

THE EXPANSE

ROLEPLAYING GAME





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ABILITY FOCUSES

ACCURACY: Bows, Gunnery, Pistols, Rifles, Throwing

COMMUNICATION: Bargaining, Deception, Disguise, Etiquette, Expression, Gambling, Investigation, Leadership, Performing, Persuasion, Seduction

CONSTITUTION: Running, Stamina, Swimming, Tolerance

DEXTERITY: Acrobatics, Crafting, Driving, Free-fall, Initiative, Piloting, Sleight of Hand, Stealth

FIGHTING: Brawling, Grappling, Heavy Weapon, Light Weapons

INTELLIGENCE: Art, Business, Cryptography, Current Affairs, Demolitions, Engineering, Evaluation, Law, Medicine, Navigation, Research, Science, Security, Tactics, Technology

PERCEPTION: Empathy, Hearing, Intuition, Searching, Seeing, Smelling, Survival, Tasting, Touching, Tracking

STRENGTH: Climbing, Intimidation, Jumping, Might

WILLPOWER: Courage, Faith, Self-Discipline

ABILITY TESTS

ABILITY TEST RESULT = 3D6 + ABILITY + FOCUS (IF APPLICABLE)

BASIC TEST DIFFICULTY	
TEST DIFFICULTY	TARGET NUMBER
Routine	7
Easy	9
Average	11
Challenging	13
Hard	15
Formidable	17
Imposing	19
Nigh Impossible	21

ADVANCED TESTS	
TASK DIFFICULTY	SUCCESS THRESHOLD
Easy	5
Average	10
Challenging	15
Hard	20
Formidable	25

HAZARD CATEGORY		
CATEGORY	DAMAGE	EXAMPLE
Minor Hazard	1d6	Floor littered with glass and debris
Moderate Hazard	2d6	High-G exposure
Major Hazard	3d6	Exploding panel
Arduous Hazard	4d6	Shuttle crash
Harrowing Hazard	5d6	Radiation poisoning
Murderous Hazard	6d6	Space vacuum exposure

SOCIAL ENCOUNTERS

SIMPLE = 3D6 + COMMUNICATIONS + FOCUS (IF APPLICABLE) +/- NPC ATTITUDE MODIFIER

DETAILED = 3D6 + COMMUNICATIONS + FOCUS (IF APPLICABLE) TO MOVE ATTITUDE 1 STEP, + FINAL ROLL TO GET WHAT YOU WANT; OR GRAND GESTURE (ADVANCED TEST)

ATTITUDES		
3D6 ROLL	ATTITUDE	SIMPLE INTERACTION MODIFIER
3 or less	Very Hostile	-3
4-5	Hostile	-2
6-8	Standoffish	-1
9-11	Neutral	+0
12-14	Open	+1
15-17	Friendly	+2
18+	Very Friendly	+3

THINGS TO REMEMBER ABOUT ABILITY TESTS

- Only one focus applies to a test.
- Leave the dice on the table after a roll because the result of the Drama Die may be important.
- The Drama Die only counts for successful tests.
- In opposed tests, ties are broken by the Drama Die, or the higher ability if Drama Dice are tied.
- For basic tests, assess the situation and assign a difficulty.
- Circumstances can be represented with bonuses and penalties of 1-3.

THINGS TO REMEMBER ABOUT HAZARDS

- They may sometimes be avoided with appropriate ability tests.
- Determine damage using the Hazard Category table.
- Ability tests may allow characters to mitigate damage. A successful test usually means half damage (rounded down).
- Some hazards have special effects or cause conditions.
- Some hazards are one-offs, but others reoccur.

MAKING ATTACKS

ATTACK ROLL = 3D6 + FIGHTING (MELEE) OR ACCURACY (RANGED) + FOCUS VS. DEFENSE

ATTACK ROLL > DEFENSE = HIT

DEFENSE = 10 + DEXTERITY + LEVEL BONUS (IF ANY)

ATTACK DAMAGE	
ATTACK TYPE	DAMAGE
Unarmed	1d3* + Strength
Makeshift	1d6** + Strength
Light Melee	1d6 + Strength or Dexterity
Heavy Melee	2d6 + Strength
Pistol	2d6 + Perception
Rifle	3d6 + Perception
Grenade	3d6 (2 meter radius)

*1d6 if you have Striking Style. **Makeshift weapons have certain drawbacks. Some may inflict greater damage, or use a different ability score for damage, at the GM's discretion.

APPLYING DAMAGE

Once you've determined the attack's damage, figure out what effect it has on the target:

- Subtract the target's **Toughness**—including armor, if any—from the damage.
- Spend **Fortune** to eliminate some or all of the remaining damage.
- Take an **injured** or **wounded** condition to account for the remaining damage - 1d6 damage removed per condition.
- If any damage remains, the target is **taken out**.

GENERAL COMBAT STUNTS

SP Cost	STUNT
1-3	(CORE) ADRENALINE RUSH: Regain Fortune equal to the SP spent.
1-3	(CORE) MOMENTUM: Gain +3 to initiative per SP spent, changing your place in the initiative order.
1-3	(CORE) DUCK AND WEAVE: Gain +1 to Defense per SP spent until the beginning of your next turn.
1-3	TAKE COVER: If there is cover available in your immediate vicinity, gain a cover rating equal to SP spent, up to the maximum rating available.
1+	GUARDIAN ANGEL: Choose an ally within 5 meters of you. If they would take damage before your next turn, 1 damage point per SP spent transfers to you instead as you interpose yourself in front of the attack.
1+	SKIRMISH: Move yourself or your attack's target 2 meters in any direction for each 1 SP you spend. If this movement would expose the target to a hazard, such as pushing them off a ledge, roll an opposed test of your attacking ability versus the target's Strength (Might) or Dexterity (Acrobatics), whichever is higher. If you lose the test, the target doesn't move.
1	WHATEVER'S HANDY: Immediately arm yourself with anything in your environment you can reasonably wield as a makeshift weapon (see Makeshift Weapons in CHAPTER 5 of <i>The Expanse</i> RPG).
2+	GROUP TACTICS: Choose one ally to move 2 meters in a direction of their choosing for each 2 SP spent.
2	DOUBLE-TEAM: Choose one ally to make an immediate attack on your target, who must be within range and sight of the ally's attack.
2	INJURE: If your target has lost half or more of their Fortune, your attack imposes an injured condition so long as its damage exceeds the target's Toughness. This condition does not reduce the attack's damage.
2	KNOCK PRONE: Knock your enemy prone (see Prone under Conditions in CHAPTER 1 of <i>The Expanse</i> RPG).
2	LIGHTNING ATTACK: Make a second attack on your turn, either against the same target or a different target.
2	OVERCOME TOUGHNESS: Against this attack's damage, the target's Toughness is considered to be half its normal value, rounded down.
2	TAUNT: Roll an opposed test of Communication (Deception) vs. Willpower (Self-Discipline) against any target within 10 meters of you; if you win, they must attack or oppose you in some way on their next turn.
2	VICIOUS BLOW: Inflict an extra 1d6 damage on this attack.
3	EXPOSE: Destroy or move any one object in weapon range, such as a door or crate, that could provide cover. This can take out small sections of larger objects like pillars or walls. The GM may rule some objects are too heavy or tough to be removed by this stunt, such as the bulkheads of spaceships and stations.
3	SHOCK AND AWE: When you succeed at a non-attack physical feat or take an opponent out, anyone who witnesses it rolls Willpower (Courage) or (Morale) vs. your Strength (Intimidation). If you win, they suffer a -1 to the next opposed roll they make against you, or a -1 to their Defense vs. your next attack against them, whichever comes first.
4	KNOCK OUT: If your target has lost half or more of their Fortune, your attack imposes an unconscious condition so long as its damage exceeds the target's Toughness.
4	SEIZE THE INITIATIVE: Move to the top of the initiative order until someone else seizes the initiative. You may get to take another turn before some others act again.
5	LETHAL BLOW: Inflict an extra 2d6 damage on this attack.
5	WOUND: If your target has lost half or more of their Fortune, your attack imposes a wounded condition so long as its damage exceeds the target's Toughness. This condition does not reduce the attack's damage.
4	SEIZE THE INITIATIVE: Move to the top of the initiative order until someone else seizes the initiative. You may get to take another turn before some others act again.
5	MAIM [GRITTY]: Roll an attack opposed by your target's Constitution (Stamina). If you win, you remove (with blades) or disable (with other weapons) one of their limbs or an organ (such as an eye). They take a -5 to relevant actions and the GM may rule that some actions become impossible.
5	LETHAL BLOW: Inflict an extra 2d6 damage on this attack.
5	INSTANT KILL (WOUND DAMAGE) [GRITTY]: If your opponent has less than half their Health left, you may roll an attack opposed by your target's Constitution (Stamina) roll; if you win, they die.

ACTIONS

MAJOR ACTIONS: All-Out Attack, Charge, Defend, Melee Attack, Ranged Attack, Run, Stunt Attack

MINOR ACTIONS: Activate, Aim, Guard Up, Move, Prepare, Press the Attack, Ready, Stand Firm

COVER

RATING	ARMOR BONUS	RANGED ATTACK PENALTY
1	+2	-1
2	+3	-2
3	+4	-3
Total	Can't be attacked at range	Can't make ranged attacks

INTERLUDES

INTERLUDE ACTIVITY	RESOLUTION
Advancement	Consolidate your advancement in membership. Optional advanced Communication test.
Maintenance	Requires sufficient time, materials, and possibly focus.
Making or Fixing	Advanced test with appropriate focus (TN = item's cost -2).
Recovering	Advanced TN 11 Constitution (Stamina) test: threshold 5 to eliminate an injured condition, 15 for a wounded condition.
Relating	Take time to establish, change, or strengthen a bond.
Reputation	Take time to maintain, further, or change a reputation.
Researching	Advanced Intelligence (Research) test.
Training	Take 100 hours of training to acquire a new focus, talent degree, or ability increase after gaining a level.
Upkeep	Take time and use Income to maintain a lifestyle level.
Working	Take time to work and maintain Income level.

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SPACE COMBAT

- 1. COMMAND:** The character in command of the ship rolls a TN 11 Communication (Leadership) test. Success = 1 Stunt Point (+ Drama Die SP with doubles)
- 2. MANEUVERS:** At the start of a round of combat, determine the range between the ships involved. Space combat ranges fall into one of three broad bands: Long, Medium, and Close Ranges or CQB (Close Quarters Battle). Ships can make opposed Dexterity (Piloting) tests to change range.
- 3. ELECTRONIC WARFARE:** 3d6 + Intelligence (Technology) + Sensors vs. TN 11. The winner of the test gains a bonus equal to half the Drama Die (rounded up), which can be applied to either defensive actions or the TN to evade the winning ship's attacks that round.
- 4. WEAPON ATTACKS:** All ships involved in the combat select targets and make attacks with their available weapons.
- 5. DEFENSIVE ACTIONS:** All targets of weapon attacks take defensive actions, including evasion and the use of point defense weapons.

EVASION TEST = 3D6 + DEXTERITY (PILOTING) VS. TN 10 + ATTACKING SHIP'S SENSORS

POINT DEFENSE TEST = 3D6 + SENSORS VS. TN 10 + ATTACKING SHIP'S SENSORS

- 6. ATTACK DAMAGE:** Resolve the damage of any weapon attack that successfully gets past defenses in Step 4.
- 7. DAMAGE CONTROL:** advanced test = 3d6 + Intelligence (Engineering) vs. TN 11, success threshold 5 for one loss, 10 for two losses.

SHIP WEAPON ATTACKS

WEAPON	RANGE	DAMAGE
Grapplers	Close	n/a
Point Defense Cannon	Close	2d6
Rail Gun	Medium	3d6
Torpedo	Long	4d6

LOSSES

If damage remains after subtracting the ship's Hull total, the ship may suffer losses to further reduce the damage. One loss reduces damage by 1d6 and imposes **two** of the following loss conditions or roll 1d6:

- 1. COLLATERAL:** Crew members in one compartment of the ship suffer 1d6 damage. If there is crew in multiple areas, the GM chooses which area(s) are affected.

THE CHURN

At the beginning of each adventure, the Churn Pool is "reset," starting at 0. Add 1 to the Churn Pool each time one of the following events occurs:

- A character succeeds on an ability test and rolls a 6 on the Drama Die.
- A character spends 4 or more stunt points to perform a stunt.
- Fortune points are spent to alter a die roll.
- The characters successfully overcome an encounter or hazard
- At the end of a scene in the adventure.

When the Churn Pool reaches 10 and 20, roll 1d6 and consult the **Churn Over** table.

The Churn Pool then continues building. When it reaches 30, an Epic Effect occurs automatically (no die roll required) and the pool "resets" to 0 and begins building again.

2. HULL: Damage to the hull imposes a -1 penalty on Hull score totals (after dice are rolled).

3. MANEUVERABILITY: Damage to the ship's thrusters or navigation impose a -1 penalty on Dexterity (Piloting) checks.

4. SENSORS: Damage to the ship's sensors reduces its Sensors score by 1.

5. WEAPONS: Damage to the ship's weapons impose a -1 penalty to the target numbers to evade attacks with those weapons and -1 to the weapon's damage. Re-roll, if the ship has no weapons.

6. Re-roll.

You can choose the same loss condition twice, in which case its effects stack. Two losses reduce damage by 2d6 and impose **four** of the previous conditions or **one** of the following serious loss conditions:

REACTOR OFFLINE: Damage to the ship's reactor or power systems takes the main drive offline; the ship is incapable of high-g maneuvers and suffers a -2 penalty to evasion defensive actions.

WEAPON OFFLINE: Damage leaves one of the ship's weapon systems non-functional. The GM may choose or roll randomly to determine the affected weapon.

CHURN OVER

CHURN POOL	D6 RESULT 1-3	D6 RESULT 4-6
10	Minor Effect	No Effect
20	Major Effect	Minor Effect

MINOR: The characters face a setback, a minor complication that makes things more difficult for them. Examples include:

- CHALLENGE:** A character automatically fails an ability test, or has to make a second, follow-up test, to complete a task. The crew suffers a moderate consequence on a challenge test.
- HAZARD:** A new hazard appears, or an existing hazard increases by one level.
- INVESTIGATION:** It takes an additional test or special circumstance to unlock a clue.
- SOCIAL:** An NPC's attitude shifts one step less favorable or can only be maintained through extra effort from the characters.

MAJOR: The characters have to deal with a more serious setback, such as:

- CHALLENGE:** An existing threat is increased to the next rank (normal to Elite, etc. see the Threats chapter). The crew has go through an unexpected challenge test.
- HAZARD:** A new hazard appears, or an existing hazard increases by two levels. The crew suffers a Loss to their ship (see **Losses** under **Space Combat**).
- INVESTIGATION:** Opposing forces are alerted to the investigation and misdirect it so an additional lead or clue must be investigated to progress.
- SOCIAL:** An NPC's attitude shifts two steps less favorable or can only be maintained by performing a difficult task. An NPC learns a secret detrimental to the characters. The PCs make a new minor enemy.

EPIC: Things go from bad to really bad. A whole new threat enters the story, and its worse than whatever the crew is already dealing with. Examples include:

- CHALLENGE:** A test can only succeed at a significant price, sacrificing lives, valuable equipment, or social standing. A new Epic adversary enters the plot, or an existing adversary is upgraded to that level.
- HAZARD:** A new Murderous hazard enters the plot, or an existing hazard is upgraded to that level.
- INVESTIGATION:** The investigation leads to a trap, where characters might be ambushed, framed, or otherwise seriously harmed.
- SOCIAL:** An NPC with a favorable attitude becomes Hostile or one with an unfavorable attitude becomes Very Hostile. An NPC learns a secret that could have disastrous effects on the characters.