## **CHARACTER SHEET**

# EXPΔNSE

NAME		SOCIAL CLASS	
GENDER		BACKGROUND	
AGE	'	PROFESSION	
ORIGIN		DRIVE	
FORTUNE		QUALITY	
FURTUNE		DOWNFALL	
INCOME		LEVEL	
SPEED	RUN		
DEFENCE	BONUS	DESCRIPTION	
TOUGHNESS	ARMOUR		

#### **ABILITIES**

Accuracy	Dexterity	Constitution	Strength	Fighting	Willpower	Intelligence	Communication	Perception

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Att/E	ocus	Total	Willnower	Att/F	ncus _	Intal	Communication	Att/Fncus	Total
7,00,10	-40	10101		Att/1	- Court	Total		Atti Focus	Total
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				Att/F	ocus	lotal		† †	
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<b></b>			Evaluation						
			Law				•	Att/Focus	Total
			Medicine						
			Navigation				Hearing		
Att/F	ocus	Total	Research				Intuition		
			Science				Searching		
			Security				Seeing		
			Tactics				Smelling		
			Technology				Survival		
Att/F	ocus	Total	Fighting	Att/F	ocus	Total	Tasting		
							Iracking		
					1				
			Heavy Weapons				STA	ANDARD TEST	
	Att/Fi	Att/Focus  Att/Focus  Att/Focus  Att/Focus	Att/Focus Total  Att/Focus Total	Courage Faith Self-Discipline Intelligence Art  Att/Focus Total Business Cryptography Current Affairs Demolitions Engineering Evaluation Law Medicine Navigation Att/Focus Total Research Science Security Tactics Technology	Courage Faith Self-Discipline Intelligence Att/F Art Business Cryptography Current Affairs Demolitions Engineering Evaluation Law Medicine Navigation Att/Focus Total Research Science Security Tactics Technology  Att/Focus Total Fighting Brawling	Courage Faith Self-Discipline  Intelligence Att/Focus Art  Att/Focus Total Business Cryptography Current Affairs Demolitions Engineering Evaluation Law Medicine Navigation Att/Focus Total Research Science Security Tactics Technology  Att/Focus Brawling Brawling	Courage	Courage   Cour	Courage   Deception   Deception   Disguise   Disguise

3d6 + Attribute + Focus vs TN (doubles produce SP's)

### TALENTS

Talent	LvI	Pg	Talent	LvI	Pg

### SPECIALIZATIONS

Specialization	LvI	Pg	Specialization	LvI	Pg

## **GEAR and NOTES**

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GEAR					
Armour & Shields	Bonus	Penalty	Cost	Pg	CONDITIONS
	Bollas	T Gridity	5651	ı g	<b>DEAFENED</b> The character cannot hear and automatically fails ability tests reliant on hearing, such as Perception (Hearing).
					<b>DYING</b> The character is in danger of perishing. A dying 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
Weapons & Notes	Attack	Dmg	Cost	Pg	aid applied to a dying character stabilizes their condition, making them helpless, unconscious, and wounded instead. They must recover from these conditions normally (see Interludes in Chapter 5).
					<b>EXHAUSTED</b> The character is severely fatigued. 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 is tired and cannot take the Charge or Run actions.  A fatigued character who receives an additional fatigued condition becomes exhausted.
					FREE FALLING The character is effectively weightless in a microgravity or
Equipment			Cost	Pg	free-fall environment. The character can only move with access to hand-holds, a surface to push off from, or some type of thrust (like 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 is incapable of doing anything. 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 is hurt. 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 is lying on the ground. 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.
					<b>WOUNDED</b> The character is severely injured. 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.
					NOTES
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### TALENTS AND SPECIALIZATIONS

**ADVANCEMENTS** 

## **EXPANSE**

TALENTS		SPECIALIZATIONS							
TALENT	LVL	Pg	SPECIALIZATION	LVL	Pg				
TALENT	LVL	Pg	SPECIALIZATION	LVL	Pg				
TALENT	LVL	Pg	SPECIALIZATION	LVL	Pg				
TALENT	LVL	Pg	SPECIALIZATION	LVL	Pg				
TALENT	LVL	Pg	SPECIALIZATION	LVL	Pg				
					J				
TALENT	LVL	Pg	SPECIALIZATION	LVL	Pg				