

THE EXPANSE

ROLEPLAYING GAME



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

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EXPERIENCE	INCOME

WEAPON	ATTACK ROLL	DAMAGE

WEAPON GROUPS

GOALS

PREFERRED STUNTS

[illegible]

NAME			TYPE			DRIVE		
SENSORS			WEAPONS					
HULL								
CREW								
QUALITIES								
FLAWS								
CREW ROLE				ROLE TEST				

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.

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.