

# THE EXPANSE

PHYSICAL APPEARANCE	MOVE	RUN

SPEED	DEFENSE	TOUGHNESS	ARMOR	PENALTY	LEVEL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

### ARMOR TYPE

### TALENTS & SPECIALIZATIONS

### RELATIONSHIPS

### CONDITIONS

<input type="checkbox"/> BLINDED	<input type="checkbox"/> FREE-FALLING	<input type="checkbox"/> RESTRAINED
<input type="checkbox"/> DEAFENED	<input type="checkbox"/> HELPLESS	<input type="checkbox"/> UNCONSCIOUS
<input type="checkbox"/> DYING	<input type="checkbox"/> HINDERED	<input type="checkbox"/> WOUNDED
<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> INJURED	
<input type="checkbox"/> FATIGUED	<input type="checkbox"/> PRONE	

### FORTUNE

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**NAME**

**ORIGIN**

**BACKGROUND**

**SOCIAL CLASS**

**PROFESSION**

**DRIVE**

<b>ACCURACY</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>COMMUNICATION</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>CONSTITUTION</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>DEXTERITY</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>FIGHTING</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>INTELLIGENCE</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>PERCEPTION</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>STRENGTH</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>
<b>WILLPOWER</b> <input type="checkbox"/>	<b>RATING</b> <input type="text"/>

### EQUIPMENT

### GOALS

**EXPERIENCE**  **INCOME**

WEAPON	ATTACK ROLL	DAMAGE
<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>
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<hr/>	<hr/>	<hr/>

**WEAPON GROUPS**

### PREFERRED STUNTS

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TALENT NAME	DEGREE	TALENT EFFECT

### SPACESHIP STATISTICS

<b>NAME</b>	<b>TYPE</b>	<b>DRIVE</b>
<b>SENSORS</b>	<b>WEAPONS</b>	
<b>HULL</b>		
<b>CREW</b>		
<b>QUALITIES</b>		
<b>FLAWS</b>		
<b>CREW ROLE</b>	<b>ROLE TEST</b>	

### 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 or 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.