

1. ROLL OR CHOOSE A CLASS [D8]

1. Manchine (SK. 20 VG. 24)

Strength +2
Agility -2
Presence -2
HP d10 +Toughness
Weapon -
Armor d4
Claw attack d6 (see book)
Credits 2d6x10
Favors d2
Skillz [D6] ☐ Light Handed
 (See class page for more info)
☐ Not Eyes
☐ Ship for Brains
☐ Taser Face
☐ Rusty Pincer
☐ Cyberkitty

2. Soul Survivor (SK. 22 VG. 26)

Strength -2
HP d6 +Toughness
Weapon d6
Armor d2
Cockroach Presence & Toughness tests are +2
Credits d6x10
Favors d2
Skillz [D6] ☐ Energy Vampire
 (See class page for more info)
☐ Low Expectations
☐ Last to Die
☐ Get Anywhere/thing
☐ Inevitable Escape
☐ Shrunk Stomach

3. Technomaniac (SK. 24 VG. 28)

Tech +2
Strength -2
HP d4 +Toughness
Weapon d4
Armor d2
Tributes 2 (see book)
Credits d6x10
Favors d4
Skillz [D6] ☐ Quiet Drive
 (See class page for more info)
☐ Mainframe Master
☐ 'Borg Bat
☐ Silencer
☐ Dialed In
☐ True North

Hit Points

Neuromancy Points D4

4. Twisted Biochemist (SK. 26 VG. 30)

Tech +2
Strength -2
HP d6 +Toughness
Weapon Inoculation Dart Gun
Armor d2
Credits d6x10
Favors d2
Creations d4x2 [D8]
☐ Nanite Dance ☐ Fog of Pleasure
☐ Hope Springs ☐ Ass Blastin'
☐ It Works ☐ 6th Sense
☐ Gin and Juice ☐ Wake the Dead
 (See class page for more info)

5. Treach Merc (SK. 28 VG. 32)

Toughness +2
Agility -1
HP d8 +Toughness
Weapon d10
Armor d4
Piloting DR -2
Credits d6x10
Favors d4
Skillz [D6] ☐ Stolen Valor
 (See class page for more info)
☐ Stogie
☐ Quick-Draw
☐ Dirty Player
☐ Knuckle Duster
☐ Rage of Legion

6. Emo|Bot (SK. 30 VG. 34)

Toughness +2
Presence -1
HP d8 +Toughness
Weapon d4
Tributes (see book)
Credits 0
Favors d4
Skillz [D6] ☐ Steelskin
 (See class page for more info)
☐ Electric Eye
☐ Come Closer
☐ Uh-Oh
☐ Data Sap
☐ Speed Dealer

7. The Devout (SK. 32 VG. 36)

Presence +1
Strength -1
HP d4 +Toughness
Weapon d4
Armor d2
Cryo Wurm d6 (see book)
Credits d4x10
Favors d4
Skillz [D6] ☐ Torn Page
 (See class page for more info)
☐ Six's Hümer
☐ Mausoleum Dirt
☐ Altered Armor
☐ Symbol of THEY
☐ Wurm Tooth

8. Harvester (SK. 34 VG. 38)

Presence +2
Strength -1
HP d6 +Toughness
Weapon d4
Armor d2
Cryo Wurm d6 (see book)
Tribute (see book)
Credits d8x10
Favors d2
Skillz [D6] ☐ Eye for Treasure
 (See class page for more info)
☐ Grimm Family
☐ Extraction Tools
☐ Pet Wurm
☐ Bile Vials
☐ Net Worth

5. STARTING EQUIPMENT

D6 CARRIER

- Lint ball
- Ancient coin
- Fannypack (3 small items)
- Space pack (6 items)
- Rolling footlocker (12 items)
- Hoverplate (18 items)

Creds

D12 GEAR

- Laser torch
- Headlamp
- Glass cutter
- 25' synthrope
- Med Kit
- Keycard descrambler
- Mini-BOOM box
- Hacked Tribute (SK. 46 VG. 64)
- Pocket multitool
- Wurm necklace
- Encrypted Tribute (SK. 47 VG. 65)
- Lysergic poison

Do not roll for Harvester

D12 WEIRD GEAR

- Vacation postcards
- 22 days rations
- Laser knife
- Fresh strawberries
- Encrypted Tribute (SK. 47 VG. 65)
- Glow-in-the-dark hammer
- Bot-destabilizing fluid
- Violent 'Roid Rat
- Flare gun, 2 flares
- Well-used tambourine
- Electroshield
- Folded up picture

Do not roll for Technomaniac, Devout, or Harvester

7. BACKGROUND INFO

Class info

Misspent Youth 1

Battle Scars

Misspent Youth 2

Irritating Idiosyncrasies

(SK. 37 VG. 42)

Equipment (Carry STR + 8 normal-sized items)

2. ROLL ABILITY SCORES [3D6]

3d6 Total	3-4	5-6	7-8	9-12	13-14	15-16	17-18			
SCORE	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
STRENGTH	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
AGILITY	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
PRESENCE	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
TOUGHNESS	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
TECH	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

3. WEAPONS [D10]

Battery/
Ammo

Battery/
Ammo

- Bouncer's Club, wooden (d4) 1CR
- Ratchet Wrench (d4) 2CR
- Military Dagger with sheath (d4) 3CR
- Sharp Throwing Bones (d4, with Presence + 10 bones)
- Gummi Stick / Rubber Legionnaire Baton (d6, breaks a bone on Crit) 7CR
- Double-Sided Bang Stick / Shotgun (d8 in the front; dagger, d4, in the back) Holds 1 shell, must reload. Starts with 10 shells, uncommon ammo. 10 CR (2 shells/1CR)
- Blaster (d6, 4 charges/use) 15CR
- Semiautomatic Pistol (d6+2 per bullet) Fires two bullets at a single target per round. Start with 18 rounds, ammo is hard to come by. 30CR (2 rounds/1CR)
- Pulse Rifle (d8, 6 charges/use) 20CR
- Energy Sword (d10, 4 charges/strike) 22CR

4. ARMOR [D4]

- Tier 0** No armor
- Tier 1** Leather Jacket/Thin Grade Carbon Fiber -d2. 5CR
- Tier 2** Carbon Fiber -d4 (Agility/Defense DR+2) 42CR
- Tier 3** Mecha-Enhanced Armored Suit -d6 (Agility DR+4 / Defense DR+2) 80CR

Riot Helmet -1 or destroy to ignore all damage. 12CR

6. REBREATHERS

Tier 1 Roll one extra die on GP tests, take the highest number. 10CR

Tier 2 Roll two extra dice on GP tests, take the highest number. 25CR

Tier 3 Roll three extra dice on GP tests, take the highest number. 50CR

Rebreathers can be destroyed to reduce damage equal to their Tier.

GRIMM
EXPANSE