







HOLLOW EARTH EXPEDITION



GAMEMASTER SCREEN

Attributes

Primary Attribute Rating	Ability	Secondary Attribute Rating
0	Abysmal	0 – 1
1	Poor	2 – 3
2	Average	4 – 5
3	Good	6 – 7
4	Great	8 – 9
5	Excellent	10 – 11
6 or more	Amazing	12 or more

Encumbrance

Strength	Light Load	Medium Load	Heavy Load
1	0-10 lbs.	10-25 lbs.	25-50 lbs.
2	0-25 lbs.	25-50 lbs.	50-100 lbs.
3	0-50 lbs.	50-100 lbs.	100-250 lbs.
4	0-100 lbs.	100-250 lbs.	250-500 lbs.
5	0-250 lbs.	250-500 lbs.	500-750 lbs.

Size	Attack/Defense	Health	Max. Body/Strength	Height/Length	Weight	Example
8	-8	+8	14	50-100 ft.	50-100 tons	Brontosaurus
4	-4	+4	10	25-50 ft.	10-50 tons	T. Rex
2	-2	+2	8	15-25 ft.	1-10 tons	Mammoth
1	-1	+1	6	7-15 ft.	500 lbs.-1 ton	Cave Bear
0	0	0	5	5-7 ft.	100-500 lbs.	Human
-1	+1	-1	4	2-5 ft.	10-100 lbs.	Dog
-2	+2	-2	3	1-2 ft.	1-10 lbs.	Monkey
-4	+4	-4	1	6 in.-1 ft.	1/2-1 lb.	Toad
-8	+8	-8	0	6 in. or less	1/2 lb. or less	Insect

Move	Combat (turn)	Swimming (turn)	Climbing (turn)	Horizontal Jump*	Vertical Jump*	Walk (hour)	Run (hour)
1	5 ft.	2.5 ft.	2.5 ft.	2.5 ft.	1 ft.	1/2 mile	1 mile
2	10 ft.	5 ft.	5 ft.	5 ft.	2 ft.	1 mile	2 miles
3	15 ft.	5 ft.	5 ft.	5 ft.	3 ft.	1.5 miles	3 miles
4	20 ft.	10 ft.	10 ft.	10 ft.	4 ft.	2 miles	4 miles
5	25 ft.	10 ft.	10 ft.	10 ft.	5 ft.	2.5 miles	5 miles
6	30 ft.	15 ft.	15 ft.	15 ft.	6 ft.	3 miles	6 miles
7	35 ft.	15 ft.	15 ft.	15 ft.	7 ft.	3.5 miles	7 miles
8	40 ft.	20 ft.	20 ft.	20 ft.	8 ft.	4 miles	8 miles
9	45 ft.	20 ft.	20 ft.	20 ft.	9 ft.	4.5 miles	9 miles
10	50 ft.	25 ft.	25 ft.	25 ft.	10 ft.	5 miles	10 miles

*If your character does not have a running start, his jumping distance is halved.

Attribute Rolls

Resistance

Disease/Toxin	Difficulty
Mild food poisoning	1
Common cold	2
Malaria	3
Snake venom	4
Cyanide	5

Balance

Balance	Difficulty
Walking on uneven ground	1
Walking across a log	2
Hopping from stone to stone	3
Walking along a narrow ledge	4
Walking a tightrope	5

* Characters with the Athletics or Acrobatics Skill may substitute either Skill rating for this roll.

Feats of Strength

Weight	Difficulty
50 lbs.	1
100 lbs.	2
250 lbs.	3
500 lbs.	4
750 lbs.	5

* Characters with the Athletics Skill may substitute that Skill rating for this roll.

Influence

Attitude
Loyal (+2 bonus)
Helpful
Friendly
Neutral
Unfriendly
Hostile
Enemy (-2 penalty)

* Characters with the Diplomacy Skill may substitute that Skill rating for this roll.

Reason

Reason	Difficulty
Clear directions	1
Complex instructions	2
Bizarre situations	3
Esoteric information	4
Arcane mysteries	5

* Characters with the Investigation Skill may substitute that Skill rating for this roll.

Courage

Courage	Difficulty
Facing danger	1
Being hurt or wounded	2
Being maimed or disfigured	3
Facing certain death	4
Facing a slow and agonizing death	5

Rules Overview

Step One: Declare Action (p. 106)

Describe your character's action and determine its type: standard, extended, opposed, or reflexive action. Also determine the Skill or Attribute roll required to resolve the action and its type: standard roll, extended roll, opposed roll, or reflexive roll.

Step Two: Determine Difficulty (p. 107)

The Gamemaster determines the difficulty rating of your character's action based on the task being attempted and the Skill or Attribute involved.

Step Three: Calculate Dice Pool (p. 108)

Calculate your dice pool based on the appropriate Skill or Attribute ratings and add or subtract any modifiers.

Step Four: Take the Average (p. 110)

Take the average of your dice pool to see if you need to roll any dice. If your average successes equal or exceed the difficulty rating of the task, your character succeeds without rolling any dice. Skip to Step Six, below.

Step Five: Roll Dice (p. 111)

Roll your dice pool and count the number of successes rolled.

Step Six: Resolve Action (p. 110)

Compare the number of successes versus the difficulty rating of the task. If the number of successes equals or exceeds the difficulty, then the action is successful. If the number of successes is less than the difficulty, the action fails.

Step Seven: Try Again (p. 112)

If your character's action failed, he may try again with Gamemaster approval. Trying again imposes a -2 penalty on your dice pool. Return to Step Five.

Difficulty

Difficulty	Rating
Easy	1
Average	2
Tough	3
Hard	4
Very Hard	5
High Impossible	6+

Modifiers

Modifier	Example	Dice Pool
A superior bonus	A team of highly trained assistants	+8
A major bonus	Taking extra time	+4
A moderate bonus	A good set of tools	+2
A minor bonus	Had some practice	+1
No modifier	Normal conditions	0
A minor penalty	Slightly obscured vision	-1
A moderate penalty	Improvised tools	-2
A major penalty	Crippling wounds	-4
A severe penalty	Total darkness	-8

Time

Time	Dice Pool
Ten times slower	+8
Five times slower	+4
Two times slower	+2
Normal speed	0
Two times as fast	-4
Three times as fast	-8

Degree of Success

Successes vs. Difficulty	Degree of Success or Failure
+5 or more	Amazing Success
+4	Exceptional Success
+3	Major Success
+2	Complete Success
+1	Simple Success
0	Minor Success
-1	Simple Failure
-2	Complete Failure
-3	Pitiful Failure
-4	Dreadful Failure
-5 or more	Abysmal Failure

Style Points

Earning Style Points

You may earn Style points during play for a variety of different reasons:

- Pursuing your character's Motivation: 1 pt.
- Succumbing to your character's Flaw: 1 pt.
- In Character (Roleplaying, humor, etc.): 1 pt.
- Out of Character (Game report, diary, etc.): 1-3 pts.
- Miscellaneous (Hosting the game, bringing treats, etc.): 1 pt.

Experience Points

Characters earn experience points in a variety of ways:

- **Automatic:** Characters gain one experience point just for being a part of a game session.
- **Danger:** Characters gain one experience point whenever they face grave danger and manage to survive.
- **Roleplaying:** Characters gain one experience point whenever the players portray them exceptionally well.
- **Success:** Characters gain one experience point whenever they further the plot or make progress toward their goal.
- **Wisdom:** Characters gain one experience point whenever they learn something critically important.

Experience Point Cost

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Combat Overview

Step One: Roll Initiative (p. 117)

Roll Initiative to determine when your character's actions are resolved during the combat turn. The character with the most successes takes the first action and the character with the fewest successes goes last.

Step Two: Combat Actions (p. 117)

Your character may attack, defend, and move each turn. Declare your character's Attack action and determine the Skill or Attribute roll required to resolve it. Defense actions are reflexive and do not need to be declared. Move actions must be declared but do not require a dice roll to resolve.

Step Three: Attack (p. 122)

The first attacker calculates his attack rating, including appropriate modifiers, then rolls his modified dice pool.

Step Four: Defense (p. 125)

The defender calculates his Defense rating, including any appropriate modifiers. She rolls her modified dice pool and compares the number of successes rolled to her opponent's attack roll.

Step Five: Damage (p. 128)

If the attacker rolls more successes than his opponent, his attack is successful. Each extra success inflicts one point of damage. If the attacker rolls fewer successes than the defender, his attack missed. If both characters roll the same number of successes, the attacker narrowly misses or strikes the defender without enough force to do any damage.

Step Six: Health (p. 130)

If the attack inflicts damage, mark off the appropriate number of Health levels and resolve any additional damage effects, such as stun or knockback. If your character is reduced to negative Health, he falls unconscious. If he is reduced to -5 Health, he dies. After damage is resolved, return to step three and go on to the next character in the Initiative order.

Combat Maneuvers

Aim: +2 bonus for each turn spent aiming (up to +4 bonus). Cannot move and loses Active Defense while aiming.

Autofire: Make a burst fire (+1 bonus), full autofire (+3 bonus), or strafing attack (-2 per 5 feet). Loses Active Defense while making a full autofire or strafing attack.

Block: Use Brawl rating to defend against all hand-to-hand attacks. Standard Defense modifiers apply to this roll.

Called Shot: Make an attack with a penalty equal to target's full Defense rating. All successes rolled inflict damage.

Cautious Attack: -4 penalty on attack roll but gain a +2 Defense bonus.

Charge: Move and attack a target with a +2 Melee or Brawl bonus. Loses Active Defense while charging.

Disarm: Make an opposed Melee or Brawl roll with -2 penalty for striking at a weapon. Opponent is disarmed if more successes are rolled on the attack.

Dodge: Use Athletics or Acrobatics rating to defend against all ranged attacks. Standard Defense modifiers apply to this roll.

Grapple: Make a Brawl touch attack with a penalty equal to the

Size rating of the target. Opponent is immobilized if the number of extra successes rolled exceeds his Strength rating.

Parry: Use Melee rating to defend against all melee attacks. Standard weapon and Defense modifiers apply to this roll.

Ready Weapon: Draw a weapon and ready it for combat.

Reload Weapon: Reload a firearm or similar ranged weapon.

Run: Double Move rating to determine distance moved but cannot attack.

Sprint: As per Run, except quadruple Move rating to determine distance moved. Character may sprint for a number of turns equal to his Body rating, but will suffer one nonlethal wound per turn thereafter.

Stand Up: Stand up from a prone position. May defend normally but not attack.

Throw: Make a Brawl touch attack with a penalty equal to the Size rating of the target. Opponent is thrown if the number of extra successes rolled exceeds his Strength rating.

Total Attack: +2 bonus on attack roll but loses Active Defense. Alternatively, may make a Dual Wield, Flurry, or Rapid Shot attack.

Total Defense: +4 Defense bonus but cannot attack.

Trip: Make a Brawl touch attack with a -2 penalty if the target has four or more legs. Opponent is knocked down if the number of extra successes rolled exceeds his Strength rating.

Use Item: Use an item or operate a simple piece of machinery.

Use Skill: Use a non-combat Skill.

Attack Modifiers

Range

Range	Distance	Modifier
Point Blank	Less than 5 feet	*
Short	Weapon Range	0
Medium	Weapon Range x2	-2
Long	Weapon Range x4	-4
Extreme	More than Weapon Range x4	-8

* Pistols gain +1 bonus at point blank range while rifles suffer a -1 penalty up close.

Visibility

Visibility	Example	Modifier
Blinding light	Direct sunlight	-8
Bright light	Spotlight	-4
Glare	Reflected sunlight	-2
Well-lit	Diffused light	0
Dim light	Candle or torchlight	-2
Near darkness	Moonless night	-4
Complete darkness	Underground cave	-8

Defense Modifiers

Cover

Cover	Modifier
Full cover	+8
Major cover	+4
Half cover	+2
Partial cover	+1
No cover	0

Damage

Deprivation

Dehydration: One lethal wound per day without water.

Starvation: One lethal wound per week without food.

Disease

Disease: Make a Body roll versus the Infection rating of the disease. If fewer successes are rolled, the character contracts the disease and suffers its effects.

Drowning and Suffocation

Suffocation: Characters may hold their breath for one minute per Body rating. After this time, they take one nonlethal wound per turn until able to breathe normally.

Electricity

Electrical Shock	Damage
Minor (a strong shock)	1 L
Major (an electric fence)	2 L
Severe (a electric generator)	3 L
Deadly (an industrial power line)	4 L

Exposure

Temperature (Fahrenheit)	Damage
Over 120 degrees	4 N
110 – 120 degrees	3 N
100 – 110 degrees	2 N
90 – 100 degrees	1 N
50 – 90 degrees	0
40 – 50 degrees	1 N
30 – 40 degrees	2 N
0 – 30 degrees	3 N
Below 0 degrees	4 N

Falling

Falling: One nonlethal wound per 10 feet. Characters reach terminal velocity after 100 feet and will take no additional damage, but falling damage becomes lethal.

Fatigue

Fatigue: One nonlethal wound per day without sleep or per Body rating in hours of strenuous activity.

Fire

Fire Intensity	Damage
Molten rock or metal	4 L
Chemical fire (third-degree burn)	3 L
Campfire (second-degree burn)	2 L
Torch (first-degree burn)	1 L

Drugs and Poisons

Toxin	Damage
Deadly toxin (cyanide)	4 L
Dangerous toxin (snake venom)	3 L
Strong toxin (toxic spores)	2 L
Weak toxin (food poisoning)	1 L

Objects

Object Structure: Defense rating + Size rating

Material	Defense
Glass	2
Wood	4
Stone	6
Metal	8

Size	Structure
+8	+8
+4	+4
+2	+2
+1	+1
0	0
-1	-1
-2	-2
-4	-4
-8	-8



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