# THE EXPANSE

**NAME** Michael Aspen "Aspey"

**ORIGIN** Belter

**BACKGROUND** Suburban

**SOCIAL CLASS** Middle

**PROFESSION** Technician

**DRIVE** Networking

| | | RATING |
|---|---|---|
| ACCURACY | ❑ | 0 |
| COMMUNICATION Surburban | ❑ | 3 |
| CONSTITUTION | ❑ | 2 |
| DEXTERITY | ❑ | 1 |
| FIGHTING | ❑ | 0 |
| INTELLIGENCE | ❑ | 3 |
| PERCEPTION | ❑ | 3 |
| STRENGTH | ❑ | 0 |
| WILLPOWER | ❑ | 1 |

## PHYSICAL APPEARANCE

## MOVE

## RUN

| SPEED | DEFENSE | TOUGHNESS | ARMOR | PENALTY |
|---|---|---|---|---|
| 11 | 11 | 2 | | |

ARMOR TYPE

## LEVEL

## FORTUNE

## TALENTS & SPECIALIZATIONS

Contacts : Expert
Hacking

## RELATIONSHIPS

## CONDITIONS

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

## EQUIPMENT

## GOALS

**EXPERIENCE**

**INCOME**

| WEAPON | QUALITIES | ATTACK ROLL | DAMAGE |
|---|---|---|---|

WEAPON GROUPS

## PREFERRED STUNTS

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| TALENT NAME | DEGREE | TALENT EFFECT |
|---|---|---|
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## 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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