

Document

Unofficial Community Information Document



Last update: 20th August '25 @ 17:24 UTC

From the people who wrote this doc

This is an *unofficial document*, written by community members; we *hold no affiliation* with Owlcat Games. Take the information here with a grain of salt and not as fact. We're merely collecting publicly available information and organising it. Don't take our word for it; check our sources.

We will only cite information that has been released in official Owlcat Documents (i.e. Press Kits), newsletters/news channels, as well as community manager statements on i.e. Discord or Reddit, along with dev interviews hosted by influencers/journalists.

Any blacked-out segments contain spoilers and will be denoted. You can read the text by highlighting the blacked-out box; try the example below.



Sources will be cited as (S. [Source Number], additional details). Refer to the sources section if there is no hyperlink.

Our comments will be highlighted in blue, such as this; they contain clarification on any matters, as well as our own thoughts/theories on a given matter. - These are purely speculative and are to be regarded as such

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Thank you to ill_3 for contributing



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An intro to “The Expanse”

Set in the 24th Century, humanity has expanded into the Solar System, colonising the Moon, Mars, asteroid belt and more, the stars stay out of reach. Political tensions run deep between the three major factions.

First, the United Nations, the world government of Earth and Luna, gained its new status in the wake of massive climate disasters as nations dissolved and ceded their power to the UN. Now it rules an overpopulated earth, and a large unemployed population. While the United Nations Navy (UNN) is still the largest navy in the solar system, its fleet is ageing rapidly.

Second is the Martian Congressional Republic (MCR), a former UN colony, that attained its independence through the sale of the Epstein drive, a highly efficient fusion drive, allowing for a paradigm shift in the way the solar system is traversed through much quicker travel. In the modern era, the MCRN (MCR Navy) is smaller than the UNN, but is considered on par, due to its more advanced technologies. Martian Society works towards the terraforming project.

Last is the Belt, and outer planets, represented in part by the Outer Planets Alliance (OPA). The belt and outer planets are rich in minerals and important resources, while lacking essential resources like water or food; hence, they live under the boot of the Inner planets (Earth and Mars). The OPA is a loosely organised network, dedicated to the freedom and independence of the belt. Depending on who you ask, the OPA is a sociopolitical movement or a terrorist network, owing to it being comprised of many factions with varying beliefs and degrees of radicalism.

Game Setting

In the game, you play as a Pinkwater Security Mercenary (S1)¹. Pinkwater is a Mars-based security firm that provides security and law enforcement services across the entire solar system.

The story takes place during the events of Book 1 and Book 2 (S4 15:15), where you will be experiencing your own story alongside the story of the books/tv-show, viewing those events from an external, in-universe perspective (S4 3:15).

The game intends to explore the expanse universe from a different set of eyes, seeing the lives of ordinary people, especially Belters, some of whom you may see rise to power and wealth (S5 Q7P2)

Mild Spoilers for Game Content, will be evident to you from watching the trailer if you know a little bit about the Expanse (up to S3E6) - (S4 30:10/30:50)



¹ Second Paragraph



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General/Miscellaneous Game Info

Osiris Reborn is a 3rd Person Action RPG (S1), it will be fully voiced, including the protagonist (S3). Pre-Production Started in 2022 (S5 Q9). It will be an adult game, being on par with the hardcore depictions of the expanse (S5 Q7P1)

Characters and events from the show will be referenced, **some actors will reprise their characters** (S4 16:20).

OR is a Semi-Open World game, you will progress and experience the game in a similar way to previous games from Owlcat (S4 25:55); there are major beats that lead into big missions, which are accompanied by a lot of side stories and companion stories (S4 26:20).

It will not be a linear experience, you get to make choices and explore their consequences (S4 28:25).

The game will take you to familiar locations, such as (Game Location Spoilers) [REDACTED]. As expected of a story in the Expanse universe, you will find yourself in the middle of political intrigue and powerplays (S4 3:35). The player will have the opportunity to be a champion for a faction or maybe even betray them as a double agent and sell the gathered secrets (S5 Q8P4).

When going on missions, you will take two companions with you (S4 9:50), the others may be doing a parallel mission or offering advice from the safety of the ship, they may also run into you, do something together with your team and then split off again (S4 10:20/10:40).

The game's length is a little shorter, closer to Expedition 33 (S4 27:50), in favour of a more cinematic experience, where your actions will come to life (S5 Q8P5).

There will be Zero G combat sequences, where the physics you'd behave like you'd expect (blood won't drop to the floor (Trailer/S5 Q10P3)

Player Character

The Player can customise their character, choosing from male or female options (S2) as well as pick one of three Backgrounds (S1): Earther, Martian and Belter.

Origin will impact height; Belters and Martians will be taller (S2, Discussion Thread)

The player will have a lot of roleplaying options, but the story will be a little more linear (term used was 'created'), with less spectrum than in previous Owlcat Games (S4 24:45).

=> Comment: I'd personally interpret "less spectrum" as there being no playable, fully evil characters. I suggest you watch that part of the interview to get your own insights on the original wording.



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Character Build

Players can choose to make use of pre generated “characters” ([presumably archetypes](#)) or build their character to fit their own unique playstyle (S5 Q2P2)yst

Companions

Companions will present a central part of the game (S4 9:40) and are professionals in their respective fields (S4 12:45). They will have their own goals, but will express their feelings towards your actions (S4 20:45) and react to your interactions with factions, based on their own backgrounds (S5 Q6P3)

There will be romance ([S3](#))

One of the Companions will be the Protagonist’s Twin ([S3/S4 19:10](#))

All characters on the cover, except for the “Zombie” and helmeted protagonist, are companions. ([S3](#)). The twin companion is not featured on the art ([S3](#))

=> [Comment: This implies at least 7 companions](#)

One of the characters will be versed in political matters, giving you insight into the events of the story (S4 3:50)

List:

- Zafar Hejazi - Zafar is a martian engineer (S4 13:05), specialising in technological abilities ([S3](#))
 - > Cover Art: Man with Shotgun & Tablet, Appeared in Trailer
- Michael Degarmo - Michael is from Earth ([S3](#)) (to the top right of Zafar)
 - > Cover Art: Man with Vest (top right of Zafar), Appeared in trailer
- Regina [???] - ? (Name revealed after copious amounts of begging from the discord)
 - > Cover Art: Golden Earrings, in front of Michael
 - > [Name revealed by Vi](#) after copious amounts of begging from the discord
- ??? - ?
 - > Cover Art: Black Headphones
- ??? - ?
 - > Cover Art: Glasses, blue shirt
- ??? - Belter - [Identifiable via the Neck Tattoo](#)
 - > Cover Art: Red Hair, Yellow T-Shirt, top right of Michael
- “J.” - Twin - Origin dependent on the Protagonist - [Referred to as “Private”](#)
 - > Name from [Environmental Showcase](#)

The Ship

Players will have their own ship (S4 10:10), this is where you’ll get a chance to interact with your companions outside of the missions (S4 10:55).

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Some ship customisations and some ship interactions will be possible (S4 11:30), combat will not be a fully fledged system like in Rogue Trader, it will be cinematic with some 'surprises' (S4 11:45).

The player will encounter and deal with space travel, but they won't actively manage that aspect, as it'd detract from the game's experience too much. You will see the ship move in cinematic sequences, but you won't drive it yourself (S5 Q10P1/2).

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Sources

1. [Osiris Reborn Press Kit](#) - Fact Sheet
2. [Expansive News Channel \(Owlcat Games Discord\)](#)
3. [Osiris Reborn Subreddit](#) - Specific links will be provided
4. [CohhCarnage Dev Interview](#)
5. [IGN Interview](#)
=> Denoted as S5 Q[X].[Y] (Q= question, X = question number, Y= paragraph)
6. [Mortismal Gaming Owlcat Interview \(Pending\)](#)
7. [ForceGaming Video](#) (Pending)
8. KormakTV Devtalk (Pending)
- 9.