

THE EXPANSE

ROLEPLAYING GAME



GET MORE 
IN THE
GREEN RONIN
ONLINE STORE

SCI-FI ROLEPLAYING AT HUMANITY'S EDGE

CHURN TRACKER

THE CHURN POOL

At the beginning of each adventure, the Churn Pool is “reset,” starting at 0. Add 1 to the Churn Pool each time one of the following events occurs:

A character succeeds on an ability test and rolls a 6 on the Drama Die

A character spends 4 or more stunt points to perform a stunt

Fortune points are spent to alter a die roll

The characters successfully overcome an encounter or hazard

At the end of a scene in the adventure

When the Churn Pool reaches 10 and 20, roll 1d6 and consult the **Churn Over** table.

The Churn Pool then continues building. When it reaches 30, an Epic Effect occurs automatically (no die roll required) and the pool “resets” to 0 and begins building again.

CHURN EFFECTS

MINOR: The characters face a setback, a minor complication that makes things more difficult for them. Examples include:

CHALLENGE: A character automatically fails an ability test, or has to make a second, follow-up test, to complete a task. The crew suffers a moderate consequence on a challenge test.

HAZARD: A new hazard appears, or an existing hazard increases by one level.

INVESTIGATION: It takes an additional test or special circumstance to unlock a clue.

SOCIAL: An NPC’s attitude shifts one step less favorable or can only be maintained through extra effort from the characters.

MAJOR: The characters have to deal with a more serious setback, such as:

CHALLENGE: An existing threat is increased to the next rank (normal to Elite, etc. see the **Threats** chapter of *The Expanse* RPG). The crew has go through an unexpected challenge test.

HAZARD: A new hazard appears, or an existing hazard increases by two levels. The crew suffers a Loss to their ship (see **Losses** under **Space Combat** in Chapter 6 of *The Expanse* RPG).

INVESTIGATION: Opposing forces are alerted to the investigation and misdirect it so an additional lead or clue must be investigated to progress.

SOCIAL: An NPC’s attitude shifts two steps less favorable or can only be maintained by performing a difficult task. An NPC learns a secret detrimental to the characters. The PCs make a new minor enemy.

EPIC: Things go from bad to really bad. A whole new threat enters the story, and its worse than whatever the crew is already dealing with. Examples include:

CHALLENGE: A test can only succeed at a significant price, sacrificing lives, valuable equipment, or social standing. A new Epic adversary enters the plot, or an existing adversary is upgraded to that level.

HAZARD: A new Murderous Hazard enters the plot, or an existing hazard is upgraded to that level.

INVESTIGATION: The investigation leads to a trap, where characters might be ambushed, framed, or otherwise seriously harmed.

SOCIAL: An NPC with a favorable attitude becomes Hostile or one with an unfavorable attitude becomes Very Hostile. An NPC learns a secret that could have disastrous effects on the characters.

