

# THE EXPANSE

ROLEPLAYING GAME



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SCI-FI ROLEPLAYING AT HUMANITY'S EDGE

# 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

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**EQUIPMENT**

**GOALS**

**EXPERIENCE** | **INCOME**

WEAPON	ATTACK ROLL	DAMAGE

**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

<p><b>BLINDED:</b> The character cannot see and automatically fails ability tests reliant on sight, such as Perception (Seeing).</p> <p><b>DEAFENED:</b> The character cannot hear and automatically fails ability tests reliant on hearing, such as Perception (Hearing).</p> <p><b>DYING:</b> 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.</p> <p><b>EXHAUSTED:</b> 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.</p> <p><b>FATIGUED:</b> The character cannot take the Charge or Run actions. A Fatigued character who receives an additional Fatigued condition becomes Exhausted.</p> <p><b>FREE-FALLING:</b> 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.</p>	<p><b>HELPLESS:</b> The character cannot take any actions.</p> <p><b>HINDERED:</b> The character's Speed is halved (round down) and they cannot take the Charge or Run actions.</p> <p><b>INJURED:</b> 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.</p> <p><b>PRONE:</b> 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.</p> <p><b>RESTRAINED:</b> 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.</p> <p><b>UNCONSCIOUS:</b> The character is unaware of their surroundings or the passage of time. The character falls Prone and is Helpless, unable to take any actions.</p> <p><b>WOUNDED:</b> 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.</p>
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