



HOLLOW EARTH EXPEDITION

FREE RPG DAY 2011 SAMPLE ADVENTURE

TRAPPED IN THE AIRCRAFT GRAVEYARD!

This adventure is designed as a short introduction for new players to **Hollow Earth Expedition** and the Ubiquity system. It can also act as a starting point for an ongoing campaign using either the sample characters provided or characters of the players' own design.

Originally released for Free RPG Day (June 18, 2011), some elements of this adventure were edited due to printing space requirements. It is presented here in its original format (so called "*Director's Cut*"). Enjoy the story.

Summary

In the fall of 1936, an aircraft on a night flight across the Midwest is accidentally pulled through a rift in the sky into a land of mystery, danger, and eternal daylight. The characters must search an aircraft graveyard for repair parts while avoiding a prehistoric beast, and then survive the voyage back to the world they know.

The Hook

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

October 1936. 1:28 A.M.

Mid-Western Aviation Flight 47.

Ford Tri-Motor, Model 4-AT.

Nonstop 9-1/2 hours Overnight Chicago to Dallas.

Your plane shakes as a violent thunderstorm rages outside your window. Looking about, you can see most of your fellow passengers are also shaken by the storm. A nurse and a well-dressed man both stare intensely out the windows. Even the two businessmen, who have spent most of the flight talking about foreign currencies, are noticeably quiet. Only the disabled veteran Doughboy does not seem concerned...

Allow the players to roleplay their characters interacting with the Non-Player Characters (NPCs) if they wish. Brief information on each NPC is given below. Feel free to add any details you wish.

- **2 Businessmen:** Ambrose and Felix. Austrian bankers who constantly discuss stocks and trades. In reality, they are Nazi agents sent to get the Artifact from Sgt. Norman.
- **Veteran Doughboy:** Sgt. Frank Norman. Great War veteran who is wheelchair-

bound. He is traveling to Texas to be with family. Because of his experiences in the War, he does not like the business men and constantly gives them harsh looks. He is clutching a rather plain-looking box tightly to his lap; if asked, he will not talk about it save to say it is a memento from the Great War. The box contains an ancient artifact, the Astrolabe.

- **Veteran's Nurse:** Gail Norman. Daughter of Sgt. Norman and a practicing nurse. She flew to Chicago to escort her father home.
- **Well-dressed Man:** Jean-Philippe Renault. French "tourist" who is really after the Artifact that Sgt. Norman is carrying. Any character who makes a successful Perception roll (Difficulty 3) will notice that he is surreptitiously observing the veteran.

Painting a Peaceful Sky

After the characters have had a brief chance to talk to the NPCs, read or paraphrase the following:

The shaking that you have endured during the thunderstorm suddenly increases as the aircraft makes for the airport. The plane banks suddenly, and the veteran loses his grip on his case, which falls crashing to the ground, springing open to reveal a gold, spherical Astrolabe with several strange glyphs on it and a small, glowing crystal in the center. In a thick French accent, the well-dressed man yells "I knew you had it! The artifact belongs to France!" and he leaps for the Astrolabe.

As he does so, the airplane shakes violently as an arc of lightning strikes its hull, dancing from the right wing and engine into the cabin, striking the Astrolabe! A shower of blue sparks launches in all directions and a thick bolt hurls itself through the flight deck door. Screams of pain and terror erupt from the cockpit; the doorframe flashes with a brilliant white light.

The strange lightning strike has damaged the right and front engines. Looking forward through your window, you can see a clear circle of blue sky, like a giant painting of a bright summer day suspended in the air. Silence fills the aircraft as the right engine sputters.

Into the Cockpit

Unknown to the players, the Pilot is dead and the Co-pilot has fallen unconscious against the door, blocking it. The jammed door can be opened if one or two characters attempt to force it. Because of the width of the doorway, only two characters can attempt this together. They may roll double their Strength rating (Difficulty 3) to attempt this Feat of Strength.

When the door is opened, read or paraphrase the following:

The flight deck is dark, with no lights or gauges apparently working. The Pilot is slumped over in his chair, and the Co-Pilot is lying against the door you just forced open. The disk of bright sky now fills the cockpit windows. Before you can react, the airplane reaches the rift in the sky. Like a knife punching through a painting, it rips and tears and then...nothing. No thunder. No storm. A bright sky. White clouds. Tranquil Ocean. The sun up high. All is peaceful and quiet...

...but the quiet is short lived. The airplane, straining under two stalled engines, begins to dive forward and spin. Passengers and cargo are thrown about, seats break free and loose objects begin to fly. The veteran's nurse and the Frenchman are hurled violently against the outer door, knocking it open. Without a sound, the Frenchman disappears through the hatch as the Nurse grabs the doorframe, clinging on for life. A cargo trunk crashes into an electrical panel near the flight deck door, sparking a fire! Everyone else is thrown from their seats and against the walls and floor as the plane plunges from the sky!

Since the characters have been thrown violently about the airplane cabin, they will need to make a Dexterity Attribute Roll to avoid suffering any injuries.

Avoid Injury in the Cabin

Roll Dexterity Attribute check (double Dexterity rating)

- Zero to 1 Success: The Character suffers 2 Nonlethal Wounds.
- 2 Success: The Character suffers 1 Nonlethal Wound.
- 3+ Successes: The Character suffers no injuries.

After rolling for possible injury, the characters are now free to take action. The airplane needs to be righted before it crashes into the water, the nurse must be rescued, and the fire in the cabin will need to be extinguished.

Regain Control of Airplane

Roll Pilot (Aircraft) Skill

- Zero to 1 Successes: The airplane continues to fall.
- 2+ Successes: The airplane is leveled off and is under control.

The nurse needs to be rescued. Grabbing her is easy enough, but pulling her back into the plane requires a character to make a Feat of Strength check.

Rescue Nurse & Closing the Airplane Door

Roll Strength Attribute check (double Strength rating)

- Zero Successes: You have somehow put yourself in danger and now find yourself hanging in the doorway as well.
- 1 to 2 Successes: The nurse is safer hanging onto the door than your hand.
- 3+ Successes: You rescue the nurse and haul her back inside.



A separate Feat of Strength roll at the same difficulty must be made to close the door.

As for the fire, the airplane's fire extinguisher, which was mounted on the wall, is now buried under debris. This requires an Investigation (Search) Skill check (Difficulty 2) to locate it. If the check fails, the fire grows larger and smoke starts to fill the cabin. With the extinguisher, the fire can easily be put out. Alternately, blankets could be used to smother the fire.

If the door is closed before the fire is out, then the airplane begins to fill with smoke. As the airplane windows do not open (except on the flight deck), the door will need to be opened again in order to vent out smoke. This can be done easily, but the Character attempting it must make a Feat of Strength check (Difficulty 2) to avoid being pulled out of the airplane by the winds. Failure means he will need to be rescued, just as the nurse was.

In order to extinguish the fire, the characters will need to attack it as through it were an enemy combatant. If they are using blankets to smother it, they will need to use their Brawl Skill. If they are using the fire extinguisher, they will need to use their Firearm Skill, with a bonus of 4 dice. Players must accumulate a combined total of 6 successes to extinguish the

fire, and those getting too close could be injured.

Battle the Cabin Fire

Roll Options

- Brawl Skill
- Firearm Skill, with +4 bonus (only if in possession of the fire extinguisher)
- 6 successes required: Characters who fight the fire using their Brawl Skill suffer 1 Lethal wound each turn until it is extinguished or they retreat.

On the flight deck, the Pilot is dead and the Co-Pilot is seriously injured. The airplane is in bad shape, none of the gauges are working, and the right and front engines have stopped. The left engine, although working, is struggling under the strain of keeping the plane aloft.

Looking out the cockpit, the characters see a spot of darkness behind them, like a painting of thunderclouds suspended in the sky. As they watch, the painting slowly fades out of sight, leaving only bright sky in its wake. They can also see an island nearby: large, flat, and tropical, with thick vines and some type of ruins and a stone tower or monolith. In the center is a large field, a reasonable spot to land a plane. If the landing is rough, the plane will be further damaged as some additional mishap occurs (broken landing gear, bent propeller, etc.).

Landing on the Island

Roll Pilot (Aircraft) Skill

- Zero to 2 successes: The airplane lands, but suffers additional damages and the characters will need to find additional spare parts in the next scene.
- 3+ successes: The airplane lands without additional problems.

Whether the players guess it or not, their plane has passed through a rift which has brought them inside the Hollow Earth, a land of uncharted jungles, savage creatures, and eternal sunlight.

Salvage the Saber-Tooth

After the plane lands, read or paraphrase the following:

Outside the airplane is a landscape of mechanical carnage. The skeletons of dozens of aircraft lay scattered about the field, partially covered jungle brush. All around the wreckage, vine-covered marble ruins stand in silent witness to the countless pilots who have disappeared with their planes here. A massive marble monolith, as tall as a radio tower, stands near one of the wrecked planes. Exotic insects and tropical birds flit from tree to tree under the noon-day sun. The air is warm and clear and all seems tranquil...

If the characters confront Sgt. Norman about the artifact or the Frenchman, he will claim to know nothing about the Frenchman, and he is unsure what the artifact does. He and the members of his gun battery found it during the Great War. They kept it hidden, and now that he is the last surviving member of the group, it has been given to him. He is taking it home, although he does not know what he is going to do with it. The artifact is a golden, spherical Astrolabe, approximately the size of a softball, with six cuneiform symbols carved into it.

If the characters examine their damaged airplane, any character with Science (Engineering) or Craft (Mechanics) will notice that both the right and front engines are damaged, as are the cockpit instruments. If the landing was rough, they may need to find other parts as well. All these problems can be repaired if spare parts can be found somewhere within the aircraft graveyard.

Investigate the Monolith

Anyone who examines the Monolith, which is about 200 yards from the airplane, will find that it is hexagonal in shape, about 96 feet tall

After the Crash

The following are examples of what the NPCs might be doing after the crash. None of the NPCs have skills useful for the repair.

- **2 Businessmen:** One will offer to help with physical labor but will not leave the airplane area. Both claim to be accountants and "...not very good at camping things." They will constantly quibble about getting to an important meeting in Dallas.
- **Sgt. Norman:** The doughboy is a former artilleryman who lost a leg in the war. He has no skills of use at this point. He is carrying a pistol, an M1911 .45 pistol (3L damage, 7 Shots, 50 Foot Range) and two spare 7 round magazine, which he will give to the characters should they choose to explore the island.
- **Gail, the Nurse:** Gail will aid anyone who is injured, including the unconscious co-pilot. She has a Medicine Skill rating of 8 and is carrying a medical kit with 6 uses remaining. Unless the character's life seems to be in danger, you may have her Take the Average of 4 (see Page 110) to cure their injuries. Remember that in an emergency situation, a character can use Style Points to assist her skill rolls or to reduce damage as it occurs.

and 12 feet in diameter at the base. It tapers up to around 6 feet at the top and is crafted of white marble with veins of gold and silver throughout. The entire surface is covered in relief pictographs showing an island with strange-looking, disk-like aircraft flying above it and a man placing an object on the top of a tower. A closer look reveals that the object the man is holding appears to be the Astrolabe. Another picture shows an arc of lightning from the top of the tower creating some type of circle in the sky. A final pictograph shows the skies clear of aircraft.

The bottom of the Monolith is ringed by two rows of large symbols, similar to those on the Astrolabe, each is 6 inches tall. If touched, each symbol will depress about 1 inch. A successful Linguistics or Intelligence attribute roll (Difficulty of 3) will allow a character to understand this indicates that if the Astrolabe is placed at the top of the monolith and then the correct combination of symbols are pushed, the rift in the sky will be re-opened.

If the characters place the Astrolabe and press the cuneiform symbols found on it, an arc of lightning will erupt from the Astrolabe and create a dark circle, like a painting of a thunderstorm, to appear high in the sky. The circle will remain for approximately 10 minutes before fading. It is enough time to get the

airplane off the ground and through the rift, but only if all three engines are working. If the Astrolabe is removed from the Monolith, the rift will still remain open for the standard time.

Investigating the Aircraft Graveyard

The characters will need to salvage parts from the nearby wrecks by making Skill rolls (see below). Each check will be at a different wreck within the Graveyard, so the characters must travel farther and farther from their downed airplane as they search.

Searching for Spare Parts

(one hour per skill check)

Roll Investigation (Search), Craft (Mechanics) or Science (Engineering) skill

- Zero Successes: Unable to recover any parts.
- 1 to 2 Successes: Digging around the wrecks, the characters uncover one of the following: a mostly intact metal toolbox, an emergency kit with first aid supplies, an old military trench knife (1L damage, 10 foot range), a .38 revolver (2L damage, 6 Shots, 50 foot range) with 12 spare rounds, or sticks and metal bars which could be easily fashioned into spears (3L damage, 10 foot range).

Stranglevine

Hollow Earth Expeditions; page 231

Follower 2

Archetype: Plant **Motivation:** Survival
Style: 2 **Health:** 6

Primary Attributes

Body: 2	Charisma: 0
Dexterity: 2	Intelligence: 0
Strength: 4	Willpower: 4

Secondary Attributes

Size: 0	Initiative: 4
Move: 0 (6*)	Defense: 4
Perception: 4	Stun: 2

*Stranglevines are normally rooted in one place, but can uproot itself and creep up to its Move Rating by pulling itself toward an immovable object.

Skills	Base	Lvs	Rtng	(Avg)
Brawl	4	4	8	(4)
Stealth	2	4	6	(3)
Survival	0	4	4	(2)

Talents

Quick Reflexes (+2 Initiative Rating)

Skill Aptitude (+2 Brawl Rating)

Resources

None

Flaws

Bestial (cannot communicate or use tools)

Attacks	Rtg	Size	Atk	(Avg)
Entangle	2N	0	8N	(4)N

Entangle: Stranglevine's attack is a touch attack, which means that the target only uses its Active Defense (Dexterity + Size). If the attack succeeds, no immediate damage is done. Instead, compare the amount of damage it would have done to the target's Strength rating. If the damage exceeds the target's Strength rating, the target is entangled in the Stranglevine and takes 2 Nonlethal wounds per turn until he escapes or is crushed to death. An entangled character must succeed in an Opposed Strength roll against the Stranglevine to free himself. Vines may be cut to free a character: each has Defense 8 and Health 1.

- 3+ Successes: Find and recover 1 useful part for their airplane.

After the characters have salvaged their first wreck, have them all roll a Perception check.

Notice the Saber-Toothed Cat

Roll Perception Attribute

- Zero to 2 Successes: They notice nothing unusual.
- 3 Successes: They notice a shadow move between two wrecks, but whatever cast it slinks into deeper hiding before they can locate or identify it.
- 4+ Successes: They see the beast, a large jungle cat, dark brown with large ears and black stripes. It has a wide head with massive fangs dropping low from its jaw.

If spotted, the cat makes eye contact with the character for a moment before disappearing into the brush. If the characters chase after the cat, it will duck into a wreck and hide. Spotting it requires a Perception check against the cat's Stealth Skill check (or, at the Game Master's option, against a Difficulty of 3, which is the cat's Average for Stealth). Ties favor the Saber-Toothed Cat.

Cunning of the Cat...

If the characters pursue the cat, it repeatedly tries to hide behind various wrecks. Finally, it stops in a clearing and faces off with them, about 100 feet from the characters. It is luring the characters within reach of a Stranglevine, which eagerly grapples its prey in its crushing vines! When this happens, the cat will race off at its fastest speed, easily outpacing anyone who tries to follow.

If the characters do not follow the cat, they will come across the Stranglevine during the normal course of their search.

After the Stranglevine has been overcome, the characters will find that the cat has long since disappeared into the jumble of wreckage.

Business at the Point of a Gun

After several hours of searching about and recovering parts to fix their plane, The characters notice that the sun has not moved in the sky.

When the characters return from their hunt for spare parts, one of the Austrian bankers points out dark clouds growing in the sky--he says his experience as a farm boy back in Austria tells him that a severe storm is just hours away. After three hours, the winds pick up and a light rain starts. After another hour, the rains become heavy. Anyone with the Pilot Skill will understand that if the storm continues to worsen they will not be able to fly; worse yet, should the fields become swamped by the rains, they might not be able to take off until after the storm clears and the fields dry, which could take days.

Repair the Airplane

(one hour per Skill check)

Roll Options:

Craft (Mechanics) or

Science (Engineering) Skill

- Zero to 2 Successes: No progress on repairs is made.
- 3+ Successes: One of the three parts have been repaired.

Special: each roll takes 1 hour. For each hour after the third, all Pilot Skill rolls in the next scene suffer a -1 Penalty.

Once the airplane is repaired, the Astrolabe still needs to be placed on top of the monolith: if not, the characters will be unable to escape the Hollow Earth no matter where they fly. Climbing is easy, as the many pictographs provide excellent handhold.

Climbing the Monolith

Roll Athletics Skill

- Zero to 1 Success: The Character falls and suffers 1 N.

- 2 Success: The Character successfully climbs to the top of the monolith.

At the top, the character can easily see a recessed spot where the Astrolabe will fit. When placed there and the correct symbols are depressed on the monolith, the crystal in it will begin to glow, then throw an arc of blue lightning into the sky. A dark patch will suddenly appear, like a painting of a thunderstorm. Unfortunately, a few seconds after the lightning show, a jolt of electricity arcs up the side of the monolith, striking the Astrolabe and causing the crystal to crack. After the crystal cracks, it stops glowing and the dark patch of sky starts to flicker. The portal is fading!

As the character climbs down from the monolith, he or she easily spots a pride of saber-tooth cats hiding behind a nearby wreck, eyeing them hungrily.

It is a 200-yard run from the monolith to the airplane, and the characters appear to be trapped between two jungle predators, with the portal in the sky starting to fade. No matter what direction the characters take, the cats will close in and attack.

If the characters do not bring the Astrolabe



with them after opening the rift, Ambrose the businessman will sneak over and retrieve it from the top of the Monolith while the characters are dealing with the Cats. A successful Perception Check (Difficulty 3) will allow them to notice him doing this. When confronted, he will not hide it, but instead will say, "I did not want to leave it. What if we need it again? On another island or something?" He will turn it over to them if asked.

Providing that they make it back to the airplane in one piece, taking off is easy, even in the growing storm.

Once airborne, read the following:

Carefully piloting toward the dark patch in the sky, you feel a sense of relief as you realize that you are heading away from this strange island. But then shouts shatter the quiet of the flight. As you look back, the two Businessmen are out of their seats, each holding an automatic pistol.

"Nobody move!" one of them says in a thick German accent. "Herr Norman, you and the Artifact will not be returning to America. Germany has an outpost nearby in this Hollow Earth. We have decided that you will now fly us to it. Refuse and you will be shot!"

In response, the veteran produces a pocket knife and stabs the nearest businessman in the leg, causing him to scream out in pain and drop his pistol. The gun hits the ground and fires. Sparks showering from the cockpit tell you the flight controls have been hit as the plane starts to dive forward once more...

The fight for the airplane has started. Keeping the plane from crashing again will require a Pilot (Aircraft) skill check. The injured business man will try and recover his pistol, and then shoot the veteran. The other will fire on anyone who tries to resist them.

Regain Control of Airplane

Roll Pilot (Aircraft) Skill

- Zero Successes: The airplane continues to fall and everyone suffers a -2 on all dice rolls due to the bouncing of the airplane.
- 1 or 2 Successes: The airplane continues to fall.
- 3+ Successes: The airplane is leveled off and is under control again.

Saber-Toothed Cats (Smilodon)

Mysteries of the Hollow Earth; page 170

Follower 2

Archetype: Animal

Motivation: Survival

Style: 2

Health: 7

Primary Attributes

Body: 3

Charisma: 0

Dexterity: 5

Intelligence: 0

Strength: 3

Willpower: 4

Secondary Attributes

Size: 1

Initiative: 5

Move: 8 (run 16)*

Defense: 8

Perception: 6

Stun: 3

*Creatures with four or more legs double their movement rating when running.

Skills	Base	Lvls	Rtng	(Avg)
Athletics	3	5	8	(4)
Brawl	3	5	8	(4)
Stealth	5	1	6	(3)
Survival	0	4	6	(3)

Talents

Alertness (+2 Perception rating)

Skill Aptitude (+2 Survival rating)

Flaws

Bestial (cannot communicate or use tools)

Attacks	Rtg	Size	Atk	(Avg)
Bite	0L	-0	8L	(4)L
Claw	0L	-0	8L	(4)L

Special: if the repair took more than three hours, there will be a penalty due to the storm.

If the pilot rolls zero successes twice in a row while attempting to regain control of the airplane, they have failed horribly and have crashed back on the island, near the beach and waterline. The airplane is now useless, save for spare parts: the characters are trapped on the island! Should this happen, the fight onboard will be paused while everyone struggles to keep from being injured. Have every character make

a Dexterity Roll (as with "Avoid Injury in Cabin" in Scene 1).

The Pilot may wish to attempt a "Stunt" to try and shake things up in the fight in back. They can make a Pilot Aircraft skill check (as with "Regain Control of Airplane"), with no danger for 0 or 1 Successes. On 2 or more Successes, the businessmen are distracted, allowing the Characters to react before them.

On the second turn of the fight, allow the characters to make a Perception check (Difficulty 3). If any character succeeds, read the following:

As you desperately fight for control of the plane from the Nazis, you look out the window and see a flash of silver and white lightning. For a brief instant, the sky is hidden by the flash, then it's over and all is calm outside. Nothing unusual to be seen, not even the Rift. It is gone! Closed! The way back to America has vanished!

After the businessmen have been defeated, it is a simple matter for the characters to pilot the wounded plane... but to where? The rift is gone, the Astrolabe is broken, and the characters are trapped in this land of eternal sun. Could the mainland be just beyond the horizon? And why doesn't the sun move from the center of the sky? What is the true nature of the Astrolabe and how do the Nazis have a secret base in this strange land? These questions can only be answered on your next adventure into the world of...

Ambrose & Felix				
(Businessmen/Nazi Agents)				
Follower 2				
Archetype: Spy	Motivation: Duty			
Style: 2	Health: 4			
Primary Attributes				
Body: 2	Charisma: 2			
Dexterity: 2	Intelligence: 2			
Strength: 2	Willpower: 2			
Secondary Attributes				
Size: 0	Initiative: 4			
Move: 4	Defense: 4			
Perception: 4	Stun: 2			
Skills				
	Base	Lvs	Rtng	(Avg)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidate	2	2	6	(3)
Melee	2	2	4	(2)
Talents				
Skill Aptitude 1 (+2 Skill Rating for Intimidate)				
Resources				
None				
Flaws				
Intolerant (+1 Style bonus when he convinces someone to hate what he does)				
Attacks				
	Rtg	Size	Atk	(Avg)
Punch	0N	0	4N	(2)N
Luger P-08 Pistol 3L		0	7L	(3+)L

HOLLOW EARTH
EXPEDITION

HOLLOW EARTH EXPEDITION ***FREE RPG DAY ADVENTURE 2011*** ***TRAPPED IN THE AIRCRAFT GRAVEYARD!***

Originally produced by Exile Game Studios (www.exilegames.com) for use during the Free RPG Day event, June 2011. *Trapped in the Aircraft Graveyard* was written as a sample adventure to introduce players to the wonderful world of Hollow Earth Expeditions. Enough credit and complement cannot be given to the talented people who produced this module. Well Done Everyone.

The original credits for that module are listed here:

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Developed by: Shawn Hilton & Sechin Tower

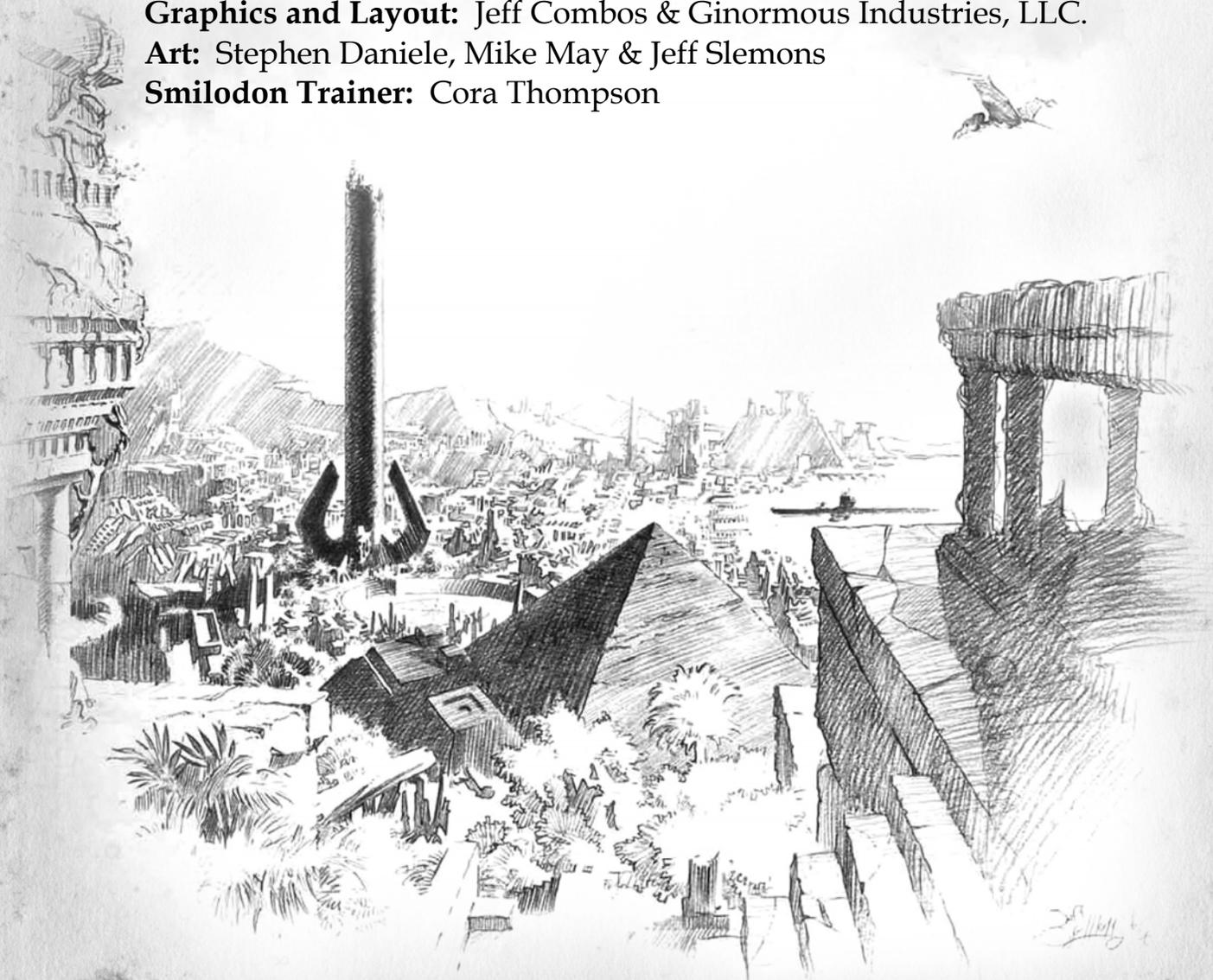
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Lead Editor: Gary Thompson

Graphics and Layout: Jeff Combos & Ginormous Industries, LLC.

Art: Stephen Daniele, Mike May & Jeff Slemmons

Smilodon Trainer: Cora Thompson



Intrepid Reporter

Archetype: Reporter **Motivation:** Truth
Style: 3 **Health:** 5

Primary Attributes

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

Secondary Attributes

Size: 0 **Initiative:** 6
Move: 5 **Defense:** 5
Perception: 6 **Stun:** 2

Skills	Base	Lvls	Rtng	(Avg)
Athletics	2	0	2	(1)
Brawl	2	0	2	(1)
Con	2	3	5	(2+)
<i>Fast Talk</i>			6	(3)
Drive	3	0	3	(1+)
Empathy	3	0	3	(1+)
Firearms	3	1	4	(2)
Investigation	3	2	5	(2+)
<i>Interview</i>			6	(3)
Larceny	3	3	6	(3)
Stealth	3	0	3	(1+)

Skills (cont.)	Base	Lvls	Rtng	(Avg)
Streetwise	2	3	5	(2+)
<i>Rumors</i>			6	(3)
Writing	3	5	8	(4)

Talents: None

Resources

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

Flaws

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

Weapons	Rtg	Size	Atk	(Avg)
Punch	0N	0	2N	(1)N
Double Derringer	1L	0	5L	(2+)L

Equipment: Notebooks, pencils, Still Camera, film, large shoulder bag, pistol rounds (.32 caliber, 8 rounds), folding pocket knife, lock picking tools.



Motion Picture Director

Archetype: Celebrity **Motivation:** Greed
Style: 3 **Health:** 5

Primary Attributes

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

Secondary Attributes

Size: 0 **Initiative:** 5
Move: 4 **Defense:** 5
Perception: 5 **Stun:** 3

Skills	Base	Lvls	Rtng	(Avg)
Art (Movies)	3	3	6	(3)
Athletics	2	0	2	(1)
Brawl	2	0	2	(1)
Con	3	5	8	(4)
Diplomacy	3	3	6	(3)
Drive	2	0	2	(1)
Empathy	3	0	3	(1+)
Firearms	2	2	4	(2)
Stealth	2	0	2	(1)
Streetwise	3	1	4	(2)
Survival	3	1	4	(2)

Talents

Inspire (Grant +2 Skill Bonus to Allies)

Resources

Contacts 1 (Entertainment: +2 Social Bonus)

Flaws

Stubborn (+1 Style Point whenever your character's inflexibility causes trouble)

Weapons	Rtg	Size	Atk	(Avg)
Punch	0N	0	2N	(1)N
Colt Pocket Model	2L	0	6L	(3)L

Equipment: Movie Camera, film, camera tripod, large backpack, 2 spare magazines (.32 caliber), cigars (8), gold pocket watch, monogrammed Zippo lighter.



Style Points (p. 112)

Style points are used to help a character boost their abilities and skills when their current ability is just not sufficient. Style points can also be used to help other player characters. Here are the benefits you can spend your hard-earned Style points on:

<u>Action</u>	<u>Cost</u>	<u>Benefit</u>
• Boosting a Talent	2	Boost a non-unique Talent up to its next level
• Buying Bonus Dice	1 or more	Up to ten bonus dice may be purchased for any one roll
• Reducing Damage	2	Reduce damage from an attack by one

Combat Maneuvers (p. 118)

These special actions may be used during combat instead of your standard attack action. Not all of the special actions available have been listed below, the rest can be found in Hollow Earth Expedition.

<u>Maneuver</u>	<u>Penalty</u>	<u>Benefit</u>
• Aim	May not Move or Attack this turn	+2 to Firearms attack next turn Lose Dexterity bonus to Defense
• Autofire (Burst Fire)	None	+1 to Firearms attack this turn
• Autofire (Full Autofire)	Lose Dexterity bonus to Defense	+3 to Firearms attack this turn
• Called Shot (Vital Area)	Suffer penalty on attack roll equal to opponent's Defense rating	Each success automatically inflicts damage
• Charge	Must take Move action before attacking, Lose Dexterity bonus to Defense	+2 to Brawl or Melee attack this turn
• Ready Weapon	May not make Attack action this turn	Character prepares weapon to attack
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Style Points (p. 112)

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<u>Action</u>	<u>Cost</u>	<u>Benefit</u>
• Boosting a Talent	2	Boost a non-unique Talent up to its next level
• Buying Bonus Dice	1 or more	Up to ten bonus dice may be purchased for any one roll
• Reducing Damage	2	Reduce damage from an attack by one

Combat Maneuvers (p. 118)

These special actions may be used during combat instead of your standard attack action. Not all of the special actions available have been listed below, the rest can be found in Hollow Earth Expedition.

<u>Maneuver</u>	<u>Penalty</u>	<u>Benefit</u>
• Aim	May not Move or Attack this turn	+2 to Firearms attack next turn Lose Dexterity bonus to Defense
• Autofire (Burst Fire)	None	+1 to Firearms attack this turn
• Autofire (Full Auto Fire)	Lose Dexterity bonus to Defense	+3 to Firearms attack this turn
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HOLLOW EARTH EXPEDITION RPG QUICK START RULES



Written by: Jeff Combos & Sechin Tower

This booklet provides Quick-Start rules for use with the Hollow Earth Expedition Role Playing Game. This is only a sample of the full Ubiquity Roleplaying System, and you will need a copy of *Hollow Earth Expedition* to play more involved games and campaigns. For more information, page references have been included throughout the booklet to point you to the appropriate section of *Hollow Earth Expedition*. For now, though, you have everything you need to take you and your friends on a wild pulp adventure filled with Nazis, dinosaurs, and lost civilizations!

Characters

Four sample characters are provided at the end of this booklet so that you can get started right away. Feel free to copy these character pages or tear them out of the book so that players can choose the one they want to play. For more variety, players may wish to create their own characters with the rules in *Hollow Earth Expedition*, or use any of the additional sample characters in *Hollow Earth Expedition*, *Secrets of the Surface World*, and *Mysteries of the Hollow Earth*. All the published sample characters, as well as the downloadable versions of the character sheet, are available for free

download at Exile Game Studio's website (<http://www.exilegames.com/downloads.html>).

Archetype (p. 39)

A character's Archetype is a one- or two-word summation of the character's concept. Typically, characters in *Hollow Earth Expedition* will be Adventurers, Explorers, Scientists and other similar types, but the list is not finite. You are free to make up Archetypes as you see fit; the ones listed in the books are simply a starting point.

Motivation (p. 41)

A character's Motivation is the main driving force behind the things a character does. Does your character seek out adventure because of a sense of duty to his country, or does he travel to the ends of the Earth in search of fame and glory? Each character may only have a single Motivation, so it is wise to pick the one you think best suits your character and your play style.

When your character acts according to his Motivation, the Gamemaster may reward you with a Style point. Style points will be covered in more detail later, but first, here are the ways they can be earned for Motivation:

- **Duty:** You earn a Style Point when your character acts responsibly or convinces someone to keep their word.
- **Escape:** You earn Style Points when your character escapes from danger or helps someone run from her past.
- **Faith:** You earn Style Points when your character's viewpoint is supported or he converts someone to his beliefs.
- **Fame:** You earn Style Points whenever your character does something noteworthy or increases her reputation.
- **Greed:** You earn Style Points when your character gets his hands on something particularly valuable or makes a lot of money.
- **Love:** You earn a Style Point whenever your character does something romantic or persuades someone to follow their heart.
- **Power:** You earn Style Points whenever your character acts selfishly or persuades someone to use their power for personal gain.
- **Revenge:** You earn Style Points when your character settles a score or encourages someone to seek vengeance.
- **Survival:** You earn a Style Point whenever your character defies death or saves someone's life.
- **Truth:** You earn a Style Point whenever your character makes a discovery or persuades someone to share a secret.

Style (p. 79)

Each character begins the game with three Style points. These points can be used to influence dice rolls during game play. A list of things Style points can be spent on can be found on the reverse of the sample character sheets.

Primary Attributes (p. 43)

Six primary attributes form the basis of a character's abilities and competencies. For human characters, primary attributes range from one (poor) to five (excellent), with the "average" person having two in all categories. Here is how each primary attribute influences a character:

Body represents a character's constitution and toughness. Characters with high Body ratings can take more damage, are more resistant to disease, and can go for longer periods without food and water.

Dexterity represents a character's speed coordination and agility. Characters with high Dexterity ratings are better with firearms, better at avoiding damage, and will react faster in combat.

Strength represents a character's vigor and muscle power. Characters with high Strength ratings deal more damage, are more effective and in hand-to-hand combat, and are able to carry more.

Charisma represents a character's confidence and personality. Characters with a high Charisma rating are good at social interaction and considered more attractive.

Intelligence represents a character's reason and intellect. Characters with high Intelligence are better with knowledge and craft skills. They are also more observant and quicker to react in combat.

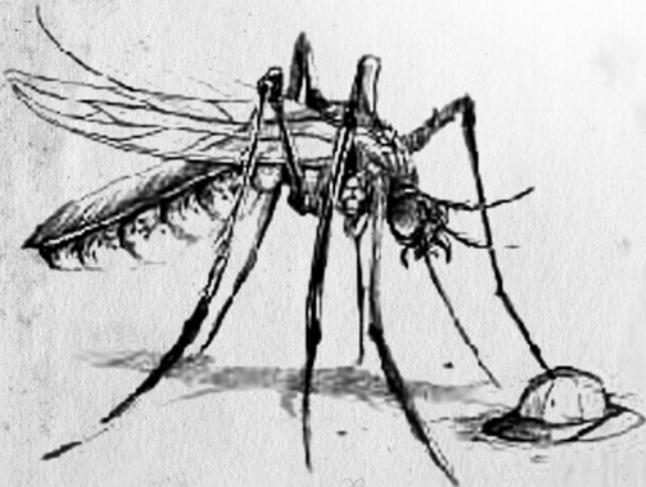
Willpower represents a character's courage and resolve. Characters with high Willpower are less likely to run from frightening situations. They are also able to take more damage and are more resilient to manipulation by others.

Secondary Attributes (p. 46)

Secondary attributes represent a character's size, movement speed, perception, and combat abilities. Each secondary attribute (with the exception of Size) is derived by combining two primary attributes. These attributes influence a character as follows:

Size is a representation of physical height and weight. For example, average humans are Size 0, a monkey is Size -2, and a Tyrannosaurus Rex is Size 4.

Move (Strength + Dexterity) represents how quickly a character can move. Each point of Move is worth



5ft. of walking movement on every turn.

Perception (Intelligence + Willpower) represent a character's ability to notice what is going on in his surroundings, as well as his ability to notice enemies hiding with the Stealth skill.

Initiative (Dexterity + Intelligence) represents reaction speed in both dangerous and combat situations.

Defense (Body + Dexterity - Size) represents ability to absorb or avoid damage. Size also means that large characters are easier to hit than small ones.

Stun (Body) represents ability to avoid the effects of taking damage in combat. A character who takes more damage than his Stun rating in a single blow is stunned and loses his next action. A character who takes more than twice his Stun rating is knocked out for a number of minutes equal to the additional damage he took.

Health (Body + Willpower + Size) represents how much Lethal and Nonlethal damage a character can take in combat. Once a character's health drops below zero she goes unconscious, and once it reaches -5 she dies.

Skills (p. 48)

Players are able to choose a selection of Skills to help further define their character's competencies. Each Skill is linked to a Primary Attribute, which combine to give the total Skill rating. Skills all have a number of specializations that represent topics with which a character may be especially familiar. Purchasing these specializations grants characters an additional bonus to the associated Skill.

A Skill's Base is derived from the Primary Attribute

associated with the Skill. Level is the number of points purchased during character creation to improve the skill. Rating is a character's total ability in the skill, and Average is half of the Rating score.

Talents (p. 60)

Talents grant special abilities and tricks that help set characters apart. Some grant special skill bonuses, while others allow the use of special actions. Benefits granted by Talents are listed on the sample character sheets.

Resources (p. 72)

Resources help define characters in ways that are not covered by Talents. Resources can grant loyal allies, additional money, or even a secret lair.

Flaws (p. 76)

Not everyone is perfect, and Flaws are used to help represent this. These shortcomings affect a character's ability in a certain area, at the same time awarding Style point when they come into play.

Weapons (p. 142)

Sometimes you will need more than your fists to fight your way out of a tough situation. A weapon enhances one of your character's Combat Skills (Brawl, Firearms, or Melee).

Rating is the bonus the weapon grants to the appropriate Combat Skill. **Size** confers a penalty to Combat Skill equal to your rating if you are Size 1 or larger, while granting a bonus equal to your size if you are Size -1 or smaller. **Attack** is the total number of dice you roll when your character makes an attack. **Average** is half of your weapon's total Attack.

Gameplay Rules

Hollow Earth Expeditions uses Ubiquity, a roleplaying system designed for fast, cinematic play. While only the basic rules are included in this



booklet, you will have everything you need to run this adventure. For easy reference, a list of combat actions and Style point costs has been included on the back of the sample character sheets.

Dice (p. 104)

Unlike most other roleplaying games, Ubiquity does not use a specific type of dice. Any die will work, as long as it has an even number of sides. When making an Attribute or Skill check, roll a number of dice equal to the dice pool and count up the number of even numbers used. This total is the number of successes rolled. Odd numbers do not subtract from the number of successes.

Example: *Rolling seven dice gives a result of 1, 2, 3, 3, 4, 4, and 5. Add up the even numbers (2, 4, and 4) for a result of three successes.*

Dice Rolls (p. 108)

Dice rolls are made by rolling a number of dice equal to the appropriate Skill or Attribute rating and counting the successes. If the player gets successes equal to or more than the Difficulty of the task, she succeeds. Weapon and equipment modifiers may increase or decrease the number of dice rolled.

Taking the Average (p. 110)

If a character's average skill rating is greater than or equal to the Difficulty rating, the player may choose not to roll the dice and automatically succeed instead. Players may not Take the Average during combat, or in stressful situations, as determined by the Gamemaster (GM). On the other hand, the GM may choose to Take the Average for non-player characters' dice rolls in order to speed up combat.

Combat Rules (p. 116)

Initiative: Each player rolls a number of dice equal to their Initiative rating and counts their successes. The GM does the same for each of the non-player character groups. For example, if the players were fighting a squad of Nazi soldiers, the GM would roll once for the entire group's Initiative. The player or NPC group with the highest number of success acts first. If there is a tie, the tied player with the highest Initiative rating acts first. If there is still a tie, the tied player with the highest Dexterity rating acts first.

Actions: On each turn, a player may make a single Attack action, a single Move action, and as many

Defense actions as are required. Refer to the charts on the back of the character sheets for a list of Attack actions. Each player must make their Attack and Move actions on their turn. Players may move up to the distance allowed by their Move rating.

Attacking: When attacking, a player selects one of the weapons listed on the character sheet (for this purpose, natural attacks such as Punch and Bite are considered weapons) and rolls a number of dice equal to the attack's rating. For simplicity, the appropriate weapon and equipment modifiers have been already included in the weapon's attack rating.

Defending: The defender rolls a number of dice equal to his Defense rating (again, adding or subtracting any appropriate modifiers) and counts the number of successes. If the attacker scores more successes than the defender, the defender takes a number of points of damage equal to the extra successes. If the attacker scores less than or equal to the defender's number of successes, the attack misses, or hits and does no damage.

Damage: There are two types of damage: Lethal (L) and Nonlethal (N). If a character suffers enough Lethal or Nonlethal damage for his Health to fall below 0 he is knocked unconscious. If he takes enough Lethal damage for his Health to fall to -5, he is dead. For ease of play in this adventure, any NPC reduced to 0 Health is considered out of combat and effectively unconscious or dead.

Range: Each weapon has a distance, in feet, that it is effective before penalties are incurred. Beyond that distance a penalty is subtracted from the Attack Dice rolled.

<u>Range</u>	<u>Distance</u>	<u>Modifier</u>
Short	Weapon Range	0
Medium	Weapon Range x2	-2
Long	Weapon Range x4	-4
Extreme	More than Weapon Range x4	-8

Healing: First Aid (through use of the Medicine Skill) removes one point of Nonlethal damage for each success rolled. Once the Nonlethal damage has been healed, further successes will convert one point of Lethal damage into Nonlethal damage.

Ready? Let the adventure begin...