THE EXPANSE RPG

PERSONAL DATA

CREW RECORD /P/C/ 01: SYNCING...

CHARACTER / ACTIVE RECORD

NAME

ORIGIN | SOCIAL CLASS

BACKGROUND | PROFESSION

DRIVE | QUALITY / DOWNFALL | APPREHENSION

ARMOR TYPE

LEVEL | INCOME | *TEMPORARY INCOME*

GRAVITY PENALTIES	
MICRO	
LOW	
NORMAL	
HEAVY	
VERY HEAVY	

01 / PHYSICAL APPEARANCE

ABILITIES	RATING
ACCURACY	
COMMUNICATION	
CONSTITUTION	
DEXTERITY	
FIGHTING	
INTELLIGENCE	
PERCEPTION	
STRENGTH	
WILLPOWER	

DEFENSE | SPEED » | AR PENALTY » | MOVE » | RUN

TOUGHNESS: CON + ARMOR BONUS = TOTAL »

FORTUNE: TOTAL | *CURRENT*

02 / TALENTS & SPECIALIZATIONS

03 / RELATIONSHIPS

04 / CONDITIONS

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

05 / EQUIPMENT

WEAPON	ATTACK ROLL	DAMAGE

06 / GOALS

07 / PREFERRED STUNTS

TALENT NAME	DEGREE	TALENT EFFECT

08 / SPECIAL GEAR & ENHANCEMENT IMPLANTS

09 / SPACESHIP STATISTICS

NAME	TYPE	DRIVE

SENSORS	WEAPONS	QUALITIES
CREW		
HULL		

FLAWS

CREW ROLE	ROLE TEST

10 / CONDITIONS SUMMARY

BLINDED: The character cannot see and automatically fails ability tests reliant on sight, such as Perception (Seeing). See page 18 The Expanse RPG Transport Union Edition rulebook.

DEAFENED: The character cannot hear and automatically fails ability tests reliant on hearing, such as Perception (Hearing). The character suffers a -5 penalty to Defense against any opponent they cannot hear.

DYING: You fall Prone, and your current Fortune drops to 0 if it is not at 0 already. You will die after a number of rounds equal to 3 + Constitution unless you receive medical attention. You are conscious and can talk but cannot take any other actions. You die at the end of the final round.
A successful TN 11 Intelligence (Medicine) test or other appropriate medical attention applied to a character stabilizes their condition, making them helpless and wounded instead.

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: You are conscious but can't take minor or major actions, including those which require only mental effort, though you can take reactions (such as rolling to avoid damage) and free actions (such as speaking). You can stagger or crawl 1 + Dexterity (minimum 1) meters per round.

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 +2 bonus against Prone characters, while ranged attacks have a -2 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.