

HOLLOW EARTH EXPEDITION:

CHARACTER CREATION CHEAT SHEETS!

BY NESTOR!

STEP ONE: ARCHETYPES!

(p. 39-41) *PICK ONE!*

Academic	Missionary
Adventurer	Moneyman
Celebrity	Occultist
Criminal	Reporter
Doctor	Scientist
Engineer	Soldier
Explorer	Survivor
Hunter	

STEP TWO: MOTIVATION!

(p. 41-43) *PICK ONE!*

Duty	Love
Escape	Power
Faith	Revenge
Fame	Survival
Greed	Truth

STEP FOUR: SKILLS!

(p. 48-59) *SPEND POINTS!*

Points Available: 16 (spent on one-for-one basis)

Maximum Value: 5 (during character creation)

OPTIONAL: SKILL SPECIALIZATION!

Cost ½-point each, no more than one Specialization per Skill during character creation. Add +1 to Skill when Specialization applies.

Skill	Attribute	Specializations
Academics •	Intelligence	History, Law, Literature, Philosophy, Religion
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling
Animal Handling	Charisma	Cats, Dogs, Horses, Birds, Reptiles
Archery	Dexterity	Blowguns, Bows, Crossbows, Nets, Slings
Art •	Intelligence	Music, Painting, Photography, Sculpture, Writing
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws
Bureaucracy	Intelligence	Academia, Business, Government, Legal, Military
Con	Charisma	Bluff, Fast Talk, Lies, Tricks, Seduction
Craft •	Intelligence	Carpentry, Chemistry, Electronics, Mechanics, Medicines
Demolitions	Intelligence	Defusing, Dynamite, Gunpowder, Improvised, Incendiary
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics
Drive	Dexterity	Buses, Cars, Motorcycles, Tanks, Trucks
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives
Firearms	Dexterity	Archaic, Pistols, Rifles, Shotguns, Submachine Guns
Gambling	Intelligence	Blackjack, Cheating, Craps, Poker, Roulette
Gunnery	Intelligence	Artillery, Bombs, Cannons, Machine Guns, Rockets

Intimidation	Charisma	Interrogation, Orders, Staredown, Threats, Torture
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search
Larceny	Dexterity	Lockpicking, Pickpocketing, Safecracking, Security, Sleight of Hand
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation
Medicine	Intelligence	Diagnosis, Disease, First Aid, Surgery, Veterinary
Melee	Strength	Axes, Clubs, Knives, Spears, Swords
Performance	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing
Pilot ●	Dexterity	Aircraft, Balloons, Drilling Machines, Ships, Submarines
Ride	Dexterity	Bulls, Camels, Elephants, Horses, Mules
Science ●	Intelligence	Biology, Chemistry, Engineering, Geology, Physics
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking
Streetwise	Charisma	Black Market, Carousing, Hagglng, Rumors, Scrounging
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tracking
● Specialized Skill		

STEP FIVE: TALENTS AND RESOURCES!

(p. 60-76) **PICK ONE TALENT OR ONE RESOURCE!**

Talent	Prerequisite	Benefit
Accuracy	-	Reduced called shot penalties
<i>Agile</i> ●	-	+1 Dexterity rating
Alertness	-	+2 Perception rating
Animal Affinity	-	+1 Charisma bonus dealing with animals
Attractive	-	+1 Charisma bonus dealing with people
Autofire	Firearms 4	Improved autofire attack
Blind Fight	-	Reduced penalty for poor visibility
Block	Brawl 4	Perform block as a reflexive action
Blunt Strike	Melee 4	Do nonlethal damage with lethal weapons
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill
<i>Bold Defense</i>	Charisma 3	Use Charisma for Active Defense rating
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill
<i>Calculated Defense</i>	Intelligence 3	Use Intelligence for Active Defense rating
Captivate	Performance 4	Temporarily entrance targets
<i>Charismatic</i> ●	-	+1 Charisma rating
<i>Climb</i>	-	Improved climbing speed
<i>Combat Aptitude</i>	Intelligence 3	Exchange attack and Defense dice
Combat Skill	Skill 4	+2 Defense with specific non-combat Skill
<i>Danger Sense</i>	-	Reduced surprise penalty
Diehard	-	Improved death threshold
<i>Direction Sense</i>	-	Always know direction
Dodge	Athletics 4	Perform dodge as a reflexive action
Dual Wield	Dexterity 3	Reduced penalty for two-weapon attacks
Fearsome	Intimidation 4	Temporarily frighten opponents
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill
Flurry	Dexterity 3	Reduced penalty for multiple strikes
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill
<i>Focused Defense</i>	Willpower 3	Use Willpower for Passive Defense rating
<i>Giant</i> ●	-	+1 Size rating
Guardian	Intelligence 3	Provide Defense bonus to allies
<i>Headstrong</i>	Willpower 3	Use Willpower for Stun rating
High Pain Tolerance	-	Reduced penalty for wounds
Inspire	Diplomacy 4	Provide Skill bonus to allies
<i>Instant Reload</i>	-	Reload weapon as a reflexive action
<i>Intelligent</i> ●	-	+1 Intelligence rating
Iron Jaw	-	+1 Stun rating
<i>Iron Will</i> ●	-	+1 Willpower rating
<i>Jump</i>	-	Improved jumping distance
Keen Sense ●	-	+4 Perception rating with a specific sense
<i>Kip Up</i>	-	Stand up as a reflexive action
Knockout Blow	Brawl 4	Improved knockout ability
Lethal Blow	Brawl 4	Do lethal damage with Brawl attacks
<i>Lifesaver</i>	Medicine 4	Improved healing ability

Talent	Prerequisite	Benefit
<i>Long Shot</i>	-	Double weapon ranges
Lucky	-	+2 bonus to any one roll per game session
Mobile Attack	Dexterity 3	Move and attack simultaneously
Parry	Melee 4	Perform parry as a reflexive action
Provoke	Con 4	Temporarily provoke opponents
<i>Psychic Sensitivity</i> ●	-	Sensitive to psychic phenomena
<i>Quick Draw</i>	-	Draw weapon as a reflexive action
<i>Quick Healer</i> ●	Body 3	Double the normal healing rate
Quick Reflexes	-	+2 Initiative rating
Rapid Shot	Dexterity 3	Reduced penalty for multiple shots
Robust	-	+2 Health rating
<i>Run</i>	-	Improved running speed
Skill Aptitude	-	+2 Skill rating with a specific Skill
Skill Mastery	Intelligence 3	General expertise with one Specialized Skill
Staggering Blow	Brawl 4	Improved knockback ability
Strafe	Firearms 4	Improved strafing ability
<i>Strong</i> ●	-	+1 Strength rating
Strong Attack	Strength 3	Use Strength with a specific combat Skill
<i>Strong Defense</i>	Strength 3	Use Strength for Passive Defense rating
Swift	-	+2 Move rating
<i>Swim</i>	-	Improved swimming speed
<i>Time Sense</i>	-	Always know time
Total Defense	Dexterity 3	Improved Defense ability
Total Recall ●	-	Never forget anything
<i>Tough</i> ●	-	+1 Body rating
Tough Attack	Body 3	Use Body with a specific combat Skill
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers
<i><italics></i> Unique Talent		
● only available during character creation		

Resource	Description
Allies	Close friends and relatives that can be counted on for help
Artifact	Unique and powerful item in your character's possession
Contacts	Network of associates that may be called on for items and information
Fame	Reputation, notoriety, and influence due to your character's popularity
Followers	Faithful friends and retainers that accompany your character
Mentor	A powerful patron, teacher, or protector who looks out for your character
Rank	Rank and membership in a secret or exclusive organization
Refuge	A safe and comfortable home. Private retreat, or secret laboratory
Status	Social status and income due to your character's profession or birthright
Wealth	Income and assets, plus amount of money available to invest

STEP SIX: FLAWS! (OPTIONAL)

(p. 76-79) *PICK ONE!*

Flaw	Description
Physical Flaws	
Blind	Automatically fail sight rolls
Deaf	Automatically fail hearing rolls
Dwarf	Not as big or as strong as others
Dying	Has an incurable disease and may soon die
Hard of Hearing	Poor hearing and may misunderstand speech
Lame	Has a bad leg or foot and moves slower than others
Mute	Can't speak and must write or gesture instead
One Armed	Missing an arm and has trouble doing work
One Eyed	Missing an eye and has poor depth perception
Poor Vision	Bad eyesight and has trouble identifying things
Mental Flaws	
Absent-Minded	Often forgets or overlooks important details
Addicted	Hooked on a specific substance or activity
Amnesic	Has lost his memory and may have flashbacks
Coward	Afraid of conflict and may run from a fight
Illiterate	Dyslexic or uneducated and cannot read or write
Impulsive	Impatient and reckless and often gets in trouble
Obsessed	A compulsion to perform a particular activity
Overconfident	Foolhardy and sometimes gets in over his head
Paranoid	Anxious and distrusts everyone around him
Phobic	Scared of a particular thing and will avoid it
Social Flaws	
Callous	Selfish, uncaring, and insensitive of others
Condescending	He is better than everyone else
Criminal	Believed to have committed a serious crime
Disfigured	Ugly, unattractive, and repulsive to others
Intolerant	Biased and prejudiced against a certain thing
Pacifist	Opposed to violence and war for any reason
Secret	Has an embarrassing or shameful secret
Shy	Dislikes social situations and tries to avoid them
Speech Impediment	Has trouble speaking and may be misunderstood
Superstitious	Goes out of her way to follow her unusual beliefs
Miscellaneous Flaws	
Danger Magnet	Attracts trouble through no fault of her own
Primitive	Unfamiliar with modern technology
Unlucky	Cursed, jinxed, or otherwise unlucky

STEP SEVEN: STARTING EXPERIENCE POINTS!

SPEND POINTS!

Points Available: *15* (unspent points may be carried into play)

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

STEP EIGHT: SECONDARY ATTRIBUTES!

(p. 46-47) *CALCULATE!*

DON'T FORGET ANY TALENT BENEFITS!

Size = 0 (if human)

Move = Strength + Dexterity (or Athletics rating)

Perception = Intelligence + Willpower

Initiative = Dexterity + Intelligence

Defense = Body + Dexterity - Size

Stun = Body

Health = Body + Willpower + Size

STEP NINE: STARTING STYLE POINTS!

Maximum Points: 5 (during character creation)

- Taking a flaw during character creation: 1 pt.
- Writing a character background: 1-3 pts.
- Creating a plot hook for your character: 1 pt. Each
- Using props or costumes: 1 pt.
- Miscellaneous (e.g. game hosting): 1 pt.

EQUIPMENT LISTS!

Melee Weapons

Weapon	Dmg	Str	Spd	Cost	Wt.
Axe, Hand	2L	2	A	\$1.00	3 lbs.
Axe, Two-Handed	3L	2	A	\$2.00	4 lbs.
Bayonet (Fixed)	2L	2	A	\$2.00	1 lb.
Brass Knuckles	1N*	1	F	\$1.00	0.5 lbs.
Chain	1N*	2	A	\$1.00	6 lbs.
Cleaver	2L	2	A	\$1.25	2 lbs.
Club	2N	2	A	—	3 lbs.
Club, Two-Handed	3N	2	A	—	8 lbs.
Cutlass	3L	2	A	\$6.00	4 lbs.
Dagger	1L	1	F	\$1.00	1 lb.
Entrenching Tool	2N*	2	A	\$2.5	2.5 lbs.
Hammer	2N	2	A	\$1.00	2 lbs.
Hammer, Two-Handed	3N	2	A	\$1.50	7 lbs.
Katana	3L	2	A	\$45.00+	3 lbs.
Kukri	2L	2	A	\$6.00+	3 lbs.
Machete	2L	2	A	\$1.50	2 lbs.
Nightstick	2N	A	A	\$0.75	1.5 lbs.
Penknife	0L	1	F	\$0.50	—
Pickaxe	3L	2	A	\$1.5	6 lbs.
Pistol Butt	1N	1	A	—	—
Polearm	4L	2	S	\$10.00+	10 lbs.
Rapier	2L	2	F	\$12.00	2.5 lbs.
Rifle Butt	2N	2	A	—	—
Saber	3L	2	A	\$15.00	3 lbs.
Sap	1N	1	F	\$0.25	3 lbs.
Scimitar	3L	2	A	\$10.00+	3 lbs.
Spear	3L	2	A	—	9 lbs.
Straight Razor	0L	1	F	\$0.75	—
Switchblade/Stiletto	1L	1	F	\$1.00	0.5 lbs.
Sword, Cane	2L	2	F	\$10.00+	3 lbs.
Sword, Long	3L	2	A	\$15.00+	3 lbs.
Sword, Short	2L	2	A	\$4.5	2 lbs.
Sword, Two-Handed	4L	3	S	\$20.00+	8 lbs.
Torch, Burning	1L*	2	A	\$0.10	1 lb.

* See weapon description for special rules

Archaic Firearms

Weapon	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt.
Blunderbuss	4L*	3	25 ft.	1 (i)	½**	A	\$40.00+	6 lbs.
Pistol, Flintlock	3L	2	50 ft.	1 (i)	½**	A	\$15.00	1.5 lbs.
Rifle, Flintlock	3L	2	100 ft.	1 (i)	½**	A	\$20.00+	5.5 lbs.

* See weapon description for special rules

** Characters with the Instant Reload Talent double this weapon's rate of fire

Ranged Weapons

Weapon	Dmg	Str	Rng	Rate	Spd	Cost	Wt.
Blowgun	0L*	1	25 ft.	1**	A	\$0.75	1 lb.
Bolas	*	1	25 ft.	1	A	—	2 lbs.
Boomerang	1N	1	25 ft.	1	A	\$0.75	2 lbs.
Bow	2L	2	50 ft.	1**	A	\$5.00	3 lbs.
Crossbow	3L	2	100 ft.	½**	A	\$9.00	7 lbs.
Javelin	1L	2	25 ft.	1	A	\$0.50	2 lbs.
Longbow	3L	3	100 ft.	1**	A	\$12.00+	3 lbs.
Net	*	2	10 ft.	1	S	\$5.00	20 lbs.
Sling	1N	1	50 ft.	1**	A	—	0.5 lbs.
Whip	0N*	1	10 ft.	1	A	\$2.00	2 lbs.

* See weapon description for special rules

** Characters with the Instant Reload Talent double this weapon's rate for fire

Ammunition

Ammunition	Cost
20 gauge shells (25)	\$1.00
20 gauge slugs (25)	\$1.00
12 gauge shells (25)	\$1.00
12 gauge slugs (25)	\$1.00
10 gauge shells (25)	\$1.25
10 gauge slugs (25)	\$1.25
.22 long rifle (100)	\$0.50
.30-06 (100)	\$8.00
.32 ACP (100)	\$5.00
.38 caliber (100)	\$5.00
.445 (100)	\$9.00
.45 ACP (100)	\$9.00
9mm Parabellum (100)	\$6.00
Arrows (20)	\$2.00
Bolts (20)	\$4.00
Flare (1)	\$0.50
Flintlock Shot (25)	\$3.00

Modern Pistols

Weapon	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt.
.22 Short Automatic	1L	1	50 ft.	6 (m)	M	A	\$6.00	0.5 lbs.
.32 Automatic	2L	2	50 ft.	8 (m)	M	A	\$15.00	1 lb.
Colt Peacemaker	3L	3	50 ft.	6 (r)	M	A	\$40.00	3 lbs.
Derringer	2L	1	10 ft.	1 (i)	1	A	\$4.00	1 lb.
Derringer, Double	2L	1	10 ft.	2 (i)	1	A	\$8.00	1 lb.
Colt M1911	3L	3	50 ft.	7 (m)	M	A	\$40.00	3 lbs.
Luger P08	2L	2	50 ft.	8 (m)	M	A	\$70.00	2 lbs.
Mauser M1896	2L	2	50 ft.	10 (m)	M	A	\$80.00	3 lbs.
Pocket Revolver	2L	2	50 ft.	6 (r)	M	A	\$15.00	1 lb.
S&W .38 Special	2L	2	50 ft.	6 (r)	M	A	\$25.00	2 lbs.
Walther PPK	2L	2	50 ft.	8 (m)	M	A	\$40.00	1 lb.
Webley Mark 1	3L	3	50 ft.	6 (r)	M	A	\$35.00	3 lbs.

Modern Longarms

Weapon	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt.
.22 Bolt Action Rifle	2L	2	100 ft.	6 (i)	M	A	\$13.00	7.5 lbs.
.30-06 Bolt Action Rifle	3L	2	100 ft.	5 (i)	M	A	\$75.00	9 lbs.
.303 Lee-Enfield Rifle	3L	2	100 ft.	5 (c)	M	A	\$50.00	9 lbs.
Buffalo Rifle	4L	3	100 ft.	1 (i)	½	A	\$100.00	12 lbs.
Mauser Rifle	3L	2	100 ft.	5 (c)	M	A	\$50.00	8.5 lbs.
Shotgun, 20 Gauge	2L	2	25 ft.	5 (i)	M	A	\$35.00	6 lbs.
Shotgun, 12 Gauge	3L	2	25 ft.	5 (i)	M	A	\$40.00	10 lbs.
Shotgun, 10 Gauge	4L	3	25 ft.	5 (i)	M	A	\$60.00	10 lbs.
Shotgun, Sawed-Off	4L	2	10 ft.	2 (i)	M	A	\$20.00	5 lbs.
Springfield M1903 Rifle	3L	2	100 ft.	5 (c)	M	A	\$50.00	9 lbs.
Thompson M1921 SMG	2L	2	50 ft.	50 (d)	A	A	\$100.00	12 lbs.
Winchester M1894	3L	2	100 ft.	8 (i)	M	A	\$40.00	7 lbs.

Heavy Weapons

Weapon	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt.
Browning .30 MG	3L	*	100 ft.	100 (b)	A	A	n/a	100 lbs.
Browning M2 .50 MG	4L	*	250 ft.	100 (b)	A	S	n/a	128 lbs
Browning Automatic Rifle	3L	3	100 ft.	20 (m)	A	A	n/a	19 lbs.
Gatling Gun	4L	*	250 ft.	400 (m)	A	S	n/a	500 lbs.

* This weapon must be mounted on a vehicle or tripod

Explosives

Weapon	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt.
Dynamite Stick	4L*	2	10 ft.	n/a	1	A	\$1.00	1 lb.
Flamethrower	3L*	3	25 ft.	6 (i)	1	S	n/a	70 lbs.
Flare Gun	2L*	2	50 ft.	1 (i)	½	A	\$1.00+	2 lbs.
Grenade, Hand	4L*	2	10 ft.	n/a	1	A	n/a	1 lb.
Grenade, Rifle	4L*	2	50 ft.	n/a	1	A	n/a	2 lbs.
Molotov Cocktail	2L*	2	10 ft.	n/a	1	A	n/a	1 lb.

* See weapon description for special rules

Armor					
Armor	Def	Str	Dex	Cost	Weight
Chainmail	+2	2		\$50.00	25 lbs.
Leather	+1	1		\$25.00	15 lbs.
Plate	+4	3	-1	\$100.00	50 lbs.
Shield, Metal	+2	3		\$25.00	10 lbs.
Shield, Wood	+1	2		\$10.00	5 lbs.

Clothing			
Clothing	Cost	Weight	
Diving Suit, Basic	\$12.00	4 lbs.	
Diving Suit, Dry	\$75.00	8 lbs.	
Outfit, Arctic	\$40.00	10 lbs.	
Outfit, Average	\$10.00	2 lbs.	
Outfit, Desert	\$20.00	2 lbs.	
Outfit, Explorer's	\$20.00	2 lbs.	
Outfit, Luxury	\$50.00+	2 lbs.	
Outfit, Poor	\$5.00	2 lbs.	
Outfit, Workman	\$7.50	2 lbs.	
Uniform	\$10.00	2 lbs.	

Survival Gear			
Equipment	Cost	Weight	
Backpack	\$5.00	4 lbs.	
Bedroll	\$3.00	—	
Binoculars	\$30.00	2 lbs.	
Blanket, Survival	\$2.00	1 lb.	
Camp Cot, Portable	\$6.00	—	
Candles (12)	\$0.25	1 lb.	
Crampons, Ice	\$5.00	2 lbs.	
Flare (1)	\$0.50	0.5 lbs.	
Flashlight	\$3.00	1 lb.	
Goggles, Ice	\$2.00	—	
Grappling Hook	\$3.00	2 lbs.	
Kit, First Aid	\$2.50	1 lb.	
Kit, Personal Basics	\$1.00	—	
Lamp, Spelunker	\$6.00	1 lb.	
Lantern, Carbide	\$0.50	2 lbs.	
Mosquito Netting	\$2.00	1 lb.	
Pitons, Climbing (6)	\$0.50	1 lb.	
Rain Slicker	\$5.00	2 lbs.	
Rations, Field (per day)	\$0.50	1 lb.	
Rope, 50 ft.	\$1.50	4 lbs.	
Sleeping Bag	\$4.00	5 lbs.	
Tarpaulin, 20'x20'	\$10.00	5 lbs.	
Telescope, Collapsible	\$50.00	1 lb.	
Tent, 1-Person	\$9.00	5 lbs.	
Tent, 2-Person	\$12.00	10 lbs.	
Tent, 4-Person	\$25.00	20 lbs.	

Professional Equipment		
Equipment	Cost	Weight
Camera, Movie	\$100.00	20 lbs.
Camera, Still	\$4.00	2 lbs.
Film, Still Camera (24)	\$0.50	—
Film Canister, Movie	\$10.00	2 lbs.
Kit, Disguise	\$8.00	1 lb.
Kit, Lockpicking	\$30.00	1 lb.
Kit, Photo Development	\$15.00	3 lbs.
Kit, Surgeon	\$15.00	3 lbs.
Transmitter, Portable	\$500.00	100 lbs.
Tripod, Camera	\$8.00	10 lbs.

Tools		
Equipment	Cost	Weight
Bolt Cutters	#3.50	5 lbs.
Crowbar	\$2.00	2 lbs.
Glasscutter	\$0.75	—
Hacksaw	\$0.75	1 lb.
Handsaw	\$2.50	1 lb.
Kit, Blacksmith	\$100.00	100 lbs.
Kit, Carpenter	\$10.00	50 lbs.
Knife, Swiss Army	\$1.00	—
Pickaxe	\$1.50	6 lbs.
Shovel	\$1.50	5 lbs.
Toolkit, Mechanic	\$15.00	35 lbs.
Wire Cutters	\$1.25	—

Miscellaneous Equipment		
Equipment	Cost	Weight
Alarm Clock	\$3.00	0.5 lbs.
Bandolier	\$1.00	2 lbs.
Cigarette Lighter	\$0.35	—
Fuse, 10-ft.	\$2.00	0.5 lbs.
Gas Mask	\$15.00	2 lbs.
Handcuffs	\$2.50	—
Holster, Belt	\$3.00	2 lbs.
Holster, Concealed	\$4.00	1 lb.
Kit, Gun Cleaning	\$4.00	0.5 lbs.
Phonograph	\$50.00	10 lbs.
Radio Receiver	\$50.00	20 lbs.
Scope	\$30.00	—
Suitcase	\$6.00	5 lbs.
Typewriter	\$35.00	10 lbs.
Watch, Pocket or Wrist	\$5.00+	—