

HOLLOW EARTH EXPEDITION

Name _____ Player _____

Archetype _____ Motivation _____

Primary Attributes

Body	<input type="text"/>	Charisma	<input type="text"/>
Dexterity	<input type="text"/>	Intelligence	<input type="text"/>
Strength	<input type="text"/>	Willpower	<input type="text"/>

Style

Secondary Attributes

Size	<input type="text"/>	Initiative	<input type="text"/>
Move	<input type="text"/>	Defense	<input type="text"/>
Perception	<input type="text"/>	Stun	<input type="text"/>

Health

Skills

Skill	Base	+ Levels	= Rating	(Average)	Skill	Base	+ Levels	= Rating	(Average)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)
_____	_____	_____	_____	(_____)	_____	_____	_____	_____	(_____)

Combat

Weapon	Damage	Modifier	Attack Rating	(Average)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Capacity	Rate	Speed	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ammunition	Notes _____			
Weapon	Damage	Modifier	Attack Rating	(Average)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Capacity	Rate	Speed	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ammunition	Notes _____			
Weapon	Damage	Modifier	Attack Rating	(Average)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range	Capacity	Rate	Speed	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ammunition	Notes _____			
Armor	Defense Bonus	Modifier	Dex Penalty	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Shield	Defense Bonus	Modifier	Dex Penalty	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Talents

Resources

Flaws

Attributes: 15 pts. • Size = 0 • Move = Dexterity + Strength • Perception = Intelligence + Willpower • Initiative = Dexterity + Intelligence • Defense = Body + Dexterity • Health = Body + Willpower • Stun = Body • Skills: 15 pts. • Choose 1 Talent or Resource • Choose a Flaw (Optional)

