

# HOLLOW EARTH EXPEDITION CHEAT SHEET

## Style Points

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.

Action	Cost	Benefit
Boosting a Talent	2	Boost a non-combat Talent up to its next level *
Buying a Bonus Die	1 or more	Up to 10 Bonus Dice may be purchased for any one roll
Reducing Damage	2	Reduce the damage from an attack by one

\* Boosting a Combat Talent lasts the duration of the combat. Boosting a Non-Combat Talent lasts the duration of the scene.

## Attacks

When your character attacks, roll a number of dice equal to the damage rating of the weapon plus the character's rating for the relevant skill.

Weapon Type	Relevant Skill
Firearms (pistols, rifles, etc.)	Firearms
Hand Weapons (spears, knives, clubs, swords, etc.)	Melee
Launched Weapons (arrows, slings, etc.)	Archery
Thrown Weapons (rocks, thrown spears, hand grenades, etc.)	Athletics
Unarmed Attacks (punch, kick, bite, etc.)	Brawl

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 provide an additional bonus die when used at Point Blank range. Rifles suffer a penalty die at Point Blank. Shotguns have no modifier at Point Blank.		

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

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

Damage Effects	
Stunned	Receives more damage in one blow than Stun Rating. Loses next Action. May still perform Reflexive and Defensive Actions.
Knocked Out	If single blow is over 2x Stun Rating, character knocked out for 1 minute for every point above double Stun Rating.
Knockback	If taking more damage in one blow than Strength Rating, character is knocked back 5 feet for every point above Strength. More damage may apply, depending on what is behind them.
Knockdown	If damage from one blow is more than 2x Strength Rating, character is knocked down as well as knocked back and must use an action to stand up.
Killing Blow	Helpless, Unconscious, or Dying characters can be dispatched with a single blow. Attacker ignores Victim's Defense, inflicting damage with every success rolled on Attack Roll.

## Wound Penalties

When your character is seriously wounded (HP 0 or less), he suffers wound penalties to his Action Ratings equal to his negative Health Rating. In addition, his ability to act is limited to either Attack, Move, or Defend (not all 3). If you choose to perform more than one action a round in this condition, it will result in 1 point of Damage.

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## Combat Maneuvers

These Special actions may be used during combat instead of your standard attack actions.

Maneuver	Penalty	Benefit
Aim	May not move or attack this turn. Impossible with Autofire.	+2 to Ranged Attack next turn. Lose Dexterity Bonus to Defense. Can gain up to +4 by aiming. If aiming character takes damage, aim bonus lost. Aiming character may choose to lose accrued Aim Bonus if they wish to defend themselves from an attack.
Autofire (Burst Fire) 3 bullets	None	+1 to Firearm attack this turn.
Autofire (Full Auto) 20+ bullets	Lost Dexterity Bonus to Defense.	+3 to Firearms Attack this turn.
Autofire (Strafing) 20+ bullets	Lost Dexterity Bonus to Defense.	+3 to Firearms Attack, but -2 for every 5-foot distance strafed.
Block	May not attack.	Roll Brawl, plus appropriate Defense modifiers against all Brawl attacks this turn.
Called Shot (Vital Area)	Suffer penalty on Attack Roll equal to opponent's Defense Rating.	Each success automatically inflicts damage.
Called Shot (Held Object)	Suffer penalty equal to object's Size Rating.	Used Defense Rating of Object or of the person holding object, whichever is best.
Called Shot (Shooting into Combat)	Suffer Penalty equal to Target's cover.	If Critical Failure rolled, friend is struck instead.
Called Shot (Specific Location)	Torso -1. Limb -2. Hand -4. Head -4. Eye -8.	Case-by-case benefit. Up to GM.
Cautious Attack	-4 to attack.	+2 to Defense for this round.
Charge	Must make Move Action before attacking. Lose Dexterity Bonus to Defense.	+2 to Brawl or Melee attacks this turn.
Charge (Shove)	Lose Dexterity Bonus to Defense.	Touch attack. Once Brawl succeeds, roll opposed Strength. If succeed, target knocked back 5 feet for every point over success.
Disarm	Make opposed Brawl/Melee at -2.	Opponent gains +2 if holding item in both hands. If rolls higher, the weapon is either taken or knocked away by 5 feet for every point above success.
Dodge	May not make Attack Action this turn.	For ranged attacks, make Athletics or Acrobatics + Defense modifiers to avoid being hit.
Grapple	Make Brawl with penalty equal to opponent's Size Rating.	No damage taken, but if damage rolled is above target's Strength, target grappled and cannot attack unless makes opposed Strength roll next turn.
Parry	May not make Attack Action this turn.	Character makes opposed melee check. If succeeds, any Brawl/Melee attacks fail. Must have weapon to Parry.
Ready Weapon	May not make Attack Action this turn.	Character prepares weapon to attack.
Reload Weapon	May not make Attack Action this turn.	May reload clip/magazine or as many bullets as Dexterity Rating.
Run	May not make Attack Action this turn.	Two Move Action may be made this turn.
Sprint	May not make Attack Action this turn.	Four Move Actions made this turn. Must Rest for as many rounds as Body rating once done. If Sprints for longer than Body Rating, 1 non-lethal wound gained per round.
Stand Up	May not make Attack Action this turn.	Character stands up.
Throw	1 Penalty for opponent's Size Rating.	If Damage rolled exceeds opponent's Strength, opponent is hurled 5 feet for every point above Strength. Additional damage may apply.
Total Attack	Lose Dexterity Bonus to Defense.	+2 to Attacks this turn.
Total Attack (Dual Wield)	-4 with weapon in primary hand. -6 with off-hand weapon.	Does not need to attack same target with both weapons.
Total Attack (Flurry)	-4 with both attacks.	Attacks single opponent twice with either Brawl or Melee.
Total Attack (Rapid Fire)	-4 with both attacks.	Attacks single opponent twice with capable ranged weapon.
Total Defense	May not make Attack Action this turn.	+4 to Defense this turn.
Trip	-2 if opponent has 4 or more legs.	Make Brawl/Melee. No damage taken, but if rolled damage is above opponent's Strength, opponent is knocked down.
Use Item	May not make Attack Action this turn.	Uses an item, pushes button, pulls lever, etc.
Use Skill	May not make Attack Action this turn.	Make Skill roll (Diplomacy, Medicine, Photography, etc.)