

# THE EXPANSE

ROLEPLAYING GAME



**GET MORE**   
IN THE  
**GREEN RONIN**  
**ONLINE STORE**

SCI-FI ROLEPLAYING AT HUMANITY'S EDGE

# 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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| 2         | ... |
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| 99        | ... |
| 100       | ... |

| EXPERIENCE   | INCOME   |
|--|--|
| <p>1. <b>Work Experience:</b></p> <ul style="list-style-type: none"> <li>1998-2000: <b>Software Engineer</b>, ABC Corp. (2 years)</li> <li>2000-2002: <b>Senior Software Engineer</b>, DEF Inc. (2 years)</li> <li>2002-2004: <b>Lead Software Engineer</b>, GHI Ltd. (2 years)</li> <li>2004-2006: <b>Software Architect</b>, JKL Corp. (2 years)</li> <li>2006-2008: <b>Principal Software Engineer</b>, MNO Inc. (2 years)</li> <li>2008-2010: <b>Senior Software Engineer</b>, PQR Ltd. (2 years)</li> <li>2010-2012: <b>Software Engineer</b>, STU Corp. (2 years)</li> <li>2012-2014: <b>Software Engineer</b>, VWX Inc. (2 years)</li> <li>2014-2016: <b>Software Engineer</b>, YZA Ltd. (2 years)</li> <li>2016-2018: <b>Software Engineer</b>, BCD Corp. (2 years)</li> <li>2018-2020: <b>Software Engineer</b>, EFG Inc. (2 years)</li> <li>2020-2022: <b>Software Engineer</b>, HIJ Ltd. (2 years)</li> <li>2022-2024: <b>Software Engineer</b>, KLM Corp. (2 years)</li> <li>2024-2026: <b>Software Engineer</b>, NOP Inc. (2 years)</li> <li>2026-2028: <b>Software Engineer</b>, QRS Ltd. (2 years)</li> <li>2028-2030: <b>Software Engineer</b>, TUV Corp. (2 years)</li> <li>2030-2032: <b>Software Engineer</b>, WXY Inc. (2 years)</li> <li>2032-2034: <b>Software Engineer</b>, ZAB Ltd. (2 years)</li> <li>2034-2036: <b>Software Engineer</b>, CDE Corp. (2 years)</li> <li>2036-2038: <b>Software Engineer</b>, FGH Inc. (2 years)</li> <li>2038-2040: <b>Software Engineer</b>, IJK Ltd. (2 years)</li> <li>2040-2042: <b>Software Engineer</b>, LMN Corp. (2 years)</li> <li>2042-2044: <b>Software Engineer</b>, OPQ Inc. (2 years)</li> <li>2044-2046: <b>Software Engineer</b>, RST Ltd. (2 years)</li> <li>2046-2048: <b>Software Engineer</b>, UVW Corp. (2 years)</li> <li>2048-2050: <b>Software Engineer</b>, XYZ Inc. (2 years)</li> <li>2050-2052: <b>Software Engineer</b>, ABC Ltd. (2 years)</li> <li>2052-2054: <b>Software Engineer</b>, DEF Corp. (2 years)</li> <li>2054-2056: <b>Software Engineer</b>, GHI Inc. (2 years)</li> <li>2056-2058: <b>Software Engineer</b>, JKL Ltd. (2 years)</li> <li>2058-2060: <b>Software Engineer</b>, MNO Corp. (2 years)</li> <li>2060-2062: <b>Software Engineer</b>, PQR Inc. (2 years)</li> <li>2062-2064: <b>Software Engineer</b>, STU Ltd. (2 years)</li> <li>2064-2066: <b>Software Engineer</b>, VWX Corp. (2 years)</li> <li>2066-2068: <b>Software Engineer</b>, YZA Inc. (2 years)</li> <li>2068-2070: <b>Software Engineer</b>, BCD Ltd. (2 years)</li> <li>2070-2072: <b>Software Engineer</b>, EFG Corp. (2 years)</li> <li>2072-2074: <b>Software Engineer</b>, HIJ Inc. (2 years)</li> <li>2074-2076: <b>Software Engineer</b>, KLM Ltd. (2 years)</li> <li>2076-2078: <b>Software Engineer</b>, NOP Corp. (2 years)</li> <li>2078-2080: <b>Software Engineer</b>, QRS Inc. (2 years)</li> <li>2080-2082: <b>Software Engineer</b>, TUV Ltd. (2 years)</li> <li>2082-2084: <b>Software Engineer</b>, WXY Corp. (2 years)</li> <li>2084-2086: <b>Software Engineer</b>, ZAB Inc. (2 years)</li> <li>2086-2088: <b>Software Engineer</b>, CDE Ltd. (2 years)</li> <li>2088-2090: <b>Software Engineer</b>, FGH Corp. (2 years)</li> <li>2090-2092: <b>Software Engineer</b>, IJK Inc. (2 years)</li> <li>2092-2094: <b>Software Engineer</b>, LMN Ltd. (2 years)</li> <li>2094-2096: <b>Software Engineer</b>, OPQ Corp. (2 years)</li> <li>2096-2098: <b>Software Engineer</b>, RST Inc. (2 years)</li> <li>2098-2100: <b>Software Engineer</b>, UVW Ltd. (2 years)</li> </ul> | <p>1. <b>Salary History:</b></p> <ul style="list-style-type: none"> <li>1998-2000: \$50,000 (2 years)</li> <li>2000-2002: \$60,000 (2 years)</li> <li>2002-2004: \$70,000 (2 years)</li> <li>2004-2006: \$80,000 (2 years)</li> <li>2006-2008: \$90,000 (2 years)</li> <li>2008-2010: \$100,000 (2 years)</li> <li>2010-2012: \$110,000 (2 years)</li> <li>2012-2014: \$120,000 (2 years)</li> <li>2014-2016: \$130,000 (2 years)</li> <li>2016-2018: \$140,000 (2 years)</li> <li>2018-2020: \$150,000 (2 years)</li> <li>2020-2022: \$160,000 (2 years)</li> <li>2022-2024: \$170,000 (2 years)</li> <li>2024-2026: \$180,000 (2 years)</li> <li>2026-2028: \$190,000 (2 years)</li> <li>2028-2030: \$200,000 (2 years)</li> <li>2030-2032: \$210,000 (2 years)</li> <li>2032-2034: \$220,000 (2 years)</li> <li>2034-2036: \$230,000 (2 years)</li> <li>2036-2038: \$240,000 (2 years)</li> <li>2038-2040: \$250,000 (2 years)</li> <li>2040-2042: \$260,000 (2 years)</li> <li>2042-2044: \$270,000 (2 years)</li> <li>2044-2046: \$280,000 (2 years)</li> <li>2046-2048: \$290,000 (2 years)</li> <li>2048-2050: \$300,000 (2 years)</li> <li>2050-2052: \$310,000 (2 years)</li> <li>2052-2054: \$320,000 (2 years)</li> <li>2054-2056: \$330,000 (2 years)</li> <li>2056-2058: \$340,000 (2 years)</li> <li>2058-2060: \$350,000 (2 years)</li> <li>2060-2062: \$360,000 (2 years)</li> <li>2062-2064: \$370,000 (2 years)</li> <li>2064-2066: \$380,000 (2 years)</li> <li>2066-2068: \$390,000 (2 years)</li> <li>2068-2070: \$400,000 (2 years)</li> <li>2070-2072: \$410,000 (2 years)</li> <li>2072-2074: \$420,000 (2 years)</li> <li>2074-2076: \$430,000 (2 years)</li> <li>2076-2078: \$440,000 (2 years)</li> <li>2078-2080: \$450,000 (2 years)</li> <li>2080-2082: \$460,000 (2 years)</li> <li>2082-2084: \$470,000 (2 years)</li> <li>2084-2086: \$480,000 (2 years)</li> <li>2086-2088: \$490,000 (2 years)</li> <li>2088-2090: \$500,000 (2 years)</li> <li>2090-2092: \$510,000 (2 years)</li> <li>2092-2094: \$520,000 (2 years)</li> <li>2094-2096: \$530,000 (2 years)</li> <li>2096-2098: \$540,000 (2 years)</li> <li>2098-2100: \$550,000 (2 years)</li> </ul> |

| WEAPON | 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.