

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	

EQUIPMENT	
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EXPERIENCE	INCOME
<p>1. Work Experience:</p> <ul style="list-style-type: none"> 1998-2000: Software Engineer, ABC Corp. (5 years) 2000-2003: Senior Software Engineer, DEF Corp. (3 years) 2003-2006: Lead Software Engineer, GHI Corp. (3 years) 2006-2009: Software Architect, JKL Corp. (3 years) 2009-2012: Principal Software Engineer, MNO Corp. (3 years) 2012-2015: Director of Engineering, PQR Corp. (3 years) 2015-2018: VP of Engineering, STU Corp. (3 years) 2018-2021: Chief Technology Officer, VWX Corp. (3 years) 	<p>1. Annual Income:</p> <ul style="list-style-type: none"> 1998-2000: \$60,000 2000-2003: \$80,000 2003-2006: \$100,000 2006-2009: \$120,000 2009-2012: \$150,000 2012-2015: \$180,000 2015-2018: \$220,000 2018-2021: \$250,000

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 scores 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.