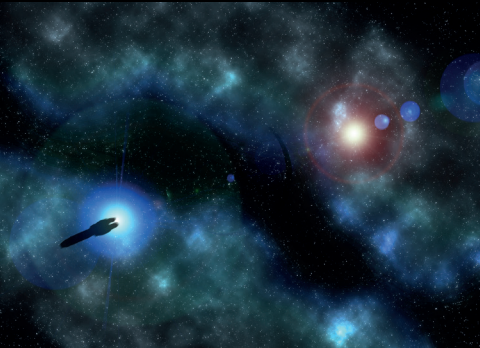


THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY



CHURN EVENT CARDS

FOR USE WITH THE EXPANSE RPG



VOL 1



ENVIRONMENTAL BREACH

MINOR

It's cold outside! A damaged environmental system, or fissure, causes a leak exposing anyone in the area to freezing temperatures (see Exposure, page 205). Make a TN 13 Intelligence (Engineering) Basic Test to repair the leak.

MAJOR

A hull breach or environmental system critically failing causes atmosphere venting, causing anyone in the area to suffocate (see Suffocation, page 206). Make a TN 15 Intelligence (Engineering) Basic Test to repair the system/breach.

EPIC

Explosive decompression (see Vacuum, page 207; or Explosive Decompression, page 44 in Ships of the Expanse).

LUCKY BREAK

MINOR

Fate has mercy on the PCs. They find a helpful ally appears to assist in their current situation.

MAJOR

The PCs are in the zone. Stunts will cost 1 less SP for the remainder of this or the next encounter.

EPIC

Luck is on the PC's side. The entire party replenishes up to 30 Fortune collectively. PCs decide amongst themselves how it's distributed.

SOMETHING EXPLODES

MINOR

PCs withing 2 meters make a TN11 Dex check or take 2d6 Dmg

MAJOR

PCs within 4 meters from the explosion in any direction make a TN13 Dex check or take 3d6 Dmg.

EPIC

PCs within 4 meters from the explosion in any direction) make a TN15 Dex check or take 4d6 Dmg.

STRESS TEST

MINOR

The pressure is on! The PC who triggered this churn's next test will be with a +3 to the TN.

MAJOR

A new problem appears as a result of a PC's choices, triggering a challenge test with a ST of 15.

EPIC

A new, seemingly insurmountable, problem arises from a PC's past choices OR the current situation gets exponentially worse, becoming life threatening. PCs must make a collective sacrifice to survive it.

MISFIRE/MALFUNCTION

MINOR

A device malfunctions just as the players need it (ammo jams on a gun, Hand Terminal stops working, etc).

MAJOR

A device the PCs need breaks, requiring repair.

EPIC

A device the PCs need breaks in a way that is irreparable, and will need to be replaced (this can be something critical to the ship, like the Epstein Drive)

RAISE THE STAKES

MINOR

A small complication arises with the PC's current situation. Increase the next TN by +2

MAJOR

A significant complication arises with the PC's current situation. Increase the next TN by +3

EPIC

Turns out, the PCs bit off more than they can chew!
Increase the next TN by +5

TRUST ISSUES

MINOR

An Ally NPC questions your PCs motives. The party loses -1 Relationship with this NPC.

MAJOR

An Ally NPC has second thoughts about working with the party and pulls away from The group. The party loses -2 Relationship with this NPC.

EPIC

An Ally NPC is revealed to secretly be working against the party. The GM can reveal this when they feel it's most effective.

Do I know you?

MINOR

A curious NPC intrudes upon the situation, (allegedly) mistaking the next PC to act for an old acquaintance or ally. This complicates the current situation, increasing the TN by +2 for any other action until having dealt with the curious NPC.

MAJOR

A NPC intrudes upon the situation, mistaking the next PC to act for an old adversary. This complicates the situation, disfavours shifting the attitude of any other NPCs two steps until or unless the situation with the intruding NPC has been or can be resolved.

EPIC

A NPC interacting with the players infers a secret the group keeps, that may have disastrous consequences if spread.

Is That Like, Even Legal?

MINOR

A nosy NPC intrudes upon the PCs, following and questioning the PCs, potentially making a scene or generating unwanted attention. A TN 13 test using an appropriate ability and focus may resolve the situation.

MAJOR

A prying NPC intrudes upon the PCs, making accusation or otherwise making a scene, gaining unwanted attention. A TN 17 test using an appropriate ability and focus may resolve the situation.

EPIC

An eavesdropping NPC has contacted security/trouble/new antagonists, who arrive assuming the PCs are criminals/working for their enemies. The PCs must deal with the resulting situation, and potential new enemy faction.

DOORS AND CORNERS

MINOR

Adversaries equal to party size appear OR current adversaries gain +5 Fortune Points.

MAJOR

Adversaries equal to party size appear with big guns. Adversaries gain grenades/grenade launchers (range 100/150 meters) OR they gain +10 Fortune Points.

EPIC

An adversary appears wearing power armour OR reinforcements equal to thrice the party size arrives on the scene.

THE DETAILS, ARE NOT THE DETAILS

MINOR

An additional piece of information or ability check is needed to overcome an obstacle.

MAJOR

Enemies set trap for the party. PCs are ambushed by enemies equal to party size OR must roll to avoid a 3d6 damage hazard.

EPIC

It comes to light that the authorities are after the PCs. They have been framed for a crime they didn't commit.

HOLD YOUR BREATH

MINOR

A small air leak happens wherever the PCs are (station, compartment, vac suit etc) and everyone in the area can evacuate calmly (or seal the leak in the suit).

MAJOR

A severe air leak happens. No structural compromise but people must evacuate or deal with it quickly!

EPIC

A critical air leak happens, structurally compromising a compartment or one of the PCs' vac suits. Any emergency repairs will be insufficient (inform your players). The place must be evacuated immediately or a piece must be substituted on the vac suit in 1d6 minutes. After that, see Suffocation, page 206.