

THE EXPANSE

PHYSICAL APPEARANCE	MOVE	RUN

SPEED	DEFENSE	TOUGHNESS	ARMOR	PENALTY	LEVEL
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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		
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EQUIPMENT	GOALS

EXPERIENCE

INCOME

WEAPON	ATTACK ROLL	DAMAGE	PREFERRED STUNTS

WEAPON GROUPS

NAME		
ORIGIN		
BACKGROUND		
SOCIAL CLASS		
PROFESSION		
DRIVE		
ACCURACY	<input type="checkbox"/>	
COMMUNICATION	<input type="checkbox"/>	
CONSTITUTION	<input type="checkbox"/>	
DEXTERITY	<input type="checkbox"/>	
FIGHTING	<input type="checkbox"/>	
INTELLIGENCE	<input type="checkbox"/>	
PERCEPTION	<input type="checkbox"/>	
STRENGTH	<input type="checkbox"/>	
WILLPOWER	<input type="checkbox"/>	

TALENT NAME

DEGREE

TALENT EFFECT

SPACESHIP STATISTICS

NAME		TYPE	DRIVE
SENSORS	WEAPONS		
HULL			
CREW			
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 or 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.