or esoteric concepts have a difficulty rating of 5 or greater.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Linguistics bonus for each additional level. Advanced knowledge of Atlantean also increases the number of languages your character is fluent in (see *Hollow Earth Expedition*, p. 56).

Atlantean Power Words

Prerequisites: Atlantean Language

Your character has begun to tap into the true power of the Atlantean language, allowing him to issue one-word commands that must be obeyed.

Benefit: As an attack action, your character may attempt to issue a one-word command to a group of opponents during combat. All sentient creatures who hear it will understand the command, but beware: Atlantean is a complex language and correct pronunciation is critical in order to compel them to obey.

When issuing a command, make a Linguistics roll against all opponents within 10 feet of your character. If you roll more successes than an opponent's Willpower rating, she must obey the command for a number of turns equal to the number of extra successes you rolled. A commanded opponent may defend herself normally, but the control is broken if she is attacked during this time. If you roll more than twice an opponent's Willpower rating, she loses her Active Defense and cannot disobey the command even if attacked for a number of turns equal to the total number of extra successes you rolled.

Normal: Your character cannot use the Atlantean language to command others.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Linguistics bonus for each additional level. Advanced knowledge of Atlantean also increases the number of languages your character is fluent in (see *Hollow Earth Expedition*, p. 56). Bonuses from the Atlantean Language and Atlantean Power Words Talents do not stack.

Counterstrike

Prerequisites: Brawl 4

Your character may counterattack after blocking a blow, shifting immediately from defense to offense.

Benefit: Your character may reflexively attack as part of the Block maneuver (see *Hollow Earth Expedition*, p.118). Resolve the Block normally, but your character

inflicts damage if you roll more successes than her attacker. Any Defense modifiers that apply to the Block maneuver apply to the Counterstrike ability; however, bonuses from the Block and Counterstrike Talents do not stack. If your character loses her Active Defense, she loses her Counterstrike ability as well.

Normal: Your character Blocks normally.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Defense bonus against Brawl attacks for each additional level.

Quick Strike

Prerequisites: None

Your character can strike like lightning, allowing him to land a blow before his foe has a chance to react.

Benefit: When making a Brawl or Melee attack, your character gains a bonus Initiative success, raising his total Initiative and allowing him to attack sooner. If using Continuous Combat (see p. 4), your character gains a -1 bonus to his Initiative Rate.

Normal: Your character's Initiative is unmodified.

Advanced: You may purchase this Talent up to three times, gaining your character an additional Initiative bonus for each level.

Riposte

Prerequisites: Melee 4

Your character may immediately attack after parrying with a melee weapon, turning her opponent's attack to her advantage.

Benefit: Your character may reflexively attack as part of the Parry maneuver (see *Hollow Earth Expedition*, p.121). Resolve the Parry normally, but your character inflicts damage if you roll more successes than her attacker. Any Defense modifiers that apply to the Parry maneuver apply to the Riposte ability; however, bonuses from the Parry and Riposte Talents do not stack. If your character loses her Active Defense, she loses her Riposte ability as well.

Normal: Your character Parries normally.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Defense bonus against Melee attacks for each additional level.

Snapshot

Prerequisite: None

Your character can shoot from the hip, firing intuitively without requiring time to aim.

Benefit: When making a ranged attack, your character gains a bonus Initiative success, raising his total Initiative and allowing him to attack sooner. If using Continuous Combat, your character gains a -1 bonus to his Initiative Rate.

Normal: Your character's Initiative is unmodified.

Advanced: You may purchase this Talent up to three times, gaining your character an additional Initiative bonus for each level.

FLAWS

Mental

Curious: Your character is insatiably curious. She is fascinated by the unknown and will leave no stone unturned in her search for answers. She cannot leave well enough alone and often ends up in trouble. You earn a Style point whenever your character's curiosity gets her or her companions into trouble.

Thrill-Seeker: Your character is an adrenaline junkie. He laughs in the face of danger and revels in putting himself in extreme situations. As a result, he is much more likely to get hurt or killed. You earn a Style point whenever your character needlessly puts himself or his companions in danger.

Social

Stubborn: Your character is obstinate and hardheaded. She becomes unreasonably unmoving once her mind is made up. You earn a Style point when your character's inflexibility causes her trouble or she forces others to go along with her idea.

Fanatic: Your character is passionately devoted to a particular cause, ideal, or organization. He will act in accordance with his beliefs even if it costs him his life. You earn a Style point whenever your character's devotion causes him harm or he converts someone else to his way of thinking.

EQUIPMENT

Modern Longarms

Winchester M1895 .405: This Winchester rifle was specially chambered for .405-caliber ammunition, making it the most powerful lever-action rifle in its day. Theodore Roosevelt had a special fondness for this rifle, calling it "Big Medicine" for lions.

Modern Longarm	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Winchester M1895 .405	4L	2	100 ft.	4 (i)	M	A	\$50.00	8 lbs.

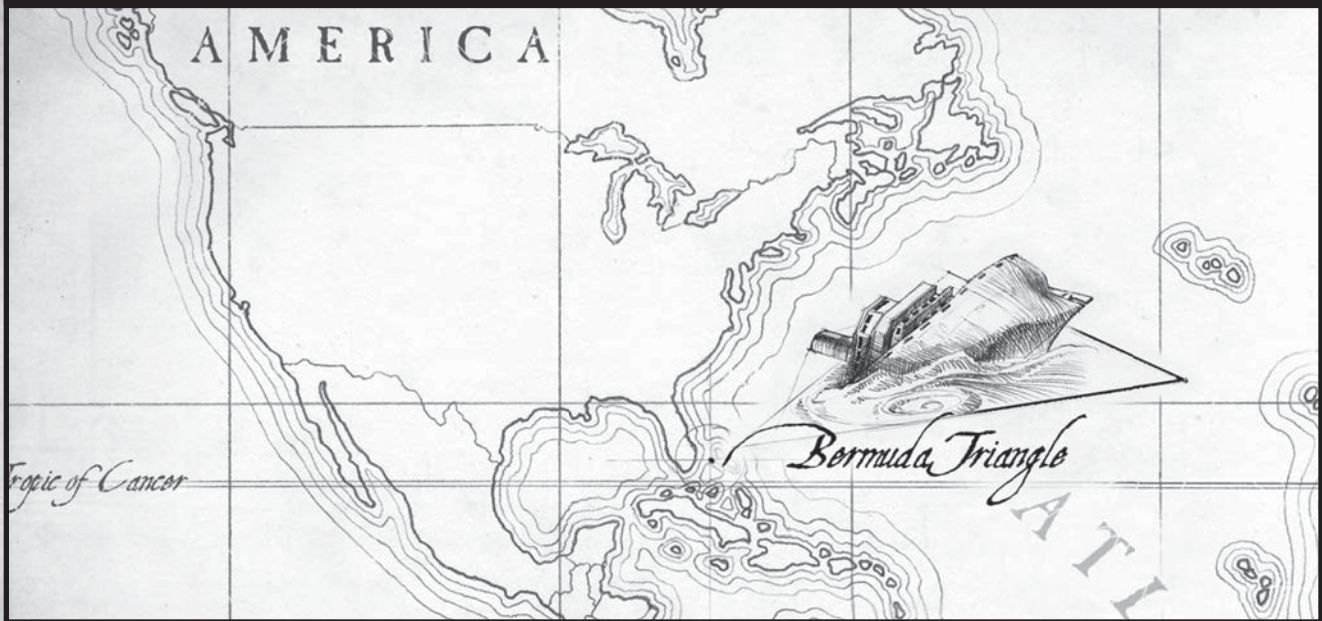
ATLANTEAN ARTIFACTS

Beastmaster Crystal

Artifact 3

This small, tooth-shaped crystal allows the user to summon and control animals. The character simply places it between the palms of her hands and concentrates on the creatures she wishes to contact. She will feel her mind expanding as the crystal begins to glow with golden light. If there are animals of the appropriate type in the immediate area, she will feel their presence and may attempt to control them. Make an Animal Handling roll. If you roll more successes than an animal's Willpower rating, it is compelled to obey your character's summons as quickly and directly as possible. It will remain friendly toward her for a number of turns equal to the number of extra successes you rolled. The control is broken if it is attacked during this time. If you roll more successes than twice an animal's Willpower rating, it is compelled to obey your character's commands (even if attacked) for a number of turns equal to the total number of extra successes you rolled.

⊕ *CONTINUOUS COMBAT*



Continuous Combat is an optional system for running action scenes in an ongoing progression rather than by the usual round-robin cycle of turns. Unlike standard combat, the sequence for character actions is fluid and ever-changing; characters performing fast actions will act more often, and characters performing slow actions will act less often. Thus, Continuous Combat offers a better balance between speed and strength, and can add a new dimension of strategy to combat. A Gamemaster may also choose to switch back and forth, using standard combat for smaller conflicts and preparing Continuous Combat for climactic fights.

Normal round-robin combat is divided into a number of turns, with each player performing one action during each six-second turn. The duration of a single action in Continuous Combat is measured not in turns but in phases, where ten phases equal one turn of standard combat (making each phase approximately one-half second long). Actions performed in Continuous Combat are identical to those in round-robin combat and have a base duration of 10 phases. The difference is that the duration of actions can be modified by individual attributes and other factors.

During Continuous Combat the GM will count through the phases until combat is finished. Each player is responsible for announcing his action when the count reaches the phase where he can act. The player executes his action and then determines when his next action will occur while the count continues and other players resolve their actions.

CONTINUOUS COMBAT OVERVIEW

During Continuous Combat, all characters follow these basic steps:

Step One: Calculate Initiative Rate

Determine how long it takes for a character to complete a declared action

Step Two: Continuous Movement (Optional)

Characters move in small increments during each phase of combat

Step Three: Apply Modifiers

Modifiers to a character's rolls last until his next Initiative phase

Step Four: Resolve Action

Resolve action normally

Step Five: Repeat

Repeat Steps Two through Four for each character until combat is concluded

CALCULATE INITIATIVE RATE

Bodies do not move at the speed of thought; there is always a lag time between decision and action. The Initiative Rate represents the time it takes to move in for a punch, fiddle with the Atlantean artifact, or aim at a target. The number of phases between actions varies from character to character, and is determined by Initiative Rate. The base Initiative Rate for an action is 10 minus the character's Initiative roll, modified by specific actions, weapons, and Talents (minimum Initiative Rate = 1). Each character's base Initiative Rate is used for the remainder of the combat.

Initiative Rate = 10 – Initiative Successes + Initiative Rate Modifiers

Example: Peter rolls 3 successes on his Initiative roll, so his character will act on phase 7, plus or minus any modifiers. If he is wielding a fast weapon, such as a hunting knife (-1 Initiative bonus), his character will strike on phase 6. If he is wielding a slow weapon, such as an elephant gun (+1 Initiative penalty), his character will attack on phase 8. If he switches weapons later, his character's Initiative Rate will be modified accordingly.

In Continuous Combat, any effect or circumstance with a duration measured in combat turns lasts for 10 phases per combat turn. Thus, if a fire will burn for two combat turns, it will last for 20 phases in Continuous Combat; if a Body roll must be made to hold one's breath every turn, then it must be made every 10 phases.

Combat Schedule

Gamemasters using Continuous Combat may wish to prepare a combat schedule. This might seem cumbersome at first, but once the GM and players are used to it, and all the numbers have been crunched, it can dramatically simplify combat because the NPC actions are pre-calculated and recorded on the schedule. This is especially helpful when dealing with multiple opponents with different Initiative Rates.

Initiative Rate Modifiers		
Action	Modifier	Notes
Aim Maneuver	+10 penalty	Loses Active Defense until shot is fired; gains +2 Aim bonus for each 10 phases spent aiming
Brawl Attack	-1 bonus	Includes disarm, grapple throw, etc.
Called Shot Maneuver	+1 penalty	
Careful Action Maneuver	+1 penalty	+2 Defense bonus
Charge Maneuver	None	
Hasty Action Maneuver	-1 bonus	Loses Active Defense until next action
Non-attach Action	None	Includes dodge, stand up, use skill, etc.
Parry Maneuver	Weapon Speed	
Ready weapon	None	A penalty may be imposed if the weapon is securely stowed or difficult to reach
Reload a weapon	None	
Reload weapon with rate of fire = 1/2	+10 penalty	
Reload weapon with rate of fire = 1/3	+20 penalty	
Style Points	Maximum -5 bonus (10 Style points)	Style bonus only lasts for one action
Surprised	+10 penalty	
Total Attack Maneuver	+1 penalty	Includes Flurry, Full Autofire, etc.
Use Item	None	A modifier may be imposed depending on the complexity of item (pressing a button is -1, playing a few bars on a piano is +2)
Weapon speed is "A" (Average)	None	
Weapon speed is "F" (Fast)	-1 bonus	
Weapon speed is "S" (Slow)	+1 penalty	

CONTINUOUS MOVEMENT (OPTIONAL)

Characters will normally both move and act on the appropriate phase of combat. In certain circumstances, however, it may be important to know how fast a character is moving or where he is at any given instant. In these situations, the GM can have characters distribute their movement across several phases rather than using it all at once.

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With Continuous Movement, characters spend some of their Move rating each phase. Each Move rating buys the appropriate distance for the movement type (e.g., 5 feet while walking, 2.5 feet while swimming). A character's Move rating must be spent during contiguous phases leading up to and including the phase he performs an action. After completing that action the character's Move rating replenishes (any unspent Move rating is lost). A Character must spend his Move rating during contiguous phases. If he stops moving for any reason, he cannot move again.

On each phase, a character may move up to his Move rating divided by his Initiative Rate, rounded up (see sidebar). For example, Mick has a Move rating of 6 and a current Initiative Rate of 8, so he can spend 1 Move rating per phase on up to six contiguous phases. Meanwhile, a giant ape, with an Initiative Rate of 10 and a Move rating of 24, can spend up to 3 Move rating per contiguous phase.

In normal round-robin combat, characters have the option of moving then attacking, or of attacking then moving. With Continuous Movement, characters do not attack and move at the same time. Instead, movement always happens prior to a character's action. A character's Move rating refreshes after his next action.

Players with the Mobile Attack Talent, however, do not have to move contiguously. Additionally, they may borrow up to half their total Move rating from their previous action or carry over the same amount to their next action. A character's modified Move rating is used to calculate his current movement per phase.

Move rating is...	Move rating/phase
Less than or equal to Initiative Rate	1
Greater than Initiative Rate	2
Double Initiative Rate	3
Triple Initiative Rate	4
Quadruple Initiative Rate	5

Note: A battle mat with a grid or hexagonal pattern is useful when tracking movement for multiple characters.

Example: Andrew's character is trapped in a narrow canyon, running away from a stampeding brontosaurus. The GM wants to keep things dramatic, so he decides to use Continuous Movement and lay out the scene on a battle mat; each square is equal to 5 feet, and the dinosaur is 15 squares (75 feet) behind the hero. The brontosaurus has a Move rating of 56 (long strides!) and a calculated Initiative Rate of 8 (10 - 2 successes on its Initiative roll). Andrew rolls four successes on his Initiative and declares that his character is sprinting (Move rating x4), giving him an Initiative Rate of 6 and a Move rating of 28.

Andrew sees that his speed of 28 is more than four times his Initiative Rate of 6, so he can move up to 5 spaces per phase. The brontosaurus, on the other hand, can move 7 spaces per phase. Andrew's character may not be able to outrun the dinosaur, but his comparative nimbleness and small size may keep him alive for a short time.

The GM calls for phase one and both characters move. The brontosaurus narrows the gap to 13 spaces. The same happens on phases two through five, reducing Andrew's lead to 5 spaces. But when the GM calls for phase six, Andrew can't keep up the pace. He only has a 3 Move rating left, while the brontosaurus covers another 7 spaces. It is now only one square behind him! Andrew didn't have to spend all his Move rating in the early phases, but not doing so would have meant becoming road kill.

Fortunately, Andrew gets to act on phase 6 and his Move rating refreshes. He could continue sprinting, but he won't be able to outrun the brontosaurus. It will catch up to him on the next phase, no matter what. Instead, he decides to risk it all on a daring athletic maneuver. He declares that his character is going to dive for cover behind a rock and hope the dinosaur thunders past him.

Using normal movement rules, Andrew's character would have moved and acted before the brontosaurus and never been in any real danger. By using Continuous Movement, the GM created tension and gave Andrew the sense that his character made a narrow escape.

APPLY MODIFIERS

Whenever an action provides a modifier to a roll, bonuses or penalties remain in effect until the character performs a different action. Therefore, a character using the Guardian Talent may grant an uninterrupted Defense bonus to his allies for the remainder of combat, so long as he takes no other actions.

Example: On phase nine, the GM announces that a Nazi soldier is carefully aiming at the explorers. He could fire his rifle as early as phase nine, but chooses instead to delay his action until phase nineteen in order to get a +2 Aim bonus. Meanwhile, Andrew's survivor character has succeeded in sneaking up on him, and attacks with his spear on phase 16. The sniper is in the midst of performing the Aim maneuver, so he cannot use his Active Defense against the attack because his attention is elsewhere.

Multiple Attacks: Characters performing an action that allows them to attack multiple times (such as the Flurry or Dual Wield maneuvers) may divide their Initiative Rate into equal parts and attack once at the end of each part. For example, if a character with an Initiative

Rate of 8 were to attempt to shoot twice, then he would fire on phases four and eight. Even if a character chooses to hold his first attack for a number of phases, the second attack must follow the first by at least half his Initiative Rate (rounded down). (Note: Autofire attacks are not considered multiple attacks for these purposes.)

Multiple Attackers: Only attacks that fall within a target's Initiative Rate count as multiple attacks. Thus, two characters must attack the same enemy between his actions in order to reduce his Defense rating. If fighting faster opponents, characters may want to hold their attacks in order to gain this benefit.

Stunned: A character can perform no actions for 10 phases after being stunned. Any actions underway are cancelled. Afterward, she may calculate her Initiative Rate normally, starting with the phase in which she recovered from being stunned.

Continuous Combat Maneuvers

Hasty Action: When speed is important, your character may throw caution to the wind and perform a hasty action. She gains a -1 bonus to her Initiative Rate for that action, but it leaves your character overextended and she cannot actively defend herself. If she is attacked before her next action, you only get to roll her Passive Defense (plus any applicable defense modifiers) for her Defense roll.

Careful Action: Sometimes a character is willing to sacrifice speed for safety, carefully defending herself while she performs an action. By taking a +1 penalty to her Initiative Rate, she gains a +2 Defense bonus until her next action.

RESOLVE ACTION

When the GM's count reaches the phase for a character to act, that character performs his action just as in standard combat. The character isn't required to take an action, and may hold his action for any number of phases, but he cannot calculate the Initiative Rate for his next action until the current phase is complete.

Ties: If two or more characters are scheduled to perform an action during the same phase, the tie is resolved in the usual way: total Initiative rating acts as the tie breaker.

Movement: Unless you are using the Continuous Movement option (see above), characters both move and act on the same phase as their action.

EXAMPLE OF PLAY

The GM has decided the climax of his game will have several different enemies converging on the site of a mystical Atlantean gate, so he is running this capstone encounter using the Continuous Combat system.

Before the game begins, the GM calculates the Initiative Rate for the heroes' adversaries. The lizardmen guarding the gate are wielding spears (an average speed weapon) and have an Initiative rating of 5. Since the lizardmen's average Initiative is 2+, the GM rolls one die. It comes up a success, so the lizardmen's average Initiative Rate is 7 (10-3+0). To make it even more interesting, he gives them the ability to spit poison, but he keeps it simple by making their spit attack follow the same Initiative Rate. There are also several Thule Society soldiers who will join the combat. Based on the soldiers' Initiative rating and weapons, the GM determines that their average Initiative Rate is 8. He finishes prepping for the combat by jotting down "Lizards" on the combat schedule at 7, 14, 21, 28, etc., and "Nazis" at 8, 16, 24, and so on, well past where he expects they'll stop fighting. Events during combat could rearrange this order, but it is most likely accurate.

When the combat begins, the players calculate their characters' Initiative Rates. Alex rolls Initiative for his big game hunter and gets an impressive four successes. He would normally act on phase 6, but since he is wielding his elephant gun (slow weapon speed), his modified Initiative Rate is 7. Andrew, playing the survivor, and Peter, playing the professor, also roll Initiative and score three successes each, giving them both Initiative Rates of 7. Now that everyone's Initiative Rates have been calculated, combat is ready to begin.

The GM counts the first few phases quickly because no one has an Initiative Rate that low. As he reaches five, Alex speaks up.

"I use a hasty action to fire my elephant gun on phase five," says Alex.

"Really?" asks the GM. "Your Initiative Rate is 7. How are you firing so soon?"

"I have the Snapshot Talent. Plus, I'm firing as a hasty action, which gives me an additional bonus."

Alex rolls his attack and deals a minor wound to one of the lizardmen; while the GM counts on, Alex calculates when he will take his next action. His base Initiative rate is 6, and he knows he will fire his elephant rifle again (+1 penalty), modified by his Snapshot Talent (-1 bonus), so he will fire again on phase eleven.

In the meantime, the GM resolves other actions. Phase seven has a three-way tie, which is resolved by comparing each character's base Initiative rating. The professor has the highest rating, so he goes first.

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The professor yells in German to the Nazis: "Let's team up against the lizardmen!" Peter makes a Diplomacy roll, but only scores two successes. The Thule soldiers don't look convinced, but the GM rewards Peter with a Style point for attempting to live up to the professor's Pacifist Flaw. Next, Andrew makes a Stealth roll to have his survivor character sneak closer to the Atlantean gate. Finally, the lizardmen get their turn: they all raise long horns—carved from the tusks of some giant creature—and blow them in unison. The sound echoes out into the jungle and is answered with a similar bel-low some distance away.

The GM lets Peter make a reflexive Anthropology roll to see if the professor understands what the lizardmen have done. Peter rolls and only scores two successes.

"With that roll," says the GM, "You can tell that the lizardmen are summoning reinforcements. But the trumpeting also has a sort of ritual to it, like it might have some kind of religious meaning."

The GM continues to count phases. On phase eight, the Nazis move forward and open fire. Two of them shoot at the lizardmen, clipping them for minor wounds, while the other two shoot at the hunter and the professor ("That's what you get for trying to make a deal with Nazis," the GM notes sagely). The professor manages to avoid being hit, but the hunter—who is still off balance because of his hasty action—can only roll his Passive Defense, plus a couple of bonus dice due to cover. He takes three points of damage, enough to stun him, so he spends two Style points to prevent one wound and avoid being stunned.

The GM counts on. On phase eleven, the hunter fires at the lizardmen again. This time he rolls a devastating eight successes, dropping his target in a shower of green scales. On phase fourteen, the survivor bounds out of the undergrowth, taking down a Nazi with one of his machetes. On that same phase, the lizardmen leave their post to attack the intruders. One attacks a Nazi and another jabs the survivor with a spear, inflicting two lethal wounds. The other two lizardmen spit venom, striking both the professor and the hunter. Both players make Body rolls to overcome the toxin rating of the poison (which the GM decides is a 4) but neither of them roll enough successes. Both characters will continue to take damage over time. Now the GM has another effect to track: the two poisoning victims will need to make a Body roll every ten phases until the effect ends. It is now phase fourteen, so he jots down "poison, prof & hunt" on phase twenty-four to remind himself when to bring it up again.

As an aside, the GM announces that a great crashing can be heard out in the jungle; it would seem that the lizardmen reinforcements are drawing near.

"Fifteen," says the GM.

"Oops," says Peter. "I was supposed to go on fourteen. Dang! If I had gone then, I could have avoided the lizardman. Oh well. I'll go now." Phase fourteen was the earliest the professor could have acted, but he is allowed to hold his action for any number of phases until he chooses (or remembers) to go. The professor moves toward the gate on phase fifteen.

On phase sixteen, the Nazis inflict another wound on the hunter, the survivor, and one of the lizardmen. The hunter reloads on phase seventeen.

"Eighteen," says the GM.

"Me!" says Andrew. "I spend two Style points to boost my Dual Wield Talent one level, and make my first attack."

The survivor last performed an action on phase fourteen. His Initiative Rate for his current action is 8 (due to the +1 penalty for the Total Attack maneuver) and since he's attacking twice, he divides his Initiative Rate by two. The survivor makes his first attack on phase eighteen, and will make his second attack on phase twenty-two. Because he is making a Total Attack, he loses his Active Defense until his next action following his second attack.

Once that's clarified, the survivor swings the machete in his right hand, whacking it soundly into the thigh of his lizardman opponent. This adversary has also been injured by Nazi bullets, but somehow remains on its feet, hissing angrily.

The lizardmen attack again on phase twenty-one. One drops a Nazi soldier, while the other rushes the professor and jabs him with a spear for one point of damage, hoping to chase him away from the portal.

On phase twenty-two, the professor runs to the gate (on the next round, he will begin deciphering the runes inscribed upon it). The survivor delivers his second blow, dropping a lizardman.

The hunter has reloaded and is ready to fire on phase twenty-three. There are two lizardmen and two Thule soldiers left standing. Since he dislikes them so much, the hunter shoots at a Nazi with his big gun. Luck isn't with him. Despite his large dice pool, he only inflicts three points of damage. It isn't enough to kill the Nazi, but it's enough to stun him. The GM marks "N#2 unstunned" on phase thirty-three of the combat schedule to indicate when the Nazi will be able to take action again. This means he's out of sync with his fellow, but it won't be hard to track him separately.

On phase twenty-four, the Nazi deals the survivor an additional wound. In addition, the poison inflicts one more wound on the professor and the hunter.

Nothing happens again until phase twenty-eight, when one lizardman slays a Nazi and the other narrowly misses the professor with a spear.

There is another three-way tie on phase twenty-nine, this time between the three player characters.

The professor is first, so Peter makes a Linguistics roll to operate the portal. The GM determines that he needs to accumulate 5 successes to open the portal; if he only rolls a portion of that this round he could add more on his next action, but, as injured as he is, waiting seems risky. "I'm all in," he says, pushing forward his entire stack of Style chips to buy four bonus dice. His sacrifice pays off: he rolls six successes this phase.

"The stone face of the portal shimmers and ripples with energy," says the GM. "It opens to show a high, snowy peak, and a cold wind blows past your face. You may pass through the portal at any time."

Unfortunately, this is easier said than done. The hunter and the survivor aren't close enough to get through the portal yet, but they both intend to move toward it once they've taken out the opposition. A good shot from the hunter fells the lizardman attacking the professor, and the survivor finishes off the other one, so the GM crosses the lizards off the combat schedule.

The remaining Nazi regains consciousness on phase thirty-three, and may now plan on going eight phases later, meaning that his next action will occur on phase forty-one. But he's never going to get there; as the stars clear from his eyes, he sees the arrival of what the lizardmen summoned with their horn blast. It isn't a troop of reinforcements. It's actually the creature they worship as a god: a very large and angry T. Rex. The Nazi's scream of terror is cut short as the dinosaur's massive jaws clamp down on him. Its average Initiative Rate is 8 (10 - 2), so the GM determines that the T. Rex will attack again on phase forty-one.

On phase 34, the hunter and professor take another point of damage from the poison, which renders the professor unconscious and the Hunter nearly so. Andrew finally gets enough successes on his Body roll but Peter still needs one more, so the GM notes that the professor will have to roll again ten phases later.

"Thirty-five, thirty-six, thirty-seven," says the GM. "Thirty-eight, thirty-nine, forty—nobody has an action yet?"

"I was ready to go on 35," says Alex. "I was holding my action so Andrew could go through the portal first."

"I was ready on 36," says Andrew. "I was waiting for you! Ok, let's go now. I'll drag the professor through the portal first."

"I'll help him with my held action," says Alex.

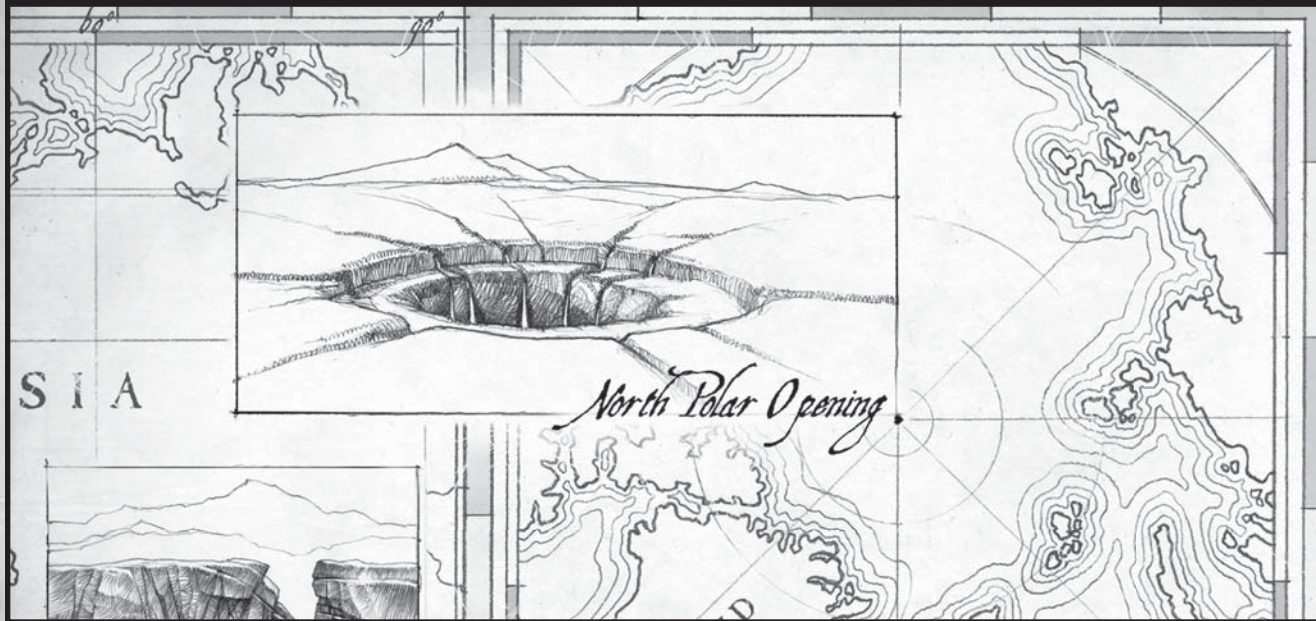
"The mighty T. Rex bellows in frustration as you drag the professor to safety," says the GM. "The portal seals behind you and you find yourself on a frigid, snowy mountain top, panting with relief and exhaustion. You are all severely wounded, the professor is unconscious and, unless I am mistaken, your guns are empty. This is why it's such a shock when you are surrounded by

a half dozen mighty apemen with shaggy, white hair. They're armed with spears and they don't look pleased by your presence. Well, gentlemen, would you like to continue this combat?"

Example Combat Schedule

- 01.
- 02.
- 03.
- 04.
05. Hunter hasty attack
- 06.
07. Survivor sneaks; Prof diplomacy; lizards
08. Nazis
- 09.
- 10.
11. Hunter shoots
- 12.
- 13.
14. Survivor charges; Lizards
15. Prof runs
16. Nazis
17. Hunter reloads
18. Survivor Dual Wield 1
- 19.
- 20.
21. Lizards
22. Survivor Dual Wield 2; Prof runs
23. Hunter shoots
24. Nazis; Poison: Prof & Hunter
- 25.
- 26.
- 27.
28. Lizards
29. Hunter; Prof deciphers; Survivor attacks
- 30.
- 31.
32. Nazis
33. Nazi #2 unstunned; T. Rex arrives
34. Poison: Prof
35. Lizards
- 36.
- 37.
38. Nazi#2
- 39.
40. Nazis Survivor and Hunter carry Prof through gate
41. T. Rex
42. Lizards

⊕ *SAMPLE ADVENTURE:* *TO THE EARTH'S CORE*



This adventure may be run as a one-shot game to introduce players to Hollow Earth Expedition, or as a new chapter in an ongoing story. It should take four to five hours to complete, depending on the number of players and how much the GM chooses to embellish the plot.

Plot Synopsis

Professor Scrumptumbler, a brilliant and eccentric scientist, has built a drilling machine to carry him and a few select passengers to the Earth's core. Unfortunately, the Nazis would love to use his invention as a weapon. How far will the player characters go to keep it out of Nazi hands?

Archetypes

If running a one-shot game, you'll probably want to provide pre-generated characters. Any of the sample characters from the core rulebook should work fine.

If you want your players to generate their own characters, you'll need to give them some guidance. The Archetypes best suited for this adventure are listed below.

- **Academic/Scientist:** The professor has lost a lot of credibility and he's keen to have other authorities (even rivals) verify his claims.
- **Doctor:** It's going to be a dangerous journey; a trained medical expert may save someone's life.
- **Engineer:** It takes a lot of know-how and elbow grease to keep a drilling machine running.
- **Explorer:** An expert is needed to help map and explore the Earth's core.
- **Hunter:** A skilled hunter can provide fresh meat

and protection from predators.

- **Soldier:** The professor has dealt with unscrupulous people, and he doesn't begrudge himself some protection.
- **Reporter:** A journalist can document the expedition's findings (and hopefully repair the professor's damaged reputation).

Motivations

The following Motivations are recommended:

- **Duty:** You've been invited (or hired) to accompany the professor, and you won't let him down.
- **Fame:** If the professor's right, you'll go down in history. This is a chance to make your mark on the world!
- **Truth:** Are the professor's wild claims true? This is your chance to find out.

The Hook

Once a renowned university scientist, Professor Scrumptumbler fell into disrepute after claiming he discovered a "vast, unusual cavern" containing impossible wonders. He has designed and built a drilling machine that he insists will allow him to return with others. Most people have written it off as a hoax, but a select few have decided to accompany him and bring back proof.

Unless players are familiar with the Hollow Earth, keep descriptions as vague as possible. Anyone expecting to find a "vast, unusual cavern" may be surprised by a prehistoric land of perpetual noon. Players only get that thrill of discovery once, so play it up!

South African Transvaal Basin, 1936

As the players arrive at a research facility in the middle of the African Scrublands, they see the shiny drilling machine propped high on its gantries. Professor Scrumtumbler is hustling back and forth in its shadow, shouting orders at his crew, testing fuses, and tightening screws. He will greet them warmly but curtly, asking them to go with his chief engineer, Botta, as he helps make preparations.

Botta will lead the team to a low airplane hangar that contains the gear for the trip. Most notably, this room contains a second drilling machine! Although this battered prototype is much smaller and dirtier than the great shiny ship outside, the professor has tested it on several occasions. This is a good time for characters to introduce themselves to each other and to question Botta, who will happily answer to the best of his ability.

Botta tells the characters:

- Professor Scrumtumbler discovered the “vast cavern” on a spelunking expedition a few years back, but a cave-in prevented his return.
- Only the professor has seen this “vast cavern,” and he hasn’t been inclined to discuss it after enduring the derision of the scientific community.
- Scrumtumbler gained funds for this operation by selling the drilling machine plans to Nazi Germany officials, but he kept his conscience clean by not including the power core in the sale.

Nazi Aggression!

The conversation is abruptly cut off by squealing tires and raised voices from outside. Anyone going to the window or opening the hangar doors will see a large covered truck stopped near the drilling machine, and Nazi soldiers piling out. At the head are two prominent figures: Commandant von Dassow—at whom the professor is yelling angrily—and the impressively muscular Nazi Trooper Schmidt. As the players glimpse the scene, the Commandant gestures to Schmidt, who drops the professor with a thunderous left hook, then carries him like a sack of potatoes as the Nazis board the drilling machine. The big drill starts spinning, and it is time to roll Initiative.

The drilling machine is about 75 feet away from the hangar. Unless a player specifically stated she had a weapon in hand prior to looking out the window, it will take an action to ready firearms. The Nazis outnumber the player characters 3-to-1, but aren’t expecting resistance; if attacked, only two or three will exchange cover fire while the rest move double-time onto the machine. There are a dozen seats in the vehicle (adjusted as necessary for a larger or smaller expedition team) and, if unob-

structed, four soldiers can pile up the ten-foot wide ramp and board on each combat turn.

By the third turn, the Nazis aboard will seal the hatch; by the fourth turn, the only sign of the big drilling machine will be a mound of pulverized dirt piled in its wake. The machine fills in the hole after itself, so it will be unreachable by any means other than the prototype drilling machine.

Nazis remaining behind will either retreat or surrender. Under duress, prisoners will reveal what they know of the mission: they are to capture the professor and his machine, bore into some big dark cave, then turn around and come back out at a slightly different angle to await pickup at a remote location.

The Prototype

If none of the player characters are skilled at piloting a drilling machine, Botta will be pleased to pilot. The inside of the prototype is cramped and the seats are designed to swing like those of a Ferris wheel, so passengers will always sit upright. Once the characters are inside, the drilling machine shakes and rumbles while dirt boils up past the portholes, sealing out the natural light. Botta will yell up to them to get comfortable, because the journey will take about two days.

There is no way to steer or reverse while underground. They will follow the path of least resistance—the hole made by the other machine. They can not attempt to outrun their quarry, lest they bore through the other machine and kill everyone aboard. Botta will bring up other grisly fates the players may have neglected to consider: the machine burning to a crisp in a magma flow; skewing off course to the bottom of the ocean and drowning; getting stuck and running out of oxygen; or experiencing a hull breach, causing the cabin to fill with crushing dirt.

The most important thing Botta must show the players is the engine’s power core, which is the prototype’s source of energy. When its containment cabinet is opened, the players see that the power core is a three-foot long crystal. It floods the entire cabinet with a bright green light and a shrill, nails-on-chalkboard sound. Botta tells them the professor discovered the crystals on his first trip to the “cavern,” and found them to be a powerful source of abundant, waste-free energy. Unfortunately, tapping into the crystal caused it to emit the shrill noise, and the professor hasn’t been able to make it stop. There are only two such power cores known to exist: one in the prototype and one in the Nazi-captured machine.

The cabin temperature rises for several hours until it tops out at 120 degrees Fahrenheit. Then it creeps down to just over 30 degrees, and continues to fluctuate slow-

⊕ Addendum

ly but erratically throughout the trip. Everyone's wrist watches begin to malfunction until none are reliable. The seats gyrate occasionally, indicating that the machine is shifting from pointing down to pointing up. After being cooped up in a claustrophobic madhouse for what seems like eternity, the characters will no doubt be overjoyed when the machine finally breaks free of the earth.

The Jungle Clearing

The breakthrough isn't all good news; when the machine breaches the surface, it sputters and jerks, the controls spark, and Botta fills the air with the foulest curse words in his native Afrikaans language. The prototype lurches to a stop, still protruding through the ground vertically. As the characters get their first glimpses of daylight through the windows, Botta opens the containment cabinet and they all see that the power core now appears dull and inert (but still gives off a low hum). He takes the seemingly drained device outside to get a better look at it.

When the characters disembark, they find themselves in a clearing surrounded by a towering wall of trees. The sun is directly overhead, bigger and brighter than they've ever seen. The players (or Botta) might reason that they went off course and emerged at some distant point on the surface. But where? Africa? A safari veteran will recognize that this jungle is unlike any other on the "dark continent," and a biologist will note that many of the plants and trees should be extinct, and the familiar varieties have grown to unusual size.

The most notable feature of the clearing is the other drilling machine, lying 30 feet away from the hole, locked and abandoned. Upon gaining access, characters will see that it has been cleaned out, and the cabinet for the power crystal is open and empty.

A Perception roll of 2 or more will show that there are five low-flying "birds." A roll of 3 or better tells that they are actually very high-flying but extremely large, with unusual head plumage. An Investigation roll of 2 or more will reveal empty bullet casings spread throughout the clearing; just beyond the tree line are the bodies of two Nazis who were obviously ravaged by some kind of wild animal (the pterosaurs) before being placed in shallow graves by their companions. On a roll of 2 or better, the Survival skill will allow a character to follow the remaining Nazis' tracks down a game trail. Of course, a dedicated hunter may be more interested in those huge, strange birds up there in the sky...

German Casualties

The Nazis will ideally outnumber the players in the final encounter by two to one (including the Commandant and Trooper Schmidt). The Nazis enter the Hollow Earth with ample troops but players will discover evidence that several of their foes have fallen prey to various hazards along the way. Feel free to adjust or obfuscate the number of Nazi casualties to ensure an appropriate number of soldiers at the climax.

Pterosaur Attack

Two pterosaurs break off from their flock and attack just when the players are most spread out and preoccupied. They come in low over the thick canopy, making it nearly impossible to spot them ahead of time (5 or more successes on a Perception roll). On their first round they swoop to a landing on either side of the engineer and the crystal, cawing shrilly and thrusting threateningly with their massive, toothy beaks. On their next turn, whether attacked or not, one will seize Botta (taking the average is sufficient) and one will snatch the power core off the ground, then both will leap into the air.

The players have one turn before the creatures carry Botta and the crystal over the canopy and out of sight. A single point of damage will cause a pterosaur to drop what it's carrying and not return, but characters may be forced to choose between rescuing the engineer or the power core. A dropped item or person will take two non-lethal wounds from the fall. If the power core is broken or lost, the characters can cling to the hope that the other one can be rescued from the Nazis.

At this point, Botta isn't needed for story purposes. The GM might use him as a lackey, dinosaur fodder, Nazi turncoat, Terra Arcanum agent, or anything else that seems fitting.

The Power Core

The two power cores are Atlantean power crystals that provide abundant, clean-burning power. They do get drained and must be recharged in the temple at which they were found. Unfortunately, the professor's method of tapping into the crystals causes them to emit a noise that attracts and enrages the local creatures.

The creatures that respond in greatest abundance are the insects, including hummingbird-sized mosquitoes and brightly colored hornets that will sting the carrier of the crystal incessantly, gradually contributing to a running total of non-lethal damage. Wrapping the crystal in thick material does nothing to prevent this onslaught; anyone within five feet of it will suffer

one non-lethal wound per hour. A Medicine roll may only be made once against this damage, as ointments only provide minimal help.

The biggest danger comes from the large creatures. However, although animals will target the crystal (even if carried in a backpack), they will not contradict their survival instinct.

Artifact 1	Size	Def	Strc	Notes
Atlantean Power Crystal	-2	2	2	Carrier becomes "Monster Magnet"

The March

After the pterosaur encounter, the party may complete its investigations before pursuing the Nazis. The GM can take advantage of the march to parcel out hints about the Hollow Earth (e.g., the unmoving sun, glimpses of a horizon that curves up, a herd of tiny eohippus or other extinct animals scattering before their approach). If the party has the power core with them, they are harassed by insects, and possibly by small animals flinging unpleasant items at them from nearby trees (see sidebar).

After 6 points of non-lethal damage have been distributed to the carrier (or carriers) of the power core, they hear gunshots in the distance ahead.

Conquistador Outpost

Even if hustling, the party will take about another hour (and another point of nonlethal damage to the power core bearer) before they reach the point where the shots were fired. Here they see a man-made clearing with a high-walled fort, made from the massive local trees, in the center.

Characters entering the clearing will be swiftly noticed by the sentry atop the 30-foot wall, and he will hail them in gruff Spanish. If the team lacks a linguist, the GM can choose between a game of charades or having the Spaniard's priest, Father Montoya, summoned to the walls to translate. Either way, the guards will demand to know who the players are and if they are aligned with the "bastard Germans" who came by some time ago. If the players speak English, they will be asked if England is still at war with Spain. (Someone in the party is bound to know that there has been no war between those nations for hundreds of years, so the easy answer is "no.") The Conquistadors will assume that this is because the Spanish Empire successfully forced England back to the Catholic Church, so the expedition team must be Catholic as well. Thus, the gates are opened for "the first civilized Christians we have encountered in this land!"

The Spaniards shouldn't be hard to win over, but if something goes wrong during the negotiations, the players may press on. If they do so, they will all begin to accumulate nonlethal damage from exhaustion. Setting up camp in the wilderness could also elicit sadism from a GM, who might interrupt their sleep with a charging Triceratops, come to stamp out their camp fire.

Spanish Hospitality

Upon entering the outpost, the players see that the Conquistadors have established a stable frontier lifestyle. They have butter churns, a blacksmith, muskets, and a fenced pen for a small herd of domesticated Aurochs. Everything is old and worn but well tended to, including the residents—elderly men in excellent health. They quickly set a table with roasted Aurochs steaks, enormous vegetables, colorful fruits of myriad shape, and an odd, dark liquid that approximates wine. As they eat, Father Montoya will readily answer questions to the best of his understanding.

He explains that the Germans who appeared at their gates weren't Christian and wouldn't explain their prisoner (Scrumtumbler). Shots were exchanged but the Nazis had no hope of overcoming the walls, so they retreated back into the jungle. Although this offended the honor of the Conquistadors, he could not pursue because they are under strict orders from their captain to hold the fort until he returns from a mission far to the south.

Father Montoya warns that the game trail leads to "uncivilized ruins" and "Saracen stones" haunted by "heathen savages and their hellhound hunting beasts." He expresses great resentment toward the local natives because his attempts to convert them failed. The priest and all of the Conquistadors are products of their time: fanatically religious and prejudiced against those who do not strictly adhere to the standards of the 16th century Catholic Church. Their perspective colors their interpretation of the world. They speak of "dragons" and "devils" alive and loose in the jungle, and will go so far as to assert that this land must be the lost Garden of Eden. Still, they are generous hosts and there is no need for conflict during a single night's stay.

The Conquistadors provide beds, and in the morning will make gifts of dried meat and fresh well water (see sidebar). Should the party wish for something more, they may trade for it. The Conquistadors are always willing to trade for metal of any kind, which the blacksmith will re-craft for various uses.

The Fountain of the Conquistadors

The Conquistadors have resided here since being shipwrecked en route to the New World in 1583. Even considering the time-stretching effects of the Hollow Earth, they have been around far longer than usual because they drink from a well that serves as a rudimentary Fountain of Youth. So long as a person drinks from the well, he will greatly retard his aging process. Furthermore, a canteen of this water—which always tastes crisp and refreshing—will heal two non-lethal wounds (or one lethal wound), which could prove quite a relief to the explorers on their upcoming march.

The Lost City

Striking out from the Conquistador fort, the characters can follow the Nazis' trail as it opens up into what was once a wide, cobbled road. By this point, the power core bearer (or bearers) has suffered 4 more points of non-lethal damage from bombardment by pests.

The Bridge

The road eventually turns to parallel a wide, dark river and the trail turns sharply to a bridge arching over a narrowing between the banks. The bridge is ancient and severely weathered but appears sturdy.

A Perception roll of 2 or greater spots a wet, wadded-up cloth halfway across the bridge (closer inspection will reveal a torn, bloodied, and sopping-wet Nazi uniform sleeve). A Perception roll of 4 or greater spots a plesiosaur lurking in the dark brown water in hopes of snagging a dessert to follow his lunchtime soldier.

The plesiosaur's head and sinewy neck will lash out of the water and strike the first character to reach the center of the bridge. If a group of characters cross the bridge together, it will aim for the power core or one of the middle characters. But the plesiosaur is no T. Rex; after a few injuries, it will submerge and glide off downstream. Nor will it pursue prey out of water, so characters on the trail are safe. An expedition team that spots the creature before crossing the bridge could easily chase it away, or backtrack to fell a tree and make their own bridge.

The Natives are Restful

The land begins to slope up and the growth thins significantly. Ancient ruins of a once-great city protrude all around the road.

Coming around one of the stone edifices, the party will see the bodies of four native warriors and a domesticated Smilodon hunting animal (obviously what Father

Montoya referred to as a "Hellhound"). All have been riddled with Nazi bullets, and an Investigation roll of 2 or greater will reveal that none had their weapons drawn—they were gunned down in cold blood.

The Temple

After another 2 points of non-lethal damage to the power core bearer, the players will spot a tall, segmented pyramid. Even from a distance, an Archaeology roll of 3 or better will reveal that it is mostly reminiscent of a South American design, but also displays an inexplicable combination of Sumerian and Ancient Chinese architecture. The most important feature may be at the top: the Nazis have set up a radio transmitter antenna, with a soldier to guard it.

If the party is not overburdened with subtleness, the GM may choose to have the trooper relaxing with a cigarette or dozing off at his post. In any case, a few Stealth rolls and some Brawl or Melee is all that is needed to dispatch him quietly. The only entrance to the pyramid is at the top, and the radio cable runs from the antenna through the threshold, down into the darkness below. (The Nazis are not currently using the radio, so unscrewing or cutting the wire will not alert them prematurely.)

As they descend into the pyramid, the characters will enter a series of ornately carved rooms. A linguist may attempt to interpret the ancient languages, recognizing that many of the significant murals feature a representation of the Earth with a long line of humanoid figures marching into it through gaps at the poles. In the center of the Earth is a stylized sun, and around its inner perimeter are representations of other temples shown to contain what might be other power crystals. A Linguistics roll of 4 or greater is needed to translate a more recent etching in an alphabet that differs from the rest: "From the surface they came/Now the Earth's womb they roam/Their secrets they claim/Within their hidden home."

The only other feature of these upper levels are bundles of dynamite, carefully tucked away behind small piles of rubble. A Perception roll of 3 or greater is required to spot them. There is one bundle on the top floor and two on the second floor, with all the fuses running down the steps parallel to the cable for the radio antenna. Diffusing the simple fuse on these bombs is no trouble. What the players don't know is that there are more bundles on the floors below where the Nazis await.

The Final Showdown

Electric lights and loud conversation alert the characters to the Nazis' exact location on the third floor. This

room, like the two above, is square with a staircase coming from above on one side and another leading down on the opposite side. In the center of the room, a cylindrical stone altar—three feet in diameter and four feet tall—provides major cover (+4 to Defense bonus) to anyone hiding behind it. Nazi gear and radio equipment are strewn around the corners.

In addition to soldiers, the Commandant, Trooper Schmidt, and Professor Scrumtumbler are in this room. If the Nazis know of the character's arrival, they will prepare to ambush the characters as soon as they enter the room. Otherwise, they might be taken by surprise. If the heroes eavesdrop, they can hear the Commandant interrogating Professor Scrumtumbler. (Commandant: "I will ask you again: how do ve recharge ze crystal?" Professor: "I keep telling you, it's broken. It cannot be recharged!")

When the battle begins, the Commandant will spend at least one round using his Inspire Talent to aid his soldiers. Trooper Schmidt will close in to disarm or KO the heroes, heedless of whether he stands in the line of fire. If anyone attempts fisticuffs, he will ignore all others to prove himself the stronger man. The last two regular troopers will run up the stairs on turn two and provide reinforcement.

Commandant von Dassow is a skilled soldier who will use the central altar for cover. If the fight isn't going his way, he'll run down the stairs and set off the dynamite once he's out of the line of fire. Even if the characters caught the dynamite above, there is still another stick at the base of the altar (doing five lethal wounds to anyone nearby) and two bundles on the fourth and the fifth floors below. There is also an escape tunnel, providing von Dassow a way to come back as a future nemesis.

Resolution

If the Nazis were successful in demolishing the temple, the heroes must scramble to get out as it collapses around them (causing one non-lethal wound per turn to each character on their way out). If the dynamite bundles on the lower levels were the only ones to go off, the structure shakes and the players have a turn or two to get out before the ceiling starts caving in.

Professor Scrumtumbler is overjoyed at his rescue. If the characters haven't yet figured it out, he can reveal that they are in the Hollow Earth. The power core stolen by the Nazis was already destroyed, but if the players managed to preserve both their own crystal and the temple, Scrumtumbler will show them how it can be recharged by placing it on the temple's altar.

Trapped!

Of course, even if the team makes it back to the drilling machines with a charged power core, they will find that the vehicles have been dismantled and all the vital parts have been carried off by bipedal creatures with strange, non-human footprints.

What happens to the heroes next, and how (or if) they get back home is another adventure.

Where to Go from Here

There are many paths to take from this scenario. Some ideas for continuing include:

- The Professor overheard the Commandant contacting someone on the radio, but who? Could the Nazis have a Hollow Earth outpost just waiting to be infiltrated by the expedition team?
- The characters could be captured by natives, accused of the Nazis' crimes, and subjected to trial by combat.
- On the walls of the temple (or the remnants), there could be a puzzle or a map indicating that it leads to another temple similar to this one—possibly with its own power crystal.
- Molemen could haul away pieces of the drilling machines to their underground city, where they worship them as gods.



Non-Player Characters

Commandant Kraus von Dassow

Mentor 3

The Commandant is an extremely ambitious young man, out to prove his worth as a member of the Thule society. Among his Nazi squad, he alone is aware of the existence of the Hollow Earth, and he is capable of surviving within it.

Archetype: *Soldier*

Motivation: *Power*

Style: 3

Health: 6

Primary Attributes

Body: 4 Charisma: 4
Dexterity: 4 Intelligence: 4
Strength: 3 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 8
Move: 7 Defense: 8 (10)*
Perception: 6 Stun: 4

Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Diplomacy	4	3	7	(3+)
<i>Leadership</i>			8	(4)
Firearms	4	4	8	(4)
Intimidation	4	4	8	(4)
Investigation	4	3	7	(3+)
<i>Puzzles</i>			8	(4)
Linguistics	4	2	6	(3)
Melee	3	3	6	(3)
Survival	4	2	6	(3)

Talents

*Combat Skill 1: Diplomacy
Inspire 1

Resources

Rank 2 (Thule Society)

Flaw

Condescending

Weapons	Rating	Attack	(Average)	Notes
Lugar	2	10	(5)	
Punch	0	6N	(3) N	

Trooper Schmidt

Follower 2

Archetype: *Soldier*

Motivation: *Fame*

Style: 1

Health: 6

Primary Attributes

Body: 4 Charisma: 1
Dexterity: 2 Intelligence: 2
Strength: 5 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 4
Move: 7 Defense: 6
Perception: 4 Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	5	1	6	(3)
Brawl	5	5	10	(5)
Firearms	2	2	4	(2)
Intimidation	1	5	6	(3)
Melee	5	2	7	(3+)

Talents

Knockout Blow 1
Strong

Resources

None

Flaw

Overconfident

Weapons	Rating	Attack	(Average)	Notes
Punch	0N	10 N	(5) N	
Dagger	1	8 L	(4) L	
Mp35 SMG	2	6 L	(3) L	Autofire

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