THE EXPANSE

NAME

ORIGIN

BACKGROUND

SOCIAL CLASS

PROFESSION

DRIVE

ACCURACY ❑		RATING
COMMUNICATION ❑		RATING
CONSTITUTION ❑		RATING
DEXTERITY ❑		RATING
FIGHTING ❑		RATING
INTELLIGENCE ❑		RATING
PERCEPTION ❑		RATING
STRENGTH ❑		RATING
WILLPOWER ❑		RATING

PHYSICAL APPEARANCE

MOVE

RUN

SPEED	DEFENSE	TOUGHNESS	ARMOR	PENALTY

LEVEL

FORTUNE

ARMOR TYPE

TALENTS & SPECIALIZATIONS

RELATIONSHIPS

CONDITIONS

- ❑ BLINDED
- ❑ DEAFENED
- ❑ DYING
- ❑ EXHAUSTED
- ❑ FATIGUED
- ❑ FREE-FALLING
- ❑ HELPLESS
- ❑ HINDERED
- ❑ INJURED
- ❑ PRONE
- ❑ RESTRAINED
- ❑ UNCONSCIOUS
- ❑ WOUNDED

EQUIPMENT

GOALS

EXPERIENCE

INCOME

WEAPON	ATTACK ROLL	DAMAGE

WEAPON GROUPS

PREFERRED STUNTS

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TALENT NAME	DEGREE	TALENT EFFECT

SPACESHIP STATISTICS

NAME **TYPE** **DRIVE**

SENSORS

HULL

CREW

WEAPONS

QUALITIES

FLAWS

CREW ROLE **ROLE TEST**

CONDITIONS SUMMARY

BLINDED: The character cannot see and automatically fails ability tests reliant on sight, such as Perception (Seeing).

DEAFENED: The character cannot hear and automatically fails ability tests reliant on hearing, such as Perception (Hearing).

DYING: The character loses 1 point of Constitution score each round on the start of the character's turn. When the character's Constitution score reaches –3, the character dies. Successful first aid applied to a Dying character stabilizes their condition, making them Helpless, Unconscious, and Wounded instead. They must recover from these conditions normally.

EXHAUSTED: The character's Speed is halved and they cannot take the Charge or Run actions. An Exhausted character who receives an additional Fatigued or Exhausted condition becomes Helpless.

FATIGUED: The character cannot take the Charge or Run actions. A Fatigued character who receives an additional Fatigued condition becomes Exhausted.

FREE-FALLING: A free-falling character is effectively weightless in a microgravity or free-fall environment. The character can only move with access to hand-holds or a surface to push off from or some type of thrust (such as from a thruster pack) and, once moving, continues to move with the same speed and trajectory unless acted upon to stop of change their movement.

HELPLESS: The character cannot take any actions.

HINDERED: The character's Speed is halved (round down) and they cannot take the Charge or Run actions.

INJURED: The character has a –1 penalty to all tests and is Fatigued, unable to take the Charge or Run actions. An Injured character who receives an additional Injured condition becomes Wounded.

PRONE: The character cannot take the Charge or Run actions, as they can only move by crawling, and standing up from Prone requires a Move action using half the character's Speed. Melee attacks have a +1 bonus against Prone characters, while ranged attacks have a –1 penalty.

RESTRAINED: The character's Speed becomes 0 and they effectively cannot move. A Restrained condition may prevent a character from taking certain other actions as well, defined by the nature of the restraint.

UNCONSCIOUS: The character is unaware of their surroundings or the passage of time. The character falls Prone and is Helpless, unable to take any actions.

WOUNDED: The character has a –2 penalty to all tests and is exhausted, their Speed halved and unable to take the Charge or Run actions. A Wounded character who receives an additional Injured or Wounded condition becomes Dying.

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