

⊕ **ADDENDUM:** **CHARACTERS**



The material contained within this document supplements that in *Chapter 2: Characters* of the *Hollow Earth Expedition* core book. However, every game is different, as is every gaming group. Gamemasters should feel free to use what they will, and exclude what they will.

MOTIVATIONS

Accomplishment

Your character has a strong desire to excel, to become the best at what he does. He isn't interested in the rewards, such as fame and wealth, that may come with this accomplishment. Rather, he is concerned with attaining some personal standard of perfection or achievement.

You earn Style points whenever your character achieves a goal or meets some personal standard that you have set

for yourself.

Possessed by: Academics, Explorers, Scientists

John M. Kahane ("JohnK") (XGSf, 2006)

Excitement

Your character is a thrill-seeker, addicted to the adrenaline rush of living on the edge. In his mind, life without the exhilaration of risk is not worth living. His ideal stomping ground is that proverbial place "where brave men fear to tread." The Hollow Earth provides the perfect opportunity to pit his skills and daring against perils found nowhere in the world above.

You earn Style points when your character willingly puts himself at risk or in danger for no reason but the thrill of the act.

Possessed by: Adventurers, Celebrities, Explorers

"Nestor" (XGSf, 2006)

Redemption

Your character wants to right a wrong, real or imagined, that he committed sometime in his past. He believes that he caused the death of someone close to him. Or perhaps his girl left him at the altar because he failed to defend her honor (by fighting a half-dozen men). Regardless, he'll do whatever it takes to make up for the act, no matter how long it takes. If the wrong can't be reversed, he may keep paying the price for the rest of his life.

You earn a Style point whenever your character rights a wrong that he has committed or convinces someone to seek forgiveness for what they have done.

Possessed by: Criminals, Missionaries, Soldiers

Daniel Potter ("HarrierPotter") and Jeff Combos ("jcombos") (XGSf, 2006)

Where credit is due...

Each entry has its creator and source noted, some with full name and "handle;" some with "handle" only; currently all are from the membership of the official Exile Game Studio forums (abbr. 'XGSf')

Hollow Earth Expedition™ and © 2006 Exile Game Studio, LLC

Image from *Raiders of the Lost Ark*™ and © 1981, 2003 Lucasfilm Ltd., used without permission

compiled and edited by Daniel "Harrier" Potter
v1.2, 20 Nov 2006

TALENTS

Artistic

Only available during character generation

Prerequisite: Art discipline 4

Your character has a natural gift and affinity for producing astounding works of art. This talent gives you the the ability to become a famous artist, but as a general rule, you must be willing to sacrifice other parts of your life to succeed at your dream.

Benefit: Your character gains a +4 bonus to his Art discipline Skill rating in the specialization that he has chosen (designate one when you take this Talent).

Normal: Your character's Art discipline rating is unmodified.

Advanced: You may purchase this Talent multiple times, but the benefit will be applied to a different specialization each time.

John M. Kahane ("JohnK") (XGSf, 2006)

Big Lungs

Unique

Prerequisite: None

Either through a natural gift or lots of practice, your character can hold his breath for longer than most people.

Benefit: Under non-stressful circumstances, your character can hold his breath for 2 minutes per point of Body rating. In a physically demanding situation, such as combat, he may hold his breath for two turns per success on a reflexive Body roll.

If your character has the Performance skill, he may also receive a +2 bonus to Skill rolls that could benefit from having exceptional breath control, such as singing or playing a wind instrument.

Normal: Your character can hold his breath for one minute per point of Body rating (non-combat) or, in combat, one turn per success on a reflexive Body roll.

Daniel Potter ("HarrierPotter") (XGSf, 2006)

Atlantean

Prerequisites: Intelligence 4, Linguistics 4

Your character has learned to decipher and understand the ancient language of the Atlanteans. With enough study he may learn to use the language to command others to do his bidding, or even more powerful applications.

Benefit: You are able to read the Atlantean language on a successful Linguistics check with a difficulty of 2.

Normal: You are not able to read the Atlantean language.

Advanced: You may take this Talent multiple times, although only once at character creation.

- The second time you purchase this Talent you gain the ability to issue single word commands to those around you.
- The third time you purchase this Talent you are able to issue short sentences as well as single word commands.
- The fourth time you purchase this Talent you are able to issue complex sentences and commands.

Special: Each purchase of this Talent requires GM permission.

"Wolverine" (XGSf, 2006)

Fieldcraft

Prerequisite: Stealth 4

Your character has learned how to maximize whatever is between him and anyone trying to shoot or spot him, probably through hunting or military experience.

Benefit: Your character increases his level of cover by one (i.e., from Partial to Half, see HEX, p.125). This is true even for open, flat terrain as long as the character is prone, and there is a good reason – rotting log, small indentations in the ground (GM's discretion). This bonus may also be granted to allies within 10 feet as long as your character can communicate with them. A character may not have greater than Full cover.

Normal: The character gets whatever cover there is, and none in open ground.

Advanced: You may buy this Talent twice, allowing for a second increase in cover.

Special: You may not benefit from this talent during a turn in which you move or make Melee or Brawl attacks.

Daniel Potter ("HarrierPotter") (XGSf, 2006)

Hard Drinker

Prerequisite: None

Your character spends a lot of time trying to drown his sorrows, whether in a dive in Singapore or at a high-brow social affair in Manhattan.

Benefit: Your character can safely consume as many alcoholic drinks* in an hour as his Body rating + 2. For every drink beyond that, he suffers a -1 penalty to all actions. If the character has more drinks than 4 + twice his Body rating, then he will become violently ill and suffer a nonlethal wound.

Normal: A character can safely consume a number of drinks equal to his Body rating before suffering a penalty of -1 per drink. See HEX, p.136 for the full effects of alcohol.

Advanced: A character may purchase this Talent three times, gaining your character +2 drinks each extra each level. (i.e. at level 3, he could safely drink Body+6.) Each

purchase also increased the number of drinks to cause violent illness to increase by +4.

* Def. drink = 1 glass beer = 1 glass wine = 1 double shot liquor.

Daniel Potter ("HarrierPotter") (XGSf, 2006)

Invaluable Assistant

Prerequisite: Relevant Skill 4, Bureaucracy 4

Your character is an accomplished assistant.

Benefit: Nominate one Skill in which you have a Skill level of 4 or greater. When assisting another with this skill the bonus is +3.

Normal: The assistance bonus is +2.

Advanced: You may purchase this Talent up to three times, each time a new Skill is selected to receive the +3 assistant bonus.

"ReaperWolf" (XGSf, 2006)

Medium

Unique; only available during character creation

Prerequisite: Psychic Sensitivity

Your character is able to channel the voices of the dead – or alien beings – to provide information and insight into world affairs, the future, etc.

Benefit: When your character attempts the physically demanding task of communing with the spirits, he takes 1 point of nonlethal damage, and makes a Charisma roll. The number of successes on this roll determines the usefulness of the results of the session (perhaps the GM would prefer to roll the check in secret).

A critical failure means the medium immediately suffers nonlethal damage equal to his Body rating and collapses from total exhaustion. Otherwise, consult the table to judge the nature of the results.

Successes	Result
1	Vague, non-specific information, and a lot of wandering off-topic
2	One or two useful bits of information, e.g. names, dates, etc.
3	A decent two-way conversation, but the spirit doesn't know everything you are seeking
4	Very helpful, providing detailed information on the desired topic
5+	The medium is able to channel ectoplasm which can create pictures, diagrams, etc. for all in the room to see

You must realise that even the most helpful spirit will speak in riddles or an alien language, so this talent doesn't just hand you the keys to the kingdom!

Normal: Your character is just talking to herself!

"Salem Saberhagen" (XGSf, 2006)

Medium (Option)

Initial purchase must be made during character creation

Advanced: You may purchase this talent twice. The second purchase eliminates the automatic damage, and reduces the critical failure damage to 1 point of nonlethal damage.

Note: To me this represents the medium's experience with the process, which allows him to navigate the difficulties of trafficking in the spirit realm. Salem doesn't agree, but I thought it'd be worth giving folks the option.

Daniel Potter ("HarrierPotter") (XGSf, 2006)

Virtuoso

Only available during character generation

Prerequisite: Performance 4

Your character has a natural gift and affinity for a particular style of performance. This talent gives you the ability to become a famous performer, but as a general rule, you may have to be willing to sacrifice other parts of your life to succeed at your dream.

Benefit: Your character gains a +4 bonus to his Performance Skill rating in the specialization that he has chosen (designate one when you take this Talent).

Normal: Your character's Performance rating is unmodified.

Advanced: You may purchase this Talent multiple times, but the benefit will be applied to a different Performance specialization each time.

John M. Kahane ("JohnK") (XGSf, 2006)

FLAWS

Physical Flaws

Clumsy: Your character has an unfortunate tendency to trip and drop things. This does not affect fine motor skills, and rarely comes into play during stressful moments. Instead, it usually strikes when the character is doing ordinary things – trying to impress a girl on the dance floor, tripping on a non-existent crack in the sidewalk, or dropping a vase when startled. When appropriate, you make an Average Dexterity roll with a -2 penalty. You earn a Style point whenever your character's clumsiness gets him into trouble or causes him major embarrassment.

Daniel Potter ("HarrierPotter") (XGSf, 2006)

No Olfaction: Your character has no sense of smell whatever. He may have been born that way, or suffered a horrible laboratory accident. Whatever the reason, you automatically fail any roll where olfaction is a factor. You also suffer a -2 penalty on taste-dependent rolls. You earn a Style point whenever your character's poor sense of smell or impaired taste gets him into trouble or causes him to make a critical mistake.

Daniel Potter ("HarrierPotter") (XGSf, 2006)

⊕ Addendum

Poor Olfaction: Your character has a poor sense of smell. He may have a deviated septum or inhaled too many chemical vapors in the lab. Whatever the reason, you suffer a -2 penalty on any roll where olfaction is a factor. You also suffer a -1 penalty on taste-dependent rolls. You earn a Style point whenever your character's poor sense of smell or impaired taste gets him into trouble or causes him to make a critical mistake.

Daniel Potter ("HarrierPotter") (XGSf, 2006)

Mental Flaws

Not The Face! Your character believes, he's got a money maker in his face. He's got pretty boy good looks, and he wants to make sure the whole world is not deprived of his amazing features. He goes out of his way to protect his face from being marred and his nose from being broken. This doesn't mean that he has to shy away from combat or act in a cowardly manner, but instead takes great precautions to make sure his face remains unharmed during fisticuffs. You earn a Style point when protecting your face causes you or your party difficulties in some manner.

"John Ayngge" (XGSf, 2006)

Prized Possession: Your character has a possession that he values above everything else. This could be a gun, a hat, a picture, practically anything. If the possession is lost or taken away from him, he will be distracted with thoughts of getting it back. You earn a Style point whenever you ignore the matter at hand and take action to retrieve the lost item, causing difficulty or embarrassment.

Daniel Potter ("HarrierPotter") (2006)

Worthless: Your character feels worthless and has low self-esteem. This could be due to a trauma in your childhood, your parents putting you down at every opportunity or comparing you less favourably to your cousin or sibling, or due to feelings of inadequacy on your part. You earn a Style point when your character engages in behaviour or encounters a situation that causes you to feel worthless or denigrated.

John M. Kahane ("JohnK") (XGSf, 2006)

Social Flaws

Chequered Past: Some time in the past your character was associated with a group that is currently out of favor. While you have managed to move on, the stigma that comes with having been a member of that group still haunts you. Any time that your past association gets you into trouble, either with that group or those you now support, you gain +1 Style point.

"Wolverine" (XGSf, 2006)

Honorable: Your character follows a code of behavior that is honorable, and will not break it lightly, if at all. This code of honor is one that is restrictive and rigid, and the character should not break its rules, no matter what the cause. In a life-or-death situation where honor must be ignored, the character might do so, but must succeed at a Willpower test in order to surpass the psychological barriers that reinforce the code of honor. You earn a Style point when your character is forced to deal with a situation that causes him to honor the code by which he lives, or one that causes the character to confront that code.

John M. Kahane ("JohnK") (XGSf, 2006)

Minority: Your character is considered a second-class citizen because of race, ethnic group, or religion. He is a member of a small or disadvantaged group, disliked by the mainstream. People of the dominant group act in negative ways towards him, and many will be automatically suspicious, fearful, or annoyed at him for no reason other than what he is. As a general rule, all social interactions and other Skill and Ability uses will be at a -2 penalty, but this is at the discretion of the GM. You earn a Style point when your character deals with a situation or social occasion that directly involves your minority status, or when the character is subject to actions and behaviours as a direct result of his Minority status.

John M. Kahane ("JohnK") (XGSf, 2006)

Overprotective: Your character is bound and determined to protect a specific person or type of person which must be specified at the time of taking the Flaw. (The object of this flaw may be a PC or NPC.) He will take action as necessary to protect this individual or group, even when it may endanger his own life. You earn a Style point whenever your character's overprotectiveness gets him or someone else into serious trouble or causes him major embarrassment.

"Jrpettit" and John M. Kahane ("JohnK") (XGSf, 2006)

Sucker For A Dame: Your character is one of those types that women find are easy to wrap around their little fingers. He's more likely to believe a sob story if it comes from a member of the fairer sex, and tends to be a bit of a patsy when it comes to women who have an innocent or attractive way about them. You earn a Style point whenever your character does something foolhardy or dangerous because of a woman's desires.

"Nestor" (XGSf, 2006)

Zealot: Your character is one who has a set of beliefs – political, religious, or personal – that are so strong that they dominate his life and behaviour. Your character is willing to sacrifice anything, including his life (or the lives of others) in service to his beliefs. You earn a Style point whenever your character acts in a manner that is consistent with his beliefs or shows a disregard for the conventions and laws of society because they conflict with his beliefs.

John M. Kahane ("JohnK") (XGSf, 2006)