

# THE EXPANSE

NAME	
ORIGIN	
BACKGROUND	
SOCIAL CLASS	
PROFESSION	
DRIVE	

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

PHYSICAL APPEARANCE	MOVE	RUN

SPEED	DEFENSE	TOUGHNESS	ARMOR	PENALTY	LEVEL
					FORTUNE

### 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

EQUIPMENT	
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EXPERIENCE	INCOME

WEAPON	QUALITIES	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.