

ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING



BASIC RULES

by Rich Lescouflair



BASIC RULES

VERSION 0.3

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INTRODUCTION

The **Esper Genesis Roleplaying Game** is about creating and telling stories and adventures in an epic science-fiction setting. Using this product as a guideline, EG is a game driven by the power of imagination. A group of players share the imagery of fantastic sci-fi locations such as an alien landscape or a starship blasting off into deep space, and imagine the events and decisions that explorers would experience within those scenes.

When those scenes are presented, the decisions and actions of the players shape and determine the events that follow. Dice are often rolled to determine the outcome of some of those decisions, whether it be performing an emergency mechanical repair, conning their way into a secure barracks, or determining if they hit or missed an enemy they've attacked with their weapon. By providing an limitless number of decisions while using dice to finalize the outcome, the story is able to branch out into an infinite number of directions.

CHARACTERS AND THE GM

Every Esper Genesis game requires one of the players to be the **Game Master** (GM), who referees the game and narrates the story. Each remaining player creates a **character**, a persona used to participate in the game's scenario. Several characters band together to form a team (also referred to as a group or party) allowing them to join forces while exploring a strange alien world or surviving against a powerful adversary.

The GM creates and presents a scenario (often called an **adventure**) for the rest of the players while managing the outcomes of what the players decide they would like to do. Do they choose to venture into the abandoned space station? Make an evasive maneuver to avoid the enemy battleship? Perhaps they decide to remove the data card that may or may not activate the ship's security drones.

Based on these decisions, as well as the dice rolls that may be required, the GM determines the results and tells the players what happens next. Since imagination is the only limitation, any scenario can be improvised and played through with exciting and unforeseen outcomes.

THE GOAL OF THE GAME

The Esper Genesis game ends only when the players wish it to end. A group can play through any number of adventure scenarios that can either be run either individually or as an ongoing storyline commonly called a **campaign**. As the campaign grows, so do the characters. They gain more skills, amass more resources and materials, and develop their personal stories as much as they progress the main storyline overall.

There are no winners or losers in Esper Genesis. The goal of the game is for the players and GM to work together to create an amazing tale filled with awesome sci-fi adventures, battles, discoveries, and tides of change.

As the story progresses, each character grows and follows their path toward becoming an epic sci-fi legend.

Most importantly, the main goal of all involved is to have a good time. Regardless of whether the characters succeed or fail, survive or perish, or run out of time before completion, the game is successful so long as everyone had a fun and enjoyable time playing.

AN INFINITE UNIVERSE

The universe is vast, varied, and filled with an infinite number of peoples, cultures, and traditions. **Esper Genesis** can be adapted to fit any of these. Futuristic technology, alien cultures, spacefaring vessels, robots, and high-tech gadgets are just some of the few things that can be found in EG's vast universe.

Your GM may choose to set their adventures within the Silrayne Arc, they may choose to make up their own, or they may even modify the existing setting to fit their own style. Regardless of what the GM chooses to do, they are the final authority on the campaign setting as well as any specialized rules used within.

Because there are an unlimited number of worlds to explore, Esper Genesis can be adapted to the existing multiverse of other settings that also make use of the 5th Edition rules system. Though EG's core setting is the *Silrayne Arc* galaxy, worlds of heroic fantasy, modern horror, or myth and magic can always be found in the infinite expanse.

THE SILRAYNE ARC

Within the cluster of planets known as the Silrayne Arc, the myriad of races continue to strive as they live amongst each other.

Throughout this amalgam of planets, societies, and cultures, each have one thing in common: The Crucibles.

No one knows where the Crucibles come from. They are structures the size of small moons that are stationed at various locations throughout the galaxies. They are of various shapes, mostly polyhedrons or spheres, and composed of a material that is both similar yet foreign to every other known material in the universe. Inside each Crucible is a core from where raw Sorium is harvested. Sorium is a form of energy that has been used throughout generations to power ships, cities, items used in everyday life, and can even be wielded by some to perform the art of Channeling, a practice of warping the fabric of reality to create extraordinary effects. Beings capable of such feats have achieved **Esper Genesis** - a connection to the universe that can be both amazing and dangerously terrifying. It is a power many feel the people of the galaxy are not ready to wield.

This discovery has altered the way of life for each and every person living within these worlds. Cultures meld and clash in an eternal dance as the planets learn to live in a peaceful balance. Major centers of trade swirl within

the orbits of the central planets comprised of various cultures, each carving out their own niche within the galaxy. At the heart of it all is Silrayne Prime, the heart of the Sorium Accord. The homeworld is orbited by The Bastion, a grand trade hub that houses the Sorium court and their protectorate army.

EXPANDING THE UNIVERSE

The Silrayne Arc is a good starting point for any Esper Genesis game. Many of the concepts and backgrounds within the setting directly fit in with the races and character classes presented in these rules. But what if the rest of your universe is completely different? Is the technology primitive, or even more advanced? Are there more Crucibles out there? If so, do they function the same way? What sort of creatures exist beyond the known stars? The GM can answer all of these questions and more.

Upcoming official EG products and adventures will also contain additional rules and setting ideas which may be used to expand the existing setting or be adapted to a completely new one.

RULES OF PLAY

Esper Genesis uses the 5th Edition (5E) rules. Every 5E game follows a basic flow detailed in the following steps:

1. **The GM describes the setting and situation.**
2. **With the information they are given, the players tell the GM what their intended actions are.**
3. **The GM resolves the players' actions and narrates the results.**

Here is an example of play as it unfolds:

GM: The transport lift opens into a large, musty chamber. A large display screen takes up a majority of the west wall. A small control panel is mounted beneath the center of the screen. Both seem to be dormant, with no visible power source. A 20-foot wide blast door is in the center of the east wall. There are several dark marks running along the metallic surface of the door. There is no current source of light other than your flashlights.

Angie (playing Ellsia): I'd like to examine the control panel and see if it can be activated.

Omar (playing Toren): Dark marks? I'd like to examine the door a little more. Maybe they're scorch marks?

GM: OK, Ellsia. Make a Computers skill check. Toren, make an Investigation check.

Angie (rolls a d20): I got a Fifteen.

Omar (rolls a d20): A Seventeen here.

GM: Ellsia, you find the activation switch. The entire chamber is illuminated from lighting panels along the ceiling. The display powers on, showing a digital map that appears to be in the outline of the space station. A flashing red light marks your location.

Angie: Great! We have a map finally.

GM: Toren, the marks run ten feet diagonally along the center of the door and appear to be made by something that tore into the metal. There are four of them in a row next to each other.

Omar: Uh, that sounds like a giant claw mark! Can I see anything else on the door or around the marks?

GM: Make a Perception check.

Omar (rolls a d20): Hmm. An Eight. Not good.

GM: There doesn't appear to be anything else particular about the door or the marks.

Angie: Can I open the door using the control panel?

GM: Yes.

Omar: Wait! If that is a claw mark, there's no telling what's behind there. I ready my autorifle just in case.

This example could be adapted to many different situations in play. The players may instead find themselves on the surface of a strange alien world, in the underbelly of an enemy star cruiser, or having a drink with a contact at the local bar.

The GM would then provide them with a different set of circumstances and the players would have a new set of decisions to make and tasks to complete. Some of these may be easy or difficult, depending on what the players

wish to achieve. The GM then listens to each player and determines the order in which to resolve their actions.

Often the resolution will require a die roll to determine a result. For a character, this can be for anything from negotiating a partnership to navigating their ship through a debris field.

USING THE DICE

Where many games commonly make use of six-sided dice, Esper Genesis uses a set of polyhedral dice, each with a different number of sides or values. Sets of these dice can be found in many game stores and book shops.

When the dice are referred to in game, they are defined by the letter “d”, followed by the number of sides on that given die. For example, an eight-sided die is referred to as a “d8”, while the more commonly known six-sided die is referred to as a “d6”.

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3”. The first number tells you how many dice to roll, followed by the type of die to use (in this case, a d4 as defined above). Any number after that indicates a quantity that is added or subtracted from the result. For example, if a roll of “3d4+3” is required, you might roll three four-sided dice (3d4), resulting in a 3, a 2, and a 4 (a total of 7). Then, you would add the “+3” to that total, making the final result of your roll a 10.

PERCENTILE DICE

Percentile dice (**d%**) work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. For example, if you roll both ten-sided dice and the result of the first die is a 6 and the second die results in a 4, you have rolled a 64. If both dice result in 0s, that equals a roll of 100.

ROUNDING DOWN

There are certain circumstances where a statistic or the results of a die roll may be halved or divided. In general, unless stated specifically, whenever a number in the game is divided to where you wind up with a fraction, round down, even if the fraction is one-half or higher.

d20 AND THE CORE MECHANIC

In the previous example of play, the two players were required to roll dice to determine the results of their actions. In cases where the outcome of a character’s actions is uncertain, this is most often resolved with the use of the twenty-sided die (d20) to determine if the action succeeds or fails. This is accomplished by the following method:

1. **Roll a d20.**
2. **Add any relevant modifiers.**
3. **Compare the result to a target number.**

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target

number, you fail. This process is the basis for resolving most tasks in any game that uses the 5th Edition (5E) rules system.

Each character and creature (whether organic or inorganic) in the game has characteristics defined by six **ability scores**. They are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each one of these scores, depending on their value, generates an **ability modifier**. This modifier is a part of nearly every d20 check made in the game.

There are three main rolls in the game that make use of the d20 roll: ability checks, attack rolls, and saving throws. All of these are affected by ability modifiers as well as other modifiers such as a talent, skill, class feature, or situational factor that may give an additional bonus or penalty.

The target number for ability checks and saving throws is called a **Difficulty Class (DC)**, and is often determined by the Game Master. The target number for attack rolls is called **Armor Class (AC)**, which is determined by a target’s defensive capability. Use of d20 rolls and modifiers are fully detailed in **CHAPTER 7: USING ABILITY SCORES**.

RUNNING ADVENTURES

Adventures make up the heart of the story in every Esper Genesis game. Each one tells a tale from start to finish and may connect to other adventures that follow the same storyline. In each adventure, a group of characters deal with a particular set of scenarios where they must use their abilities and skills to complete specific tasks and overcome obstacles.

As each character is unique, the group must decide how to balance each of their characters’ abilities, strengths, and weaknesses effectively in order to complete each adventure. As they advance through these adventures, characters gain experience which they use to improve and increase their abilities, skills, and features, allowing them to face even greater tasks and challenges.

An adventure can be created by the Game Master or be a pre-written purchased adventure module. Either way, the GM modifies and adjusts the adventure to suit the needs of their particular game, creating a rich and exciting environment for the players to explore. This environment is filled with a multitude of locations to explore and personalities for the characters to interact with. An adventure’s cast of characters is made up of two types of characters. The first are the characters created by players, also known as **player characters (PC)**. Any characters in the adventure that is not controlled by a player is called a **non-player character (NPC)**, and is instead controlled by the Game Master.

Any number of adventures can be played, as the game only ends when the players wish to do so. Many adventures contain different aspects of play. There may be a scenario where:

- The characters must travel through an uncharted wasteland or find their way out of a maze of underground passages, interacting with different puzzles and obstacles along the way. (**Exploration**)

- The characters must interact with other personas in order to accomplish their tasks, such as interrogating a captured spy or trying to deceive a security patrol while wearing their stolen uniforms. **(Social Interaction)**
- Lastly, there are many scenarios which require the characters to defeat an adversary or group of foes in physical conflict. **(Combat)**

A fun and well-designed adventure often includes all three aspects in any combination. Some adventures will have more of one particular aspect over another.

THE ESPERS AND THE CRUCIBLES

Scattered across the galaxies, the **Crucibles** are remnants of an age that predates any in known history. Often the size of small moons, no Crucible is identical to another, but they do share similarities. Each one is generally spherical. Their surfaces are most often metallic in appearance but feel organic in texture.

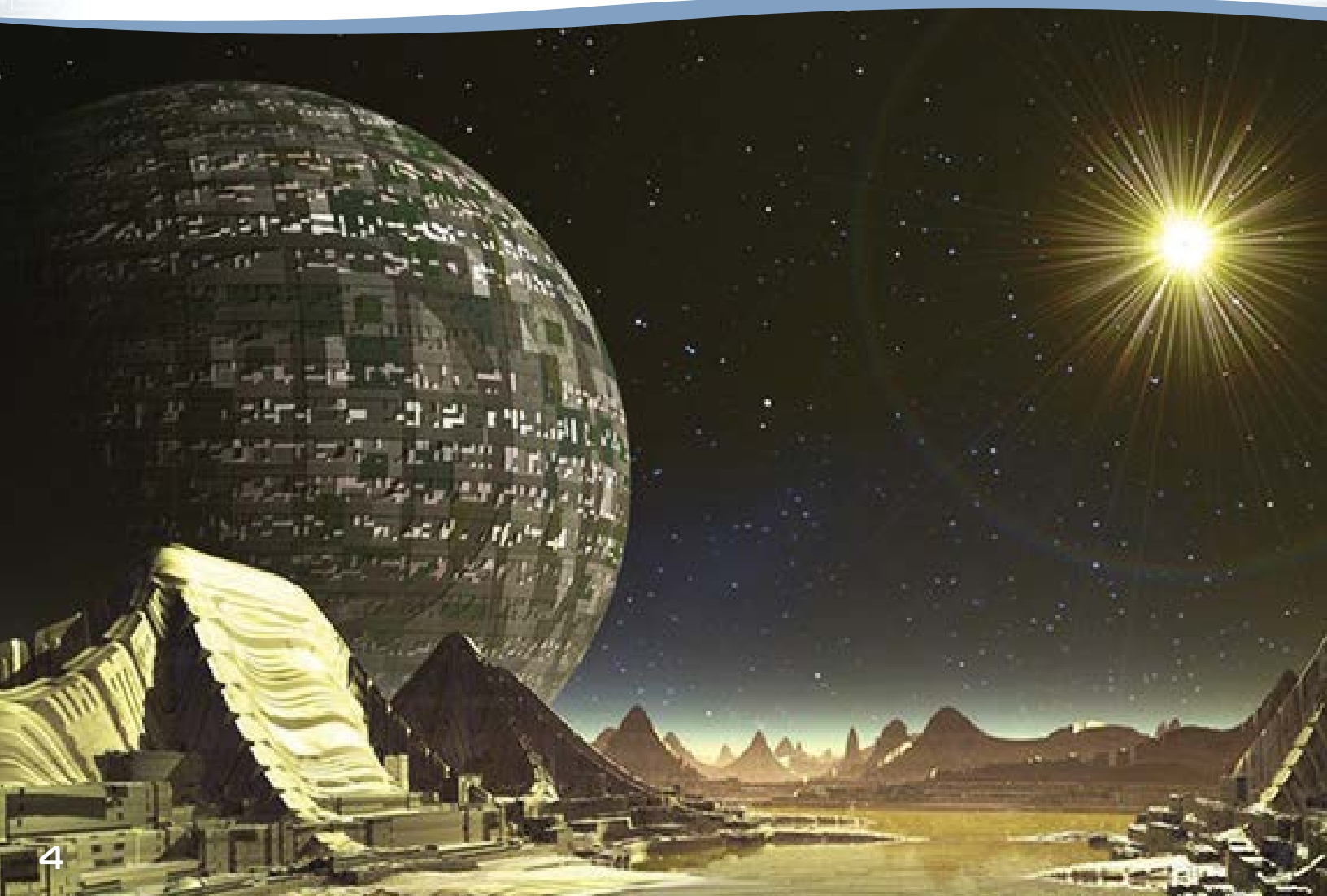
Below the surface, there are long branches of tunnels leading into the core, where a material only known as Sorium can be harvested. Sorium is a material without classification. It's chemical makeup constantly shifts, can be identified as any element, and can be made to change molecular states with focus and concentration. The primary aspect of Sorium is that it's source of raw energy that may be used to power any device adapted to

function with it. Anything from a light fixture to a battle cruiser may use its power source.

After generations of harvesting Sorium, beings began to exhibit extraordinary abilities. Earth, Fire, Wind, Water, Space, Time, and Gravity, all forces of creation that became visible and malleable by those able to channel power through themselves. These beings became linked to the Crucibles, almost able to commune with them in a language no other being could comprehend. They are now known throughout the galaxy as the **Espers**.

Each person is affected differently when they achieve Esper Genesis. Depending on their origin or race, the process may even directly affect them both physically and psychologically. Some are able to channel the energies directly through their bodies, where others use Sorium implants or devices to wield their powers.

Every player character created in Esper Genesis is one of these Espers. They are gifted with rare abilities and empowered with the will to shape their own destiny as well as the destiny of all those with whom their paths may cross. They are also the chosen few who can stand vigilant against the many galactic threats that strike fear into the hearts of those across the great expanse. The galaxy calls for those who would change the fate of worlds. Will you decide who they will be, and if so, what they will become?



CHAPTER 1: CREATING A CHARACTER

To play an Esper Genesis game, the first thing you need to do is create your own character. This character is a representation of a persona that you imagine and design to take part in the setting. You construct this persona from the ground up, creating their origin, personality, and backstory. These are combined with the game statistics that define how the character interacts with the rest of the universe.

The following steps are here to help you easily design and build a character which you can use in any Esper Genesis adventure or scenario. Some of these steps also refer to a corresponding chapter which fully explain all of the options from which you may choose.

All of your character's information is recorded on a **character sheet**, which is also used to track the character's skills, modifiers, abilities, and advancements in play. Make sure you have a character sheet ready when you begin building your character.

1. CREATE A CONCEPT

When creating a character, the first thing to consider is the type of persona you are looking to create. Is your character a heroic warrior, a cunning specialist, a resourceful engineer, or an energy shaping melder?

Taking it a step further, perhaps your specialist is a trained agent who is practiced in the use of high-tech gadgets and tools, or your technician is a whiz mechanic who focuses on operating machines and drones. Is your warrior a sharpshooting pistoleer or a heavily armored commando? Is your character human? Maybe you would prefer to be a genetically enhanced Promethean or a spiritually awakened Eldori? Take a look at the available races and classes for examples to use to create your persona.

You should also consider who your character is personally and what makes them tick. What kind of person are they? Where do they come from? What are their goals? You don't have to answer all of these questions specifically. You may have different questions in mind. The more complete your concept, the easier it is to build your character. If you are unsure where to begin, examine the options available in the next few steps and use those to work your way back to this one.

2. CHOOSE A RACE

There are many different forms of life in the universe, defined into a variety of species. Choosing your character's race establishes a large part of their physical appearance, as well as the specific traits that represent the race's cultural and hereditary characteristics.

Amongst the Espers, the most prominent races are the ashenforged, eldori, humans, prometheans, and the kesh. Each of these races have their own variants classified as subraces.

Choosing a race grants your character access to proficiency in certain skills and gear, enhanced senses such as the ability to see in low-light and infrared spectrums, as well as other special abilities unique to that particular race. Each race also modifies your character's ability scores, which will be covered separately when you reach Step 4.

Take a look at each race and keep in mind that some may be well attuned to certain character classes as well. A lunar eldori's traits would be extremely useful to a Melder, while a fire-blooded promethean might be well suited to the warrior or specialist class.

Each race is covered in detail in Chapter 2. Make sure to record all of your race's benefits and modifiers on your character sheet.

3. CHOOSE A CLASS

Every player character in Esper Genesis is considered an esper, each one belonging to a particular class. Your choice of class grants you a multitude of skills and abilities known as **class features**. These abilities define the different things your character can do, the tactics you employ in any given scenario, and the unique way in which you channel your esper powers.

Each class is covered in detail in Chapter 3. Your character starts out at 1st level in that character class. Record your level, bonuses, proficiencies, and features provided by your class at 1st level onto your character sheet.

LEVELS AND ADVANCEMENT

Unless your GM allows otherwise, your character will usually start at 1st level, marking you as a fledgling pioneer in the universe, just beginning to understand how to control and master your abilities. Those more accustomed to playing the game may choose to start their characters at higher levels. If this is the case, please adjust your class features accordingly.

As you complete missions and overcome obstacles, your character will earn **experience points (XP)**. Once you attain a certain amount of XP, your character will gain a level of experience, opening new benefits and options for that class. Each additional level requires a greater amount of XP. If you are starting at a higher level, make sure you record the minimum XP amount required for that level on your sheet.

PROFICIENCY BONUS

Each class will have a **proficiency bonus** which is listed on the table in your class description. A 1st level character, regardless of class, starts with a proficiency bonus of +2. This bonus applies to a broad number of things your character does in which they are considered proficient. Examples of proficiency where the bonus would apply would be:

- Ability checks with skills or tools in which you are proficient

- Attack rolls with certain weapons or weapon types
- Attack rolls made with your esper powers.
- Saving throws in which you are proficient.
- Saving throw DCs required to resist your esper powers

Your weapon and saving throw proficiencies are determined by your class. Your class also defines some of your skill and tool proficiencies. Your race and background may also provide you with additional proficiencies.

Mark the proficiencies provided by your race and class onto your character sheet. For skills and saving throws, you should see a circle next to each entry on your sheet. Fill in that circle if you are proficient in any of these as a note for when you are finalizing your character.

HIT POINTS AND HIT DICE

Every character has **hit points (hp)**, which defines their toughness and survivability when in combat or other threatening situations. Your character's hit dice determines how many hit points your character has. The type of hit dice you have is defined by your class.

A 1st level character starts with 1 hit die. Refer to your class for the type of hit die you have. Your character starts with a number of hit points equal to the maximum number available on your hit die. For example, an Engineer, who uses a d8 for their hit die, automatically starts out with 8 hit points. This amount is referred to as your **hit point maximum**. You may gain an increase to your maximum hp depending on your ability scores. This will be covered in the Step 4.

4. GENERATE ABILITY SCORES

As noted in the earlier introduction, every character has physical and mental characteristics defined by six ability scores. Each of these numbers defines much of what your character is capable of, represented by the bonus granted by each score.

Refer to the list below for a quick definition of the scores, what they represent, and to which classes or character types that would find them most useful.

- **Strength.** Represents brawn, physical power, and athleticism Useful for the Warrior class.
- **Dexterity.** Represents reflexes and agility. Useful for the Specialist class.
- **Constitution.** Represents health and physical stamina. Useful for all characters.
- **Intelligence.** Represents analytical ability, memory, and mental aptitude. Useful for the Melder class.
- **Wisdom.** Represents intuition, judgment, and mental fortitude. Useful for the Engineer class.
- **Charisma.** Represents self-confidence, grace, commanding presence, social graces. Useful for leaders or any social interactions.

There are two commonly used methods for generating ability scores.

THE ROLL METHOD

This method allows you to randomly generate your ability scores. Roll four six-sided dice (4d6). Add together the three highest dice and record that number onto a sheet of scratch or note paper. Repeat this step five times until you have a total of six numbers. If you would rather not roll dice and opt for a speedy average, you can use the following numbers instead: 15, 14, 13, 12, 10, 8.

ABILITY POINT METHOD

This method allows you to build your ability scores individually from the bottom up. You start out with six scores, each with a value of 8.

You then have 27 points which you may spend to increase those six scores. The point cost to increase each score is listed on the following table. These costs are not cumulative. For example, raising a score from 8 to 11 costs 3 points, while instead raising it to 14 would cost 7 points. You can also choose to leave the score at 8 by spending no points.

Do this for each of your six scores. Using this method, your base scores will range anywhere from 8 to 15 before modifiers are applied from your race.

ABILITY SCORE POINT COST

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

ASSIGNING YOUR SCORES

Regardless of which method you chose, assign each of your six numbers to your desired ability. Remember to keep your class and character concept in mind when doing so. After that is done, apply the ability score bonuses provided by your race to determine your final scores.

After assigning and adjusting your ability scores, use the Ability Scores and Modifiers table to determine your **ability modifiers**. Record each modifier on your sheet next to the corresponding ability score. These modifiers will be referred to often when making ability checks as well as when calculating your character's skills and benefits. Ability modifiers are covered in detail in **CHAPTER 7: USING ABILITY SCORES**.

In addition, pay attention to your Constitution ability modifier. Since you already calculated your hit points, apply your constitution modifier to your hit point maximum, if applicable.

ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

5. BACKGROUND AND DESCRIPTION

Now it's time to define your character's **background**, which describes their origin, what their personality may be like, as well as what they did with their lives before they became an esper.

Along with your background, select a Personality Trait. An **ideal** is something that you believe in strongly. Your character's **bond** is something or someone that they hold dear above all else. Each personality also has a **flaw**, a vice or weakness in your personality that may be exploited at some point. Note all of these onto your character sheet, along with the skill proficiencies and benefits that come with your background.

Choose your character's **alignment**, which reflects their moral and personal attitudes. Your alignment represents a broad range of personality and should be used as a tool for developing your character's identity. It is not a restriction or to be used as a way to limit how you wish to play your character. There are nine different alignments, each described in detail in Chapter 4.

Lastly, if you haven't already done so, give your character a name and flesh out their general appearance. Use your racial description and ability scores to guide you with putting it all together. A character with a high Strength will likely be large or muscular, whereas a high Charisma would give them a commanding presence or a charming smile.

6. SELECT YOUR EQUIPMENT

Your **starting equipment** is determined by your class and background. Refer to these for your weapons, armor, and gear. Make your selections and record these onto your character sheet. All of these items are detailed in Equipment section of **CHAPTER 5**. That section also contains a wide variety of additional gear and equipment, as well as their costs for purchasing them.

Alternatively, you may choose to not take the starting equipment and purchase your own with a starting amount of money determined by your character class. Refer to "Starting Money" in Chapter 5.

WEAPON MODIFIERS

List each weapon your character wields on your sheet and calculate the modifiers for when you attack with the weapon as well as the damage you deal when your attack roll succeeds.

To make an attack with your weapon, you roll a d20, add the appropriate ability modifier, and then add your proficiency bonus if you are proficient in that weapon.

Melee weapons such as blades, clubs, and staves, use your **Strength** modifier for attack and damage rolls.

Ranged weapons such as guns, grenades, and shuriken, use your **Dexterity** modifier for attack and damage rolls.

There are some melee weapons that can also be thrown. There are also some that have the "finesse" property which allows you to use your Dexterity modifier for attacks instead. These properties are specific to those weapons and are covered in the Equipment section of Chapter 5.

ARMOR CLASS

Armor Class (AC) is a value which reflects how well your character can defend themselves in combat. It is a combination of your Dexterity modifier, your armor, and special modifiers that may come from gear or esper powers. Without any gear, your character's base AC is equal to **10 + their Dexterity modifier**.

Your character may also have armor and gear defined by your character class which provides additional protection as long as your character is proficient in the armor they are wearing. Take note of the AC bonuses granted by your character's armor or protective gear and calculate your total AC using the rules provided in Chapter 5.

7. FINALIZE YOUR CHARACTER

By now, you should have most of the vital information filled out on your sheet. Make sure you've included all of your character's personal information, appearance, traits, history, etc.

In addition, now that your character's race, class, and background have all been established, you may record some character attributes that gain bonuses from all three.

SKILLS

Each skill on your character sheet has a corresponding ability modifier. For example, Astrophysics uses the Intelligence modifier while Mechanics uses the Wisdom modifier. Record these modifiers next to the corresponding skill as they will be used for all of your skill checks.

For skills in which you are proficient, defined by benefits from your race, class, or background, you will also add your **proficiency bonus** to the ability modifier for those skills. So, a 1st level character with a 16 Dexterity who is proficient in the Stealth skill would add their +2 proficiency bonus to their +3 Dexterity modifier for a total skill bonus of +5 to their roll whenever they make use of that skill.

It is important to remember that even though you may not be proficient in a skill, does not mean you can't use the skill. Each skill is possessed by every Esper Genesis character. Being proficient reflects your character's extensive practice or aptitude in using a skill.

Your character's **Passive Perception** is equal to 10 + your Perception skill bonus. Use of passive skills is covered in detail in Chapter 7.

SAVING THROWS AND BURST SAVE

Like skills, saving throws each have their corresponding ability modifier. Record each one, adding your proficiency bonus for the saves in which you are proficient as defined by your character class.

Your character's **burst save** reflects their ability to avoid taking damage from the burst fire property of automatic weapons. Unless modified by your class or equipment, it is equal to your character's **Dexterity saving throw** bonus.

FINISHING TOUCHES

Go through your sheet one last time until you are satisfied. Your GM can also help you if there is anything you may have missed or are unsure about. Once done, your character is ready to take on the mysteries and wonders of the universe and beyond. Adventure awaits!

BEYOND 1ST LEVEL

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability

score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th level engineer has a Constitution score of 17, when they reach 8th level, they increase their Constitution score from 17 to 18, thus increasing their Constitution modifier from +3 to +4. Their hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 10, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4



CHAPTER 2: RACES

The Silrayne Arc is made up of a myriad of worlds, each one home to unique environments, cultures, and architecture.

On Cotanka, towering temple-like cities decorate the natural landscapes, each one representing the Primordial Union of the Matokai. On the opposite side of the sun, Silryane Prime blends its glittering towers and roads with the planet's sentient flora in a mutually beneficial alliance. The bright colors and sweet scents with its capital city, Shara Balie, are a stark comparison to the dank, stench filled conduit passages that lie beneath the city's streets. These are just two of the multitude of inhabited areas which span throughout the galaxy.

The people of the Silrayne Arc all live and thrive within this vast sector of space. Some come from even further reaches of space, while most have known their birthplace as home all of their lives. Through interstellar communications and the advancements in space travel, the many races of the Arc have forged multicultural cities and sectors on many of these planets, where each individual regardless of origin can live and thrive.

Because of this centuries old mentality, the concept of an alien race is unheard of, only applying to a race or species which no one has ever seen or heard of before. This does not mean that the races do not hold fast to their own culture and origins. If anything, it is quite the opposite. There is a mutual acceptance for each culture amongst the races, though not necessarily a welcome one. There can often be tension between the practices of the Kesh and the Ashenforged, while the Eldori often find offense with the overzealous nature of Humankind.

CHOOSING A RACE

Though there are many races that live within the Silrayne Arc, the races listed here are ones that are often likely to achieve Esper Genesis and attune to the energies of the Crucibles. These are, however, not the only ones by far, but these races are also more likely to band together to form teams and exploration parties.

Your choice of race is the one of the largest steps toward establishing your character's identity. Many of the racial traits and descriptions will greatly affect your origin story, personality, physical features, and customary practices. Many of these will carry on with your character throughout their entire career and lifepath.

Your character's race will also directly affect their base statistics such as your ability scores, skills, proficiencies, and other attributes. Make sure you examine the traits of each of the races and note the benefits they may provide in conjunction with your character class.

Each race also has a section detailing some of the lore and societal history which had greatly affected the different cultures and beliefs they practice today. These may serve as useful guidelines toward developing your character's personality and the way they see the universe. Remember, however, that your character is still a unique

individual, whose awakening to cosmic powers and far off worlds can mold their personality just as much as where they came from.

RACIAL TRAITS

Each race provides a list of traits that are most common to members of that race. They are described as follows.

ABILITY SCORE INCREASE

Your choice of race will increase one or more of your character's ability scores.

AGE

This will describe the average lifespan of a member of the race as well as when they are considered to have reached adulthood. You may choose start at any age within your lifespan. Though most espers awaken to their powers somewhere around adulthood, there are still many who have awakened to their powers much earlier or later in life.

ALIGNMENT

Though some races have tendencies toward adopting a particular alignment, these are often based off of society and lore, and is by no means binding for player characters. Instead, it provides you the opportunity to explain why your character may have either adopted or rejected much of your people's more common beliefs and practices.

SIZE

Each race has a size category. The races provided here are considered to be Medium, a size category which includes all creatures that are roughly 4 to 8 feet tall.

SPEED

Your speed determines how far you can travel in a particular time frame. It is most often used in land travel and combat situations.

LANGUAGES

Due to your racial origins, your character can speak, read, and write certain languages. Languages are covered in more detail in Chapter 4.

SUBRACES

Some races have subraces, defining the most common differences amongst the members of the parent race. Each subrace comes with specific traits that your character gains in addition to the traits gained from the parent race. It is not uncommon for some subraces to form their own culture, such as the dynastic culture of the Star Kesh explorers.

ASHENFORGED

Given life with no soul, but imbued with purpose, the Ashenforged are one of the greatest achievements since the discovery of the Crucibles. Though no longer the war-bred union they once were, they have instead become a symbol of advancement to their creators and representatives of a larger purpose.

ENIGMAS OF SCIENCE

During the initial experiments within the cores of the Crucibles, the Dendus discovered the ability to imbue artificial intelligence into a physical form. The brains, and sometimes the organs and parts of the deceased were placed into a bio-engineered shell, then modified with Sorium melding using an ash-colored substance that collects on the crucible's surface. The resulting forms were mostly humanoid, but also carried various minor physical traits depending on the lifeform's former appearance.

Though the Dendus could have created completely artificial forms, using the brains and fragments of the deceased, along with a biological form, provided them with two unique advantages. First, even without the specific memories of their past, an Ashenforged adapts quickly, able to recall small parts of its former self as if it were muscle memory. The second, more interesting discovery, is that they are able to attune themselves to Sorium and achieve Esper Genesis, the power to wield and manipulate the forces of creation. The Dendus do not truly know why this is the case but they do hold multiple theories, often argued within their circles.

FORGED IN WAR

During the decade long Nesieve Conflict, the Dendus allied with the Eldori to prevent their destruction at the hands of the ruthless Lorendi invasion. The Ashenforged were created for the purpose of defense against overwhelming odds. After the end of the conflict, the Dendus decided to continue their work, creating Ashenforged that would serve as emissaries, workers, guards, and explorers. As a race of former slaves, the Dendus do not believe in forced servitude. Each Ashenforged is given a basic purpose from which they decide their own path.

ASHENFORGED TRAITS

As an Ashenforged, you are gifted with a number of traits that are imbued within you upon creation.

Ability Score Increase: Your Constitution score increases by 2.

Age: Ashenforged mentally mature within the first five years. Most often live another 40-50 years before their body decays.

Alignment: Most Ashenforged are lawful, raised with their chosen path and purpose being priority above most other things.



Size: An Ashenforged's height can vary, usually between 6 feet to 7.5 feet. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Appearance: Though mostly humanoid, Ashenforged carry some of the minor physical traits of their former selves. This could be anything from pointed/ridged ears, small tails, or elongated fingers. All Ashenforged have the grayish metallic colored skin with eyes that range from pupiless to metallic blues and purples.

Darkvision: As an Ashenforged, you are gifted with the ability to see well in dim and dark places. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

Resilience: You have advantage on saving throws against poison and disease and you are resistant to poison damage.

Artisan Training: You gain proficiency with one tool of your choice from the following list: smith's tools, mechanics tools, cook's utensils, weaver's tools.

Languages: You speak, read, and write Common, Dendus, and one other language of your choice. Ashenforged often tend to quickly learn the language of their former self.

Sub-type: The Ashenforged are divided between two primary types. Choose one of these.

CEREBRAL

As one of the Cerebral, you are inclined toward discovery and perseverance from the many perils of the galaxy. Many Cerebrals tend to travel far from home to learn and grow into something greater.

Ability Score Increase: Your Wisdom score increases by 1.

Toughness: Your hit point maximum increases by 1 and also increases by 1 each time you gain a level.

SOMATIC

Built for physical feats, you are accustomed to arduous tasks in harsh environments. Somatics tend to take a large amount of pride in their accomplishments and often tend toward protecting those of smaller stature.

Ability Score Increase: Your Strength score increases by 1.

Natural Armor: Your unarmored AC is 12. You also receive none of the associative penalties for wearing heavy armor.

ELDORI

One of the oldest of the major races, the Eldori are a people whose wisdom and stability are a product of many years of experience and growth. Self-proclaimed guardians of life in the universe, they are often viewed as pompous but well respected nonetheless.

DAWN OF THE SECOND AGE

Of all the races of the Sorium Accord, there have been few more affected by the mystery of the Crucibles more so than the Nesieve. The Eldori are one part of the Nesieve race, divided after their first encounter with one of the mysterious Crucibles.

A near millennium ago, their native planet, Eldor, was blessed with two moons that graced their night skies for as long as their own legends carry. Once they were able to successfully travel beyond their atmosphere, they discovered that one of these glowing moons was, in fact, a dormant Crucible. When the fledgling spacefarers



activated the artifact, an energy surge was unleashed, engulfing Eldor and its sister moon. This event forever changed the destiny of all Nesieve.

THE AWAKENED PLANET

The transformation of the Eldor was so abrupt, it was nothing short of cataclysmic. The landscape erupted into pockets of elemental chaos. Much of the native flora and fauna died out, while some evolved or were replaced by new ones. Even more confusing were the Nesieve themselves, exhibiting dangerous and uncontrollable abilities far beyond their comprehension. At first, it seemed as if the pandemonium would spell doom for Eldor.

Then, mysteriously, much of the chaos subsided. The Nesieve began to adapt and control their newfound abilities, in addition to becoming more attuned to the nature of their own world. This metaphysical connection to the ebb and flow of creation became the greatest of gifts from what was originally viewed as the end of their world. With a newfound understanding of their attunement, there also came a renewed hope.

THE GREAT WHEEL

The Eldori today carry a very spiritual point of view. They believe the creative and destructive power of the Crucibles lie in another state of existence, spinning in an eternal balance called “The Great Wheel”. Attunement to Sorium allows the Eldori to speak the language of the Wheel and call upon its power. It is this bonding method that became the foundation of the way Sorium is forged and used in the modern day.

FORCES OF NATURE

Eldori look much different today than they did before their awakening. They are humanoid, sharing similar traits with other bipedals. Their skin is mostly smooth with very slight ridges only noticeable by touch, having a

texture similar to a soft plant. They range in color from bluish gray to deep blues to blue-green hues. Their hair is commonly silky in texture with colors tending toward bright white, silver, and gray. Their eye colors range between blues, greens, and browns, with amber and red also not uncommon.

Though they are all minor Espers to some extent, there are rare cases when an Eldori attains full Esper Genesis (in game terms, a character who is 1st level or higher in any character class). This is usually accompanied by the Eldori’s hair turning black. The Eldori believe this change represents the esper’s ability to walk the shadow between their world and the realm of the Great Wheel.

ELDORI TRAITS

The Eldori share a few common traits as a result of their spiritual awakening.

Ability Score Increase: Your Charisma score increases by 2.

Age: Eldori often reach adulthood between the ages of 20-25. They can live as long as 300-400 years.

Alignment: As a predominantly peaceful society, they are often good, but there are those that fall into evil ways in spite of their people’s teachings.

Size: Eldori have slim builds with heights that vary between 5 to 6 feet on average. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Your inherent nature grants you the ability to see different shades of light. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

Languages: You speak, read, and write Common, Nesieve, and one additional language of your choice.

Esper Initiate: You gain use of the aegis talent. At 3rd level, you gain the use of the innervate talent. At 5th level, you gain the use of the clean zone talent. These powers may each be used only once per long rest.

Sub-species: There are two primary types of Eldori with traits often passed down by heritage.



LUNAR ELDORI

As one of the Lunar Eldori, you are focused on harnessing the kindred link between your people and the Great Wheel. Your powers manifest in the form of a spiritual entity, passed down as a gift by your ancestors.

Ability Score Increase: Your Intelligence score increases by 1.

Superior Darkvision: Your Darkvision radius increases to 90 feet.

Draw from the Wheel: Once per long rest, you can call upon the power of the Great Wheel to grant you advantage on a single attack roll, skill roll, or saving throw. The aura of a runic wheel surrounds your form whenever you use this ability.

SOLAR ELDORI

As one of the Solar, you are imbued with the light of creation and strive to protect the balance.

Ability Score Increase: Your Wisdom score increases by 1.

Innate Resistance: You are resistant to necrotic and radiant damage.

Weapon Training: You are trained in the use of the energy staff and the longblade.

LORENDI: THE HARBINGERS OF SHADOW

A large group of Nesieve were affected differently by the awakening from their Eldori counterparts. Embracing the power of destruction and darkness over balance, these Nesieve became the militaristic society known as the Lorendi, named after their ambitious leader, Loren Kaiza. They were banished from Eldor, ever to wander the stars in their mission to conquer the worlds beyond. More on the Lorendi is provided in the Core Manual.

HUMANS

Though humans are not the newest nor even the youngest race to join the Sorium Accord, many of the council races view them as unenlightened. This misconception is mostly due to the tendency of humans to explore, investigate, discover, and confront anything and everything they come across. The drive to learn and adapt is what makes them so versatile, and a formidable ally to any world.

THE GRAND DISCOVERY

As one of the many prominent races of the Silrayne Arc, it will soon be close to two centuries since human space exploration would uncover the existence of a Crucible hidden at the edge of their solar system.

The discovery of Sorium would propel human advancement, though Earth's nations and societies fell into war over control of the Crucible and its renewable resource. Years of conflict ended when the Belare, a spacefaring race from the Silrayne Arc, detected the activation of the Crucible and arrived at the Sol System. Not long afterward, Humans were inducted into the Sorium Accord, a system of cooperation between the peoples of neighboring galaxies to network and distribute the use of Sorium for purposes of development and travel.

SCORCHED EARTH

A decade before the arrival of the Belare, the truce between nations of Earth crumbled and the battle for control over Sorium caused irreparable damage to many of the planet's regions. Most of the Earth's ecosystems are now held together by machines generating artificial climates, while other areas have become wastelands. Many humans had grown to adapt in these harsh environments known as "Seethes", constantly striving to heal their once beautiful home.



THE X-MARK CONFLICT

The clash between Earth's nations erupted into a conflict that would have eventually destroyed their planet if the Belare had not arrived. To this day, it is a mystery on all sides what caused the truce to crumble. A growing theory, however, is that the space colonists manipulated the nations into turning against each other. These colonists eventually seceded from humankind to become the Prometheans of today.

UNCONTROLLABLY VERSATILE

Though Humans have been adopted into the Sorium Accord, the old grudges they carry between their own people had evolved into a contention between themselves and other races during the first few years. The existence of the Prometheans underscores the way humans are viewed by other races as a stubborn, unenlightened people. However, it is their wide variety of customs, manners, and opinions, coupled with an undying persistence, which makes humans a force to be reckoned with.

THE IDEAL PATRONS

Over the past few generations, humans have expanded throughout the known galaxy, both discovering and inventing new cultures. They have eagerly become a part of an ever-changing, fluid society. Thus, many humans of today are no longer limited to their internal views and differences. Though still viewed as somewhat unenlightened, their bold, impulsive, and even somewhat reckless natures have garnered respect in the eyes of the other races. The human tendency to uphold their beliefs and convictions also give them the ability to form close alliances and ties with others.

HUMAN TRAITS

As a human, you possess the following traits.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and your native Earth tongue.

Sub-Type: Generations of adaptation and modifications have expanded the human race into multiple variants.

EARTHBORN HUMAN

This is the most common type of human found across the galaxy. They are universally adaptable and culturally versatile.

Ability Score Increase: Your ability scores each increase by 1.

Language: You can speak, read and write one additional language of your choice.

GALACTIC VARIANT

This option is only available for campaigns that use the optional feat rules (Feats will be available in the final version of the Basic Rules).

Ability Score Increase: Two different ability scores of your choice increase by 1.

Skills: You gain proficiency in one skill of your choice.

Feat: You gain one feat of your choice.

UTOPIAN VARIANT

Some humans are born from generations of humans that resided in the Utopian settlements that circled the skies of the Earth before the X-mark conflict.

Ability Score Increase: Your Charisma score increases by 2 and one other ability score of your choice increases by 1.

Skills: You gain proficiency in two skills of your choice.

Strong-willed: You have advantage on saving throws against being charmed or frightened.

Language: You can speak, read and write one additional language of your choice.

SCORCHED VARIANT

Some humans inherited traits passed down from those who adapted to the harsh climates of the Seethes.

Ability Score Increase: Your Constitution score increases by 2 and your Strength score by 1.

Brawny: You gain proficiency in Athletics and one other skill of your choice.

Weapon Training: You have proficiency with your choice of either the Long blade or the Autopistol.

Resilient: When traveling in extreme heat or cold, you are able to last one additional hour per constitution bonus before requiring a saving throw for exhaustion.

KESH

Before all else, the Kesh are a people bred for exploration. No longer having a world to call home, they have spent centuries living either within the realms of other peoples, or aboard massive starships built to traverse new regions within the infinite expanse.

GONE BUT NOT FORGOTTEN

In the earliest recordings of history amongst the Kesh, their legends speak of a homeworld that was a beacon of light and prosperity within the galaxy. Yet, through the arrogance of their kind, their home was swallowed by a great darkness from which the people would never recover. The survivors of the ancient people abandoned their home, becoming migrants across the stars.

Through this lesson in history, the Kesh have come to follow the path of exploration and enlightenment. This is all done in the hopes that one day, they will rediscover their lost homeworld and return there not only as a better people, but as an evolved society worthy of the glory of their former home.

A LIFE OF DISCOVERY

There is no greater purpose amongst the Kesh than to gain enlightenment from other societies while sharing their learned experience with each other. The elders among the Kesh call this “The Great Renewal”. Kesh have the ability to “share” their experiences with other Kesh through a ritual of minor telepathy when they are in close range. This act must be mutually accepted between all parties, and is a tool that helps each of their species become more aware of the universe around them.

Though even the oldest of their kind is unclear of what their people face once the Kesh rediscover their lost home, they are certain that this time, they will be ready to overcome whatever still lies in wait.

KESH TRAITS

The Kesh possess a number of advantages due to their adaptive nature passed down through generations.

Ability Score Increase: Your Dexterity score increases by 1.

Age: Kesh take longer to reach what is considered “adulthood” to their species, ranging between 40 and 50 years. They are known to have a lifespan of close to 500 years, but there are rumors of a small group of Kesh who have lived centuries longer.

Alignment: Kesh are explorers first and foremost. Because they

often deal with various species and cultures, they tend to be neutral in alignment with a leaning toward being good aligned as well.

Size: Kesh average between 4.5 to 5.5 ft. in height and tend toward slim to slightly stocky builds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Generations of adapting to various planetary climates as well as the vastness of space, Kesh have the ability to see well in dim and dark places. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

Expert Explorer: You are proficient in the Survival skill.

Minor Alteration: You possess the innate ability to make minor changes to your physical appearance. By spending one action, you may change the way you look, ranging from all skin tones, hair color, and physical build. You may alter the appearance of any clothing and jewelry on your body, but armor, gear, and weapons are too bulky to hide within your form.

You cannot alter your body type, so your form is limited to a bipedal humanoid. You are also unable to change the natural black eye color that all Kesh possess.

You can hold your altered appearance for up to three hours and may use this ability once per long rest. This increases by one additional hour and one additional use per long rest at 4th level, and again at 9th level and 14th level.



NOBLE KESH

As one of the noble-born or “Shavnali”, you have a deep understanding of other races and cultures, as you strive to learn and adapt them to your own.

The Noble Kesh are galactic explorers, however, they spend most of their time on other planets living within the various societies that inhabit these worlds. They often serve as emissaries and ambassadors to their race while they themselves learn to adapt and thrive in whichever environment in which they find themselves.

Ability Score Increase: Your Charisma score increases by 1.

Kesh Survival Training: You have proficiency with the long blade and energy staff.

Attunement: You know one prime talent of your choice from the Melder’s powers list. Charisma is your channeling ability for it.

Additional Language: You can speak, read, and write one extra language of your choice.

STAR KESH

Amongst your kind, you are known as the “Kelamir”, which is loosely translated as “of the Stars”. Where the noble-born are primarily planetary explorers, you are an expert in venturing into the wilds of space, searching for the answers to the ancient mysteries of the endless void.

The Star Kesh normally treat their origins or bloodlines as secondary, focusing more on their length of service across the stars and the crews under which they have served. Though they do keep their birth names, names are often supplemented by either a rank or title marking their accomplishments across the star ocean.

Ability Score Increase: Your Intelligence score increases by 1.

Space Science: You may add your proficiency bonus to any Intelligence (Astrophysics) checks, or double your proficiency bonus if you are already proficient.

Improved Vision: Your darkvision has a radius of 120 feet and you also have blindsight of 10 feet.

Crewmember Training: You have proficiency with one artisan tool of your choice.

PROMETHEANS

Once considered part of the Human race, they were a society of space explorers, miners, colonists, scientists, and settlers. Though the Earth could never be denied as their place of origin, the blue planet is no longer considered their “home”. Adopting the name of a figure of legend, they have forged themselves into a new race of beings. They are evolved. They are awakened. They are Prometheans.

SAME MAKE, NEW MODEL

Before the Sol System became part of the Sorium Accord, many of the humans that lived and worked in the space colonies performed genetic enhancements upon themselves and their people. Though commonplace, many of the alterations were minor, specifically purposed to assist in survival against the harshness of the void.

It was not long before many of the space colonists viewed their Earth neighbors as pampered and weak, while those upon the Earth viewed the colonists as conceited and ignorant. For all the efforts of human societies to shed their societal prejudices, they simply managed to evolve them to expand beyond the confines of their world.

The colonists did less and less to help with Earth’s problems and vice versa, to the point where it was almost as if there were two different human races.

THE FINAL SCHISM

The colonists and surface-folk had developed a truce during the legendary X-Mark conflict that erupted between Earth’s nations when the Crucible was first discovered. Their space miners harvested much of the Sorium, their scientists soon discovering how to further genetically modify their own traits. These newly discovered methods gave their people newfound hereditary traits, as well as some hindrances.



Still, the space colonies had never forgotten the generations spent on the sidelines of Earth's governments. When the Sorium Accord was signed, they chose to separate from the rest of their people, officially naming themselves Prometheans and establishing a new society based on organizational roles on the planet Ondus.

PERFECTING THE GODS' DESIGN

With their own evolution and survival at stake, this new society focused on adapting themselves to their new environment and homeworld.

Throughout the last century, the newly formed Prometheans have strived to control their own stages of growth as a species. At an early age, each are subjected to genetic modifications. Once a Promethean reaches their young adult years, they go through a final process that has come to be called the "Chrysalis", named after the machine used for the procedure. This process determines what type of Promethean they will become. This focus on particular enhancements, however, limits their evolution to science. With this in mind, much of the versatility that is prominent in other humans is greatly diminished.

THE ABERRANT: PERFECT IMPERFECTIONS

In extremely rare circumstances, the process of the Chrysalis produces a different form of Promethean. Called Aberrants, they emerge with horrible deformities and are often driven mad. Most, however, are also gifted with dangerous abilities. If not euthanized, they are often treated as societal outcasts, forced into the dregs of Promethean society.

PROMETHEAN TRAITS

Prometheans share a few common traits before undergoing the Chrysalis.

Ability Score Increase: Your Dexterity score increases by 2.

Age: Prometheans have yet to discover the balance between extending their years and adapting their bodies to the rigors of their new home. Thus, they still reach adulthood in their late teens and live to about 100 years.

Alignment: A young race, Prometheans often take caution to the wind, often leaning toward a chaotic alignment. This, however is a mere tendency as there are still Prometheans of all personality types.

Size: Like their human kin, height and weight varies but retain a size of Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Most Prometheans gain this trait at a young age, sometimes even passed along through their parents. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

Sub-species: Prometheans become one of two types after they pass the Chrysalis into adulthood.

CRESCENT

As a Promethean of the Crescent, you are intellectually evolved. Crescents make up much of the scholars and diplomats on Ondus. Though hair color is much like a humans, it is always silver at the scalp, growing into its natural color beyond the first inch or so.

Ability Score Increase: Your Intelligence score increases by 1.

Logical Thought: You have advantage on saving throws against mind-altering and hallucinatory effects caused by toxins or esper powers.

Keen Sense: Gain proficiency in the Perception skill.

FIRE-BLOODED

As one of the fire-blooded, you are physically tougher and more resilient. Fire-bloods tend to have very thick hair ranging from deep browns to bright reds. Their eye colors range from normal to bright blues and yellows.

Ability Score Increase: Your Strength score increases by 1.

Resilience: You have advantage on saving throws against poison and disease, and have resistance to poison damage.

Maximum Effort: Once per long rest, you may double your proficiency bonus to any Athletics or Acrobatics skill check. You gain an additional use of this ability at 5th level, and again at 9th and 14th level.

CHAPTER 3. CLASSES

Your character's class defines the type of esper your character is and everything they have been trained to do. Though each can be considered a profession, they are also a way of life, affecting the way one would see, think, react, and interact with the world around them. A melder might view themselves as an envoy between their people and the eternal forces flowing within the patterns of time and space. An engineer would take a more pragmatic view of the world, their powers being seen as scientific tools with which to advance society to the next age.

Each class provides a number of class features that make up the core of your character's abilities. As you gain experience and advance in level, you not only gain more features, but also earn upgrades to some of your existing ones. A summary table is provided with each class listing the features you gain at each level. Each of these features are explained in detail.

There are some espers that choose to follow multiple paths, choosing more than one method of wielding their powers. This could be for many reasons, spanning from a change in their outlook to simply wishing to expand their horizons. This method of combining classes is referred to as multiclassing. Optional rules for multiclassing are covered in the [Core Manual](#).

ENGINEER

Where melders use the powers of the Crucibles to shape the world, an engineer specializes in using their training, tools, and technical know-how to operate and further their ambitions no matter their chosen path.

Engineers are espers who make use of modern day inventions, robotics, computers, and chemistry. Combined with the use of Sorium, their technical skills are open to an infinite realm of possibilities.

MASTERS OF SCIENCE

Engineers devote themselves to a particular path of study, often viewing the universe and the living creatures within in a very technical sense. Their awakened intuition allows them to see the structural patterns and connections between all things, almost as if the universe were written in a code only they can read.

The rise of many cosmic threats, both organic and inorganic, has led many an engineer down the path of a defender of worlds. Viral plagues, rogue mechanical beasts, and nefarious cybercriminals are just a few examples of what they stand against.

Many engineers tend to keep in contact with others of their field of study, sometimes forming scientific assemblies or online communication groups.

A FUSION OF FORCES

Engineers have access to a vast array of materials, all forged or powered by Sorium, the mysterious energy

harvested from the Crucibles. An internal Sorium implant, most often placed near the brain, grants them both a physical and neural link to their arsenal of tools.

Through the use of *Forging Techniques*, an engineer is able to manipulate these resources, instantly crafting nanobots, assault and medical drones, and plasma weapons. These techniques can also directly alter or deconstruct matter and provide bio-enhancements to themselves or their allies.

CREATING AN ENGINEER

When you create your Engineer, think about what sort of scientific profession your character would follow. Would they study biology or chemistry? Or perhaps their study focuses more on physical mechanics. How or why did you choose to delve into this field? Is it connected to your character's history or personality?

ABILITY SCORES

It is recommended you make Wisdom your highest ability score, followed by Constitution. Intelligence is also useful for many of your skills.

CLASS FEATURES

As an engineer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per engineer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per engineer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: One Technical Tool, or Vehicle Proficiency (you choose)

Saving Throws: Wisdom, Intelligence

Skills: Choose two from Astrophysics, Computers, Insight, Lore, Mechanics, Medicine, Persuasion, and Xenobiology

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a short blade or (b) wrist blades, or (c) an energy staff
- (a) light trooper armor, (b) medium trooper armor, or (c) heavy trooper armor (if proficient)
- (a) a light pistol and 15 shots of ammunition, or (b) any simple weapon
- (a) a scientist's pack or (b) an explorer's pack
- (a) an engineer's rig

THE ENGINEER

Level	Proficiency Bonus	Features	Prime Talents	Tech Slots per Technique Rank				
				1st	2nd	3rd	4th	5th
1st	+2	Forging, Technician Specialty	3	2	-	-	-	-
2nd	+2	Tech Specialty Feature, Rig Expansion (1/rest)	3	3	-	-	-	-
3rd	+2	--	3	4	2	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-
5th	+3	Mechanical devastation (CR 1/2)	4	4	3	2	-	-
6th	+3	Tech Specialty Feature, Rig Expansion (2/rest)	4	4	3	3	-	-
7th	+3	--	4	4	3	3	1	-
8th	+3	Ability Score Improvement, Mechanical devastation (CR 1), Tech Specialty Feature	4	4	3	3	2	-
9th	+4	--	4	4	3	3	3	1
10th	+4	The Jury Rig	5	4	3	3	3	2

FORGING

Your tools and training allow you to perform various techniques to produce astonishing effects.

PRIME TECHNIQUES

At 1st level, you know three prime techniques of your choice from the engineer's techniques list. You learn additional talents at higher levels as shown in the Prime Techniques column of the Engineer table.

FORGING AND THE ENGINEER'S RIG

Each engineer has a set of tools and materials they use to employ their special techniques. Often referred to as a "rig", it comes in various forms but is almost always the size of a small pack or box. Every engineer is fitted with an implant that allows them to communicate directly with their rig. Aside from tools, there are two features that are universal amongst all rigs.

Raw Sorium: Each rig has a small supply of raw Sorium, which not only supplies power to several of the rig's operations, it also allows the engineer to craft alchemical and mechanical materials on the fly to serve as the components required for their more powerful techniques. It is in limited supply, but much like weapons powered by Sorium cores, the raw material regenerates after a period of time.

Micro-Drones: Each rig has a set of coin-sized, spherical drones that the engineer controls directly. Though not always used, the drone is an invaluable tool that can multitask with the engineer and perform technique effects at a distance. Crafted from pure Sorium, they can take on whichever color or texture the engineer chooses. They are hard to hit and destroy, but are easily replaceable if such a situation arises.

FORGING TECHNIQUE PREPARATION

The Engineer table shows how many tech slots you have to use your techniques of Rank 1 and higher. To use one of these techniques, you must expend a slot of the

technique's level or higher. The tech slots represent the supply of raw Sorium and equipment available to power your techniques. You regain all expended tech slots when you finish a long rest.

You prepare a list of engineer techniques that are available for you to use, choosing from the engineer technique list. When you do so, choose a number of engineer techniques equal to your Wisdom modifier + your engineer level (minimum of one technique). The techniques must be of a level for which you have tech slots.

For example, if you are a 3rd-level engineer, you have four Rank 1 and two Rank 2 tech slots. With a Wisdom of 16, your list of prepared techniques can include six techniques of Ranks 1 and 2, in any combination. If you prepare the Rank 1 mend technique, you can use it by expending a Rank 1 or Rank 2 slot. Using this technique doesn't remove it from your list of prepared techniques.

You can change your list of prepared techniques when you finish a long rest. Preparing a new list of techniques requires time spent in building and allocating resources. This should take at least 1 minute per technique rank for each technique on your list.

FORGING ABILITY

Wisdom is your forging ability for your engineer talents. A tool is useless without the proper judgment on where to use it. An engineer's forte is not just based on knowledge, but being able to use that knowledge effectively, timely, and reservedly.

You use your Wisdom whenever a technique refers to your forging ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a technique you use and when making an attack roll with one.

Forging save DC = 8 + your proficiency bonus + your Wisdom modifier

Forging attack modifier = your proficiency bonus + your Wisdom modifier

CONVENTIONAL FORGING

You can use a technique conventionally if the technique has the conventional tag and you have the technique prepared.

TECHNICAL SPECIALTY

Choose one specialty with which you focus your skills as an engineer. Each specialty is detailed at the end of the class description. Your choice grants you specific abilities when you choose it at 1st level, as well as additional abilities at 6th and 8th level.

SPECIALTY TECHNIQUES

Each specialty also comes with associated techniques that you gain at the levels noted in the specialty description. Once you gain a specialty technique, you always have it prepared and it doesn't count against the number of techniques you can prepare each day.

CALL RIG

At 1st level, you can use your implant to remain in contact with your rig at all times. With your reaction, you can sense the general location of your rig as long as it is within 500 miles of you. You can sense the direction and can confirm the exact distance once you're within 1000 feet.

Regardless of distance, you can use your bonus action and expend a tech slot to call upon your rig to phase shift instantly into your hand. Once you reach 5th level, summoning your rig no longer requires you to expend a tech slot.

RIG EXPANSION

At 2nd level, you gain the ability to use the raw energy in your rig to fuel additional effects. You start with two such effects: Electromagnetic Pulse and an effect that is defined by your specialty. Depending on your specialty, you may gain additional effects as you gain in level.

When you use your Rig Expansion, you choose which effect to create. You must then finish a short or long rest to use your Rig Expansion again.

Some Rig Expansion effects require saving throws. When you use such an effect from this class, the DC equals your technician Forging save DC.

Beginning at 6th level, you can use your Rig Expansion twice between rests.

RIG EXPANSION: ELECTROMAGNETIC PULSE

As an action, you use your rig to send a explosive wave of electromagnetic energy that debilitates and disorients robots, drones, and any creature with the automaton or construct creature type. Each of these targets within a 30 feet of you and with less than three-quarters cover must make an Intelligence saving throw. If the target fails its saving throw, it is impaired until the end of your next turn or until it takes any damage. This ability also affects mechanical creatures controlled by a live operator.

An impaired target cannot take any reactions and its movement is reduced to 0. The only action available to the target is the dodge action.

In addition, any unshielded computer panel or electronic device not worn by another creature is rendered inert until the start of your next turn.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

MECHANICAL DEVASTATION

Starting at 5th level, when an automaton fails its saving throw against your Electromagnetic Pulse feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold. At 5th level, you can mechanical devastations of CR 1/2 and lower, and automatons of CR 1 or lower when you reach 8th level.

THE JURY RIG

Beginning at 10th level, you can instinctively commune with your rig to devise some form of aid in a dire situation when you're in desperate need of one. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your engineer level, you instinctively come up with an on the fly effect to assist you. The GM chooses the nature of this benefit; often in the form of an effect generated by an engineer technique or specialty power.

If your roll is successful, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

TECHNICAL SPECIALTIES

Engineers come in all types, each devoted to a particular field of study in which they specialize. These specialty fields provide the engineer with additional abilities that correspond with their chosen path. Where Engineer is a broad term, your specialty is what defines how others view your expertise as well as your title.

Your choice of specialty may also be considered your career if you so choose. Engineers are considered a necessity for many of the different societies scattered throughout the galaxy. Some even establish trade centers from which to offer goods and services.

TINKER

Often referred to as "gearheads", a tinker specializes in making quick modifications of gear, weapons, and armor. Unlike the lengthy crafting process of smiths, tinkers use their intuition and materials to create minor enhancements and upgrades to their team's equipment or temporarily sabotage an enemy's gear.

Though temporary, these enhancements or impairments can mean the difference between survival and death. To a tinker, every little bit counts.

TINKER SPECIALTY TECHNIQUES

Engineer Level	Techniques
1st	<i>impedance, sensory jammer</i>
3rd	<i>cortex link, paralyzer</i>
5th	<i>absorption, sensory extension</i>
7th	<i>basic construct, energy susceptibility</i>
9th	<i>incinerate, major remedy</i>

BONUS PROFICIENCY

When you choose this specialty at 1st level, you gain proficiency in heavy armor and Vehicles (Planetary).

GEAR ENHANCEMENT

At 1st level, you gain the ability to perform minor upgrade modifications to a suit of armor or a simple or martial weapon. The item must be unmodified and cannot have any forged enhancements attached to them.

Once per long rest, you may modify a suit of armor to receive a +1 armor class bonus, or modify a weapon to receive a +1 bonus to attack rolls and damage. The bonus from the modification lasts for 12 hours.

You may use this feature either at the end of your long rest or if you receive one uninterrupted hour with the item being modified. You may not benefit from a short rest during this hour.

RIG EXPANSION: SABOTAGE EQUIPMENT

Starting at 2nd level, you can use your Rig Expansion feature to sabotage the enemy's equipment.

As an action, you can forge micro-drones to impair either one weapon or a suit of armor. The target must make succeed on Intelligence saving throw or suffer one of the following penalties of your choice.

- The target suffers a disadvantage to their next attack roll. The target must be using a simple or martial weapon for this feature to be effective.
- The next creature to attack the target gains advantage to their attack roll. This feature has no effect on targets wearing no armor or protective gear that provides an AC bonus.
- The target loses any resistances to slashing, piercing, or bludgeoning damage types provided by their armor or equipment. This effect lasts until the target suffers damage of one of those damage types. There is no effect from this feature if the target does not have any resistances to those damage types.

DEFENSE UPGRADE

At 6th level, your rig generates an armor attachment which provides you with additional defenses.

- You receive a +1 bonus to AC when you are wearing medium or heavy armor.

- You receive resistance to one damage type of your choice between the fire, cold, lightning, or force damage types. You may change this damage type once per long rest.

AMPLIFIED PULSE

At 8th level, whenever you use your Electromagnetic Pulse feature, you also deal lightning damage equal to your engineer level to all constructs and automatons within the area of effect. This damage may not be reduced by any resistances.

MEDIC

A medic focuses on preserving life, promoting good health, and healing the sick and wounded. In addition, they are also adept at crafting temporary medicines that provide both physical and psychological benefits. They are an invaluable ally both in and out of a dangerous conflict.

Though primarily healers, medics are still a force to be reckoned with. The ability to preserve life also comes with the aptitude to perform the opposite when the need arises.

MEDIC SPECIALTY TECHNIQUES

Engineer Level	Techniques
1st	<i>mend, trauma</i>
3rd	<i>fortitude boost, minor remedy</i>
5th	<i>optimizer, resuscitate</i>
7th	<i>energy susceptibility, micro stabilizer</i>
9th	<i>mass mend, revive</i>

BONUS PROFICIENCY

When you choose this specialty at 1st level, you gain proficiency in shields.

MEDICAL DOCTOR

Also starting at 1st level, your healing techniques are more effective. Whenever you use technique of Rank 1 or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the technique's rank.

RIG EXPANSION: REJUVENATION

Starting at 2nd level, you can use your Rig Expansion feature to heal the badly injured.

As an action, you use your rig to forge a regenerative poultice that can restore a number of hit points equal to five times your engineer level. It can be divided and delivered via micro-drone to targets of your choice.

Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an automaton or any form of construct.

HEALING SAVANT

Beginning at 6th level, the healing techniques you use on others heal you as well. When you use a technique of Rank 1 or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the technique's level.

CHARGED ATTACK

At 8th level, you gain the ability to infuse your weapon strikes with a form of cellular degradation. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target.

MACHINIST

Machinists are engineers that pour their skills and resources into forging enhancements, controlling machines, and using drones to assist them in combat.

MACHINIST SPECIALTY TECHNIQUES

Engineer Level	Techniques
1st	<i>barrier, sensory boost</i>
3rd	<i>assault drone, charge weapon</i>
5th	<i>attack pattern, quick construct</i>
7th	<i>unfetter, polarize armor</i>
9th	<i>incinerate, forge automaton</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with heavy armor and martial weapons.

COORDINATED ATTACK

The Machinist can use their drone to assist them in combat. Whenever you use the Attack action, you can also attack the same target with your drone by spending a bonus action. You add your Forging attack modifier to your roll. On a hit, the target takes 1d6 radiant damage + your Wisdom modifier.

You can use this feature once plus a number of times equal to your Wisdom modifier. You regain all uses of this feature when you complete a long rest.

RIG EXPANSION: TARGETING SCANNER

Starting at 2nd level, you can use your Rig Expansion feature to create an enhanced digital heads up display with a targeting tracker. Whenever you miss on an attack roll, you can use this feature to reroll the attack and add a +10 bonus to the roll. You must accept the new result of the attack even if it misses.

RIG EXPANSION: FIRE BLOSSOM

Starting at 6th level, you can use your Rig Expansion feature to forge wrist controlled flame throwers. As an action, you may target any number of creatures within 30 feet of you. Those targets must make a Dexterity saving throw. A creature takes fire damage equal to 2d10+your

engineer level on a failed saving throw, and half as much on a successful save. A creature that has total cover cannot be targeted with this feature.

REPULSOR

At 8th level, you may expend a bonus action to release an energy pulse from your off-hand. Make a ranged forging attack at any target within 10 feet that you can see. On a hit, the target takes 1d8 force damage. In addition, if the target is a size category of large or smaller, they must make a Constitution saving throw or be knocked prone.

You must have at least one free hand to make use of this feature.

MELDER

Masters of matter and energy manipulation, melder have attuned themselves to the incredible raw power within the mysterious Crucibles. Using the energy within themselves, they are able to alter reality itself by combining, shaping and channeling the energies around them. It is an ability even the most learned of races still do not fully understand.

Some espers wield their powers through use of Sorium devices or implants. Melders know no such limitations. Their entire essence is infused with the power generated by the Crucibles, allowing them to draw matter and energy from around them and shape it to their desired form before releasing it.

WEAVERS OF THE COSMOS

Melders commune directly with the Crucibles in a system of codes and formula translated into controlled forms of energy. It is almost a language on its own, requiring a strong psyche to focus upon and comprehend as they "speak" with the forces around them. Once such a code is mastered it becomes part of the Melders repertoire of Talents. The most powerful of Melders view the forces of creation as one great cycle of energy, waiting to be tapped into.

Channeling such massive surges of energy takes a toll on both the body and mind. It is almost as if they have two personas within them at the same time, each with a completely different train of thought. Once a Melder reaches their limit, they must recover their strength. If pushed further, they run the risk of both physical debilitation and possible descent into madness.

DISCIPLES OF INFINITY

Due to their unique view of the connection between all things, a great many melder tend to try to look past the veil, striving to learn more about the nature of both their universe and the multiverse that exists beyond. Some believe that the Crucibles are merely a manifestation of realities and concepts that cannot yet be fathomed by the mortal mind, and that espers may be the key to their discovery.

CREATING A MELDER

When choosing Melder as your class, consider the event that took place in which your character was awakened to his or her abilities. Did something provoke their awakening? Perhaps they studied the practices of another melder? Maybe they were capable of strange feats at a young age, or encountered a strange creature or location where their powers manifested.

ABILITY SCORES

Intelligence should be your primary ability score. Constitution could be considered secondary to supplement your hit points, followed by Wisdom and Charisma.

CLASS FEATURES

As a melder, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per melder level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per melder level after 1st

PROFICIENCIES

Armor: None

Weapons: Combat knife, throwing blades, collapsible staff, light pistol

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Astrophysics, Insight, Investigation, Lore, Medicine, and Xenobiology

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a collapsible staff or (b) a combat knife
- (a) a metal baton or (b) 6 throwing blades
- (a) a scientist's pack or (b) an explorer's pack
- (a) a portable shield device (PSD)

CHANNELING

As an adept of the art of melding, you have a collection of innate abilities that make up your arsenal of talents.

PRIME TALENTS

At 1st level, you know three prime talents of your choice from the melder talents list. You learn additional talents at higher levels as shown in the Prime Talents column of the Melder table.

ESPER TALENTS

At 1st level, you learn six talents of your choice which may be selected from the melder talents list. These represent the different methods you've learned in which you can shape matter and energy.



TALENT POINTS

The Melder table shows the number of talent points you have to use on your esper talents. These points represent the amount of personal energy that must be channeled into the talent in order to produce the desired effect. Once your pool of talent points is depleted, you are on the brink of exhaustion. You regain all of your points once you finish a long rest.

Each talent has a rank and a point cost associated with it. If you do not have enough points to cover the cost, you can't use the talent. You can only learn and use talents up to a certain rank depending on your level. These are shown in the Maximum Talent Rank column of the Melder table.

ESPER ABILITY

Intelligence is your channeling ability for your melder talents, since you learn your talents through study, practice, and precise execution. You use your Intelligence whenever a talent refers to your channelling ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a melder talent you use and when making an attack roll with one.

Channeling save DC = 8 + your proficiency bonus + your Intelligence modifier

Channeling attack modifier = your proficiency bonus + your Intelligence modifier

GAINING ADDITIONAL TALENTS

You gain additional talents and ranks as you gain levels. Each time you gain a level as a melder, you learn three additional talents of your choice. They can be of any rank so long as they are not higher than the maximum talent rank you can use.

ESPER RECOVERY

At 1st level, you are able to regain some of your spent energy through focus and meditative techniques. Once per day when you finish a short rest, you can recover a small number of talent points. The number of points you can recover is equal to 2 plus half of your melder level (rounded down).

LIMIT BREACH

You are able to focus more power into certain talents by expending more talent points during activation. The process, however, can sometimes be risky. Rules for using talents at higher ranks and performing limit breaches can be found in Chapter 11.

ESPER DISCIPLINE

When you reach 2nd level, you choose an esper discipline, refining your esper power into specialized abilities and practices.

Your choice grants you features at 2nd level and again at 6th and 10th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ESPER DISCIPLINE

When an individual achieves Esper Genesis, their entire view of the universe is awakened to a perspective most are unable to comprehend. Many years were spent attempting to comprehend the nature of espers, whose powers long remained a mystery even to themselves. It was only when their mystic nature was combined with scientific theory that some long standing questions were answered.

Once the definitive connection was made between espers and the crucibles, mystic talents were identifiable as a literal alteration of matter and energy, with each esper adept at some more than others.

Today, espers are classified into subgroups known as disciplines. Whenever a potential adept reaches Esper Genesis, they are often directed to train under a specialist to determine their chosen discipline.

METAKINETIC

As a metakinetic, you specialize in shaping the natural forces and elements that interact with each other to create the fundamental makeup of the universe itself. You possess the ability to see the patterns and flow of prime energies such as fire, wind, light, and gravity and are have mastered merging and redirecting them to your will.

TALENT ACCURACY

Beginning at 2nd level, you can create pockets of relative safety within the effects of your kinesis and elemental talents. When you use an elemental or kinesis talent that affects other creatures that you can see, you can choose a number of them equal to 1 + the talent's rank. The chosen creatures automatically succeed on their saving throws against the talent, and they take no damage if they would normally take half damage on a successful save.

PRIME BOOSTER

Starting at 6th level, your damaging Prime talents affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your Prime talent, the creature takes half the talent's damage (if any) but suffers no additional effect from the talent.

EMPOWERED METAKINETIC

Beginning at 10th level, you can add your Intelligence modifier to one damage roll of any melder elemental or kinesis talent you use.

THE MELDER

Level	Proficiency Bonus	Prime Talents	Talent Points	Maximum Talent Rank	Features
1st	+2	3	4	1	Channeling, Esper Recovery
2nd	+2	3	6	1	Esper Talent
3rd	+2	3	14	2	--
4th	+2	4	17	2	Ability Score Improvement
5th	+3	4	27	3	--
6th	+3	4	32	3	Esper Talent Feature
7th	+3	4	38	4	--
8th	+3	4	44	4	Ability Score Improvement
9th	+4	4	57	5	--
10th	+4	5	64	5	Esper Talent Feature

PSYCHOGENIC

A melder who specializes in psychogenics strives to master the powers that influence and interact with the minds of others. Telepaths, Clairvoyants, and Enchanters follow the path of the Psychogenic.

MESMERIZE

Starting at 2nd level, you can use your esper power to charm, immobilize, and stupefy other beings. As an action, you may use this power and select any target within 5 feet of you that can also see and hear you. The target must then succeed on a Wisdom saving throw using your Channeling save DC as the difficulty. If failed, the target cannot move and is considered both dazed and incapacitated until the end of your next turn.

This power can be maintained by expending an action each turn. If the target takes damage, moves out of visual or auditory range, or is more than 10 feet away from you, the mesmerize effect ends.

If the creature makes their save, or once the effect ends on the creature, the power may not be used on the same target again until you complete a long rest.

DAZE AND DISORIENT

At 6th level, you may use this power as an action to confuse and distract another creature. Choose a target that you can see within 30 feet of you. The target must make a Wisdom saving throw versus your Channeling save DC. On a failed save, the target is completely disoriented, no longer able to take reactions until the end of your next turn. In addition, their next attack roll is made at a disadvantage.

On a successful save, the target becomes immune to this power until you've completed a long rest. Creatures that are immune to mental and charm effects are also immune to this power.

SECONDARY MIND

At 10th level, whenever you use a psychogenic power of Rank 1 or higher that affects a single target, you may also choose a secondary target for the same power.



SPECIALIST

Even in the shining jewel of the Sorium Accord, or the peaceful worlds of the Core, shadows exist. If left unchecked, they spread like an invisible web of darkness, vying for power while the rest of society remains unaware. Specialists work their craft between the judicial societies of the Core, and the shadows of the galactic underworld.

A specialist relies on their adept skill and instincts to overcome obstacles. They have a wealth of expertise, from figuring out the weak points of any adversary to being able to find their way through the trickiest of tight spots. They can be found working their craft anywhere from running goods between seedy smuggling dens to being a secret agent in defense of their government.

QUICK AND PRECISE

Rather than focusing on brawn, specialists fight using speed, skill, and precision to dispatch their foes. They often use small, easily concealed weapons and implant-controlled gadgets that allow them to take advantage of their enemy's weaknesses.

Their style of practice, however, varies greatly. Each specialist has a chosen range of expertise within which they hone their skills. Some rely on subterfuge and stealth to infiltrate secure or hidden places. Some rely on their quick-wit, hacking, and tools of distraction catch their targets off guard.

PROFESSIONAL COURTESIES

Often finding themselves in dangerous situations, an experienced specialist knows that sometimes survival hinges on the right information and a reliable ally. Whether they are smugglers, investigators, space jockeys, or assassins, specialists often keep at least a small network of contacts and allies who they can trust even in the worst of situations.

As espers, specialists are aware that sometimes the best information can come from other specialists, even if their profession would be considered unsavory toward their own. With this in mind, many of them communicate secretly over the Silrayne Intergalactic Matrix, using coded language only they can decipher. This often comes with a simple, yet courteous, "don't ask, don't tell" agreement when it comes to identity and sharing of information.

CREATING A SPECIALIST

Specialists have a very broad range of available skills or techniques. When you are creating your character, consider your desired profession as well as on which side of the law your character stands. How did your character fall into their practice? Are you part of an organization? When did your innate skills manifest? (see the "Natural Aptitude" class feature below) Do you use your powers for money or do you fight for an ideal or cause?

Dexterity should be your primary ability score. Depending on the type of specialist you wish to create,

you should choose either Intelligence or Charisma as your second highest ability score. Constitution is also useful for hit point bonuses.

CLASS FEATURES

As a specialist, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per specialist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per specialist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, autopistol, longblade, shortblade, sabre

Tools: Infiltration Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Computers, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a sabre or (b) a light pistol with 15 rounds of ammunition
- (a) a light pistol with 15 rounds of ammunition or (b) a shortblade
- (a) an agent's pack or (b) an explorer's pack
- (a) Armor Jacket, two combat knives, and infiltration tools

THE SPECIALIST

Level	Proficiency Bonus	Deft Strike	Features
1st	+2	1d6	Natural Aptitude, Deft Strike, Shadownet ID
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Specialist Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Specialist Archetype feature
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Specialist Archetype feature
10th	+4	5d6	Ability Score Improvement

NATURAL APTITUDE

As an esper, you have a natural affinity for particular skills. These innate skill competences come instinctively to

him or her. They could have manifested at anytime during their lifetime, often marked with a specific visual effect.

At 1st level, choose two skills in which you are proficient, or one of those skills and one tool proficiency (including vehicles). Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

OPTIONAL RULE: ESPER EFFECT

You may choose a particular effect that manifests whenever you use a skill in which you have a natural aptitude. The effect reflects your esper link with the Crucibles and may be visual or more intrinsic. Examples could be small trails of wind behind you when using the Acrobatics skill, data trails in your eyes when using Computers, a slight darkening of light around you for Stealth, or an aire of sheer confidence when using Persuasion. Whatever effect you choose must be limited to your character's space and must also be approved by your GM.

DEFT STRIKE

Beginning at 1st level, you know how to exploit a foe's weakness to make a quick, powerful strike. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

SHADOWNET ID

Your training and expertise has earned you an online avatar on the Shadownet – a secret underworld of locations and networks within the Silrayne Intergalactic Matrix (SIM). These secret messages and locations can only be accessed or decoded with a personal set of codes and your Shadownet ID (which may also require a partial genetic ID as well).

Members of the Shadownet can converse in private, trade or share secrets, acquire locations for black market goods and resources, and look up information about different territories and the secret societies that may operate in those areas.

CUNNING ACTION

Starting at 2nd level, your superior reaction and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.



SPECIALIST ARCHETYPE

At 3rd level, you may choose an archetype that represents your chosen form of expertise and your path toward improvement. Your archetype grants you features at 3rd level and again at 9th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th and 10th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as the gravity well talent or a drone's blast pattern ability. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SPECIALIST ARCHETYPES

Though specialists are trained with many similar basic traits, very rarely are any of them cut from the same cloth. Your archetype represents the path upon which you've chosen to focus your training as a specialist, as well as the style in which you operate.

OPERATIVE

You are trained in the art of surprise, getting close to your target for information, manipulation, or to strike when they least expect it. Many operatives carry the title of agent, spy, assassin, or more colloquial terms such as spook or ghost. Your style is deceptive, yet direct, taking no chances for maximum effect.

TRAINED IN THE ART

At 3rd level, choose one prime talent between *analyze device*, *mental missile*, *psychic blade*, and *trigger device*. You may use this talent as a melder of the same level:

VITAL STRIKE

At 3rd level, you are trained to strike quickly and effectively before your enemy makes the first move. You have advantage on attack rolls against any creature that has not yet taken a turn in combat. In addition, any hit you score against a creature that is surprised is a critical hit.

HONED TECHNIQUE

At 6th level, you're able to use advanced tactics with skills which you use regularly. Choose two skills or one skill and one tool in which you are proficient. Twice per long rest, you gain advantage on a roll with that skill. At 9th level, this increases to three times per long rest.

FORGED IDENTITY

Starting at 9th level, you can easily create false identities for yourself. You must spend five days and 50 credits in resources to establish the records, historical data, and associations for your chosen identity. You can't establish an identity that belongs to someone else. A general search of your new identity in the SIM will reveal a satisfactory amount of information.

If you later choose to adopt the new identity as a disguise, others automatically believe you to be that person until substantial evidence reveals otherwise.

INFILTRATOR

You focus your skills in the art of infiltration, investigation, and subtle acquisition. Infiltrators are often found in the deepest depths of abandoned ruins or secret bunkers searching for clues, treasure, or secrets long buried.

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your infiltration tools to disarm a device or open a lock, or take the Use an Object action.

LIGHT AS A FEATHER

When you choose this archetype at 3rd level, you gain additional control over your movements. You may opt to roll Dexterity (Acrobatics) for any climbing skill check. You may scale any solid surface and climbing no longer costs you extra movement.

In addition, you may substitute your Dexterity modifier for determining jumping heights and distances.

INCREASED APTITUDE

At 6th level, you may choose two more skills or tools in which you are proficient to gain the same benefit as those chosen for the 1st level Natural Aptitude feature.

STEALTH MASTERY

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

ARTIFICE

You specialize in using Sorium powered implants and devices to supplement your skills and abilities. Combining quick thinking with fluid motion, you adapt to any situation by outmaneuvering your foe.

SENSORY DEFENSE

Starting at 3rd level, if you make a successful melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

TECHNIQUE

Beginning at 3rd level when you choose this archetype, you start with three Technique points to devote to your Specialist Techniques (listed below). The points must be assigned to your chosen techniques before use. You may assign more than one point to any technique. Assigned points are expended as soon as the technique is activated. You recover all of your technique points whenever you finish a long rest.

You receive an additional technique point at 9th level.

Some techniques may require a saving throw from the chosen target. The saving throw is calculated as follows:

Technique save DC = 8 + your proficiency bonus + Dexterity modifier.

TACTICAL ANALYSIS

Starting at 6th level, if you spend at least one minute observing a creature outside of combat, you can analyze their capabilities compared to your own. This must be done without interruption and you cannot be performing any other actions.

Once completed, their next attack roll, skill check, or saving throw against you has a disadvantage.

In addition, you gain advantage on any Intelligence (Lore) rolls made in regards to the creature's race, history, or habits.

GRAVITY DAMPENER

At 9th level, you are able to use your Sorium implant to alter gravity's effects on you in minor ways. You may move through an additional 5 feet of difficult terrain without penalty. You also gain advantage on saving throws against being knocked prone and triggering pressure sensitive traps.

SPECIALIST TECHNIQUES

The following techniques are available to the artificer:

Camouflage: You expend one Technique point to partially refract light and sound around your form. By expending the bonus action provided by your Cunning Action feature, you may take the Hide action even if you are being observed. The effect still ends if you take an action or use an effect against a creature.

Double Vision: You expend an action to generate an out-of-phase duplicate image of yourself to confuse opponents. Until the end of your next turn, any creature who targets you must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose their attack.

This technique does not protect against burst fire or area of effect attacks. If you attack or use an ability to affect another creature, you lose this benefit.

Exacting Strike: You expend your bonus action to home in on a creature's weak spot. This maneuver may only be

used with a weapon in which you are proficient. Until the end of your turn, you may double your proficiency bonus to your next attack roll against that target. You gain advantage to this attack roll.

In addition, range penalties do not apply but penalties for cover do. You may not use burst fire in conjunction with this technique.

Great Leap: Once this technique is used, your jump distance is tripled until the end of your next turn.

Phase: During your move action, you may spend a point of Technique to shift through a space occupied by an enemy without provoking opportunity attacks. Movement cost is as normal and you may not end your move in an occupied space.

Pinpoint Barrier: You expend a bonus action and spend a Technique point to generate a small maneuverable energy shield. You may add your proficiency bonus to your Armor Class until the end of your next turn.

Shift Attack: When you make a weapon attack on your turn, you can expend one Technique point to either increase your reach by 5 feet if it is a melee attack, or ignore the long range weapon penalty if it is a ranged attack. If you hit, add your proficiency bonus to the weapon's damage.

Swift Response: When a creature misses you with a melee attack, you can use your reaction and expend one Technique point to make a weapon attack with advantage against the creature. All other situational modifiers still apply.

WARRIOR

Durability and mastery of arms are the highlights of the warrior's abilities. While anyone can shoot a gun or swing a blade, only warriors can effectively practice the basics of all forms of combat. Their versatility and extensive training makes warriors a force to be reckoned with in any dangerous scenario.

CHOOSING YOUR ABILITIES

Strength or Dexterity should be your primary ability score depending on your fighting style. In addition to these two, Constitution should also be your second or third highest ability score.

CLASS FEATURES

As a warrior, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per warrior level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warrior level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Athletics, Insight, Intimidation, Lore, Perception, Persuasion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

(a) heavy trooper armor or (b) armor jacket and an autopistol

(a) a martial weapon and shield or (b) two martial weapons

(a) a simple ranged weapon or (b) a simple melee weapon

(a) an explorer's pack

COMBAT STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

GUNNERY

When you roll a natural 1 on an attack with a firearm, the chance of it temporarily jamming decreases to 1%. Also, there is no chance of your firearm becoming completely jammed.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield or a reach weapon.

SHARPSHOOTING

You gain a +2 bonus to attack rolls you make with ranged weapons.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

THE WARRIOR

Level	Proficiency Bonus	Features
1st	+2	Combat Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archetype Feature

SECOND WIND

You have the ability to draw energy into yourself to regain stamina and recover from minor wounds. On your turn, you can use a bonus action to either regain hit points equal to 1d10 + your warrior level, or you may instead remove one point of exhaustion. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Paragon, Commando, or Storm Guard, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPES

Warriors are well-rounded, but each one specializes in a different form of combat. The archetype you choose reflects the kind of warrior you are and how you view your art.

PARAGON

The paragon is a master-of-arms who specializes on delivering deadly force with swift accuracy. Those who follow this path combine their esper ability their rigorous training to deliver decisive blows to any adversary.

IMBUED STRIKE

At 3rd level, you can channel esper energy into your attacks. As a bonus action on your turn, you may activate this feature to gain advantage on your attack rolls. In addition, if your attacks hit, you do additional damage

equal to your warrior level. This feature has no effect on burst fire damage from ranged weapons.

You can use this feature three times, after which you can regain all of your uses when you complete a short or long rest.

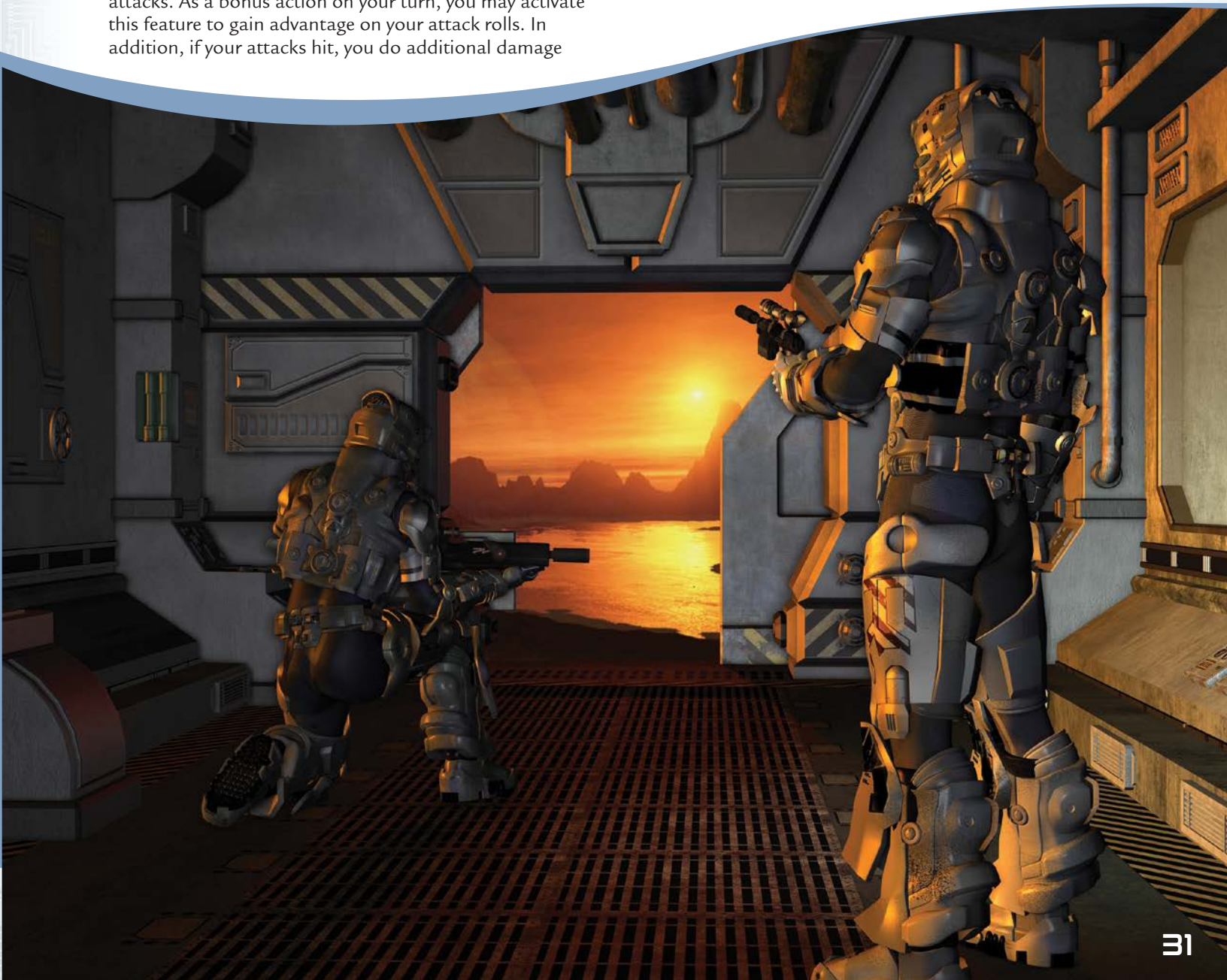
ATHLETIC BOOST

At 7th level, you receive a boost to your physical prowess. You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.



COMMANDO

An expert at your craft, you've received specialty training in both tactics and equipment and use them in combination to take down your opponents.

TACTICAL TRAINING

At 3rd level, you receive additional training to compliment your abilities. Gain proficiency in one tool or vehicle, or in one of the following skills: Computers, Insight, Perception, Stealth, Survival, and Xenobiology.

TECHNIQUE

Beginning at 3rd level when you choose this archetype, you start with three Technique points to assign to your Combat Techniques (listed below). The points must be assigned to your chosen techniques before use. You may assign more than one point to any technique. Points may be reassigned at the end of a short or long rest.

Assigned points are expended as soon as the technique is activated. Some techniques may require you to spend an action or bonus action to activate. You recover all of your technique points whenever you finish a long rest.

You gain another technique point at 7th level, and again at 10th level.

Some techniques may require a saving throw from the chosen target. The saving throw is calculated as follows:

Technique save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

DEMOLISHER

At 7th level, you become proficient in use of grenades and demolition tools.

COMMANDING SURGE

At 10th level, you are able to call out tactics to your allies, allowing them to fight harder and faster.

When you use your Action Surge, instead of taking the additional action, you instead allow two of your allies to use their bonus action to make an additional attack.

COMBAT TECHNIQUES

The following techniques are available to the Commando:

Blinding Strike: Upon a successful hit from a melee or ranged attack, you unleash a burst of energy upon the target. The creature must make a Constitution saving throw or be considered blinded until the end of its next turn.

Counterbalance: When a creature misses you with a melee attack, you can activate this technique and make a melee or ranged weapon attack against the creature with no penalties for short or long range. On a hit, you deal force damage from your weapon and the creature must make a Constitution saving throw. On a failed save, it is knocked prone from an additional energy burst. This technique only effects creatures of large size or smaller.

Courageous Wind. When you use your Second Wind feature, you may activate this technique within the same bonus action. Choose one ally that can see you and is within 30 feet of you. That ally also gains hit points equal to your warrior level.

Precision Strike: Your internal targeting system grants you advantage on your next attack roll. You may also use this technique to negate a disadvantage to your attack.

Teamwork: On a successful hit from one of your attacks, you may forgo doing damage to unleash a gravity wave at the target, pushing them toward any ally you can see within 20 feet. That ally can then use their reaction to make one weapon attack, gaining advantage to the roll.

Protective Aura. Using a bonus action, you create a glowing energy field around yourself. You may add your proficiency bonus to your AC until the beginning of your next turn.

Resistance Aura. When you are hit with a weapon attack, you may use your reaction to only take half damage from the attack.

Sure Footed: You exert control over your own center of gravity. You cannot be forcibly pushed, pulled, knocked back or knocked down. This effect lasts for a number of rounds equal to your



proficiency bonus or until the activation of another technique.

Extra Push: You spend a bonus action to give yourself a boost to your physical prowess, granting you advantage toward a single Strength or Dexterity based skill check.

Quick Step: You spend a bonus action to increase your speed, allowing you to move an additional distance equal to half your normal movement.

STORM GUARD

You are trained in the use of weapon attacks powered by a Sorium implant. Storm Guards are often elite protectorates within the regional armies of the Silrayne Arc, such as the Order of Infinity. There are many, however, who choose to carve their own path.

WEAPON FOCUS

When you choose this archetype at 3rd level, you gain the ability to channel the esper power generated from your implant directly into a chosen weapon. It takes one hour to forge a link between your Sorium implant and your weapon focus which can be completed within a short rest. The weapon must be in your possession during the link.

Once you have formed the link, you can spend a bonus action to call the weapon from any location to appear directly into your hand.

You may have up to two weapon foci, however only one can be summoned at a time. In order to link with a third weapon, you must first terminate the link with one of the other two weapons.

ESPER ABILITY

When you choose this archetype at 3rd level, you gain the ability to channel the powers of creation through your weapon focus.

Imbue Weapon. During your turn, you may spend a bonus action to imbue your weapon focus with a power of creation, altering its damage type. The damage type will be reflected in the appearance of a melee weapon while altering the appearance of ammunition in a ranged weapon. The effect lasts until the end of your next turn.

You learn two damage types, gaining an additional damage type at 7th and 10th level. The damage types available are cold, fire, force, lightning, necrotic, and radiant.

Energy Surge. Once a weapon is imbued, the energy can be unleashed to produce powerful effect. Upon a successful hit with your imbued weapon, you can release an energy surge which deals an additional 1d6 damage

to the target. The weapon will also release a surge effect depending on the damage type (listed below).

This power cannot be used unless the Imbue Weapon power is currently in effect. After this power is used, the weapon's damage type immediately returns to normal.

You have two uses of this power and gain an additional use at 10th level. Your uses replenish after you complete a short or long rest.

EXPERT TRAINING

At 3rd level, you gain proficiency in an artisan tool of your choice.

QUICK READY

At 7th level, whenever you use your bonus action to summon your weapon focus, you may also immediately use the Imbue Weapon power.

POWERFUL SURGE

At 10th level, the additional weapon damage from your Energy Surge power increases to 2d6.

SURGE EFFECTS

Different effects are produced when the Energy Surge power is used varying by damage type. The effects are listed below in alphabetical order.

Some techniques may require a saving throw from the chosen target. The saving throw is calculated as follows:
Surge Effect save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Acid: Choose two creatures within 5 feet of the target. They must succeed on a Dexterity saving throw or also take 1d6 acid damage. At 10th level, the damage increases to 2d6.

Cold: The target's speed is reduced by half until the start of your next turn.

Fire: Each creature within 5 feet of the target must make a Dexterity saving throw or suffer 1d6 fire damage. This increases to 2d6 damage at 10th level.

Force: Target takes an additional 1d6 force damage. In addition, the target must make a Constitution saving throw or be knocked prone.

Lightning: Target is partially disoriented and cannot take any reactions until the start of your next turn.

Necrotic: Target cannot regain any hit points until the start of your next turn.

Radiant: An aura of radiance surrounds the target. Target becomes visible if invisible and cannot become invisible again. In addition, the next attack against the target can be made with advantage. This effect lasts until the start of your next turn.



CHAPTER 4.

PERSONALITY AND BACKGROUND

Beyond a defined race and class, a character is also a unique individual with thoughts, beliefs, interests, and goals. Each one has an origin that shaped who they are and where they came from. In this chapter, you will choose what type of person your character is, as well as their physical description and personal details.

CHARACTER DETAILS

You may wish to flesh out your name and physical description. These basic things allow you to give other players an idea of what your character looks like and make for smoother interactions in play.

NAME

With such a vast universe of cultures and societies, you can easily choose any name without coming into conflict with your origin.

GENDER

You may choose any gender for your character without gaining any special benefits or hindrances. Keep your character's race in mind when considering how the different genders interact with one another nothing that there are differences in each species' cultures and subcultures.

HEIGHT AND WEIGHT

You may choose your character's height and weight using the guidelines provided in the table below. Consider each of your ability scores when determining this. A character with a higher Strength score may be taller or stockier, while a weaker character may be thinner.

You may also use the table to determine your height and weight randomly. Start with the base height. Roll the dice in the Height Modifier column and add the total to the base height as represented in inches. Take that same total from the dice roll and multiply it by the total rolled from the dice in the Weight Modifier column. This total should be added to the base weight to determine the character's total weight in pounds.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Ashenforged	5'8"	+2d6	150 lb.	x (2d6) lb.
Eldori	4'8"	+2d10	90 lb.	x (1d4) lb.
Human	4'8"	+2d10	110 lb.	x (2d4) lb.
Promethean	5'2"	+2d6	90 lb.	x (2d6) lb.
Kesh	4'4"	+2d10	100 lb.	x (1d6) lb.

ADDITIONAL CHARACTERISTICS

You may choose your character's hair, eye color, and age while considering the guidelines detailed in your character's race. In addition, consider giving your character a unique detail or characteristic that sets them apart from others from the same race or culture.

ALIGNMENT

A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

Lawful good (LG) creatures can be counted on to do the right thing as expected by society.

Neutral good (NG) folk do the best they can to help others according to their needs.

Chaotic good (CG) creatures act as their conscience directs, with little regard for what others expect.

Lawful neutral (LN) individuals act in accordance with law, tradition, or personal codes.

Neutral (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time.

Chaotic neutral (CN) creatures follow their whims, holding their personal freedom above all else.

Lawful evil (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order.

Neutral evil (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms.

Chaotic evil (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

LANGUAGES

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your GM's permission, you can instead choose a language from the Exotic Languages table or a secret

language, such as Shadownet Encryption or the Crucible code of the Dendus technicians.

Some of these languages are actually families of languages with many dialects. Creatures that speak different dialects of the same language can communicate with one another.

STANDARD LANGUAGES

Language	Typical Speakers
Common	Humans and Prometheans
Dendus	Dendus and Ashenforged
Kesh	Kesh
Matokai	Matokai
Nesieve	Eldori and Lorendi
Valna	Valna and Kanasi

EXOTIC LANGUAGES

Language	Typical Speakers
ALOMU	Computers and Automatons
Bahtera	Bahtera and Matokai
Drake	Drakes
Lingo	Outer Zone inhabitants
Protean	Belare and Velbast
Skrolath	Underworld/Shadow Technocracy

PERSONAL CHARACTERISTICS

Every character has their mannerisms, likes and dislikes, beliefs, and motivations that give them a unique and well structured personality. There are four characteristics provided in the backgrounds section of this chapter: personality traits, ideals, bonds, and flaws. In addition to these, think about other aspects of your character such as the way they speak or what their favorite things are compared to their biggest vices.

The suggested characteristics provided in the upcoming backgrounds are merely guidelines which you may make use of however you see fit to define your character's identity.

PERSONALITY TRAITS

Choose one of two personality traits for your character. These are useful in setting your character apart from everyone else and allows them to stand out in certain situations. If you decide not to use the suggestions provided in the backgrounds, choose aspects for your character that are interesting and fun, allowing your uniqueness to shine through.

Keep important things in mind like your place of origin, your race, and your ability scores when choosing personality traits.

IDEALS

An ideal is a concept that drives your character in purpose and focus. They are the things that you believe in most strongly and sets the foundation for your moral values and ethical boundaries. An ideal can easily define your core system of beliefs, as well as the goals you set for yourself.

Since many ideals point to a moral concept, keep your character's alignment in mind when selecting one. Each ideal has a suggested corresponding alignment listed.

BONDS

Create or choose a bond for your character. A bond defines your direct connection to the universe and the setting. They are people, places, or events that have greatly influenced your life, possibly defining many of your future goals and motivations.

Your bond might be tied to your class, race, or any aspect of your personality. It could define the thing in which you care about most in the universe, issues you may need to resolve, or past events which may affect your future.

FLAWS

Choose a flaw for your character. A flaw represents a weakness, personal vice, or compulsion that could cause trouble for you if exploited or may lead you to act against your own best interests. An interesting, well-defined flaw can also force you into bringing out the best in your character's personality.

INSPIRATION

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the homeless people residing in the city's underbelly. Or inspiration can let you call on your bond to the defense of your homeworld to push past the effect of a grievous injury.

GAINING INSPIRATION

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in the game.

You either have inspiration or you don't—you can't stockpile multiple "inspirations" for later use.

USING INSPIRATION

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When

another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

BACKGROUNDS

Every story has a beginning. Every person comes from somewhere and has things in their past that either come directly into light or demand constant effort to keep in the shadows. Your character's background reveals where you came from, how you became who you are today, and how you see your place in the world. Your warrior might have been a courageous pilot or a grizzled soldier. Your melder could have been a scholar or an investigator. Your specialist might have gotten by as a drifter or gained fame as a celebrity.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? What happened in your background when you became an esper? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample backgrounds presented here provides both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

PROFICIENCIES

Each background gives a character proficiency in two skills (described in "Using Ability Scores").

In addition, most backgrounds give a character proficiency with one or more tools (detailed in "Equipment").

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

LANGUAGES

Some backgrounds also allow characters to learn additional languages beyond those given by race. See "Languages."

EQUIPMENT

Each background provides a package of starting equipment. If you use the optional rule to spend coin on gear, you do not receive the starting equipment from your background.

SUGGESTED CHARACTERISTICS

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

CUSTOMIZING A BACKGROUND

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in the equipment section. (If you spend coin, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.

CELEBRITY

You are famous. Everyone on the SIM knows your name and what you do. You have a knack for attracting public attention and know how to work a crowd. Most of your life has been spent in the limelight, whether you liked it or not.

Skill Proficiencies: Insight, Performance

Tool Proficiencies: Disguise kit, one type of musical instrument or gaming set

Languages: One of your choice.

Equipment: Fancy outfit, recording unit, SIM Unit, 200 cubil

FEATURE: "HEY, ISN'T THAT...."

You are often recognized by the public no matter where you are in the galaxy. Where it can sometimes be a chore, it also has its perks. So long as you stick to your skit, you gain favor quickly in a crowd, often gaining you advantage on Charisma checks with the locals, up to the GM's discretion. You can also use your clout sometimes to get discounts on goods and services, so long as it's not in excess. Fans are fickle, you know.

SUGGESTED CHARACTERISTICS

Celebrities are often able to captivate an audience, so they tend to have flamboyant or forceful personalities. They tend to have high-minded ideals toward the practice of art and the appreciation of beauty. They are often skilled at masking their emotions whenever they are in the spotlight.

d8 Personality Trait

- 1 I have a list of one-liners ready anytime I'm in the spotlight or on camera.
- 2 Whenever I get to a new place, I collect local rumors and spread gossip.
- 3 I'm a hopeless romantic, always searching for that "special someone".
- 4 Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
- 5 I love a good insult, even one directed at me.
- 6 I get bitter if I'm not the center of attention.
- 7 I'll settle for nothing less than perfection.
- 8 I change my mood or my mind as quickly as I change key in a song.

d6 Ideal

- 1 **Beauty.** When I perform my art, I make the universe a little brighter. (Good)
- 2 **Tradition.** The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
- 3 **Creativity.** The world is in need of new ideas and bold action. (Chaotic)
- 4 **Greed.** I'm only in it for the money and fame. (Evil)
- 5 **People.** I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)
- 6 **Honesty.** Art should reflect the soul; it should come from within and reveal who we really are. (Any)

d6 Bond

- 1 My instrument is my most treasured possession, and it reminds me of someone I love.
- 2 I want to regain the fame I had when I was on top of it all.
- 3 I want to be famous and will keep striving until I get there.
- 4 I have a celebrity idol that I'm always measuring myself against.
- 5 I will do anything to prove myself superior to my hated rival.
- 6 I would do anything for the other members of my group/band.

d6 Flaw

- 1 I'll do anything to win fame and renown.
- 2 I'm a sucker for a pretty face or a cute smile.
- 3 A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
- 4 I always assume people are nice to me simply because of my fame and status.
- 5 I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
- 6 Despite my best efforts, I am unreliable to my friends.



CRAFTER

You are an artisan and excel at both practicing and selling your craft. You are part of some inner circles depending on your profession. Gunsmiths, tailors, chefs, and mechanics all fall under your list of contacts in a major or minor way, as trade across the galaxy requires both know-how and know-who's.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: An artisan tool of your choice, Vehicles (Planetary)

Languages: One of your choice.

Equipment: Your choice of one set of artisan's tools, basic clothes, PSD, 180 cubil.

FEATURE: TRADER

As a member of the trading community, your goods and craft are registered on the SIM and local planetary networks. In many locations across the galaxy, you know what costs what and are good at not getting stiffed on goods, food, or lodgings. You can sometimes trade your own craft in exchange for others, as well as find people willing to work for you in exchange for trade or training.

SUGGESTED CHARACTERISTICS

Crafters seem just as down to earth and ordinary as any other working person in the entire galaxy, though very few share the same habits and hobbies in their off-time. They often take pride in their work and know the value of good business and community. They are, however susceptible to greed and the alluring promises of unscrupulous megacorporations.

d8 Personality Trait

- 1 I am a perfectionist, believing that anything worth doing should be done the right way.
- 2 I can be fairly critical of someone who can't appreciate fine craftsmanship.
- 3 I always want to know how things work and what makes people tick.
- 4 I like to talk at length about my profession.
- 5 I love a good insult, even one directed at me.
- 6 I get bitter if I'm not the center of attention.
- 7 I don't part with my money easily and will haggle tirelessly to get the best deal possible.
- 8 I change my mood or my mind as quickly as I change key in a song.

d6 Ideal

- 1 **Generosity.** My skills are best used to make the world a better place. (Good)
- 2 **Teamwork.** It is important that people bring their talents together for the benefit and advancement of their community. (Lawful)
- 3 **Freedom.** Everyone should be free to use their talents however they choose. (Chaotic)
- 4 **Greed.** I'm only in it for the money. (Evil)
- 5 **People.** My life and those closest to me are all that truly matter. Everything else is optional. (Neutral)
- 6 **Pride.** You should always strive to be the very best at what you do. (Any)

d6 Bond

- 1 My job/profession is the most important thing in my life.
- 2 My greatest creation was wasted on the undeserving. I will not stop until I create something even greater.
- 3 I lost my mentor to tragedy and wish to honor them by taking on their mantle.
- 4 I was tricked into creating something that fell into malicious hands. I wish to atone for my foolishness.
- 5 I was socially cast out by others in my profession, but one day I will be back and clear my name.
- 6 Everything I create is in the name of someone that I love.

d6 Flaw

- 1 I'll do anything to get my hands on rare or priceless material.
- 2 I often think someone is trying to cheat or deceive me.
- 3 I must never let anyone know the truth behind the biggest mistake of my career.
- 4 I never have enough. I always need more.
- 5 I would do anything to be the head of a powerful corporation.
- 6 I never give credit to those whose skills rival my own. I must always prove myself to be the best.

DRIFTER

You are used to hearing the phrase, “You’re not from around here, are you?” The truth is, you aren’t. You’re from nowhere. You’ve spent most of your life wandering from planet to planet, earning your keep when need be and moving on when it’s time. You have your reasons. Maybe you were forced to leave. Maybe you just wanted to go. You keep moving, but always plan to stop someday... maybe...

Skill Proficiencies: Perception, Survival

Tool Proficiencies: One instrument or gaming set of your choice. One vehicle proficiency of your choice.

Languages: One of your choice.

Equipment: Traveler’s outfit, musical instrument or gaming set of your choice, electronic journal, trinket from a backwater planet, SIM Unit, 150 cubil.

ORIGIN

Though you’ve been to a lot of places, everyone comes from somewhere. Consider who you were before you left all that time ago. You should also consider all the planets, starbases and space stations you’ve wandered through in your day and what you did to keep yourself warm and fed during those days.

d10	Origin	d10	Origin
1	Courier	5	Space Miner
2	Bounty Hunter	6	Mercenary
3	Guide	7	Vagrant
4	Nomad	8	Transporter

FEATURE: EXPLORER

You’ve been to many different worlds from the backwater to the megacities. You have a general sense of direction and can usually recall the layout of any wilderness or urban terrain. You can always manage to scrounge up some food and some makeshift shelter for you and a few of your companions.

SUGGESTED CHARACTERISTICS

Not used to being anywhere for any lengthy period of time, Drifters do not keep many attachments, and are often viewed as little more than a friendly stranger in each place they visit. Though they tend to keep others at arm’s length, they are always bound to run into people or places that remind them of where they came from, or the few places where they were made to feel at home before moving on.

d8 Personality Trait

- 1 I’m driven to wander because I have nowhere to belong.
- 2 I lived a sheltered life and am desperate to see what the galaxy has to offer.
- 3 I have a story for every situation, taken from my many travels.
- 4 I treat my companions as if they were my little siblings.
- 5 I care little for excessive wealth. It will not bring you true happiness in the end.
- 6 I love blending in with a crowd because it prevents me from having to open up one on one.
- 7 I pick up worthless trinkets from places I visit, often losing them and replacing them with others.
- 8 I lose patience with self-important people who think they are any different than anyone else.



d6 Ideal

- 1 **Greater Good.** It is the responsibility of individuals to work for the betterment of all. (Good)
- 2 **Honor.** By dishonoring myself, I dishonor my friends and companions. (Lawful)
- 3 **Change.** Times change. Things change. And so do we all. (Chaotic)
- 4 **Might.** Only the strongest come out on top. (Evil)
- 5 **Eternity.** No matter what we do, life and the universe will go on without us. (Neutral)
- 6 **Glory.** I must claim honor and respect for my name and those of my homeland. (Any)

d6 Bond

- 1 My family and homeland is the most important thing to me, even if I am far away from them.
- 2 I will bring terrible wrath to those who destroyed my homeland.
- 3 I brought shame to my people and will reclaim my place among them someday.
- 4 I am the last of my people, and it is up to me to make sure they are never forgotten.
- 5 I suffer from visions of a coming disaster and must do whatever it takes to prevent it.
- 6 I have been sent away from my home to fulfill a promise I do not know I can keep.

d6 Flaw

- 1 I am enamored with alcohol and other addictive pleasures.
- 2 There is no room for caution in a life lived to the fullest.
- 3 I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
- 4 I am slow to trust members of other races or societies.
- 5 I have little control over my temper sometimes.
- 6 I hold little respect for the customs and practices of others, often to the point of rudeness.

MEDIA INVESTIGATOR

You've made your career out of getting the latest scoop, piece of gossip, or finding just the right contact to get you hard evidence on story. You may be doing it because you like it, or perhaps it's the only thing you're good at. Or maybe you're looking for that really big story, the one that'll either set you up for life or prove whatever you believed all along was actually true.

Skill Proficiencies: Computers, Investigation

Tool Proficiencies: Disguise Kit, Media Kit

Equipment: Fancy clothing, Recording Unit, SIM Unit, 150 cubil.

FEATURE: MEDIA CONTACTS

Information is the currency of your trade, and you have a network of resources and contacts that you use to find out something new and verify what you know. Whenever you need to find information or the latest rumors on a particular person, place, or event, you know who to talk to and may even get some bonus information not normally obtainable.

SUGGESTED CHARACTERISTICS

To a media investigator, there's nothing more important than the scoop. Many investigators feel the weight and responsibility of delivering the truth, or at least their view of it, to the rest of the galaxy. This sometimes causes them to have a cynical view of people, as sometimes even the simplest of truths can be made hard to uncover. There are also unfortunately those that have fallen into down the slope of peddling opinions over actual facts.

d8 Personality Trait

- 1 I need to know everything about a person when I meet them.
- 2 I run towards danger if it can get me a story.
- 3 Whenever I'm somewhere new, I try to dig up the best rumors from the locals.
- 4 I am very private about myself. I know the cost of putting your business out in the public eye.
- 5 I am not easily intimidated by anyone.
- 6 I like to be, or at least be with, the smartest person in the room.
- 7 I'm share my cynical point of view in most conversations.
- 8 I find that flattery often wins over insults when dealing with a confrontation.

d6 Ideal

- 1 **Business.** Everyone can go about their business so long as it doesn't affect me. (Neutral)
- 2 **Noble Cause.** Truth and justice are the foundations of a good community. (Good)
- 3 **Professional.** I take pride in my work and refuse to have it corrupted with dishonesty. (Lawful)
- 4 **Manipulation.** The only truth is the one which has the greatest influence. (Evil)
- 5 **Freedom.** Free speech and freedom of information surpasses any established regulation. (Chaotic)
- 6 **Responsibility.** It is my responsibility to keep all those within my circle of influence informed and educated. (Any)

d6 Bond

- 1 I'm hiding a secret that could topple governments if I'm found out.
- 2 I lost someone I loved due to mysterious circumstances. I will not stop until I find the truth.
- 3 Everything I do is to honor of an idol or icon in my profession who came before me.
- 4 I have a rival who will stop at nothing to ruin my credibility.
- 5 My friends and allies are the only things more important to me than the story.
- 6 My selfish actions have ruined the lives of many. Everything I do from now on is to redeem myself.

d6 Flaw

- 1 I often assume that I know more about a situation than others.
- 2 I often speak to people as if they are children that need to be educated.
- 3 I have trouble determining the line that goes too far with people's privacy.
- 4 I'm quick to assume people are lying to me.
- 5 I have no problem making money off of the misery of others.
- 6 I will do anything to protect my reputation. Anything.

OUTLAW

You've run afoul of the law at least once or twice and it's given you a different perspective and maybe a bit more experience than you asked for. You've made contacts in the criminal underworld and can often sniff out the bad seed in the bunch.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Either a disguise kit or forgery kit (choose one), Infiltration tools, gaming set of your choice.

Equipment: basic clothes, hooded jacket or overcoat, combat knife, 150 cubil

FEATURE: UNDERWORLD CONNECTION

You have a contact that operates both across the expanse and in the Shadownet. They can give you the lowdown on any of the underworld connections, corrupt politicians, and shady merchants that can give you some info or pass along a message for you without alerting the law.

SUGGESTED CHARACTERISTICS

An outlaw is often seen as a villain, but to some they can be a hero. Deep down inside, they could be either one, or even both. Either way, they often hold some redeeming characteristics. They rarely, however, show any respect for authority or the law.

d8 Personality Trait

- 1 I always have a Plan B.
- 2 I always keep my cool, no matter how dire the situation.
- 3 The first thing I do in a new place is take a note of anything nearby that could be considered valuable, or where the valuables could be hidden.
- 4 I would rather make new allies than new enemies.
- 5 I'm very slow to trust. Those who seem completely honest usually have the most to hide.
- 6 I don't usually heed the risks in any scenario. Never tell me the odds.
- 7 If you tell me I can't do something, my usual response is something close to "Here, hold my drink."
- 8 I blow up at whoever insults my skills.

d6 Ideal

- 1 **Charity.** I steal from the wealthy to help out those in dire need. (Good)
- 2 **Honor.** I never steal from others in my trade. Honor amongst thieves. (Lawful)
- 3 **Freedom.** We are not built to be held down by anything or anyone. (Chaotic)
- 4 **Greed.** I will do whatever it takes to get rich. (Evil)
- 5 **People.** I'm loyal to my friends and could care less about anyone else. (Neutral)
- 6 **Redemption.** Everyone deserves another chance to climb out of the darkness. (Any)

d6 Bond

- 1 I need to pay off an old debt owed to a powerful figure or organization.
- 2 I break the law to support my family.
- 3 Something very important to me was stolen and I intend to get it back.
- 4 I'm guilty of a terrible crime for which I must seek redemption.
- 5 I intend to become the most infamous outlaw in the galaxy.
- 6 I inadvertently caused the death of someone I loved. I will again never make the same mistake.

d6 Flaw

- 1 When I see something valuable, all I can think about are ways to steal it.
- 2 If I were given a choice between money and my friends, I usually go for the money.
- 3 My only plan is to never follow the plan.
- 4 I have a "tell" people can use to tell that I'm not being honest.
- 5 When things are looking dire, I head for the nearest exit.
- 6 Someone's doing prison time for my actions. Better them than me.

VARIANT OUTLAW: SPY

Though trained to work in the shadows and keep underground contacts, you've learned all of these techniques for the purposes of sanctioned espionage. You may be a corporate spy or perhaps you work secretly to uncover traitors to the government you serve.

PATRICIAN

You are one of the societal elite. You may have been born into wealth as part of a megacorporation or a famous family. Perhaps you fell into the life of political favor. Either way, you are considered within the upper class and have the connections and clout to prove it.

Skill Proficiencies: Lore, Persuasion

Tool Proficiencies: One instrument and one gaming set of your choice.

Languages: One of your choice.

Equipment: Fancy outfit, a piece of jewelry or clothing with your family/company symbol, 200 cubil.

FEATURE: POWER AND ENTITLEMENT

You are well bred and know how to function in high society. You would often be able to use your title and status to find your way into the backrooms where only the chosen sort of people can get into.

You may also choose to throw your privilege around for a few benefits such as upgrades to lodgings, moving to the front of the line or getting a few trade discounts from merchants looking to get into your good graces.

SUGGESTED CHARACTERISTICS

Patricians are born into a lifestyle that most other people will never experience or understand in their lifetime. A position of power and status comes with wealth and privilege, but also comes with a wealth of responsibility. Many patricians are often part of a family dynasty or have to jump through many hoops to maintain their status amongst others within their circle. They must also surround themselves with people they can trust, something often harder to find than one would think.

d8 Personality Trait

- 1 I like to make those I talk to feel like the most important person in the whole galaxy.
- 2 I am often admired for my kindness and generosity.
- 3 Anyone can tell just by looking at me that I'm a cut above the uncultured "regular" people.
- 4 The most important thing to me is to look my best and keep up with all the latest fashion trends.
- 5 I'm not one to get my hands dirty and wouldn't be caught dead in anything less than luxury accommodations.
- 6 My position and social standing is simply a way of life, no more important or better than anyone else's.
- 7 Once you betray my trust, I never forgive or forget.
- 8 If you cross me, I will socially and professionally destroy both you and your entire family.

d6 Ideal

- 1 **Respect.** I try to give as much respect as I'm due, but usually give just as little as I get. (Neutral)
- 2 **Responsibility.** I am as respectful to those above me as I would expect from those who owe me the same courtesy. (Lawful)
- 3 **Independence.** I will prove to my friends and family that I can take care of myself. (Chaotic)
- 4 **Power.** Those at the top can't be told what to do. (Evil)
- 5 **Family.** No bond is stronger than blood. (Any)
- 6 **Obligation.** It's my duty to use my position to help those less fortunate. (Good)

d6 Bond

- 1 I will do anything to win the love and support of my family.
- 2 My family's status must be maintained at all costs.
- 3 Nothing is more important to me than my family and friends within my circle of privilege.
- 4 I am in love with someone who my friends and family insist is not good enough for me.
- 5 My loyalty to the company I work for is unwavering.
- 6 I would do anything to be seen as a hero over a snob.

d6 Flaw

- 1 I secretly believe that I am more important than everyone else.
- 2 I'm hiding a secret that could bring down my family and those closest to me.
- 3 I tend to look for insults in every word when spoken to.
- 4 I have a "bad" side, tending to secretly enjoy vulgar practices and carnal pleasures.
- 5 I act like I'm the center of the universe.
- 6 I purposely do things to bring shame to my friends and family.

PILOT

There isn't anything you can't fly. When you're in a vehicle, you're a diamond in the sky, a star blazer, a leaf on the wind... you get the idea. You might be a retired fighter jock, a commercial pilot, mercenary ace, or maybe you learned how to fly your parents' space rig when you were small.

Skill Proficiencies: Astrophysics, Insight

Tool Proficiencies: Vehicle (Planetary), Vehicle (Space Craft)

Equipment: flight suit, 150 cubil.

FEATURE: KNOWING THE CRAFT

You know your way around a ship and are part of a select crew that can speak technical jargon that may as well be another language. You find it easier to figure out the type and purpose of most vehicles. You can often find safe and affordable passage for you and your group to other planets and systems. You are also welcome at most spaceports when docking your own ship.

SUGGESTED CHARACTERISTICS

Pilots are just as comfortable, if not more so, behind the controls of any vehicle as they are on their own feet. Their experiences have led them to live life by the seat of their pants and grow frustrated whenever they are stuck in any one spot.

d8 Personality Trait

- 1 I do not want to stop until I get to wherever I'm going.
- 2 I grow bored whenever I'm in the same place for too long.
- 3 I'm always ready with a daring tale of my escapades for any situation.
- 4 Anytime I see a new vehicle, all I can do is think about what makes it tick and how to operate it.
- 5 I have a very vivid imagination and am not afraid to share it with others.
- 6 I tend to gravitate toward other pilots, regardless of their scruples or morality.
- 7 I live my life by the light-year. No danger is too great compared to the thrill.
- 8 I'd like to someday settle down with a special someone. Just not today.

d6 Ideal

- 1 **Greater Good.** I perform at my best when it's for a good cause. (Good)
- 2 **Impartiality.** I'll take on any cause, just as long as I get to fly. (Neutral)
- 3 **Professional.** Nothing is worse than abusing your skills or taking them for granted. (Lawful)
- 4 **Greatness.** I'll take out anyone that gets in my way at becoming the best. (Evil)
- 5 **Freedom.** No one owns the stars. We're free to go wherever we choose. (Chaotic)
- 6 **Glory.** Through study and practice, I'll be the greatest pilot there ever was. (Any)

d6 Bond

- 1 I want to own and command my own ship one day.
- 2 No one is more important to me than my ship and my crew.
- 3 I was stripped of my rank and want to prove my worth to those I once worked for.
- 4 I have a friendly rivalry with another pilot who I used to fly with.
- 5 I am the last survivor of my crew. I am very protective of any new friends I make.
- 6 I did a job for the wrong people and wish to find a way to clear my name.

d6 Flaw

- 1 I often like to be in control under any circumstances.
- 2 I tend to do something drastic or get distracted by the wrong thing if I spend too long in one place.
- 3 I tend to take needless risks with my own life and the lives of my companions.
- 4 I have no social graces outside of my profession.
- 5 I will sacrifice my companions for the sake of the ship.
- 6 I often treat those who have never traveled the stars as if they are primitive barbarians.

SCHOLAR

You specialize in a particular field of knowledge which you've spent much of your early years studying. Knowledge is the key to the mysteries of the universe and you strive to learn enough to become a master in your studied field.

Skill Proficiencies: Astrophysics, Lore

Languages: Two of your choice.

Equipment: personal digital library, basic clothes, 75 cubil.

FIELD OF STUDY

Every scholar has a specialized field of study. The following table lists some examples.

d10	Origin	d10	Origin
1	Scientist	5	Teacher
2	Bio-technician	6	Data Researcher
3	Celestial Cartographer	7	Professional Student
4	Writer	8	Travel Expert

FEATURE: LEGWORK

You know how to find information, even when it's been buried deep within old data files or even the ancient tomes of generations past. If you can't find that, then you know someone that can. You can use this to your advantage whenever you're attempting to learn details or lore on a particular subject. What you uncover is at the discretion of the GM depending on the information's obscure nature or level of importance to the campaign.

SUGGESTED CHARACTERISTICS

Many scholars define their worth by their level of expertise and the ability to apply their exhaustive studies whenever such a need arises. Knowledge is their most valued resource. Some wish to attain it for the sake of having it, while others may have greater goals toward which they strive to achieve by learning.



d8 Personality Trait

- 1 I often use complicated words so people find it hard to understand me.
- 2 I consistently brag that I am an invaluable font of information.
- 3 I tend to patiently explain anything and everything to those who I believe to be less intelligent.
- 4 There's nothing more exciting to me than solving a good mystery or puzzle.
- 5 I reserve my opinions until I've heard all sides of an issue.
- 6 I speak.. very.. slowly.. to those I think are not as bright as me, which is usually everyone.
- 7 I have no social graces. I feel awkward and out of place almost everywhere.
- 8 I'm convinced people are only using me for my knowledge and insight.

d6 Ideal

- 1 **Knowledge.** Power and self-enlightenment can only be attained through knowledge. (Neutral)
- 2 **Beauty.** Everything can be beautiful to something else. It is more important to learn why they are beautiful. (Good)
- 3 **Logic.** You must never let your emotions get in the way of pure logical thinking. (Lawful)
- 4 **Power.** The path to ultimate power above all others is rooted in knowledge. (Evil)
- 5 **Chance.** We will never learn the rules that govern the unknown until we're willing to break all of our old rules. (Chaotic)
- 6 **Self-Improvement.** Knowledge is the key to the betterment of one's self. (Any)

d6 Bond

- 1 I will do anything to protect my pupils or co-workers.
- 2 I've discovered a long lost secret which must never fall into the wrong hands.
- 3 I manage a university or center of learning.
- 4 I am recording my entire life's work to be passed down to the next generation.
- 5 I have been searching my entire life for the answer to a specific question.
- 6 I did some unsavory things for the knowledge I now possess. I hope to use it to redeem myself.

d6 Flaw

- 1 I'm easily distracted by the promise of information.
- 2 I often put myself in grave danger for the chance to learn something I consider important.
- 3 Forbidden knowledge can sometimes require making great sacrifices, including innocents.
- 4 I tend to take complicated paths to reach simple solutions.
- 5 I have no filter when I speak, which often results in others being insulted.
- 6 Secrets are meant to be shared with someone.



SOLDIER

Trained to be a master of arms, you've spent years practicing the art of combat. Your experience has taught you how to survive in the field both alone and with a group of fellow combatants. You may have been an army grunt or a space marine. Or perhaps you spent your years as a mercenary or a member of the Knights of Infinity.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One vehicle type of your choice.

Equipment: military/combat uniform, basic clothes, 150 cubil.

FEATURE: FELLOW AT ARMS

During your career as a soldier, you've gained a position of respect and authority amongst your peers. You can make use of your military persona to gain friendly alliances with other military factions. You may also request sanctuary or safe passage, especially from others of your own military organization.

SUGGESTED CHARACTERISTICS

Soldiers have seen the horror, ugliness, and grief propagated by war. It is often their discipline and training that saved them from falling apart physically and mentally. Their experiences have shaped how they view the universe and those that live within it. It has also greatly affected their own concepts of honor and bonds of friendship.

d8 Personality Trait

- 1 I am always stern, polite, and respectful.
- 2 I am haunted by visions and memories of war and the things I have done to survive.
- 3 I've lost many friends which makes me cautious toward making new ones.
- 4 In every combat situation, I can always bring up a relevant war story.
- 5 Nothing and no one can shake my resolve.
- 6 I enjoy being the strongest or being the one in charge.
- 7 I have a very, very dark sense of humor.
- 8 There's usually no time for a debate. I like simple, direct solutions to every problem.

d6 Ideal

- 1 **Co-existence.** Everyone lives life the way they need to. There are few things worth going to war over. (Neutral)
- 2 **Greater Good.** Protecting the lives of others is something worth dying for. (Good)
- 3 **Duty.** I obey commands and respect authority. (Lawful)
- 4 **Might.** Only the strongest is meant to rule. (Evil)
- 5 **Independence.** Tyranny begins by enforcing rules that limit the rights of others. (Chaotic)
- 6 **Responsibility.** Nothing is more important than the people or place I'm sworn to protect. (Any)

d6 Bond

- 1 I would lay down my life for those who have fought beside me in the past.
- 2 I will never leave a friend behind when they're in danger.
- 3 My honor is my life.
- 4 I'll never forget the losses I suffered during a losing battle. I intend to get justice for those I've lost.
- 5 The lives of my companions are far more valuable than my own.
- 6 I will always fight for those who cannot do so for themselves.

d6 Flaw

- 1 I have a particular enemy that haunts my thoughts and dreams, leaving me terrified.
- 2 I have little respect for those who cannot handle themselves in a fight.
- 3 I made a grave mistake that cost the lives of those under my command. It's a secret I intend to carry to my grave.
- 4 I tend to go into a blind rage against my enemies.
- 5 I will obey any established law, even if it causes misery and suffering.
- 6 I will never admit to my mistakes and will double down on my proven falsehoods.

TECHIE

You're a whiz when it comes to anything technical. Computers and machines are your forte and also your favorite topic of discussion. You've got connections of the digital sort who are often the source of useful information. If the "mundanes" out there knew what you did, their brains would probably melt away.

Skill Proficiencies: Computers, Mechanics

Tool Proficiencies: Hacker's kit or Mechanics Tools

Languages: ALOMU (universal programming code), one other language of your choice.

Equipment: basic clothes, encrypted PDA, 150 cubil.

FEATURE: INDUSTRY PROFESSIONAL

You are an expert on the quality and rarity of electronics and mechanical devices. You can easily identify the make and model of certain computers and machines. You also know various contacts that can find you deals on decent tech gear and gear upgrades.

SUGGESTED CHARACTERISTICS

Techies have a deep love and understanding for machines, which often reflects in their personality. They

tend to approach most situations analytically, and often find trouble communicating with different people. They also carry a sense of imagination and wonder for the future advancements of society.

d8 Personality Trait

- 1 I need to know how everything works, down to the last circuit.
- 2 I am much better at dealing with machines than I am with people.
- 3 I often feel the need to explain everything to everyone down to the most minute detail.
- 4 I love showing off my work to all of my friends and companions.
- 5 I do not like social confrontations and tend to avoid them as much as possible.
- 6 I love to take things apart and put them back together just to see how they function.
- 7 My love for technology is only surpassed by my love of companionship.
- 8 I can't stand seeing a piece of tech that is falling apart due to negligence.

d6 Ideal

- 1 **Focus.** I don't care what it's used for, just as long as I'm left alone to work on it. (Neutral)
- 2 **Benefit.** Technology should be used for the betterment of everyone. (Good)
- 3 **Logic.** Like machines, everyone must do their part in order for things to run smoothly. (Lawful)
- 4 **Control.** Control the machines that run society, and you will control the people. (Evil)
- 5 **Progressive.** New discoveries are just around the corner, just as long as we're willing to take the chance. (Chaotic)
- 6 **Advancement.** I use my skills to guide myself and those with me into an extraordinary future. (Any)

d6 Bond

- 1 I created an abomination of technology that I will regret for my remaining days.
- 2 My personal loss has driven me to bury myself into machines over people.
- 3 I am in charge of a technological group of business.
- 4 I made a scientific discovery that must never fall into the wrong hands.
- 5 I stole trade secrets from a megacorporation. They have been searching for me ever since.
- 6 My ultimate goal is to build the perfect machine.

d6 Flaw

- 1 I always assume that I am the smartest person in the room.
- 2 I am easily distracted by the promise of new technological discoveries.
- 3 I have little respect for those who have no knowledge in my field of expertise.
- 4 I lose my temper at anyone who tells me I am wrong.
- 5 I often dismiss the emotions and feelings of others as useless ramblings.
- 6 I find it difficult to distinguish between the importance of living souls versus machines.



CHAPTER 5. EQUIPMENT

From the massive supermalls that grace the shopping districts of major cities to the electronic vendor stations along the halls of almost every space station, shopping is a part of everyday life in almost every populated area in the galaxy. Goods and services of all types, styles, shapes and sizes can be found almost anywhere either physically or online through the Silrayne Intergalactic Matrix.

Massive megacorporations push their ads across all networks. Some manufacturers compete to make the best, most cost effective gear for daily consumption, while others specialize in high-grade luxury items or vehicles. For those who brave the dangers of the deep expanse, the right piece of gear at the right time could mean the difference between life and death.

This chapter covers the different types of common and exotic gear, goods, and services your character may find useful during their exploits.

STARTING EQUIPMENT

During character creation, you receive a starting set of equipment as defined by your class and background. Alternatively, you may receive a certain amount of wealth measured in Cubil (or “cu”), the standard currency that is used throughout the Silrayne Arc. The amount of cubil available to each starting character is dependent on their character class and background. See the Starting Wealth by Class table to determine how much money you have to spend.

STARTING WEALTH BY CLASS

Class	Starting Money
Engineer	5d4 x 10 cu
Melder	4d4 x 10 cu
Specialist	4d4 x 10 cu
Warrior	5d4 x 10 cu

WEALTH AND CURRENCY

Though most trade and purchases occur with the exchange of money for products, the concept of wealth and valuables aside from just monetary value still prevails in these times. Trade goods, minerals, precious stones, and collectibles are sometimes bartered for their monetary value.

CURRENCY

The standard form of galactic currency is the **cubil** (abbreviated as cu). It is primarily used as a digital currency, accepted anywhere by online transfer within the core planets. For trade outside the core, however, the cubil also has a physical representation: that of a flat metallic disc (a coin) made of pressed meteoric ore harvested from several planets within the galaxy.

SELLING LOOT

Opportunities abound to find treasure, gear, weapons, armor, and more during your expeditions. Normally, you can sell your gains when you return to a space station or populated settlement, provided that you can find buyers interested in your loot.

Arms, Armor, and Gear: As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in trade. Weapons and armor used by defeated enemies are rarely in good enough condition to sell.

Enhanced Gear and Core Stones: Selling these rare items is problematic. Finding someone to buy a more common item isn’t too hard, but other items are out of the realm of most but the wealthiest citizens and merchants. Likewise, aside from a few common gear enhancements and stones, you won’t normally come across these items for normal purchase. The value of high-grade tech and Sorium core stones is far beyond the standard level of trade and should always be treated as such.

Gems, Jewelry, and Collectibles: These items retain their full value in the marketplace, and you can either trade them in for money or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a city or a major spaceport.

Trade Goods: On the fringes, many people conduct transactions through barter. Like gems and art objects, trade goods—ore, foodstuffs, gear parts, medicine, and so on—retain their full value in trade and can be used as a form of currency.

ARMOR

There are many different styles of armor that vary between different cultures, races, and manufacturers. The different types are classified below. Due to the advancements in weapons manufacturing, armor has become an absolute necessity for anyone traveling beyond the reaches of civilization. Exploring the expanse without at least a shield generator is a risky proposition indeed.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in Esper Genesis.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor’s use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can’t use esper powers.

ARMOR TABLE

Name	Cost (cu)	Base AC	Strength	Stealth
LIGHT ARMOR (+ full Dex Bonus)				
Flight Suit	50	11	-	Disadvantage
Armor Jacket	100	11	-	-
Light Trooper	450	12	-	Disadvantage
Infiltration Suit	1200	12	-	-
MEDIUM ARMOR (+2 max Dex bonus)				
Reinforced Mesh	100	12	-	-
Military Jacket	500	13	-	-
Medium Trooper	500	14	-	Disadvantage
Electroplating	7500	15	-	Disadvantage
HEAVY ARMOR (no Dex bonus)				
Guardian	300	14	-	Disadvantage
Heavy Trooper	750	16	Str 13	Disadvantage
Centurion	2000	17	Str 15	Disadvantage
Power Armor	15000	18	Str 16	Disadvantage
SHIELDS				
Reinforced	100	+2	-	-
Portable Shield Device (PSD)	50	Special	-	-

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

LIGHT ARMOR

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Flight Suit: A layered set of clothing that provides basic protection from harsh climates.

Armor Jacket: Lined with a protective mesh, this light jacket provides adequate protection while still allowing full movement without restriction.

Light Trooper: A padded suit with a hardened flexible overlay. Standard issue for most grunts.

Infiltration Suit: A full body suit made from high grade polymer blends. Expensive but effective.

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Reinforced Mesh: Multiple layers of micro-woven fiber mesh. It most often comes in the form of a vest or torso covering.

Military Jacket: Popular amongst officers and mercs, this jacket's interior is lined with protective plates and hard padding.

Medium Trooper: Much like the light variant, this is a suit of layered padding with a chest piece and guards made of tempered polymer plating.

Electroplating: This variant of the trooper armor has been fitted with durable polarized plating charged with an energy core set into the breastplate.

HEAVY ARMOR

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body

and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Guardian: Often made of inexpensive material, this bulky armor is a combination of thick padding, rigid metal plates and mesh weaving. It is popular amongst space miners and bunker sentries.

Heavy Trooper: This is a full suit of reinforced mesh underneath a layer of interlocking plates made from hardened composite. Armored gloves and boots are included as well.

Centurion: A suit of heavy trooper armor outfitted with a tempered metal chest piece, shoulder guards and greaves. This armor is often limited to high-ranking soldiers and elite infantry.

Powered Armor: The best in full body protection, this high-grade armor is bolstered with an additional hardened layer and energy shielding powered with a self-sustaining power core.

GETTING IN AND OUT OF ARMOR

Required time for equipping armor depends on its category.

Suit Up: This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

Un-suit: This is the time it takes to take off armor. If you have help, reduce this time by half.

SUITING UP AND UN-SUITING

Category	Suit Up	Un-suit
Light Armor	1 minute	1 minute
Medium Armor	3 minutes	1 minute
Heavy Armor	5 minutes	2 minutes
Shield	1 action	1 action

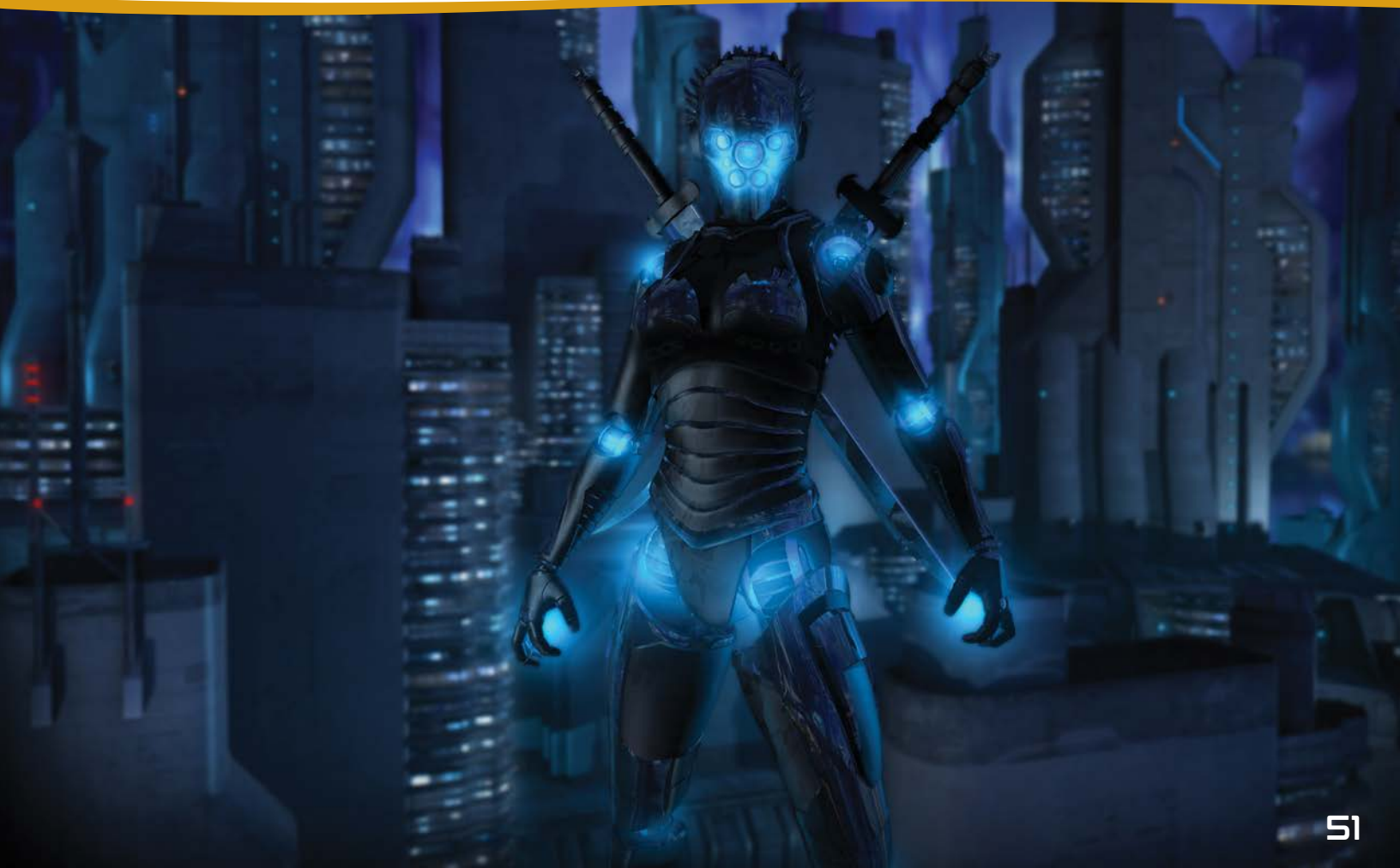
SHIELDS

Shields come in multiple designs – curved, cornered, composite, energy, etc. All work along the same function, being worn on the off hand and used manually against incoming attacks. The only exception is the Portable Shield Device which is active at all times

SPECIAL ARMOR: PORTABLE SHIELD DEVICE

A PSD or portable shield device is often worn amongst long distance travelers. It has a Sorium core and is designed to repel high velocity weapon fire from weapons using the same technology. It can be tailored to fit on any wearable hard surfaced item like a bracer, belt, helmet, or the like. While it provides no bonus to AC, it counts as wearing armor versus weapons that possess the Kinetic property. It also provides a +2 bonus to Burst Saves if worn without armor.

Without a PSD or any armor, a kinetic weapon delivers an additional die of damage and causes the Wounded condition (see New Condition Status).



WEAPONS TABLE

Name	Cost	Damage	Range	Weight	Properties
SIMPLE MELEE WEAPONS					
Club	1 cu	1d4 bludgeoning	-	2 lb.	Light
Combat Knife	20 cu	1d4 piercing	(20/60)	1 lb.	Finesse, light, thrown
Handaxe	50 cu	1d6 slashing	(20/60)	2 lb.	Light, thrown
Metal Baton	20 cu	1d6 bludgeoning	-	3 lb.	—
Spear	25 cu	1d6 piercing	(20/60)	3 lb.	Thrown, versatile (1d8)
Staff	10 cu	1d6 bludgeoning	-	4 lb.	Versatile (1d8)
Power Gauntlets	20 cu	1d4 bludgeoning	-	1 lb.	Light
Wrist Blades	10 cu	1d4 slashing	-	1 lb.	Finesse, light
SIMPLE RANGED WEAPONS					
Pistol, light	200 cu	1d6 piercing	(50/150)	1 lb.	Adaptable, ammunition, light, reload (15 shots)
Rifle, short	250 cu	1d8 piercing	(70/210)	3 lb.	Ammunition, reload (6 shots)
Throwing Blade	2 cu	1d4 piercing	(30/90)	1/4 lb.	Finesse, thrown
MARTIAL MELEE WEAPONS					
Energy Staff	150 cu	1d6 bludgeoning	-	2 lb.	Reach, energy burst, two handed
Forearm Blade	250 cu	1d6 slashing	-	2 lb.	Finesse, light
Glaive	200 cu	1d10 slashing	-	6 lb.	Heavy, reach, two-handed
Grandblade	500 cu	2d6 slashing	-	6 lb.	Heavy, two handed
Greataxe	300 cu	1d12 slashing	-	7 lb.	Heavy, two handed
Longblade	150 cu	1d8 slashing	-	3 lb.	Versatile (1d10)
Microfilament Whip	250 cu	1d6 slashing	-	2 lb.	Finesse, reach
Sabre	200 cu	1d8 slashing	-	3 lb.	Finesse
Shortblade	100 cu	1d6 piercing	-	2 lb.	Finesse, light
Warhammer	150 cu	1d8 bludgeoning	-	3 lb.	Versatile (1d10)
MARTIAL RANGED WEAPONS					
Bow, Compound	400 cu	1d6 piercing	(100/400)	2 lb.	Ammunition, two handed
Pistol, arm	500 cu	1d6 piercing	(30/120)	1 lb.	Ammunition (6 shots), reload
Pistol, auto	250 cu	1d6 piercing	(60/300)	2 lb.	Kinetic, burst fire (2)
Pistol, heavy	400 cu	1d8 piercing	(50/250)	3 lb.	Kinetic, burst fire (2), recoil (1)
Rifle, auto	300 cu	1d10 piercing	(80/400)	5 lb.	Kinetic, burst fire (3), recoil (1), two handed
Rifle, heavy	500 cu	2d6 piercing	(100/500)	8 lb.	Kinetic, burst fire (3), heavy, recoil (2), two handed
Rifle, sniper	800 cu	2d8 piercing	(300/2000)	8 lb.	Kinetic, heavy, two handed, special
Shotgun	250 cu	1d8 piercing	(30/90)	7 lb.	Reload, two handed, special
GRENADES					
Fragmentation	100 cu	2d4 special	Special	1 lb.	Explosive, thrown, special
EMP	120	--	Special	1 lb.	Thrown, special
Gas	200 cu	1d6 poison	Special	1 lb.	Thrown, special
Phosphorus	500 cu	1d6 fire	Special	1 lb.	Explosive, thrown, special
Stun	300 cu	--	Special	1 lb.	Thrown, special

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a blade or a pistol, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the Esper Genesis, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either **melee** or **ranged**. A **melee** weapon is used to attack a target within 5 feet of you, whereas a **ranged** weapon is used to attack a target at a distance.

WEAPON PROFICIENCY

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, batons, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Adaptable: A ranged weapon with this property can be used in close quarters combat without suffering a disadvantage on attack rolls.

Ammunition: You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing ammunition from a case or cocking a sidearm are all part of the attack (requiring a free hand for a one-handed weapon). If you use a weapon that has the ammunition property to make a **melee** attack, you treat the weapon as an **improvised weapon** (see "Improvised Weapons" later in the section).

Burst Fire: A weapon with the burst fire property can make a normal single-target attack, or it can spray a 10-foot cube (4 map squares) within the weapon's normal range. A burst is far more uncontrolled than an aimed shot. A burst fire attack can only be taken once per turn and must be within the weapon's short range.

Any creature within the 10-foot cube must make a Dexterity saving throw versus the Burst DC or suffer the weapon's damage. A +2 bonus can be added if a PSD is

used without armor (see armor below). Ability modifiers cannot be added to the damage roll for a burst fire attack.

Burst Save DC = 8 + attacker's proficiency score + attacker's Dexterity modifier.

A weapon can be fired in burst as many times as the number in parenthesis before requiring a full round for the clip to replenish ammunition. This can also be avoided by using an action or bonus action to change out a clip. Changing a clip requires at least one free hand.

Energy Burst. When a successful attack is made with a weapon with this property, a bonus action can be used to fire a burst of energy from its tip or edge. The target must make a DC 13 Constitution saving throw or be knocked prone.

Explosive. When a target wearing no armor (or PSD) and with no natural armor takes damage from a weapon with this property, the target suffers twice the number of damage dice and be considered Wounded (see Conditions)

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Kinetic. This property allows a weapon to fire high velocity bullets in quick succession from a clip modified with a Sorium core. There is no need to replenish ammunition unless depleted through Burst Fire. Any target that is wearing no armor (or PSD) and has no natural armor takes an additional die of damage and be considered Wounded (see Conditions) when hit by any weapon with this property.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Recoil. This numerical value indicates the minimum strength bonus required to handle a high powered recoil weapon without penalty. If this requirement is not met, you may not add your Dexterity bonus to attack or damage rolls. In addition, if the recoil value is higher than your Strength modifier by 2 or more, you are also at disadvantage to all attack rolls made with the weapon.

Reload. Because of the time required to load this weapon, you can fire only one piece of ammunition from

MISCELLANEOUS GEAR

Item	Cost	Weight
Ammunition		
<i>Arrows, steel (20)</i>	10	1 lb.
<i>Bullets (20)</i>	20	1 lb.
Antitoxin (ampoule)	500	—
Backpack	20	5 lb.
Bag, large	10	2 lb.
Bag, small	5	1 lb.
Binoculars	20	2 lb.
Bio-suit	2000	10 lb.
Blanket	20	3 lb.
Bolt Cutter	40	2 lb.
Briefcase	25	2 lb.
Caltrops (box of 20)	20	2 lb.
Chain (10 feet)	50	10 lb.
Chemical Bandage	30	1 lb.
Climber's kit	250	12 lb.
Clothing		
<i>Basic</i>	50	3 lb.
<i>Fine</i>	150	4 lb.
<i>Traveling</i>	20	4 lb.
Crowbar	20	5 lb.
Datapad	50	1 lb.
Diving Gear	1200	1 lb.
Fire Extinguisher	20	10 lb.
First Aid Kit	50	3 lb.
Flare (pack of 6)	10	3 lb.
Flashlight	10	0.5 lb.
Flask, small	10	1 lb.
Flight Uniform	40	5 lb.
Glow Sticks (10)	2	0.5 lb.
Grapple Gun	500	3 lb.
Hammer	10	3 lb.
Hammer, sledge	20	10 lb.
Healing ampoule	500	0.5 lb.
Holo-projector	1000	—
Ladder (10-foot)	10	25 lb.
Longcoat	50	4 lb.
Mag-lock	300	3 lb.
Magnetic Boots	1500	8 lb.
Mag-seal case	300	2 lb.

Item	Cost	Weight
Metal Pole (10-foot)	30	7 lb.
Microfilament Wire (50 feet)	250	1 lb.
Microanalyzer (digital microscope)	300	3 lb.
Micro-Toolset	20	8 lb.
Mirror, hand	30	0.5 lb.
Motion Sensor	500	5 lb.
Pack Attachment	200	3 lb.
Padlock (digital)	50	1 lb.
Perfume (bottle)	100	—
Perfume (vial)	50	—
Personal Computer	300	4 lb.
Plasma Torch	250	2 lb.
Poison, basic (ampoule)	1000	—
Portable Media Device	200	0.5 lb.
Propane Lighter (pocket)	1	--
Ration pack (1 day)	20	2 lb.
Recording Unit	150	1 lb.
Restraints (metallic)	10	0.5 lb.
Restraints (reinforced)	20	6 lb.
Rope, cable (50 feet)	100	5 lb.
Sensory Jammer	500	--
Shovel	10	1 lb.
SIM Goggles	1000	0.5 lb.
SIM Unit	500	2 lb.
Sleeping Bag	10	4 lb.
Sealed Bag	50	2 lb.
Storage Crate	50	10 lb.
Tent (3-5 person)	40	20 lb.
Themos	20	3 lb. (full)
Two-Way Communicator	200	2 lb.

CONTAINER CAPACITY

Container	Capacity
Backpack	1 cubic foot/30 pounds of gear
Bag, large	2 cubic feet/40 pounds of gear
Bag, small	0.5 cubic foot/10 pounds of gear
Briefcase	0.5 cubic foot/20 pounds of gear
Sealed Bag	3 gallons liquid, 1/2 cubic foot solid
Storage Crate	12 cubic feet/300 pounds of gear
Thermos	3 pints liquid

it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a combat knife, you can use either your Strength or your Dexterity, since the knife has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a crowbar, a

brick, or a robot arm.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a crowbar is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

SPECIAL WEAPONS

Weapons with special rules are described here.

Shotgun: This weapon fires in a 30 ft. cone at one target. Roll to hit the target and use the rules for Burst Fire for anyone else caught within the radius. Firing at 10 feet will crit on a natural 19 or 20.

Sniper Rifle: The minimum distance for this weapon is 40 ft. If used at a closer distance, the attacker will suffer a disadvantage to the attack roll. Using this weapon requires both a standard and bonus action. Any attack roll of a 19 or 20 with this weapon will count as a critical hit.



GRENADES

A grenade can be thrown with a successful Strength (Athletics) check. The Grenade Range table provides the DC required to reach the intended range. If the roll is successful, each target in a 15 foot radius must make a DC 14 Dexterity saving throw, taking the full damage on a failed save, or half as much on a successful one.

If the Strength check made to throw the grenade is unsuccessful, the targets will only take half damage on a failed save and no damage on a successful one. In addition, all targets gain advantage to saves versus the grenades' effects, if any.

There are five common types of grenades.

Fragmentation. Often nicknamed “frag grenades”, these are the most common type of grenade used in military confrontations. When the grenade explodes, shards of shrapnel are propelled at high velocity within the area.

EMP. Short for “electro-magnetic pulse”, these grenades release a pulse of electricity that targets electronics and powered equipment. These grenades do no damage and have no effect on living targets. All mechanical constructs and automatons must make a DC 12 Intelligence saving throw or be considered Impaired until the end of their next turn (see Appendix A: Conditions)

In addition, any unshielded computer panel or electronic device not worn by another creature will cease to function until the start of your next turn.

Gas. These grenades release a toxic gas within its area of effect. In addition to damage, each target that fails their saving throw are also considered poisoned (see Appendix A: Conditions)

Phosphorous. This incendiary grenade produces intense heat through an explosive chemical reaction. Targets who fail their saving throw take an additional 1d6 fire damage at the end of each of their turns. To extinguish the flames, the target must spend an action and make a successful DC 10 Dexterity saving throw.

In addition, until the end of your next turn, any creature entering the area of effect suffers 1d6 fire damage.

Stun. This grenade deals no damage, however any target who fails their Dexterity saving throw versus this grenade must then make a DC 13 Constitution saving throw or be considered Stunned until the end of their next turn.

GRENADE RANGE

Minimum Required Distance	DC
20 ft.	10
40 ft.	12
50 ft.	14
60 ft.	16

SUBSTITUTE WEAPON TYPES

The list on the Weapons table covers most of the standard weapon types used in Esper Genesis. Though there are many different styles and types of weapons, many of them fall under one of the broad categories listed. A longblade, for example, covers weapons such as the katana.

Similarly, a laser sword could be a longblade that deals radiant damage. The same applies to guns as well. Removing the burst fire property from a pistol and changing the damage to necrotic makes it a disruptor pistol. Or similarly, using radiant damage instead would make it a laser pistol.

FIREARM DAMAGE IN OTHER SETTINGS

It is important to note that a majority of guns would normally deal significantly more damage than presented in a setting with less advanced technology, such as a fantasy based setting. This is due to the advanced protections offered by modern day armor. Those wearing no armor or PSD suffer far more damage when shot by any of the more advanced firearms. Please refer to the *Kinetic* and *Explosive* weapon properties for more information on this.

MISCELLANEOUS GEAR

This section describes items that have special rules or require further explanation.

Antitoxin. A creature that drinks or is injected with this liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to automatons or constructs.

Bio-suit. This bulky outfit is often used whenever walking into zones deemed to be biohazards. The suit has a built in air filtration unit and is chemically sealed. While wearing this suit, you are immune to poison and disease, however, your movement rate is halved and you cannot take reactions.

Caltrops. As an action, you can spread a box of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Chain. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Chemical Bandage. This foam spray has 10 uses. As an action, you can spend one use of this item to remove the Wounded condition from one creature.

Climber's Kit. A climber's kit includes spikes, interlocking hooks, boot tips, mag-gloves, and a climbing harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Crowbar. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Datapad. This is a portable digital reading device which allows basic written information, data, images, and maps to be read and transferred from a linked master computer terminal which must be within a range of 200 feet.

Diving Gear. This set of gear includes a wetsuit, oxygen supply, and attachments for underwater maneuvering. While using this gear, you ignore any underwater movement penalties and have advantage on any Strength (Athletics) rolls required for swimming checks made underwater. You gain no benefit from this item if you are wearing any armor other than a PSD.

Fire Extinguisher. You may spend an action to extinguish any normal fire or remove any ongoing fire damage effect from any target in a 15 foot cone. This item has 10 uses.

Flare. A flare burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet.

Flashlight. A flashlight can be either held or mounted on a wrist strap, head mount, or chestpiece. It casts bright light in a 60-foot cone and dim light for an additional 60 feet.

First Aid Kit. This kit contains bandages, ointments, and pain medication. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Glow Sticks. Each of these sticks glows for 30 minutes, providing dim light in a 20-foot radius.

Grapple Gun. This item has 50 feet of a strong, thin climbing cable coiled within its base. It can be fired and tethered to a surface with a successful DC 12 Dexterity check and hook onto a solid ledge or against most non-metallic surfaces. When using this device, you ignore any Strength rolls required for climbing checks and have a climbing rate of 30. It can hold up to 2 people without snapping. The cable has 3 hit points and an AC of 9 while extended. If used for anything but climbing, however, skill checks may still be required up to the GM's discretion.

Healing Ampoule. A creature that drinks or is injected with this liquid regains 2d4 + 2 hit points. Drinking or administering this medical vial takes an action.

Holo-projector. Linking this item to a SIM Unit or Recording Unit allows you to create three-dimensional recordings within a 10-foot square which include both video and audio. The recordings can last up to 3 minutes and are saved onto recording chips which can be played again on any holo-projector.

Mag-lock. This magnetic clamp lock can be placed on any medium to large container, normal door, or latch. It has a digital coded lock and can only be opened with a successful DC 16 Dexterity check with Infiltration tools or a DC 15 Intelligence check with a Hacker's kit.

Magnetic Boots. Often used by spacers and starship technical crew, these boots allow you to secure yourself onto any metallic surface. In Zero-G, you can move at a rate of 10 feet and do not suffer from disadvantages to ability checks associated with being in Zero-G. In normal gravity, you cannot move and cannot be pushed, pulled, or knocked prone.

Mag-Seal Case. This is a normal briefcase (see Container Capacity) equipped with a small mag-lock.

Microfilament Wire. Often used as a lighter, more durable replacement for rope or cable, this thin wire, 10 hit points and an AC of 12.

Micro Toolset. This small set of tools grants you advantage on any Wisdom (Mechanics) skill checks to repair minor electronic tools and devices such as a SIM Unit or Portable Media Device. This provides no benefit for complex items such as automatons, computers, drones, weapons, or vehicles.

Motion Sensor. This device is linked to a display screen which presents the device's data. The device can sense motion through walls and solid surfaces, indicating the location of any moving object within 50 feet.

Pack Attachment. This is a container the size of a backpack that may be attached directly to the back of any suit of medium or heavy armor. Items carried within this container have their weight reduced by half.

Padlock. Equipped with a key and digital keypad. Without the code, the lock can be picked with infiltration tools and a successful DC 15 Dexterity check.

Personal Computer. A tablet screen with attachable keyboard. It runs standard programs and allows for a mundane connection to the Silrayne Intergalactic Matrix.

Plasma Torch. This small, handheld torch deals 3d6 points of fire damage each round to an immobile object not worn by another creature. The torch requires precision to operate effectively. If used as an improvised weapon, its damage is reduced to 1d6.

Poison (ampoule). A creature that drinks or is injected with this liquid must make DC 10 Constitution saving throw or take 1d4 poison damage and is considered poisoned for 1 minute. The full contents must be used in order to achieve any effect.

Portable Media Device. This could be anything from a digital assistant to a wristphone to smart glasses. PMDs represent any portable device used in everyday life in order to store data, contact others, and access the Silrayne Intergalactic Matrix.

Recording Unit. Usually a piece of headgear or body attachment, this device can record panoramic video at all angles including the recorder and broadcast it simultaneously over multiple media formats. Popular amongst journalists and artists.

Restraints (metallic). These can be used to bind a Small or Medium creature. Escaping the restraints requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of restraints comes with one key. Without the key, a creature proficient with infiltration tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Restraints (reinforced). Similar to metal restraints, however, these are made of a high-grade, chemically hardened polymer. These restraints have 25 hit points.

Rope (cable). This thin braided cable has 10 hit points and can be burst with a DC 20 Strength check.

Sensory Jammer. This device counteracts the effect of any electronic motion sensor within 50 feet. The jamming signal can be detected with a successful DC 14 Intelligence (Computers) check. This device has no effect on detection based esper talents or techniques.

SIM Unit. This rig is attached to a headpiece that allows the user direct access to the Silrayne Intergalactic Matrix. Unlike regular portable media, a SIM unit allows the user to create and modify programs and experience the SIM in a virtual reality environment using a digital persona.

Two-way communicator. Includes two small earpieces or wrist devices with a range of 150 miles. Up to twenty of these devices can be linked to the same frequency.

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Agent's Pack (550 cu). Includes a backpack, flashlight, metallic restraints, recording unit, 6 flares, 5 days of rations, and 50 feet of microfilament wire.

Explorer's Pack (600 cu). Includes a backpack, flashlight, 6 flares inflatable bed, mini-heating unit, weather-mesh coat, 10 days of rations, thermos, and 50 feet of microfilament wire.

Scientist's Pack (650 cu). Includes a backpack, data library, microanalyzer, personal computer, sample kit, 2 magseal jars, injector gun.

Soldier's Pack (650 cu). Includes a backpack, binoculars, flashlight, first aid kit, 6 flares, 10 days of rations, reinforced restraints, 50 feet of rope cable, sleeping bag, thermos, two-way communicator.

Technician's Pack (500 cu). Includes a backpack, datapad, flashlight, micro-toolset, plasma torch, recording unit, toolbag (large).

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to install a new circuit with your electrician's tools, or a Strength mount a heavy metal engine part.

TOOLS

Item	Cost	Weight
Artisan's Tools		
Brewer's Supplies	200	9 lb.
Carpenter's Tools	80	6 lb.
Chemistry Supplies	500	8 lb.
Cooking Supplies	20	8 lb.
Digital Technician's Tools	500	5 lb.
Gunsmith's Tools	300	6 lb.
Jeweler's Tools	250	2 lb.
Mason's Tools	100	8 lb.
Mechanic's Tools	500	10 lb.
Metalworker's Tools	400	10 lb.
Potter's Tools	100	3 lb.
Smith's Tools	200	8 lb.
Tailoring Supplies	30	10 lb.
Disguise Kit	250	3 lb.
Forgery Kit	300	3 lb.
Gaming Set		
Dice Set	5	--
Playing Card Set	2	--
Digital Game Device	50	--
Hacker's Kit	350	2 lb.
Herbalism Kit	50	3 lb.
Infiltration Tools	250	2 lb.
Medical Kit	500	5 lb.
Musical Instrument		
Drums	60	2 lb.
Flute (or any woodwind instrument))	200	2 lb.
Guitar (or any string variation)	350	5 lb.
Bugle (or any small brass instrument)	200	2 lb.
Keyboard Synthesizer	450	3 lb.
Tuba (or any large brass instrument)	400	5 lb.
Vehicles	*	*



Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft.

Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit. This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Forgery Kit. This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Gaming Set. This item encompasses a wide range of game pieces, including dice, cards, board games, and video gaming devices. A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Hacker's Kit. This set of tools enables programming specialists to create programs and generate signal frequencies on the fly. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to run spoofing programs, duplicate hardware, or pull data from a secured databank.

Herbalism Kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and ointments. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit may be used to create antitoxins and solutions that may be used as substitutes for healing ampoules.

Infiltration Tools. This set of tools include micro-forceps, a glass cutter, lockpicks and a data-lock codebreaker. Proficiency with this kit lets you add to your proficiency bonus to any ability checks you make to disarm traps or open locks.

Musical Instrument. Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

VEHICLES

Vehicles can help you travel quickly as well as carry large amounts of gear that would otherwise slow you down. Vehicles table shows each vehicle's speed and base carrying capacity.

VEHICLE TYPES AND PROFICIENCY

There are four overall types of vehicles in Esper Genesis. If you have proficiency with a certain kind of vehicle, you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Beast: Though not as common as machine craft, there are various species of beasts that may serve as mounts throughout the galaxy.

Planetary: This covers all ground and hovercraft as well as low flying cars and bikes that are common in the larger cities.

Space: Includes all spacecraft from fighters to shuttles to large cruisers. Details for spacecraft and starships are detailed in Chapter 10.

Watercraft: This covers any vehicle that travels upon the surface or underwater.

VEHICLE STATS AND MODIFICATIONS

Only base stats and costs for general vehicle types are provided here. More detailed stats, types, combat rules, and rules for modifications are covered in detail in the **Master Technician's Guidebook**.

VEHICLES

Item	Cost	Average Speed	Carrying Capacity
<i>Beast Mounts</i>			
Large	750	60 ft.	500 lb.
Huge	2000	40 ft.	1400 lb.
<i>Planetary</i>			
Bike (Ground)	10000	450 ft.	50 lb.
Car	25000	400 ft.	250 lb.
Hoverbike	25000	500 ft.	40 lb.
Hovercar	35000	450 ft.	250 lb.
<i>Watercraft</i>			
Jet Ski	5000	400 ft.	20 lb
Motorboat	50000	500 ft.	300 lb
Yacht	150000	500 ft.	900 lb.

EXPENSES

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of day to day life in the galaxy. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when the situation arises.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves and con artists. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

LIFESTYLE EXPENSES

Lifestyle	Cost
Vagrant	--
Squatter	10
Poor	20
Modest	30
Comfortable	50
Luxury	75

Vagrant. You live in inhumane conditions. With no place to call home, you shelter wherever you can, on street corners, under bridges, in tunnels, and relying on the good graces of people better off than you. A vagrant lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other vagrants covet your gear and equipment, which represent a fortune by their standards. You are beneath the notice of most people.

Squatter. You live in an abandoned tenement building, a closed factory, or the back of a junkyard. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections.

Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in most public places. Simple food and lodgings, worn-out clothes, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a small room in the back of a restaurant or someone's basement. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be shady off-the-books workers, criminals, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in the less affluent area of a town or city, renting an apartment or a condo. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include working families, students, minimum wage workers, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You own a house or condo in the decent part of town or have a private hotel room. You associate with ranking military, salaried workers, and city employees.

Luxury. Choosing a luxury lifestyle means living the high life, though you might not have achieved the status associated with the old money of the higher social classes. You live a lifestyle comparable to that of an upscale attorney, a politician, or a business owner. You have respectable lodgings, usually a spacious home in the nice part of town or a luxury suite at a hotel. You likely have a small staff of employees.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

FOOD, DRINK, AND LODGING

Item	Cost
<i>Drinks</i>	
Single	8
Double	12
<i>Room Rentals</i>	
Poor	10
Modest	15
Comfortable	30
Luxury	50
<i>Meals</i>	
Poor	3
Modest	5
Comfortable	8
Luxury	10

SERVICES

Characters can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts willing to work in dangerous environments.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, such as doctors, tailors, and mechanics.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help with a raid on a well guarded facility are hirelings, as are pilots hired to take you off-world to a nearby moon. If a high-level character establishes a base or owns their own ship, he or she might hire a whole maintenance staff or flight crew. These hirelings often enjoy a long-term contract that includes a place to live within the owned structure as part of their compensation.

SERVICES

Service	Rate
<i>Transport</i>	
Surface	1 per mile
Between Cities	15
Planetary	100
<i>Hireling</i>	
Skilled	50 per day
Untrained	20 per day

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, technician, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, cleaners, and similar workers.



CHAPTER 6. CUSTOMIZATION OPTIONS

Even with all of the different elements and options available for building and advancing your character as they advance in their career, there are some additional optional rules that may be available. Although these are not listed in this document, the following options are available in the **Core Manual** and listed here for your reference.

The first is Multiclassing, which allows you to combine the abilities of different classes together while your character progresses. The other are called Feats. You may alternatively choose a feat instead of your ability score increases, gaining specific benefits and additional abilities. It is up to the GM whether or not these additional options are available in their campaign.

MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in melder and two in warrior, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table in the **Core Manual**. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected

by higher-than-average ability scores.

EXPERIENCE POINTS

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class.

HIT POINTS AND HIT DICE

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. If your classes give you Hit Dice of different types, keep track of them separately.

PROFICIENCY BONUS

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table, not your level in a particular class.

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of new class's starting proficiencies. These are also detailed in the **Core Manual**.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. Feats are provided in the **Core Manual**.



CHAPTER 7. USING ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics:

- Strength**, measuring physical power
- Dexterity**, measuring agility
- Constitution**, measuring endurance
- Intelligence**, measuring reasoning and memory
- Wisdom**, measuring perception and insight
- Charisma**, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

ABILITY SCORES AND MODIFIERS

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Characters can have scores as high as 20, and monsters and legendary creatures can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

ABILITY SCORES AND MODIFIERS

Score	Cost	Score	Cost
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and a trait or power that lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a character has advantage or disadvantage on an ability check and rolls a 1 and a 13, they could use their character trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or powers. Inspiration can also give a character advantage. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example)

before you apply it. For example, the specialist's Natural Aptitude feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the Lore skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (Lore) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can

succeed, such as attempting to snatch up a data chip that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when an alien beast tries to force open a door that a character is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a key chip off the floor, neither character grabs it. In a contest between a monster trying to open a door and a character trying to keep the door closed, a tie means that the door remains shut.

SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a threat's skill proficiencies appear in the threat's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.

Strength

Athletics

Dexterity

Acrobatics

Sleight of Hand

Stealth

Intelligence

Astrophysics

Computers

Investigation

Lore

Planetary Science

Wisdom

Insight

Mechanics

Medicine

Perception

Survival

Charisma

Deception

Intimidation

Performance

Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up an exhaust pipe, the GM might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character’s proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

VARIANT: SKILLS WITH DIFFERENT ABILITIES

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you’re proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your promethean warrior uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn’t involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here’s how to determine a character’s total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the “Dexterity” section below rely on passive checks, as do the exploration rules.

WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who’s leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves’ tools, so a character who lacks that proficiency can’t help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren’t.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don’t come up very often, and they’re most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating an alien landscape, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the poison pits, carnivorous flora, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger.

Otherwise, the group stumbles into one of these hazards.

USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while air is sucked out of a pressurized cabin.
- You try to jump an unusually long distance or pull off a stunt mid jump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Other Strength Checks. The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to the back of a bike as it takes off.
- Push over a barricade

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a blade or hammer. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

VARIANT: ENCUMBRANCE

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table.

If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability

checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a narrow beam, balance on a tightrope, or stay upright in a shaky transport. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift an item off someone's belt or pick their pockets.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past security, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Dive through a narrow space
- Steer a car or ship around a tight turn
- Pick a lock
- Disable or slip past a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a gun or throwing blade. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a handaxe or a shortblade.

ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

HIDING

The GM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a glass. An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily** obscured, as explained in Chapter 8.

CONSTITUTION

Constitution measures health, stamina, and vital force.

CONSTITUTION CHECKS

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Guzzle a yard of beer in one go

HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some



effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Astrophysics, Computers, History, Investigation, Lore, and Xenobiology skills reflect aptitude in certain kinds of Intelligence checks.

Astrophysics. Your Intelligence (Astrophysics) check is used whenever you need to recall or apply any knowledge having to do with space science, space travel, and scientific theories such as anti-matter and quantum theory. If you need to know how long you can survive in the great expanse without a suit, or how to calculate the travel time between systems based on your ship's speed, this is the skill to use.

Computers. Basic computer use is a part of everyday life in the Silrayne Arc. Though basic tasks don't require a skill check, an Intelligence (Computers) check would be required to operate an unfamiliar computer system, perform a system search under pressure, hack a computer operated panel, or extract data from a secure server.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Searching through a disorganized storage room in search of a hidden files might also call for an Intelligence (Investigation) check.

Lore. An Intelligence (Lore) check enables you to recognize practices of an alien culture, recall historical events, names, and places, and divine the origins of old markings and ancient devices.

Xenobiology You may use an Intelligence (Xenobiology) roll to recall information about planetary terrain, land and sea formations, weather cycles, alien life, and comparison between those on different planets.

Other Intelligence Checks. The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of an expensive item
- Pull together a disguise to pass as building security
- Forge a document
- Recall lore about a particular tradecraft
- Win a game of skill

CHANNELING ABILITY

Espers use Intelligence as their channeling ability, which helps determine the saving throw DCs of their activated talents.

WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

WISDOM CHECKS

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Insight, Mechanics, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms



Mechanics. The easiest way to define Mechanics is “a Medicine skill for machines”. A Wisdom (Mechanics) roll will allow you to quickly identify and jury rig small solutions to common machinery, tools, and vehicles.

Medicine. A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the dark. Or you might try to spot things that are obscured or easy to miss, whether they are assassins lying in ambush in a building, thugs hiding in the shadows of an alley, or dim light under a closed secret door.

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that kotatu live nearby, predict the weather, or avoid other natural hazards.

Other Wisdom Checks. The GM might call for a Wisdom check when you try to accomplish tasks such as getting a gut feeling about what course of action to follow.

FORGING ABILITY

Engineers use Wisdom as their forging ability, which helps determine the saving throw DCs of their active techniques.

CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a security guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone’s suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing gang members

to back down from a confrontation, or using the edge of a broken bottle to convince a shady businessman to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a bouncer to let you into a night club, negotiating peace between two groups, or inspiring a crowd.

Other Charisma Checks. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

CHANNELING ABILITY

Some classes use Charisma as their channeling ability, which helps determine the saving throw DCs of powers they use. These classes are detailed in the [Core Manual](#).

SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a technique, a trap, a poison, a disease, or a similar threat. You don’t normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. The melder, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a talent is determined by the esper’s channeling ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

CHAPTER 8. EXPEDITIONS

This chapter covers the basics of an esper’s day to day activities, from rules regarding movement to the different challenges in social interaction. There are also rules for off-time activities for when your character has free time available, as well as rules for rest and healing.

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In an exploratory environment, the characters’ movement happens on a scale of **minutes**. It takes them about a minute to slowly move down a long hallway, another minute to check for security protocols on door at the end of the hall, and a good ten minutes to search the room beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Characters having to go on foot toward the strange alien spire in the middle of a blasted landscape can hurry across those fifteen miles in just under four hours’ time.

For long journeys, a scale of **days** works best. Traveling from Earth to the Golari System, the characters spend four uneventful days before a running across a Lorendi starcruiser.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

MOVEMENT

Swimming through a wastewater duct, sneaking down a station corridor, running alongside a moving transport—all sorts of movement play a key role in sci-fi adventures.

The GM can summarize the characters’ movement without calculating exact distances or travel times: “You travel through the ruined city and find the underground tunnels late in the evening of the third day.” Even in a space station or a maze of ship conduits, the GM can summarize movement between encounters: “After killing the war-bot at the entrance to the compound, you consult your map, which leads you through miles of corridors to a chasm bridged by a row of rusted metal beams.”

Sometimes it’s important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they’re moving over.

SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour.

The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Mounts and Vehicles. For short spans of time (up to an hour), many beast mounts move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in planetary vehicles can travel much faster, but must still rest and deal with additional fuel costs. Certain specially modified vehicles allow you to travel more swiftly. The **Master Technician’s Guidebook** provides more information on specialized vehicles.

TRAVEL PACE

Pace	Minute	Hour	Day	Effect
Vehicle	4k feet	40 miles	300 miles	-10 penalty to passive Wisdom (Perception) scores
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	--
Slow	200 feet	2 miles	18 miles	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: streets, open plains, or clear corridors. But characters often face dense forests, jagged debris, twisted ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous structures or wilderness areas often involves more than simply walking. Characters might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery or semi-smooth vertical surface requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across subway tracks or a chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

ENVIRONMENT

By their nature, adventurous expeditions involve delving into places that are dark, dangerous, and full of mysteries and puzzles. The rules in this section cover some of the most important ways in which characters interact with the environment during these expeditions.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The most fundamental tasks of exploration— noticing danger, finding hidden spots, hitting an enemy in combat, and focusing a talent, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate debris, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense debris—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix A) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do flashlights and overhead lighting, lamps, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a flare, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit corridor or a subterranean chamber.

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, with echolocation or heightened senses, such as bats and drakes, have this sense.

DARKVISION

Many creatures in sci-fi settings, especially those that were raised underground or on a world little sunlight, have darkvision.

Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

INFRAVISION

Creatures that dwell in wastelands, wearing specialized equipment, or that have built in mechanical sensors may also have infravision.

While in dim light or darkness, characters with infravision can see and discern heat signatures within a specified range through up to 5 feet of non-metallic solid material.

TRUESIGHT

A creature with truesight can, out to a specific range, see in dark zones created by esper powers, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, turn on the lights, cause a room to fill with gas, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and powers. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and elemental attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a cable with a hammer, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

SOCIAL INTERACTION

Facing dangerous threats, overcoming the odds, and exploring the galaxy are all major parts of any sci-fi adventure. However, social interactions play just as important a role, as characters often need to interact with the rest of the universe's inhabitants to work toward completing their task or finding a new one.

There are many different types of interactions. You might need to grease the pockets of the local gang boss to get information about an area, or you might have to cut a deal with a shrewd businessman to get access to some high-grade material. The GM assumes the role of any characters participating in the interaction who are not controlled by another player at the table. This type of character is called a **non-player character** (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

ROLEPLAYING

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

DESCRIPTIVE APPROACH TO ROLEPLAYING

With this approach, you describe your character's words and actions to the GM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

For instance, Chris plays Galen the matokai. Galen has a quick temper and blames the eldori of the Pel Voros for his misfortune. At a night club, a drunken eldori sits at Galen's table and tries to strike up a conversation with the kesh.

Chris says, "Galen spits on the floor, growls an insult at the eldori, and stomps over to the bar. He sits on a stool and glares at the eldori club-goer before ordering another drink."

In this example, Chris has conveyed Galen's mood and given the GM a clear idea of his character's attitude and actions.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

ACTIVE APPROACH TO ROLEPLAYING

If descriptive roleplaying tells your GM and your fellow players what your character thinks and does, active roleplaying shows them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language.

This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Chris roleplaying Galen above, here's how the scene might play out if Chris used active roleplaying:

Speaking as Galen, Chris says in a gruff, deep voice, "I was wondering why it suddenly smelled awful in here.

If I wanted to hear anything out of you, I'd snap your arm and enjoy your screams." In his normal voice, Chris then adds, "I get up, glare at the eldori, and head to the bar."

RESULTS OF ROLEPLAYING

The GM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn kesh refuses to let anyone badger her. A vain celebrity laps up flattery. When interacting with an NPC, pay close attention to the GM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in Esper Genesis are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud soldier or speak ill of a gang boss' allies, your efforts to convince or deceive will fall short.

ABILITY CHECKS

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation.

For example, your GM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your GM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into the building, the specialist who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the melder with Persuasion should do most of the talking.

RESTING

Heroic though they might be, characters can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds, and brace themselves for further expeditions.

Characters can take short rests in the midst of a day and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number

of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, using powers, or similar activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

BETWEEN EXPEDITIONS

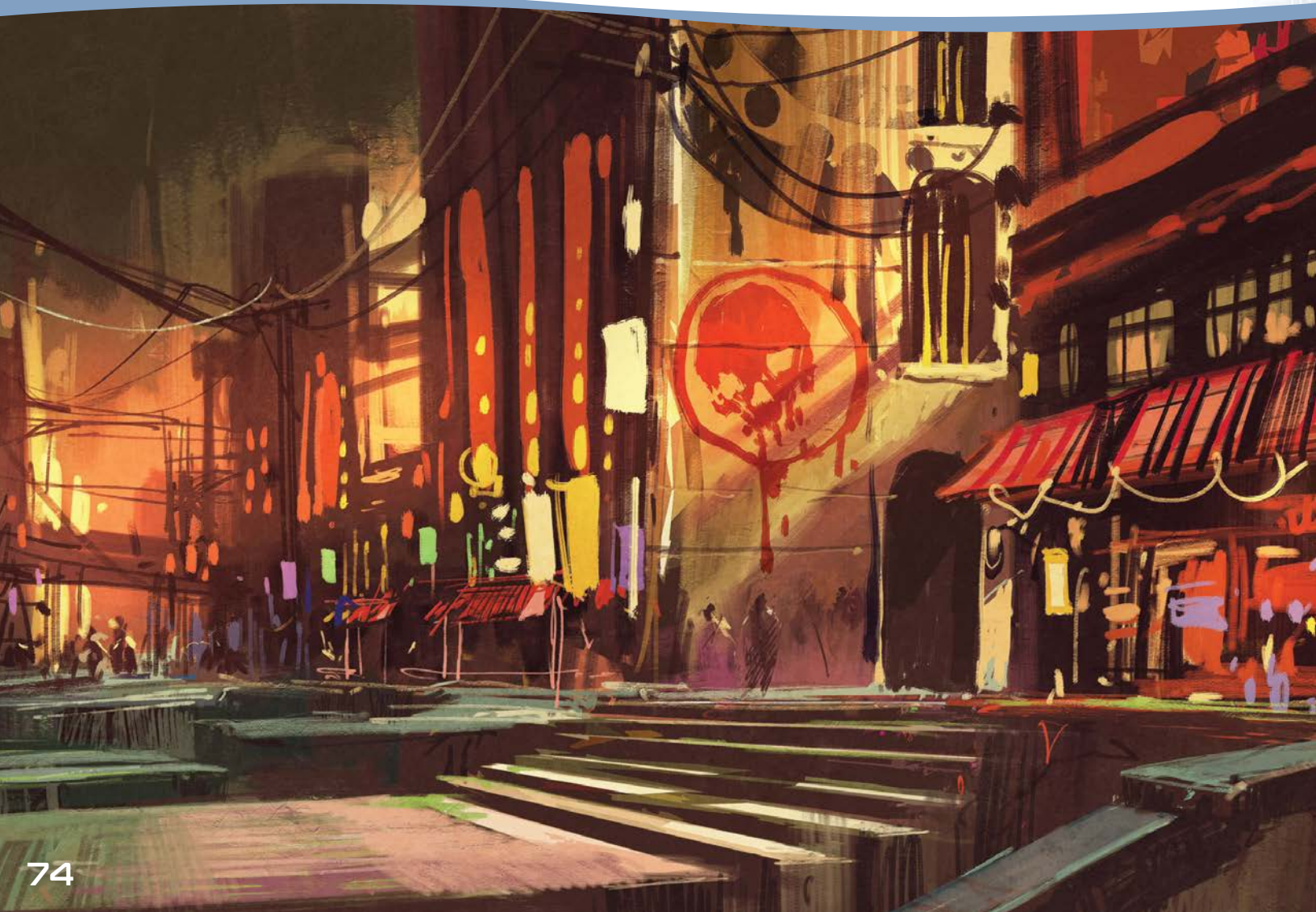
Between trips to lost worlds and battles against alien threats, characters need time to rest, recuperate, and prepare for their next adventure. Many characters also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned money.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

LIFESTYLE EXPENSES

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead a luxury lifestyle, it might be easier for you to influence the aristocrats of the city than if you live in poverty.



DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

CRAFTING

You can craft mundane items, including gear and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a weapons lab in order to craft a blade or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 50 cu, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 50 cu, you make progress every day in 50 cu increments until you reach the market value of the item. For example, a suit of power armor (market value 15,000 cu) takes 300 days to craft by yourself with just your tools alone.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place.

Each character contributes 50 cu worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of power armor in 100 days, at a total cost of 7,500 cu.

While crafting, you can maintain a modest lifestyle without having to pay the daily cost, or a comfortable lifestyle at half the normal cost.

Crafting using a factory or construction drones drastically decreases crafting times. These methods are covered in the **Master Technician's Guidebook**.

PRACTICING A PROFESSION

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 30 cu per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a corporation or public service, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a luxury lifestyle instead.

RECUPERATING

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into information you've gathered over the course of the campaign.

Research can include decoding encrypted datapads or hitting the streets to do some legwork or information gathering.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, piece of data, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 10 cu to cover your expenses. This cost is in addition to your normal lifestyle expenses.

TRAINING

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 10 cu per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

CHAPTER 9. COMBAT

Blazing gun battles, the clash of robotic metal on metal, the unstable burst of an esper's gravity wave—all of these things make up an exciting, tense, and dramatic sci-fi conflict.

This chapter covers the rules necessary for resolving combat for characters and threats. It is important to note that in this chapter, the term “you” refers to you as either the player or the GM, depending on which creature is being referenced. A player controls their character and any creature under their character's control. The GM controls all monsters and NPCs involved during the combat.

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, shots, parries, maneuvering, and cosmic powers. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP BY STEP

1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are, how far away and in what direction.
3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

SURPRISE

An expeditionary force sneaks into the back door of the compound to attack the enemy from behind. A kotatu creeps along the ledge, unnoticed by the characters until the beast leaps at one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the

opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

YOUR TURN

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the “Actions in Combat” section. Many class features and other abilities provide additional options for your action.

The “Movement and Position” section gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in “Actions in Combat.”

BONUS ACTIONS

Various class features, powers, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a specialist to take a bonus action. You can take a bonus action only when a special ability, power, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some special items always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to force open a stuck door or pull a docking release lever.

REACTIONS

Certain special abilities, powers, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of thing you can do in tandem with your movement and action.

- draw or holster a weapon
- open or close a door
- take an item out of your pack
- pick up a dropped pistol
- pick a glass up off of a table
- remove a ring from your finger
- stuff some food into your mouth
- place an antenna in the ground
- fish a few cubils from your pocket
- drink all the beer in a bottle
- throw a lever or a switch
- push a button
- bring up the display on a datapad
- extinguish a small flame
- put on a wig
- pull the hood of your coat up and over your head
- put your ear to a door
- kick a small rock
- place your hand on a palm scanner
- tap the floor with a stick
- hand an item to another character



BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a warrior who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because of a melder's kinesis talents, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Debris-filled corridors, moving conveyor belts, unstable turbolifts—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, broken ramps, snow, and toxic sludge are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl or use a power such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by an esper power, such as the flight talent.

MOVING IN ZERO GRAVITY

To move in zero gravity (referred to as "Zero-G"), you must be within 5 feet of a secured, solid surface and make a successful DC 10 Dexterity (Acrobatics) check. You move in a straight line at your character's full normal speed each round.

Stopping your move or changing your move direction requires you to be within 10 feet of a secured surface or a securely fastened item you can grab onto such as a beam or hatch handle. You must then spend a bonus action and succeed on a DC 10 Dexterity (Acrobatics) check. If you fail this check, you continue to move. If you encounter a secured, solid surface before your next turn, you crash into the surface and are considered prone until the end of your next turn.

The skill checks required for both moving and stopping may be made as passive checks if you are not involved in combat or other stressful situations.

OPPOSING FORCE WITH ANOTHER CREATURE

The GM may decide to allow creatures to propel themselves off of other creatures while in Zero-G. To achieve this, the character must use their attack action to shove a creature (see *Shoving a Creature*).

If the attack is successful, the attacker moves as defined by the rules for zero-gravity movement. The shoved creature also moves at their own speed in the opposite direction of the creature who shoved it. If the attack is unsuccessful, the attacker is considered prone until the end of their next turn.

If this maneuver is performed between two willing creatures, no skill checks are required and the action automatically succeeds.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

SIZE CATEGORIES

Size	Space
Tiny	2½ by 2½ feet.
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet or larger

SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium creature stands in a 5-foot-wide doorway, other creatures can't get through unless the creature lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

VARIANT: PLAYING ON A GRID

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

Squares. Each square on the grid represents 5 feet.

Speed. Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

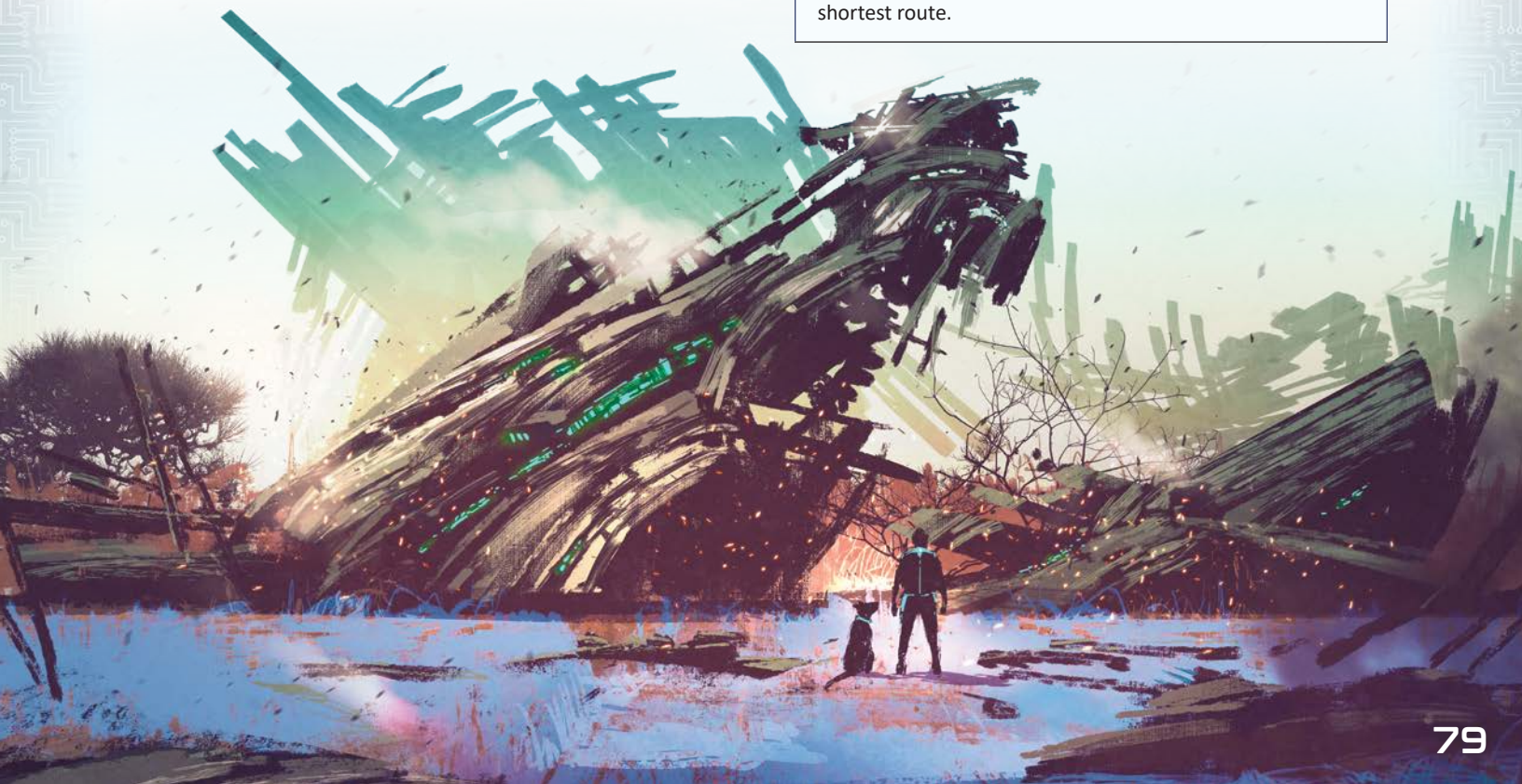
If you use a grid often, consider writing your speed in squares on your character sheet.

Entering a Square. To enter a square, you must have at least 1 square of movement left, even if the square is diagonally adjacent to the square you're in. (The rule for diagonal movement sacrifices realism for the sake of smooth play).

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

Corners. Diagonal movement can't cross the corner of a wall, large tree, or other terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.



ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are firing a gun, swinging a blade, or brawling with your fists.

With this action, you make one melee or ranged attack. See the “Making an Attack” section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the warrior, allow you to make more than one attack with this action.

USE AN ESPER POWER

Certain Espers, such as melder and engineers, as well as many monsters, have access to powers such as talents and techniques, and can use them to great effect in combat. Each power has an activation time, which specifies whether the esper must use an action, a reaction, minutes, or even hours to activate it. Using an esper power is, therefore, not necessarily an action. Most powers do have an activation time of 1 action, so an esper often uses his or her action in combat to activate such a power. Esper Powers and their use are detailed in Chapter 11.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving

throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the “Unseen Attackers and Targets” section.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include “If the raider steps on the vent, I'll pull the lever that opens it,” and “If the guard steps next to me, I move away.”

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready an esper power, you activate it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a power must have an activation time of 1 action, and holding onto the power's energy requires concentration (explained in Chapter 11). If your concentration is broken, the power fizzles out without taking effect. For example, if you are concentrating on the *celerity* talent and ready *distortion*, your *celerity* talent's effect ends, and if you take damage before you release *distortion* with your reaction, your concentration might be broken.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a pistol as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a power, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, powers, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some esper powers also require an attack roll. The ability modifier used for an esper power attack depends on the channeling or forging ability of the esper.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with an esper power.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a **critical hit**.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, using the *obfuscate* power, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

RANGED ATTACKS

When you make a ranged attack, you fire a gun, hurl a shuriken, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many esper powers also involve making a ranged attack.

RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with an esper power, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a gun or a bow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a power, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

FIREARM JAMMING

Whenever a natural 1 is rolled while attacking with a firearm, there is a 10% chance that it becomes **jammed**. Roll a d100 to determine the result. An action is required to clear the jam before the weapon may be used again.

On a roll of 01, the weapon is **completely jammed** requiring a successful DC 12 Dexterity check with *gunsmith's tools* before the weapon can be used again.

MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a club, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few esper powers also involve making a melee attack.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, headbutt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to $1 + \text{your Strength modifier}$. You are automatically proficient with your unarmed strikes.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making an attack with it.

GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.



COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a metal conduit that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a crate, a crack in a hatch door, or a thick tree trunk.

A target with total cover can't be targeted directly by an attack or an esper power, although some powers can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore strange sci-fi worlds. The thrust of a blade, a sharpshooter's bullet, or the crushing force from a *singularity* talent all have the potential to damage, or even kill, the hardiest of creatures.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

DAMAGE ROLLS

Each weapon, power, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Enhanced weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. An esper power tells you which dice to roll for damage and whether to add any modifiers.

If a power or other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a melder uses *singularity* or an engineer uses *incinerate*, the power's damage is rolled once for all creatures caught in the blast.

CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a combat knife, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the specialist's Deft Strike feature, you roll those dice twice as well.

DAMAGE TYPES

Different attacks, damaging powers, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Acid. The corrosive spray of a gorgontha's breath and the dissolving fluids secreted by a tar creeper deal acid damage.

Bludgeoning. Blunt force attacks—fists, falling, constriction, and the like—deal bludgeoning damage.

Cold. The unnatural chill radiating from a brumal velbast's claws and the frigid blast of a gale guard's *frost shot* deal cold damage.

Fire. Fire drakes breathe fire, and many esper powers produce flames to deal fire damage.

Force. Force is pure energy or energy manipulation focused into a damaging form. Most effects that deal force damage are esper powers, including *distortion* and *warp helix*.

Lightning. An electrical power surge and a melder's *lightning ball* talent deal lightning damage.

Necrotic. Necrotic damage, dealt by antimatter weapons and a techniques such as *trauma*, withers and destabilizes organic matter.

Piercing. Puncturing and impaling attacks, including bullets and monsters' bites, deal piercing damage.

Poison. Venomous stings and the toxic emissions from a gas grenade deal poison damage.

Psychic. Mental abilities such as an adept's *mind blast* deal psychic damage.

Radiant. Radiant damage, dealt by a laser beam or an engineer's *plasma blade*, sears the flesh like fire.

Slashing. Swords, axes, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound, such as the effect of the *sonic burst* talent, deals thunder damage.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also surrounded by an energy shield that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all elemental forms of damage, the damage of the fire is reduced by half against the creature, not reduced by three-quarters.

HEALING

Unless it results in death, damage isn't permanent. Even death is reversible through high-ranking esper powers. Rest can restore a creature's hit points, and alternate methods such as a *field salve* technique or a *healing ampoule* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, an engineer grants a hunter 8 hit points of healing. If the hunter has 14 current hit points and has a hit point maximum of 20, the hunter regains 6 hit points from the engineer, not 8.

A creature that has died can't regain hit points until powers such as the *revive* technique has restored it to life.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or

exceeds your hit point maximum.

For example, an engineer with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the engineer dies.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by powers and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

MONSTERS AND DEATH

Most GMs have a monster or threat die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some powers and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a power grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

VEHICLES IN COMBAT

A warrior racing toward battle on a motorcycle, a melder hurling energy blasts from the back of a huge beast, or a specialist weaving between buildings in a skyracer all

enjoy the benefits of speed and mobility that a vehicle or beast mount can provide.

BEAST MOUNTS

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

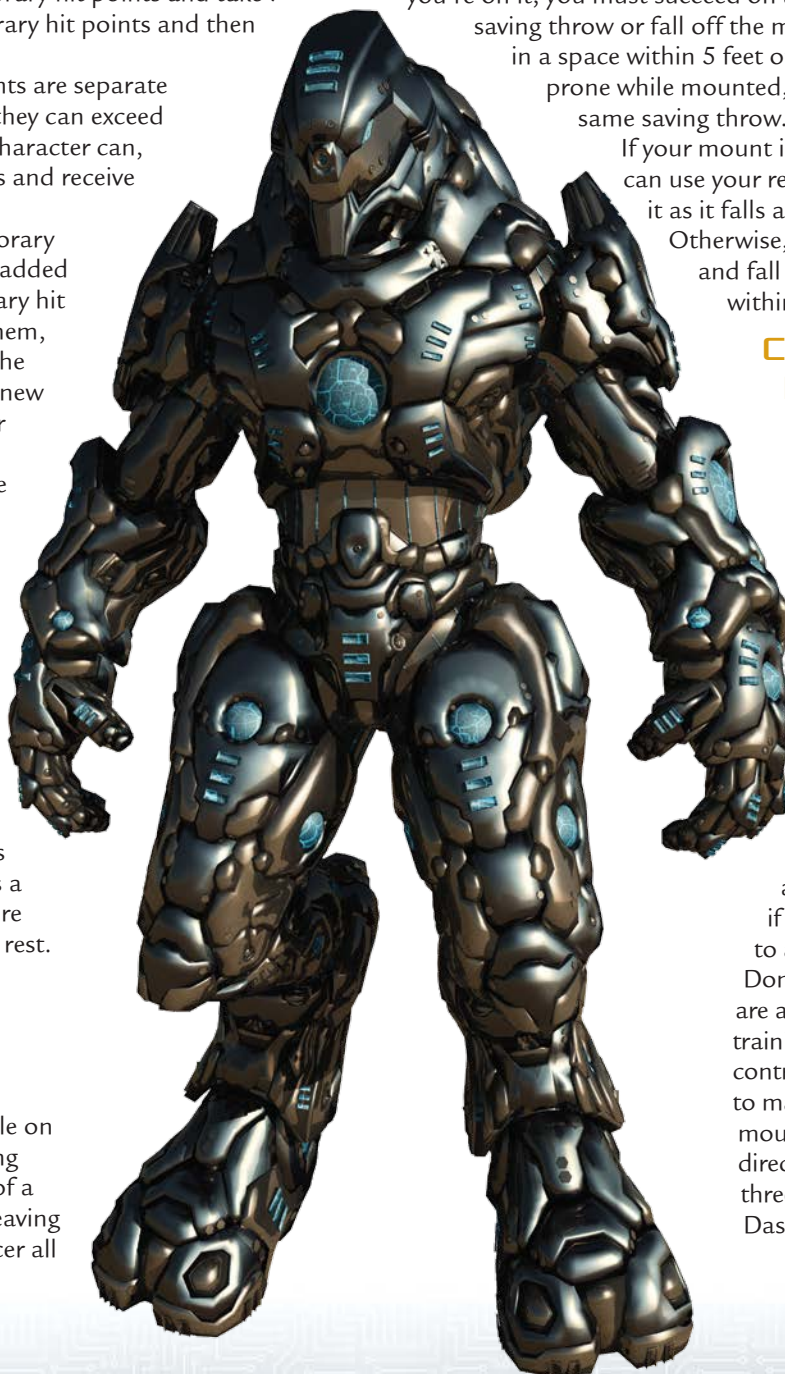
If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet.

Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as kotatu or a gryphus, act independently.

You can control a beast mount only if it has been trained to accept a rider. Domesticated animals are assumed to have such training. The initiative of a controlled beast changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and



Dodge. A controlled beast can move and act even on the turn that you mount it.

An independent beast mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the beast mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the beast mount provokes an opportunity attack while you're on it, the attacker can target you or the mount

PLANETARY VEHICLES

You may make attacks from a planetary vehicle or watercraft of large size or smaller. The Planetary Vehicles and Watercraft table provides some basic stats for some of the common vehicle types. They possess the following stats.

Base AC. Add the operator's Dexterity modifier to this number to determine the vehicle's armor class.

HP. The vehicle's hit points. If a vehicle's hit points are reduced to 0, a crash may occur (see Crashing).

Operating Speed. The speed required for you to turn and perform combat actions from a vehicle. A vehicle's normal speed is approximately 8-10 times this number.

Max Seating. This is the maximum number of passengers the vehicle may hold normally.

Immunities. All vehicles are immune to necrotic, poison, and psychic damage types. They are immune to all conditions with the exception of the invisible and prone conditions (see Appendix A).

PLANETARY VEHICLES AND WATERCRAFT

Item	Base AC	HP	Operating Speed	Max Seating
<i>Planetary</i>				
Bike (Ground)	12	25	70 ft.	2
Car	14	45	60 ft.	6
Hoverbike	12	20	70 ft.	2
Hovercar	15	40	50 ft.	5
<i>Watercraft</i>				
Jet Ski	13	30	60 ft.	2
Motorboat	14	50	50 ft.	6

GETTING IN AND OUT OF A VEHICLE

Once during your move, you can board a vehicle that is within 5 feet of you or disembark. Doing so costs an amount of movement equal to half your speed.

ATTACKING FROM A VEHICLE

If you are controlling a moving vehicle other than a beast mount, you suffer a disadvantage to all attack rolls made with non-vehicle weapons. In addition, after you make your attack roll, you must also make a DC 12 Dexterity check, adding your proficiency bonus if you are proficient

in the vehicle you are operating. If you fail this check, you lose control of your vehicle and cannot take any reactions until the end of your next turn.

If you are a passenger, you also suffer disadvantage on attack rolls with non-vehicle weapons unless you first spend your bonus action and succeed on a DC 12 Wisdom (Insight) check.

CONTROLLING A VEHICLE IN COMBAT

Your vehicle moves as you direct it. If your vehicle is reduced to 0 hp, or an effect moves your vehicle against your will, you must make a DC 10 Dexterity check with your vehicle proficiency to maintain control of the vehicle. If this check fails, your vehicle crashes (see Crashing). A vehicle whose hp is reduced to 0 can no longer move.

CRASHING

If you lose control of a vehicle and it is within 10 feet of the ground, you may abandon it by making a DC 10 Dexterity saving throw, landing prone in a space within 5 feet of it. If you fail the saving throw, you may still abandon the vehicle but you take 1d6 bludgeoning damage.

If you are still inside a vehicle when it crashes, you take bludgeoning damage as if you had fallen at a distance equal to the vehicle's operating speed. For example, if you are on a hoverbike that crashes, you take 4d6 bludgeoning damage (as if you had fallen 40 ft.).

FLYING VEHICLES

Any vehicle that is traveling more than 10 feet above the ground is considered to be flying. Both you and your vehicle are subject to the movement conditions of a flying creature, including falling damage from being knocked prone (see Flying Movement).

ADVANCED VEHICLE COMBAT RULES

As the Game Master, you may decide to use advanced combat options for vehicles, including vehicle facing arcs, speed, and maneuvers. These advanced rules are described in the **Core Manual**, and expanded even further in the **Master Technician's Guidebook**.

UNDERWATER COMBAT

When characters pursue a wave stalker back to their underwater lair, fight off sharks in a sunken vessel, or find themselves in a flooded corridor, they must fight in a challenging environment. The following combat rules apply when underwater.

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by esper powers) has disadvantage on the attack roll unless the weapon is a combat knife, shortblade, or a spear.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target

within normal range, the attack roll has disadvantage unless it is a weapon that is thrown like a javelin or spear.

Although most firearms have waterproof casings, they still do not function properly when submerged in more than a couple of feet of water. Only sorium powered pistols and rifles (which possess the Kinetic weapon property) can be effectively fired underwater. Attack rolls made with these weapons are still made at disadvantage and damage dealt by these weapons are halved.

Creatures and objects that are fully immersed in water have resistance to fire damage.

VARIANT: UNDERWATER WEAPONS

If you are running an adventure that largely takes place underwater, you may opt to provide specialized weapons and equipment allowed to function in that environment. For example, a harpoon gun can be a variant of a short rifle, using the same weapon stats. Another example would be a pressure powered needle gun as a variant of a light pistol.

These options may be used solely at the GM's discretion. Published EG adventures that deal with special environments provide their own rules and equipment for use.

ZERO-G COMBAT

Situations arise when the characters are on a derelict station with no artificial gravity or they must deal with a dangerous entity that has latched itself onto the ship's hull. Lack of sound, dulled perceptions, and limited freedom of movement can create complications. The following combat rules apply when in Zero-G.

ATTACKING IN ZERO-G

When making a melee weapon attack, a creature who is floating in Zero-G has disadvantage on their attack roll. If a creature is grappled, both the grappled creature and the creature that grappled it may make melee attacks on each other at no penalty.

A creature making a ranged weapon attack has disadvantage to their attack roll unless they are also holding onto a secured, solid object with their off-hand, such as a secured beam or a hatch handle.

The disadvantage penalty to both melee and ranged weapon attacks may also be offset while wearing specialized gear, such as mag-boots, or while under the effect of an esper power that grants control over gravity, such as the *flight* talent.

OTHER ACTIONS IN ZERO-G

Making a melee weapon attack while you are moving in Zero-G does not stop your movement. Making a ranged weapon attack does not stop your movement unless you are using a weapon with the Kinetic property. If you fire one of these weapons while moving or floating in Zero-G, you move at your normal rate in the opposite direction of your intended target, regardless of whether or not the attack was successful (see Movement in Zero Gravity).

You may not use the Dash, Disengage, or Dodge actions. Moving past another creature does not provoke opportunity attacks.

Any attack or esper power that produces fire or deals fire damage automatically fails.



CHAPTER 10.

STARSHIPS AND SPACE TRAVEL

Blasting off into the stars, hopping between galaxies, and braving the exotic dangers of the infinite expanse, all of these are examples of heroic adventures aboard a starship, and are a fundamental part of any sci-fi universe.

Vehicles are fairly commonplace in the Silrayne Arc ranging from hoverbikes to capital starships. Anyone can operate most planetary vehicles and a handful are truly skilled at controlling them under duress. Spacecraft, however, are a bit more complex, requiring specialized training in order to control them without disastrous consequences.

GALACTIC SPACE TRAVEL

Traversing from planet to planet in short spans of time has allowed each of the systems within the Silrayne Arc to become involved in exploration, galactic trade, and extraordinary societal advancements. Much of what space travel today is centered around the mysterious power generated by the Crucibles.

THE CRUCIBLES

Scattered across a multitude of star systems, the Crucibles are remnants of an age that predates any in known history. Often the size of small moons, no Crucible is identical to another, but they do share similarities. Each one is generally spherical. Their surfaces are most often metallic in appearance but feel organic in texture.

Below the surface, there are long branches of tunnels leading into the core, where a material only known as sorium can be harvested. Sorium is a material without classification. It's chemical makeup constantly shifts, can be identified as any element, and can be made to change molecular states with focus and concentration. The primary aspect of sorium is that it's a raw energy source that may be used to power any device adapted to function with it. Anything from a light fixture to a battle cruiser may use its power source.

SORIUM STARDRIVES

With the discovery of Crucibles, their infinite energy source was adapted into the existing technology used for space travel. The results would become the prototype of what is known today as the **Sorium Stardrive**. These devices are the core of most ships that travel between the planets of the Silrayne Arc and beyond.

Each stardrive is capable of achieving speeds that are faster than light (referred to as FTL speeds), allowing travel between planets in a matter of minutes. Sorium stardrives, like the Crucibles themselves, have their own

rules when it comes to the laws of physics. Traveling at FTL speeds while using a stardrive are possible without causing time dilation or other anomalies of space-time.

TRAVEL BETWEEN SYSTEMS

If any ship with a stardrive comes within 500 miles of a crucible, the drive's core can link with the core of the Crucible to execute a **System Jump**, which more commonly referred to simply as a "Jump" when onboard a ship. Executing a system jump allows the ship to instantly transport itself and everything onboard to another Crucible in a different star system.

Experts and scholars have come to describe the process of a system jump as a "space fold" or two points in ever-expanding space-time folded upon each other.

TRAVEL SPEEDS

Aside from system jumps, movement in space is separated into three different categories. **Standard** travel speed for most starships is approximately 500 million miles per hour. To put that in perspective, that would allow travel from the Earth to the Sun in less than 12 minutes, while being able to reach the edge of Earth's solar system in a approximately 16 hours.

Ships equipped with a stardrive can increase to **FTL** speeds, able to travel approximately 5 light years in a 24 hour period for smaller freighters and transports, and up to 10 light years in a 24 hour period for starcruisers and capital ships. Ships at these speeds can move between planets within a star system in a matter of minutes, while traveling between local systems could take between a half a day to a few days.

Lastly, ships in combat slow down to their **intercept** speed, which is measured in 50-foot increments known as **units**.

RECHARGING STARDRIVES

A stardrive can run at full power and maintain a ship's maximum speed for up to 5 days before needing a 24 hour period for the sorium within the engine to replenish itself. Executing a system jump drains approximately 1 day's worth of travel at full speed.

SHIP TYPES

There are two main types of ships in Esper Genesis: **starships** and **capital ships**. Starships can have crews of anywhere from one to eight depending on their size and capabilities, while capital ships can easily have operating crews of up to 50 or more, often carrying other starships within their hangar bays.

SHIP SIZES

Much like creatures and planetary craft, starships have their own size categories, each larger size taking up a greater amount of space. Starships range from solitary to large size, while capital ships range in sizes from huge to colossal.

STARSHIP SIZE CATEGORIES

Size	Maximum Space (in Units)	Examples
Solitary	½ by ½.	Escape pod, transport tube
Small	1 by 1	Small starfighter
Medium	1 by 1	Starfighter, shuttlecraft, light freighter
Large	2 by 2	Heavy freighter, transport
Huge	10 by 10	Mining ship, battle cruiser, medical ship
Massive	50 by 50	Capital warship, Environmental transport
Colossal	100 by 100+	City ship, Starbase

VEHICLE PROFICIENCY

Regardless of type, a Vehicle (Space) proficiency is required to properly operate any ships larger than a single-person craft. Any attempt to do so without being proficient will suffer a disadvantage to any ability checks made to operate the ship.

STARSHIP COMBAT

Starships use special systems in order to resolve combat. The following rules are used for starships only. Rules for combat between capital ships are described in the **Core Manual**.

TIME AND MOVEMENT

Space combat is measured in **rounds** in the same manner in which it is resolved between creatures and monsters. There are two modes of ship operation: **single-person** and **multi-person**. A character in a single-person ship will handle all maneuvers during combat. In a multi-person ship, a group of characters is referred to as a **crew**. Movement in a multi-person ship is performed by the pilot, while combat actions are available to everyone in the crew. If using a grid, **one square is equal to 50 units**.

THREE DIMENSIONAL MOVEMENT

Unless otherwise noted, ships in combat remain close enough to each other laterally to not adversely affect the distance between them. If combat is being resolved on a grid, due to the addition of the third dimension, the GM may allow starships the ability to occupy the same space.

INITIATIVE

Similar to normal combat, Initiative is modified by the Dexterity of the pilot. Since a ship's crew operates in unison, initiative is calculated as a single roll using the pilot's dexterity bonus, then the crew decides the order in which each character performs maneuvers. This initiative roll may also be modified by the technician in combat (see Technician Maneuvers).

ROLES AND MANEUVERS

A ship has up to three primary assignments that allow for full operation of its systems. They are the **pilot**, **gunner**, and **technician**. Most small ships and fighters usually have one person sometimes assisted by their ship's drone to perform all three roles. Unless specified, each combat maneuver takes an action.

COMBAT PILOTING

During a conflict, a pilot may call upon a number of maneuvers in order to make sure their ship doesn't end up as scrap, especially with them inside. When a maneuver calls for a Piloting maneuver roll, it is calculated as follows:

Piloting maneuver roll = d20 + your proficiency score (if applicable) + your Dexterity bonus.

When maneuvers are performed, it is often against the maneuver defense of the opposing pilot. Your maneuver defense is calculated as follows:

Maneuver Defense = 8 + your proficiency score (if applicable) + your Wisdom bonus.

MANEUVER SAVING THROWS

Maneuvers may require a target or crewmember to make a saving throw to avoid the maneuver's effects. The DC for this saving throw is calculated as follows:

Maneuver Save DC = 8 + your proficiency score (if applicable) + your Dexterity bonus.

SYSTEM SHOCK

When a ship takes a critical hit, the target's technician must make an Intelligence saving throw versus the attacker's Maneuver save DC. If failed, the ship's systems are affected and the target is at a disadvantage to attack rolls and saves until the end of their next turn.

PILOT MANEUVERS

The pilot can perform the following maneuvers in combat.

DOG FIGHT

You attempt to sync with the enemy's flight pattern to gain a steady target for the ship's weapons. Make a Piloting maneuver roll versus the opponent's Maneuver

defense. If successful, the ship's gunners gain advantage to their attack rolls. The effect of this maneuver lasts until the start of your next turn.

However, attack rolls made against your ship are also at an advantage unless the technician can modify the shields by making an Intelligence saving throw versus your Piloting save DC.

This may also be used to negate the effect an enemy's "Evasive Action" maneuver. If used in this method, both effects simply cancel each other out with no bonuses or penalties applied to either side.

EVASIVE ACTION

You drastically alter your flight pattern to confuse the enemy targeting systems. Make a Piloting maneuver roll versus the opponent's Maneuver defense. If the pilot is evading multiple enemies, the roll is made against the opponent with the highest Maneuver Defense. If the pilot wins the contest, attack rolls against your ship are made at a disadvantage.

However, your ship's gunners are also at a disadvantage to all attack rolls unless they make a successful Wisdom saving throw versus your Maneuver save DC.

This may also be used to negate the effect an enemy's "Dog Fight" maneuver. If used in this method, both effects simply cancel each other out with no bonuses or penalties applied to either side.

FEINTED STUNT

This maneuver can only be used in the midst of debris or in combat with multiple ships. The pilot attempts a risky turn while close to an obstacle such as a wall or piece of debris. Make a Piloting maneuver roll versus an opponent's Maneuver defense. If successful, the target will be at a disadvantage to attack rolls made against you unless they succeed on a Dexterity saving throw versus your Piloting save DC. This effect lasts until the end of the target's next turn. If the target chooses to not pursue, they do not need to make the saving throw and will automatically suffer the disadvantage penalty.

If any roll made by you or your opponent results in a natural 1 or 2, the ship involved in the resulting failure will collide with the obstacle and suffer 3d6 bludgeoning damage.

GUNNER MANEUVERS

A ship's gunner may perform the following maneuvers.

FIRE WEAPON

Similar to ranged combat, make a ranged attack roll using your Dexterity modifier versus the target's Armor Class. The weapon's damage is listed in the ship's stat block.

FOCUSED AIM

You focus your attention on a single target and take extra time in attempt to increase the effectiveness of your attack. Choose a single target and spend one action to perform this maneuver. Your next attack on this target is

made with advantage. In addition, a roll of a natural 19 or 20 will result in a critical hit.

TARGET SYSTEMS

You attempt to damage or disable one of the operating systems of another ship. Make a ranged weapon attack. On a hit, you inflict half the weapon's damage and the target ship's technician must make an Intelligence saving throw against your Maneuver save DC. If the save is not successful, the target also suffers system damage, which is determined by the following table. The effect from the system damage lasts until the end of the target's next turn.

TARGET SYSTEMS TABLE

d10 Roll	System Affected
1	Guidance. The target's speed is reduced by half and they are at disadvantage to all piloting maneuver checks and saves.
2-6	Defense. The target's AC and Maneuver defense are both reduced by a d4.
7-8	Weapons. The target is at a disadvantage to all attack rolls made with the ship's weapons.
10	Electrical. The target ship may only perform maneuvers from one of the three assigned roles.

TECHNICIAN MANEUVERS

A technician performs the following maneuvers.

POWER BOOST

You divert power from non-essential systems to boost one of the ship's systems. Make a DC 14 Wisdom (Mechanics) check. If successful, you may either increase the ship's speed by half until the start of your next turn, or you grant a bonus to the next maneuver roll made by the pilot or gunner. The bonus is equal to 1d4 plus your Wisdom modifier.

IMPROVED SENSORS

You may boost the ship's targeting sensors and make an Intelligence (Astrophysics) check against an opponent's Maneuver Defense. On a success, the next weapon attack made by your ship gains advantage to the roll.

JURY RIG

You do a quick patch on systems that may have been damaged during combat. Make a DC 14 Wisdom (Mechanics) check. If successful, the ship will recover a number of hull points equal to 1d4 + your Wisdom modifier. This ability can only be used twice. Any additional damage must be repaired while docked.

SENSOR JAMMING

You attempt to jam the enemy's targeting system. Make an Intelligence (Computers) check versus an opponent's Maneuver Defense. On a hit, the target's next attack roll is made at a disadvantage.

SHIP STATISTICS

A ship's statistics, referred to as a ship's stat block, provide the necessary information for resolving ship operation and combat.

CREW MODIFIERS

The expertise of a ship's crew is just as important to the ship's performance as the ship itself. Some of the entries in a ship's stat block, such as AC and hull points, has base values whose final totals are dependent upon the personal ability modifiers of the crewmember in the specified role (see Calculating Final Statistics).

STAT BLOCK DESCRIPTIONS

These are the most commonly found in a ship's stat block.

ARMOR CLASS

A vehicle's hull has armor and a durable frame that make up the vehicle's base Armor Class, which is modified by the pilot's Dexterity bonus.

Maneuverability. The ship's ability to take dive, turn, and take quick evasive maneuvers. This becomes a bonus to the ship's Armor Class.

MIN (MAX) CREW

Maximum number of crew stations available. There can be only one pilot, but other roles may be divided between members.

HULL DICE

Mostly used for construction purposes, these represent the base value upon which the ship's frame is constructed. Hull Dice are covered in detail in the **Core Manual**.

HULL POINTS

The same as hit points for a character or monster, hull points represent the amount of damage a vehicle can sustain. A vehicle that drops to 0 hit points is destroyed.

Base Hull Points. The amount of hp the ship has before the defense modifier is applied.

Defense Modifier. Representing the ship's shields and countermeasures, this bonus is added to a vehicle's hp for each hit die it has. It is equal to the technician's intelligence bonus.



HULL POINTS VERSUS HIT POINTS

Starship defenses include fortified frames, polarized plating, and energy shields, all of which make them fairly resistant to attacks from handheld weapons. If it becomes necessary to calculate a ship's durability in creature terms, multiply the hull points by 10, and add resistance to slashing, piercing, and bludgeoning damage.

STRUCTURAL INTEGRITY

A measure of how much overall damage a ship can take before internal systems are affected. SI is covered in the **Core Manual**.

SPEED

How far a ship can move on its turn measured in units. For ease of play, all vehicles are able to operate at all angles during movement, much like normal melee and ranged combat.

WEAPON SYSTEMS

These are the available weapons aboard the ship. The quantity column shows the number of weapons stations available with that weapon type. A weapon station may be assigned to only a single crewmember and may not be used more than once per turn.

DEFENSE SYSTEMS

These are individual to each ship. They are often reactions that can be taken during combat by one of the ship's crewmembers.

ENEMY STATISTICS

While characters have base values for their ships, enemy ships have set values with their crew bonuses already incorporated into their stats.

PILOTING BONUS

This is an enemy ship's bonus to flight and attack maneuvers. It is usually equal to the pilot's dexterity bonus.

SAVING THROWS

This enemy stat is the ship's saving throw modifiers used when countering maneuvers in combat.

SKILLS

The enemy technician's skills for use in combat will be listed here.

MANEUVER DEFENSE

The pilot's ability to defend against enemy crew maneuvers (see Roles and Maneuvers)

MANEUVER SAVE DC

The crew's ability to avoid the effects of maneuvers (see Roles and Maneuvers)

ACTIONS

The ship's weapons and defense systems, as well as any additional effects.

CALCULATING SHIP STATS

When putting together the stats for a character run ship, you must first assign characters to ship's roles. The stats are then calculated using those characters' ability modifiers.

ARMOR CLASS

A ship's armor class is calculated as follows.

Ship's AC = Base AC + maneuverability + Pilot's dexterity modifier

For example, if a ship has a base armor class of 8 and a maneuverability of +2, and a pilot with a 16 dexterity (which provides a modifier of +3), then the ship has a total armor class of 13 (calculated as 8 + 2 + 3)

HULL POINTS

A ship's maximum hull points are calculated as follows.

Max HP = Base HP + (defense modifier x technician's intelligence modifier)

For example, if a ship has 9 base hull points, a defense modifier of 2, and a technician with an intelligence of 15 (which provides a +2 modifier), the ship has a maximum hp total of 13 (calculated as 9 + [2 x 2]).

If instead, the technician had an intelligence of 16 (which provides a +3 modifier), the ship's maximum hp total would increase to 15 (calculated as 9 + [2 x 3]).

WEAPON SYSTEMS

Only the base damage is provided for a ship's weapons. Much like all other ranged weapons, the gunner's dexterity modifier is used for attack and damage roll bonuses. An autocannon (1d6 base damage) used by a gunner with a 15 dexterity would deal 1d6+2 piercing damage.

SAMPLE PLAYER SHIPS

The following are some generic stat blocks for character operated starships. Specific ship types, stats, and rules for repair and construction are provided in the **Core Manual** and expanded in the **Master Technician's Guidebook**

STARFIGHTER

Size: Medium

Base Armor Class: 8

Maneuverability: + 2 (+ Pilot's Dex bonus for total AC)

Hull Dice: 2d8

Base Hull Points: 9

Defense Mod: 2 (x Technician's Int Mod for HP bonus)

Max Crew: 2 (1 pilot, 1 gunner)

Speed: 30

WEAPON SYSTEMS

Weapon	Qty.	Range	Damage
Autocannon	1	60/120	1d6 piercing

LIGHT FREIGHTER

Size: Medium

Base Armor Class: 10

Maneuverability: + 2 (+ Pilot's Dex bonus for total AC)

Hull Dice: 5d8

Base Hull Points: 22

Defense Mod: 5 (x Technician's Int Mod for HP bonus)

Max Crew: 4 (1 pilot, 1 technician, 2 gunners)

Speed: 25

WEAPON SYSTEMS

Weapon	Qty.	Range	Damage
Dual Cannons	2	80/160	1d8 piercing

HEAVY FREIGHTER

Size: Large

Base Armor Class: 12

Maneuverability: + 1 (+ Pilot's Dex bonus for total AC)

Hull Dice: 8d10

Base Hull Points: 44

Defense Mod: 6 (x Technician's Int Mod for HP bonus)

Max Crew: 4 (1 pilot, 1 technician, 2 gunners)

Speed: 30

WEAPON SYSTEMS

Weapon	Qty.	Range	Damage
Dual Cannons	2	80/160	1d6 piercing

DEFENSE SYSTEMS

Directional Barrier. Once per turn, a technician can spend a bonus action to increase the ship's AC by 2 against a single attack that would hit it.



ENEMY STAT BLOCKS

The following are some generic stat blocks for NPC or enemy operated ships.

SMALL STARFIGHTER

Size: Small

Armor Class: 12

Hull Points: 11 (2d6 + 4)

Piloting Bonus: +1

Speed: 30

MODIFIERS

Saving Throws: Intelligence +2

Skills: Astrophysics +2, Mechanics +2

Maneuver Defense: 10

Maneuver Save DC: 11

ACTIONS

Autocannon. *Ranged Weapon Attack:* +3 to hit, range 60/120. *Hit:* 4 (1d6 + 1) piercing damage.

STARFIGHTER

Size: Medium

Armor Class: 13

Hull Points: 15 (2d8 + 6)

Piloting Bonus: +2

Speed: 30

MODIFIERS

Saving Throws: Intelligence +2, Wisdom +1

Skills: Astrophysics +4, Mechanics +3

Maneuver Defense: 11

Maneuver Save DC: 12

ACTIONS

Autocannon. *Ranged Weapon Attack:* +3 to hit, range 60/120. *Hit:* 5 (1d6 + 2) piercing damage.

STRIKER

Size: Medium

Armor Class: 11

Hull Points: 32 (5d8 + 10)

Piloting Bonus: +1

Speed: 30

MODIFIERS

Saving Throws: Intelligence +2, Wisdom +4

Skills: Astrophysics +2, Mechanics +4

Maneuver Defense: 12

Maneuver Save DC: 11

ACTIONS

Multiattack. The striker makes two attacks with its dual cannons.

Dual Cannons. *Ranged Weapon Attack:* +4 to hit, range 80/160. *Hit:* 5 (1d6 + 2) piercing damage

Missile. *Ranged Weapon Attack:* +4 to hit, range 90/270. *Hit:* 5 (1d10) force damage.

HEAVY BOMBER

Size: Large

Armor Class: 16

Hull Points: 27 (5d8 + 5)

Piloting Bonus: +2

Speed: 30

MODIFIERS

Saving Throws: Intelligence +3, Wisdom +4

Skills: Astrophysics +4, Mechanics +2

Maneuver Defense: 12

Maneuver Save DC: 12

ACTIONS

Multiattack. The striker makes two attacks with its dual cannons.

Quad Cannon. *Ranged Weapon Attack:* +4 to hit, range 50/150. *Hit:* 11 (2d8 + 2) piercing damage

High-EX Missiles. *Ranged Weapon Attack:* +4 to hit, range 90/270. *Hit:* 10 (3d6) force damage. On a successful hit, each ship within 10 units of the target must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) radiant damage.

CHAPTER 11. ESPER POWERS

Drawing from the infinite cosmic powers of the Crucibles, the extraordinary nature of the espers allow them to harness these forces and unleash them to produce a variety of astonishing effects.

This chapter provides rules for using esper powers. Different classes, monsters, and other creatures with esper powers have different methods for their use and activation.

TALENTS AND TECHNIQUES

Depending on the specialization of the esper, their powers are wielded in two different forms.

Talents are powers designed through a direct manipulation of energy, often channeled directly through the esper's own body. Though versatile and powerful, they also present their own risks. Melders and Adepts use talents for their powers.

Techniques are practiced methods of energy manipulation, most often involving an item, weapon, or an internal implant made from sorium, with the ability to convert energy or matter into a specific form. Engineers and Hunters use techniques for their powers.

Both of these types of powers are capable of shaping the fabric of reality, producing damaging effects, regenerative capabilities, gravity and elemental control, and instant construction of robots and constructs.

There are an infinite number of combinations for powers, many of them having yet to be discovered. Some believe the espers are evolving, becoming more capable of tapping even greater potential within themselves. Others believe the secrets lie within the mysterious Crucibles, which have yet to be fully understood.

TALENT USE WHILE WEARING ARMOR

Because of the mental focus and physical strain required for channeling talents, you must be proficient with the armor you are wearing to activate the talent. Without this familiarity, your armor causes too much interference with the flow of cosmic energy.

POWER RANKS

Each power has a rank ranging from 0 to 5. A power's rank is a general indicator of how powerful it is, with the lowly (but still impressive) *distortion* at Rank 1, and the devastating *warp helix* at rank 5. Primes—simple but effective powers that characters can use instinctively—are considered to have a rank of 0. The higher a power's rank, the higher level an esper must be to use that power.

Power rank and character level don't correspond directly. Typically, a character has to be at least 9th level, not 5th level, to use a rank 5 power.

KNOWN AND PREPARED POWERS

Before an esper can use a power, he or she must be practiced in its use. Where talents can be called upon directly, techniques need to be planned out in advance. Talents users, such as melder, have their powers already fixed in their minds, calling upon them when needed. Engineers, however, undergo a process of preparing techniques. This process varies for different classes, as detailed in their descriptions.



In every case, the number of powers an esper can have fixed in mind at any given time depends on the character's level

NUMBER OF AVAILABLE POWERS

Regardless of how many powers an esper knows or prepares, he or she can use only a limited number of powers before resting. Manipulating the fabric of reality is physically and mentally taxing, and higher rank powers are even more so. Thus, each power-using class's description includes a table showing how often characters can use their powers at each character level. For example, the 3rd-level engineer Ellsia has four rank 1 tech slots and two rank 2 tech slots.

Talents and techniques each use a specific method for determining the number of powers available for use.

TALENT POINTS

Talent users are espers that channel energy directly into their bodies in order to activate their powers. Each of these espers has a pool of **talent points**. These points represent how much energy an esper can channel through their body before they become weary and require rest. The number of talent points a character has available is

dependent on their class level. The character's level also determines the maximum power rank available to them.

Each talent has a point cost. The esper must expend the cost in talent points in order to activate and use the power. Higher rank powers require more talent points to activate. The Talent Point Cost table lists the amount of points necessary for each talent rank. The cost for each rank is also listed under the heading of each list of talents for that rank. Prime Talents don't require any talent points to activate.

Finishing a long rest restores any expended talent points.

TALENT POINT COST

Talent Rank	Point Cost
1	2
2	3
3	5
4	6
5	7



LIMIT BREACH: GOING BELOW ZERO

At the GM's discretion, an esper may be allowed to draw additional points to fuel a talent that has a higher point cost than the amount of points he or she has remaining. This is referred to amongst espers as a **limit breach**. For example, if Toren, a 3rd level melder, wanted to use a rank 2 talent with only 2 talent points remaining, he could draw the additional point by performing a limit breach.

A limit breach cannot be used for a talent with a rank higher than an esper's maximum talent rank, nor can it be for a talent which the esper would not normally be able to use.

Each time a limit breach is attempted, the esper must first make a Constitution saving throw with a DC equal to 10 plus the rank of the talent being used. If successful, the talent can be used immediately within the same action.

On a failed save,, the talent fails. In addition, the esper loses all remaining talent points and suffers one point of exhaustion.

A limit breach can be used twice in a 24 hour period. Both uses return after the esper finishes a long rest.

TECH SLOTS

When a character uses a technique, he or she expends a slot of that technique's rank or higher, effectively "filling" a slot with the power. You can think of a tech slot as a groove of a certain size—small for a rank 1 slot, larger for a higher rank technique. A rank 1 technique fits into a slot of any size, but a rank 5 technique fits only in a rank 5 slot. So when Ellsia activates *laser blast*, a rank 1 technique, she spends one of her four rank 1 tech slots and has three remaining.

Finishing a long rest restores any expended power slots.

Some characters and monsters have special abilities that let them activate techniques without using power slots. Each of these are specified under the character's class or the monster's stat block.

INCREASING A POWER'S RANK

Certain esper powers can be used at a higher rank than normal. This is dependent on the type of power being used.

Techniques. When an esper uses a technique using a tech slot that is of a higher level than the technique, the technique assumes the higher rank during its use. For instance, if Ellsia uses *laser blast* (normally a rank 1 technique) using one of her rank 2 slots, that *laser blast* is now rank 2. Effectively, the technique expands to fill the slot it is put into.

Talents. Similarly, when an esper wishes to increase the rank of a talent, he or she spends the amount of points required for the increased rank. For examples, if Toren uses *fire lance* and instead spends 3 talent points to activate it, that *fire lance* is now rank 2. Using additional points to increase may also be subject to the rules for performing a limit breach (see Limit Breach: Going Below Zero).

PRIME

A prime is a power that can be activated at will, without using a tech slot or talent points, and without being prepared in advance. Repeated practice has fixed the power in the esper's mind and infused the esper with the energy needed to produce the effect over and over. A prime's power rank is 0.

Conventional Powers

Certain powers have a special tag: conventional. Such a power can be activated following the normal rules for activating powers or the power can be activated conventionally. The conventional version of a power takes 10 minutes longer to activate than normal. It also doesn't expend a talent points or a tech slot, which means the conventional version of a power can't be used at a higher rank.

To use a power conventionally, an esper must have a feature that grants the ability to do so. The engineer, for example, has such a feature. The esper must also have the power prepared or on his or her list of powers known, unless the character's conventional power feature specifies otherwise.

USING POWERS

When a character uses any power, the same basic rules are followed, regardless of the character's class or the power's effects.

Each power's description begins with a block of information, including the power's name, level, discipline (if a talent), activation time, range, and duration. The rest of a power's entry describes the power's effect.

ACTIVATION TIME

Most powers require a single action to activate, but some powers require a bonus action, a reaction, or much more time to activate.

BONUS ACTION

A power used with a bonus action is especially swift. You must use a bonus action on your turn to activate the power, provided that you haven't already taken a bonus action this turn. You can't use another power during the same turn, except for a prime with an activation time of 1 action.

REACTIONS

Some powers can be used as reactions. These powers take a fraction of a second to bring about and are activated in response to some event. If a power can be used as a reaction, the power's description tells you exactly when you can do so.

LONGER ACTIVATION TIMES

Certain powers (including powers used conventionally) require more time to activate: minutes or even hours. When you use a power with a activation time longer than

a single action or reaction, you must spend your action each turn to use the power, and you must maintain your concentration while you do so (see “Concentration” below). If your concentration is broken, the power fails, but you don’t expend a tech slot or talent points. If you want to try using the power again, you must start over.

RANGE

The target of a power must be within the power’s range. For a power like *distortion*, the target is a creature. For a power like *impact zone*, the target is the point in space where the explosion erupts.

Most powers have ranges expressed in feet. Some powers can target only a creature (including you) within your reach. Other powers, such as the *aegis* power, affect only you. These powers have a range of “Self”.

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power’s effect must be you (see “Areas of Effect”).

Once a power is used, its effects aren’t limited by its range, unless the power’s description says otherwise.

DURATION

A power’s duration is the length of time the power persists. A duration can be expressed in rounds, minutes, hours, or even years. Some powers specify that their effects last until the powers are dipowered or destroyed.

INSTANTANEOUS

Many powers are instantaneous. The power harms, heals, creates, or alters a creature or an object in a way that can’t be dipowered, because its energy exists only for an instant.

CONCENTRATION

Some powers require you to maintain concentration in order to keep their effects active. If you lose concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in its Duration entry, and the power specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn’t interfere with concentration. The following factors can break concentration:

- **Using another power that requires concentration.** You lose concentration on a power if you use another power that requires concentration. You can’t concentrate on two powers at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a power, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as a bullet and a grenade, you make a separate saving throw for each source of damage.

- **Being incapacitated or killed.** You lose concentration on a power if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as sparks and debris falling around you while you’re in a collapsing corridor, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a power.

TARGETS

A typical power requires you to pick one or more targets to be affected by the power’s effect. A power’s description tells you whether the power targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a power has a perceptible effect, a creature might not know it was targeted by a power at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature’s thoughts, typically goes unnoticed, unless a power says otherwise.

A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can’t be behind total cover.

If you place an area of effect at a point that you can’t see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

TARGETING YOURSELF

If a power targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a power you activated, you can target yourself.

AREAS OF EFFECT

Powers such as *concussive force* and *warp helix* cover an area, allowing them to affect multiple creatures at once.

A power’s description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the power’s energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or an object.

A power’s effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn’t included in the power’s area. To block one of these imaginary lines, an obstruction must provide total cover.

CONE

A cone extends in a direction you choose from its point of origin. A cone’s width at a given point along its length is equal to that point’s distance from the point of origin. A

cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the power description. The circle must either be on the ground or at the height of the power effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The power's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers equals $8 + \text{your esper (channeling or forging) ability modifier} + \text{your proficiency bonus} + \text{your special modifiers}$.

ATTACK ROLLS

Some powers require the esper to make an attack roll to determine whether the power effect hits the intended target. Your attack bonus with a power attack equals $\text{your esper (channeling or forging) ability modifier} + \text{your proficiency bonus}$.

Most powers that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.



TALENT DISCIPLINES

Talents are often grouped into five categories often referred to as disciplines. These categories are based off of the type of energy called upon by the talent as well as their intended effects.

Though having no rules of their own disciplines help to describe the nature of the talent, and are sometimes referred to in special circumstances.

Alteration talents focus on modifying and shaping existing matter into a different physical form. The art is sometimes referred to as “mattersmithing”.

Clairement talents expand and heighten the senses to reveal hidden objects or information, whether they be physical in form or metaphysical in nature.

Elemental talents shape and mold the basic elements common throughout the galaxy - fire, water, air, earth, and all of their variations.

Kinesis talents focus manipulating the forces of gravity, as well as generating or limiting forces of movement.

Metaphase talents deal with warping and shaping space-time, often to instantly shift the position of people, objects, or forms of matter.

Psychogenic talents are powers of the mind, allowing an esper to access and affect the thoughts and emotions of those around them.

COMBINING POWER EFFECTS

The effects of different powers add together while the durations of those powers overlap. The effects of the same power used multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those powers applies while their durations overlap.

For example, if two engineers use *sensory boost* on the same target, that character gains the power's benefit only once; he or she doesn't receive the +2 bonus twice.

ESPER POWERS

ENGINEER TECHNIQUES

PRIME TECHNIQUES

Acid Spray
Amplify Ability
Deflect Elements
Electric Surge
Gamma Vision
Sonic Burst
Stabilize

RANK 1

Barrier
Field Salve
Impedance
Laser Blast
Mend
Sensory Boost

Sensory Jammer
Spiral Defender
Trauma

RANK 2

Assault Drone
Charge Weapon
Cortex Link
Fortitude Boost
Mass Treatment
Minor Remedy
Paralyzer
Plasma Blade
Quick Repair

RANK 3

Absorption
Attack Pattern
Impact Zone
Major Field Salve
Optimizer
Quick Construct
Resuscitate
Unravel Effect

RANK 4

Basic Construct
Energy Susceptibility
Micro Stabilizer
Plasma Orb
Stealth Sentry

RANK 5

Contagion
Incinerate
Major Remedy
Mass Mend
Revive

MELDER TALENTS

PRIME TALENTS

Aegis
Blast
Dark Conduit
Force Bolt
Intuitive Aim
Lightning Ball
Mental Missive
Psychic Blade
Push
Renew
Tricky Fingers
Trigger Device

RANK 1

Cost: 2 Talent Points

Arctic Lash
Bastion
Beguile
Concussive Force
Decipher Languages
Distortion
Fire Lance
Illusory Image
Innervate
Lightning Whip
Mask Appearance
Primal Fear
Protection Field
Quick Step
Shift
Slow Fall

RANK 2

Cost: 3 Talent Points

Blur
Clean Zone
Disruption Wave
Eclipse
Flaming Discs
Frost Coil
Gravity Sphere
Influence
Levitate
Light Beam
Lockbreaker
Obfuscate

Phase Shift
Psychic Wave
Stasis Field

RANK 3

Cost: 5 Talent Points

Absorption
Counter Form
Celerity
Flame Blast
Fly
Horrific Visage
Illusory Design
Sensory Extension
Singularity
Unravel Effect
Withering Grip

RANK 4

Cost: 6 Talent Points

Gravity Well
Haze of Chaos
Lightning Ring
Portal
Ravage Pattern
Superior Aegis
Superior Obfuscate

RANK 5

Cost: 7 Talent Points

Domination
Extended Perception
Force Field
Frigid Mist
Spatial Passage
Superior Stasis Field
Warp Helix



POWER DESCRIPTIONS

The powers are presented in alphabetical order.

ABSORPTION

Rank 3 Elemental Talent / Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You touch a willing creature and create a thin energy field around their body that sheds no light. For the duration, that creature has resistance to one elemental damage type of your choice: acid, cold, fire, lightning, or thunder.

ACID SPRAY

Prime Forging Technique

Activation Time: 1 action

Range: 10 ft.

Duration: Instant

You spray a quick stream of acid toward a creature within range. The creature must succeed on a Dexterity saving throw or suffer 1d10 acid damage.

This technique's damage increases by 1d10 when you reach 5th level (2d10).

AEGIS

Prime Kinesis Talent

Activation Time: 1 action

Range: Self

Duration: 1 round

You create a kinetic barrier around yourself to impair the impact from physical attacks. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks. You also receive a +2 bonus to your Burst Save.

AMPLIFY ABILITY

Prime Forging Technique

Activation Time: 1 action

Range: Touch

Duration: 1 minute

You inject a booster into one willing creature. Once during the duration, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The effect then ends.

ARCTIC LASH

Rank 1 Elemental Talent

Activation Time: 1 action

Range: Self (15 ft. cone)

Duration: Instant

You sweep your arm forward creating an arc of sub-zero wind that cuts through the area in front of you. Each creature in a 15-foot cone must make a Dexterity saving

throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Ranks. When you use this talent as Rank 2 or higher, the damage increases by 1d6 for each rank above the 1st.

ASSAULT DRONE

Rank 2 Forging Technique

Activation Time: 1 bonus action

Range: 50 feet

Duration: 1 minute

You launch a small plasma cutter drone that you can control within range and lasts for the duration or until you use this technique again. When you first activate this technique, you can move the drone to any point within range and make a melee forging attack against a creature within 5 feet of the drone. On a hit, the target takes radiant damage equal to 1d8 + your forging ability modifier.

As a bonus action on your turn, you can move the drone up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Ranks. When you use this technique as Rank 3 or higher, the damage increases by 1d8 for every two ranks above the 2nd.

ATTACK PATTERN

Rank 3 Forging Technique

Activation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

A pack of small combat drones fire down upon an area within range. The area can be up to 20 feet long, 10 feet wide, and 10 feet tall. Each creature in that area must make a Dexterity saving throw. A target takes 3d8 fire and force damage (counts as both types) on a failed save, or half as much on a successful one.

On each of your turns for the duration, you can use your action to repeat the attack, targeting the same area or a different one.

BARRIER

Rank 1 Forging Technique

Activation Time: 1 action

Range: 60 ft.

Duration: Concentration, up to 10 minutes

A force field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

BASIC CONSTRUCT

Rank 4 Forging Technique

Activation Time: 1 minute

Range: 60 feet

Duration: Concentration, up to 1 hour

You forge constructs that assemble in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One construct of challenge rating 2 or lower
- Two constructs of challenge rating 1 or lower
- Four constructs of challenge rating 1/2 or lower
- Eight constructs of challenge rating 1/4 or lower.

A construct forged by this technique deactivates and falls apart when it drops to 0 hit points or when the technique's effect ends.

The constructs are friendly to you and your companions. Roll initiative for the constructs as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM decides the type of constructs and provides their available stats.

At Higher Ranks. When you use this technique at Rank 5 or higher, you may choose one of the forging options above, and more creatures appear: twice as many with a Rank 6 forging slot and three times as many with a Rank 8 forging slot.

BASTION

Rank 1 Kinesis Talent

Activation Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: Instant

An invisible barrier of force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack. This ability also grants the benefits of a Portable Shield Device.

BEGUILE

Rank 1 Psychogenic Talent

Activation Time: 1 action

Range: 30 ft.

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the effect ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends, they must make an additional Wisdom saving throw to realize they were charmed by you.

At Higher Ranks. When you use this talent as Rank 2 or higher, you can target one additional creature for each rank above the 1st. The creatures must be within 30 feet of each other when you target them.

BLAST

Prime Elemental Talent

Activation Time: 1 action

Range: 10 ft.

Duration: Instant

You extend your hand toward a creature you can see within range and cause an explosive blast of flame to erupt at the target's location. The creature must succeed on a Constitution saving throw or take 1d12 fire damage.

This talent's damage increases by 1d12 when you reach 5th level (2d12).

BLUR

Rank 2 Metaphase Talent

Activation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions.

CELERITY

Rank 3 Alteration Talent

Activation Time: 1 action

Range: 30 ft.

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. For the duration, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the talent's effect ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

CHARGE WEAPON

Rank 2 Forging Technique

Activation Time: 1 bonus action

Range: Touch

Duration: Concentration, up to 1 hour

You charge a mundane weapon with energy generated from your rig. For the duration, that weapon has a +1 bonus to attack and damage rolls.

CLEAN ZONE

Rank 2 Alteration Talent

Activation Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

You create a 10-foot radius sphere of controlled air particles centered on yourself. Within this sphere, you are able to extinguish any unprotected flames and filter

out any gas, vapor, or airborne toxins. In addition, you can remove the poisoned condition from any creature within the sphere.

CONCUSSIVE FORCE

Rank 1 Kinesis Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Instant

You create a burst of outward energy in a 10 foot square centered on a point within range.

Each creature in that area must succeed on a Dexterity saving throw or be knocked prone. In addition, any targets within 5 feet of a creature who failed their save must also make a Dexterity save or be knocked prone as well. Any creatures further than 5 feet from the area are unaffected regardless of failed saves.

CONTAGION

Rank 5 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: 7 days

You attempt to inject a target with a debilitating virus. Make a melee forging attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the technique's effect ends.

Since this technique induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Malady: Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Crippling Fever: A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Necrotizing Virus: The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Neurological Pathogen: The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the haze of chaos talent during combat.

Seizure: The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Severe Blood Disorder: The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

CORTEX LINK

Rank 2 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: 1 hour

You place a device onto a willing creature that bonds with your implant, creating a psychosomatic link between you and the target for the duration. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. You can also sense surface emotions from the target but cannot discern specific thoughts.



This effect ends and the device disintegrates if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the technique is activated again on either you or the target. You can also dismiss this effect as an action.

COUNTER FORM

Rank 3 Alteration Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Instant

You attempt to interrupt a creature in the process of using an esper power. If the talent or technique is Rank 3 or lower, it fails to activate and has no effect. If the talent or technique is Rank 4 or higher, make an ability check using your channeling ability. The DC equals 10 + the rank of the esper power. On a success, the creature's power fails to activate and has no effect.

At Higher Ranks. When you use this talent as Rank 4 or higher, the interrupted power has no effect if its rank is less than or equal to the rank you used for this talent.

DARK CONDUIT

Prime Alteration Talent

Activation Time: 1 action

Range: 120 ft.

Duration: 1 round

You create a dark zone of plagued energy around the target. Choose one creature within range. Make a ranged channeling attack against the creature to assail it with negative energy. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn.

This talent's damage increases by 1d8 when you reach 5th level (2d8).

DECIPHER LANGUAGES

Rank 1 Clairsentient Talent

Activation Time: 1 action

Range: Self

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be within 5 feet of the surface upon which the language is written. It takes about 1 minute to read one page of text.

This talent doesn't decode secret messages in a text, understand unique symbols, or decrypt programming code that isn't specifically used for communication purposes only.

DEFLECT ELEMENTS

Prime Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You place a small field generator on one willing creature. Once before the end of the duration, that creature will receive a +2 bonus to their next saving throw versus any elemental damage type (fire, frost, lightning, thunder). The effect then ends.

DISRUPTION WAVE

Rank 2 Alteration Talent

Activation Time: 1 action

Range: 90 feet

Duration: instant

You hurl a wave of disruptive molecular energy at a target within range. Make a ranged channeling attack against the target. On a hit, the target takes 4d4 necrotic damage immediately and 2d4 necrotic damage at the end of its next turn. On a miss, the wave grazes the target with disruptive energy for half as much of the initial damage and no damage at the end of its next turn.

At Higher Ranks. When you use this talent as Rank 3 or higher, the damage (both initial and later) increases by 1d4 for each rank above the 2nd.

DISTORTION

Rank 1 Kinesis Talent

Activation Time: 1 action

Range: 90 ft.

Duration: Instant

You warp the air around you into a small sphere and hurl it toward a creature you can see. Make a ranged channeling attack against the target. If it hits, the sphere bursts into a micro-singularity and the creature takes 3d8 force damage.

At Higher Ranks. When you use this talent as Rank 2 or higher, the damage increases by 1d8 for each rank above the 1st.

DOMINATION

Rank 5 Psychogenic Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Concentration, up to 1 minute

You attempt to mentally glamour a humanoid or beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are in the same galaxy. You can use this telepathic link to issue commands to the creature while you are conscious (no action required),

which it does its best to obey. You can specify a simple and general course of action, such as “Attack that target,” “Run over there,” or “Retrieve that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do.

During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the talent’s effects. If the saving throw succeeds, the effect ends.

At Higher Ranks. When you use this talent at Rank 6, the duration is concentration, up to 10 minutes. When you use this talent at Rank 7, the duration is concentration, up to 1 hour. When you use this talent at Rank 8 or higher, the duration is concentration, up to 8 hours.

ECLIPSE

Rank 2 Metaphase Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Concentration, up to 10 minutes

You generate a 15 foot radius sphere of darkness from a point of your choosing which absorbs and blocks all forms of light. The sphere spreads around corners. A creature with darkvision can’t see through this area, and mundane light sources can’t illuminate it.

If the point you choose is on an object you are holding or one that isn’t being worn or carried, the darkness

emanates from the object and moves with it. Completely covering the source of the sphere with a solid opaque object, such as a bowl or a box, blocks the darkness it generates.

If any of this talent’s effective area overlaps with an area of light created by a talent or technique of Rank 2 or lower, the power that created the light is canceled.

ELECTRIC SURGE

Prime Forging Technique

Activation Time: 1 action

Range: 60 ft.

Duration: Instant

You launch a spike of surging electricity toward a target within range. Make a ranged forging attack. The target gains no benefit from cover from this attack. On a hit, the target takes 1d8 lightning damage and loses their cover until the start of their next turn.

This technique’s damage increases by 1d8 when you reach 5th level (2d8).

ENERGY SUSCEPTIBILITY

Rank 4 Forging Technique

Activation Time: 1 action

Range: 60 feet

Duration: 1 minute

You apply a debilitation effect upon a creature you can see within range.

Choose one damage type from acid, cold, fire, lightning, and poison. The target must succeed on a Constitution saving throw or be affected by this technique for the duration. At the start of each turn, when the affected target first takes damage of the chosen type, the target takes an additional 2d6 damage of that type. In addition, the target also loses resistance (if any) to that damage type until the technique’s effect ends.



At Higher Ranks. When you use this technique as Rank 5 or higher, you can target one additional creature for each rank above the 4th. The creatures must be within 30 feet of each other when you target them.

EXTENDED PERCEPTION

Rank 5 Clairsentient Talent

Activation Time: 10 minutes

Range: Self

Duration: Concentration, up to 10 minutes

You extend your senses across a great distance in order to see and hear a particular creature you choose that is in the same galaxy as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're using this talent, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge	Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5

Connection	Modifier
Likeness or picture	-2
Possession or piece of gear	-4
Body part, lock of hair, skin, blood, etc.	-10

On a successful save, the target isn't affected, and you can't use this talent against it again for 24 hours.

On a failed save, you create a sensory point within 10 feet of the target. You can see and hear from that point as if you were there. The sensory point moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensory point as a warp or ripple in the air about size of a fist.

Instead of targeting a creature, you can choose a location you have seen before as the target for this talent. When you do, the sensory point appears at that location and doesn't move.

FIELD SALVE

Rank 1 Forging Technique

Activation Time: 1 bonus action

Range: 60 ft.

Duration: Instantaneous

You send micro drones to administer healing to your allies. Three creatures of your choice that you can see within range regain hit points equal to 1d4 + your forging ability modifier. This ability has no effect on constructs or automatons.

At Higher Ranks. When you use this technique as Rank 2 or higher, the healing increases by 1d4 for each rank above the 1st.

FIRE LANCE

Rank 1 Elemental Talent

Activation Time: 1 action

Range: 120 ft.

Duration: Instant

A thin beam of flame extends from your hands, striking a creature within range and exploding on impact. Make a ranged channeling attack against the target. On a hit, the target takes 2d8 points of fire damage and must make a Constitution saving throw or suffer a disadvantage on their next attack roll or saving throw.

At Higher Ranks. When you use this talent as Rank 2 or higher, the damage increases by 1d8 for each rank above the 1st.

FLAME BLAST

Rank 3 Elemental Talent

Activation Time: 1 action

Range: Self (100 ft. line)

Duration: Instant

A spiral of fire forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites flammable objects in the area that aren't being worn or carried.

At Higher Ranks. When you use this technique as Rank 4 or higher, the healing increases by 1d6 for each rank above the 3rd.

FLAMING DISCS

Rank 2 Elemental Talent

Activation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 round

You create three discs of intense flame that spin rapidly above your location which you may launch at multiple targets in range. You may launch the discs at one target or several.

Make a ranged channeling attack for each disc. On a hit, the target takes 2d6 fire damage. You may launch each disc only once during the duration.

At Higher Ranks. When you use this talent as Rank 3 or higher, you create one additional disc for each rank above the 2nd.

FLY

Rank 3 Kinesis Talent

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the talent ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Ranks. When you use this technique as Rank 4 or higher, you can target one additional creature for each rank above the 3rd.

FORCE BLADE

Prime Kinesis Talent

Activation Time: 1 action

Range: Self

Duration: Concentration, up to 1 minute

A small blade of pure energy forms around your hand. The blade sheds dim light up to 10 feet. For the duration, your unarmed attacks deal 1d6 force damage. This damage may not be reduced by any resistances or immunities.

FORCE BOLT

Prime Kinesis Talent

Activation Time: 1 action

Range: 120 ft.

Duration: Instant

An energy beam shoots from your hands, striking a creature within range and exploding on impact. Make a ranged channeling attack against the target. On a hit, the target takes 1d10 points of force damage.

This talent's damage increases by 1d10 when you reach 5th level (2d10).

FORCE FIELD

Rank 5 Psychogenic Talent

Activation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

You create an invisible barrier at a point you choose within range. The barrier can be placed in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot by 10-foot panels. Each panel must be contiguous with another panel. In any form, the barrier is 1/4 inch thick. It lasts for the duration. If the barrier cuts through a creature's space when it appears, the creature is pushed to one side of the barrier (your choice which side).

Nothing can physically pass through the barrier. It is immune to all damage and can't be undone by unravel effect. The barrier can be destroyed, however, through either the disintegrate talent or sorium-forged gear producing the same effect.

FORTITUDE BOOST

Rank 2 Forging Technique

Activation Time: 1 action

Range: 30 ft.

Duration: 8 hours

You inject a boosting stim into your allies, providing a temporary increase in toughness and resilience. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Ranks. When you use this talent as Rank 3 or higher, a target's hit points increase by an additional 5 for each rank above the 2nd.

FRIGID MIST

Rank 5 Elemental Talent

Activation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You create a 20-foot radius cloud of frosty mist centered on a point you choose within range. The mist spreads around corners. It lasts for the duration or until strong wind disperses the mist, ending its effect. Its area is heavily obscured.

When a creature enters the mist's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 cold damage on a failed save, or half as much damage on a successful one.

The mist moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. It leaves a thin trail of frost along any surface it touches.

A creature killed within the mist becomes a frozen statue until it thaws.

At Higher Ranks. When you use this talent as Rank 6 or higher, the damage increases by 1d8 for each rank above the 5th.

FROST COIL

Rank 2 Elemental Talent

Activation Time: 1 action

Range: 90 feet

Duration: instant

You create a spiraling zone of freezing air and icy winds at a point of your choice within range. Each creature in a 10 foot cube centered on that point must make a Constitution saving throw. A creature takes 3d8 cold damage on a failed save, or half as much damage on a successful one. In addition, any creature that fails their saving throw is cannot take any reactions until the start of your next turn.

At Higher Ranks. When you use this talent as Rank 3 or higher, the damage (both initial and later) increases by 1d8 for each rank above the 2nd.

FROST FOLD

Prime Elemental Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Instant

The air becomes an aura of frost encompassing a creature you can see within range. Make a ranged channeling attack against the target. On a hit, the target takes 1d8 points of cold damage, and its speed is reduced by 10 feet until the start of your next turn.

This talent's damage increases by 1d8 when you reach 5th level (2d8).

GAMMA VISION

Prime Forging Technique

Activation Time: 1 action

Range: Self

Duration: 10 minutes

Your implant alters your ability to see enhanced spectrums of light. You gain darkvision with a range of 40 feet. Deactivating this ability requires an action. While in sunlight or very bright light, you are at a disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

GRAVITY SPHERE

Rank 2 Kinesis Talent

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

You create a sphere of crushing kinetic force at a point of your choice within range. The sphere has a 20 foot radius and is fixed at that point for the duration. The area inside the sphere counts as difficult terrain and creates a dark aura in the air that lightly obscures the area.

Each creature that starts its turn in the sphere or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is considered restrained as long as it remains in the area or until it breaks free.

A creature restrained by the sphere can use its action to make a Strength check against your channeling save DC. If it succeeds, it is no longer restrained, however, the opposing force of the energy will deal 2d4 force damage to the creature.

GRAVITY WELL

Rank 4 Kinesis Talent

Activation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

You create a ring of crushing force that covers a 20-foot diameter area on the ground that you can see within range. For the duration, this area is considered difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 force damage and be restrained by the well's kinetic pull until the effect ends. A creature that starts its turn in the area and is already restrained by the well takes 3d6 force damage.

A creature restrained by the well can use its action to make a Strength or Dexterity check (its choice) against your channeling save DC. On a success, it frees itself.

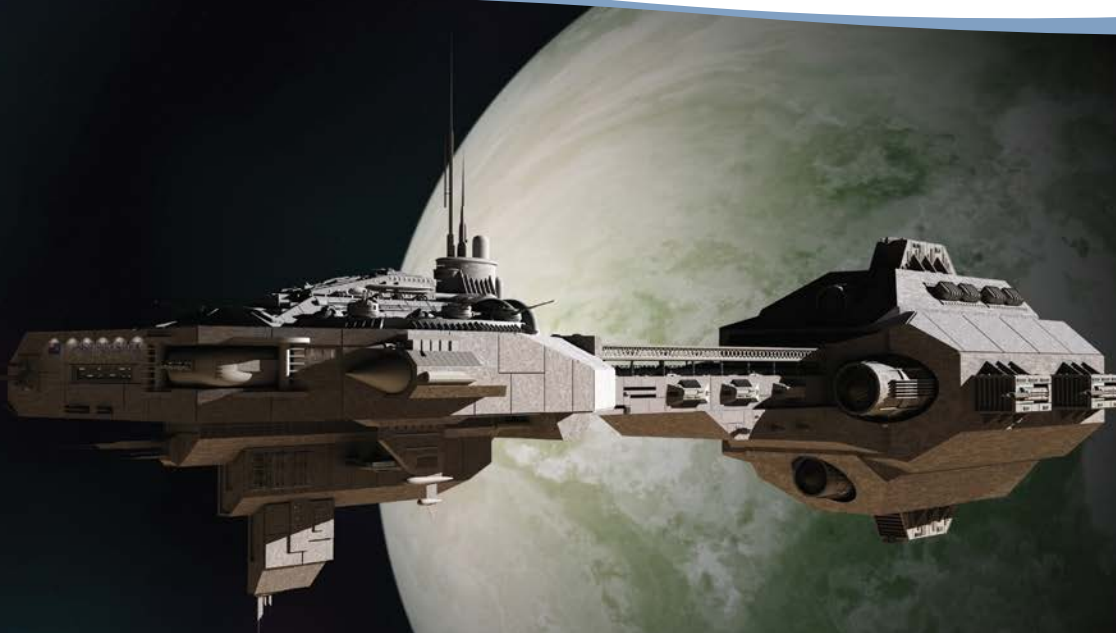
HAZE OF CHAOS

Rank 4 Psychogenic Talent

Activation Time: 1 action

Range: 90 ft.

Duration: Concentration, up to 1 minute



This talent creates an area of haze which assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you use this talent or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Ranks. When you use this talent at Rank 5 or higher, the radius of the sphere increases by 5 feet for each rank above the 4th.

HORRIFIC VISAGE

Rank 3 Psychogenic Talent

Activation Time: 1 action

Range: Self (30 ft. cone)

Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this effect, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature.

ILLUSORY DESIGN

Rank 3 Metaphase Talent

Activation Time: 1 action

Range: 120 ft.

Duration: Concentration, up to 10 minutes

You manipulate the visible spectrum to create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20 foot cube. The image appears at a spot within range and lasts for the duration. It seems completely real, including sounds,

smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature enough to cause damage or impart a condition.

As long as you are within range, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your channeling save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Ranks. When you use this talent at Rank 6 or higher, the effect lasts until interrupted or unraveled, without requiring your concentration.

ILLUSORY FORM

Rank 1 Metaphase Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Concentration, up to 10 minutes

You manipulate the visible spectrum to create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15 foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual. It isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your channeling save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

IMPACT ZONE

Rank 3 Forging Technique

Activation Time: 1 action

Range: 60 feet

Duration: Instant

You launch a device which explodes with concussive force in a 15 foot cube centered at a point you can

see within range. Each creature in cube must make a Dexterity saving throw. A target takes 3d10 force damage on a failed save, or half as much on a successful one. In addition, a creature who failed their save is immediately knocked prone and cannot take bonus actions until the end of your next turn.

IMPEDANCE

Rank 1 Forging Technique

Activation Time: 1 action

Range: 30 ft.

Duration: Concentration, up to 1 minute

A pack of micro-drones deter and distract up to three creatures of your choice within range that you can see. Each creature must make a Wisdom saving throw. For the duration, any target that fails this saving throw suffers a -2 penalty to all attack rolls and saving throws.

At Higher Ranks. When you use this talent as Rank 2 or higher, you can target one additional creature for each rank above the 1st.

INCINERATE

Rank 5 Forging Technique

Activation Time: 1 action

Range: 60 feet

Duration: Instant

You direct an aerial strike in the form of a large plasma beam which fires down onto a location you specify. Each creature in a 10-foot radius, 40-foot high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Ranks. When you use this talent as Rank 6 or higher, the fire damage or radiant damage (your choice) increases by 1d6 for each rank above the 5th.

INFLUENCE

Rank 2 Psychogenic Talent

Activation Time: 1 action

Range: 30 ft.

Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and psychically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spike, immolate itself, or do some other obviously harmful act ends the effect.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a pilot give their ship away to the first person they meet. If the condition isn't met before the effect expires, the activity isn't performed.

If you or any of your companions damage the target, the talent's effect ends.

INNERVATE

Rank 1 Alteration Talent

Activation Time: 1 action

Range: Self

Duration: 1 hour

You galvanize your physical form, increasing your endurance to pain and physical stress. You gain 1d4+4 temporary hit points for the duration.

At Higher Ranks. When you use this talent as Rank 2 or higher, you gain 5 additional temporary hit points for each rank above the 1st.

INTUITIVE AIM

Prime Clairsentient Talent

Activation Time: 1 action

Range: 30 ft.

Duration: Concentration, up to 1 round

You focus your attention toward a target in range. Your talent grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, so long as this talent remains in effect.

LASER BLAST

Rank 1 Forging Technique

Activation Time: 1 action

Range: 120 feet

Duration: Instant

You fire a high powered laser beam toward a creature of your choice within range. Make a ranged forging attack against the target. On a hit, the target takes 4d6 radiant damage. In addition, the next attack roll made against this target before the end of your next turn has advantage.

At Higher Ranks. When you use this technique as Rank 2 or higher, the damage increases by 1d6 for each rank above the 1st.

LEVITATE

Rank 2 Kinesis Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. You can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the talent's range.

When the effect ends, the target floats gently to the ground if it is still aloft.

LIGHT BEAM

Rank 2 Alteration Talent

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 round

You gather a swirl of molecular energy and fire it in the form of an energy beam 30 feet long and 5 feet wide. Any creature within the line of fire must make a Dexterity saving throw. On a failed save, a creature takes 3d8 radiant damage or half as much on a successful one.

At Higher Ranks. When you use this talent as Rank 3 or higher, the damage increases by 1d6 for each rank above the 2nd.

LIGHTNING BALL

Prime Elemental Talent

Activation Time: 1 action

Range: 60 feet

Duration: 1 round

You hurl a ball of electrical energy. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 lightning damage.

This talent's damage increases by 1d6 when you reach 5th level (2d6).

LIGHTNING RING

Rank 4 Elemental Talent

Activation Time: 1 action

Range: 300 feet

Duration: Instant

You create a ring of electricity on the ground in a 20-foot radius, centered on a point within range. The ring rises up from the floor to a distance up to 40 feet. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Ranks. When you use this talent as Rank 5 or higher, the damage increases by 1d8 for each rank above the 4th.

LIGHTNING WHIP

Rank 1 Elemental Talent

Activation Time: 1 action

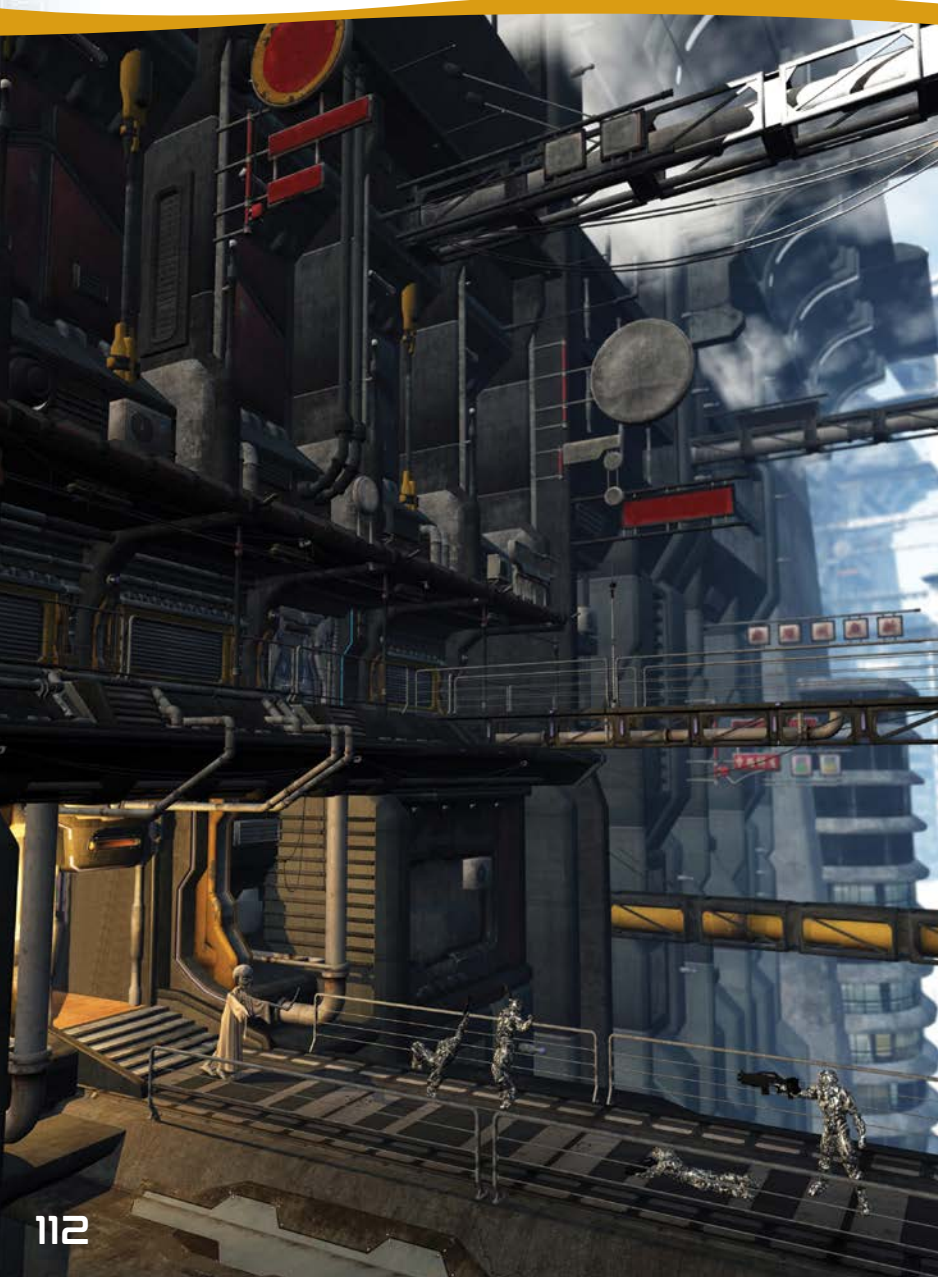
Range: 120 feet

Duration: 1 round

A streak of electricity lashes out from your hand toward a creature within range. Make a ranged channeling attack against a creature within range. On a hit, the target takes 1d10 lightning damage and the whip latches onto the target. On each of your turns for the duration, you can use your action to deal 1d10 lightning damage to the target automatically. On their turn, the target may free themselves by spending an action and succeeding on a Constitution saving throw.

The effect ends if you use your action to do anything else. The effect also ends if the target is ever outside the power's range or if it has total cover from you.

At Higher Ranks. When you use this talent as Rank 2 or higher, the initial damage increases by 1d10 for each rank above the 1st.



LOCK BREAKER

Rank 2 Kinesis Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Instant

Choose an object that you can see within range. The object can be a door, a case, a container, a set of manacles, a maglock, or another object that contains a mundane or physical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred is forcibly unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. This talent has no effect on digital locks or force fields.

MAJOR FIELD SALVE

Rank 3 Forging Technique

Activation Time: 1 bonus action

Range: 60 ft.

Duration: Instantaneous

You send micro drones to administer healing to your allies. Up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your forging ability modifier. This ability has no effect on constructs or automatons.

MAJOR REMEDY

Rank 5 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Instant

You administer medical treatment to a creature. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One affliction caused by a talent or technique
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

MASK APPEARANCE

Rank 1 Metaphase Talent

Activation Time: 1 action

Range: Self

Duration: 1 hour

You bend particles in the visible spectrum to make yourself -- including your clothing, armor, gear, and other belongings on your person -- look different until the talent ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this talent fail to hold up to physical inspection. For example, if you use this talent to

add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this talent to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised in this way, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your channeling save DC.

MASS MEND

Rank 5 Forging Technique

Activation Time: 1 action

Range: 60 ft.

Duration: Instant

You send a group of medical drones to a point of your choice within range to provide emergency restorative salves. Choose up to six creatures in a 30-foot radius sphere centered on that point. Each creature regains hit points equal to 3d8 + your forging ability modifier. This ability has no effect on automatons or constructs.

At Higher Ranks. When you use this technique as Rank 6 or higher, the healing increases by 1d8 for each rank above the 5th.

MASS TREATMENT

Rank 2 Forging Technique

Activation Time: 10 minutes

Range: 30 ft.

Duration: Instant

You medically treat up to six creatures of your choice that you can see within range. Each creature regains hit points equal to 2d8 + your forging ability modifier. This ability has no effect on automatons or constructs.

At Higher Ranks. When you use this technique as Rank 3 or higher, the healing increases by 1d8 for each rank above the 2nd.

MEND

Rank 1 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Instantaneous

A creature you touch regains hit points equal to 1d8 + your forging ability modifier. This ability has no effect on automatons or constructs.

At Higher Ranks. When you use this technique as Rank 2 or higher, the healing increases by 1d8 for each rank above the 1st.

MENTAL MISSIVE

Prime Psychogenic Talent

Activation Time: 1 action

Range: 120 ft.

Duration: 1 round

Choose one creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You use this talent through solid objects if you are familiar with the target and know it is beyond the barrier. 1 foot of stone or common metal, any Sorium barrier, or 3 feet of wood or glass blocks the effect, but does function around corners and through openings.

MICRO STABILIZER

Rank 4 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: 8 hours

You attach a programmed nano-device to a creature which applies medication to stabilize them when wounded to a point near death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the technique's duration ends.

If the technique is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, the effect is instead negated against the target, and the technique's duration ends.

MINOR REMEDY

Rank 2 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Instant

You administer treatment to a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

OBFUSCATE

Rank 2 Metaphase Talent

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You bend light around a creature you touch making them invisible to others. Anything the target is wearing or carrying is also invisible as long as it is on the target's person. The effect ends for a target that attacks or uses a talent or technique.

At Higher Ranks. When you use this talent as Rank 3 or higher, you can target one additional creature for each rank above the 2nd.

OPTIMIZER

Rank 3 Forging Technique

Activation Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

You administer a vitality booster to any number of creatures you choose that you can see within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

PARALYZER

Rank 2 Forging Technique

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

You generate an electrical stun net over a target of your choice. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target.

At Higher Ranks. When you use this talent as Rank 3 or higher, you can target one additional humanoid for each rank above the 2nd. The humanoids must be within 30 feet of each other when you target them.

PHASE SHIFT

Rank 2 Metaphase Talent

Activation Time: 1 bonus action

Range: Self

Duration: Instant

An enhanced version of the *shift talent*, you fold the space between yourself and a point of destination within range. You teleport 30 feet to an unoccupied space that you can see.

PLASMA BLADE

Rank 2 Forging Technique

Activation Time: 1 bonus action

Range: Self

Duration: Concentration, up to 10 minutes

You generate a small plasma cutting blade from a device of your design that can be worn or carried. The blade is similar in size and shape of a short blade, and it lasts for the duration. You can deactivate and reactivate the blade again as a bonus action.

You can use your action to make a melee forging attack with the plasma blade. On a hit, the target takes 3d6 radiant damage.

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

PLASMA ORB

Rank 4 Forging Technique

Activation Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

You launch a micro-drone which flies to a point you choose within range and unleashes a 20-foot radius sphere of crackling energy. The sphere remains for the duration.

Each creature within the sphere when it appears or ends its turn within the sphere must succeed on a Constitution saving throw or take 2d6 radiant damage. The area occupied by the sphere is difficult terrain.

Until the effect ends, you can use a bonus action on your turn to launch a bolt of lightning from the sphere's center toward one target within 60 feet of the center of the sphere. Make a ranged forging attack. If successful, the target takes 4d6 lightning damage. You have advantage on the roll if the target is already inside the sphere's radius.

At Higher Ranks. When you use this talent as Rank 5 or higher, the damage increases for each effect by 1d6 for each rank above the 4th.

PORTAL

Rank 4 Metaphase Talent

Activation Time: 1 action

Range: 500 feet

Duration: Instant

You open a rift in space leading from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this talent.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and you are knocked back to your starting location.

PUSH

Prime Kinesis Talent

Activation Time: 1 action

Range: 10 ft.

Duration: Instant

A gravity wave lashes out from your hand at a target within range. Make a ranged channeling attack against the target. On a hit, the target takes 1d8 force damage and must make a Constitution saving throw. If failed, the target is knocked prone.

This talent's damage increases by 1d8 when you reach 5th level (2d8).

PRIMAL FEAR

Prime Psychogenic Talent

Activation Time: 1 action

Range: 30 ft.

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range becomes uncontrollably terrified of everything around them if affected by this talent. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

PROTECTION FIELD

Rank 1 Kinesis Talent

Activation Time: 1 action

Range: Self

Duration: 8 hours

You are able to generate a minor force field from your body. Your base AC becomes 13 + your Dexterity modifier and functions as a PSD against weapons with the kinetic property. To receive any benefit from this talent, you cannot be wearing any armor or other protective gear. You may dismiss the effect of this talent with an action.

PSYCHIC WAVE

Rank 2 Psychogenic Talent

Activation Time: 1 action

Range: Self (15-foot cone)

Duration: Concentration, up to 10 minutes

You harness your darkest thoughts, sending a wave of psychic energy that assaults the minds of all in its path. Each creature in a 15-foot cone must make a Wisdom saving throw, suffering 3d6 psychic damage on a failed save, and half as much on a successful one.

At Higher Ranks. When you use this talent as Rank 3 or higher, the damage increases by 1d6 for each rank above the 2nd.

QUICK CONSTRUCT

Rank 3 Forging Technique

Activation Time: 1 minute

Range: Self (as point of origin)

Duration: Instant

You create a robotic construct which you command. The general appearance is your choice but it is the size and shape of a Medium or Small humanoid. This construct has the creature statistics of a forged automaton (see monster stats.)

On each of your turns, you can use a bonus action to mentally command any creature you forged with this technique if the creature is within 60 feet of you (if you

control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular area. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which its power core ceases to function and its parts deteriorate into scrap. To maintain the creature for another 24 hours, you must activate this technique on the creature again before the current 24-hour period ends. This use of the technique fully recharges up to four creatures you have created with this technique, rather than forging a brand new one.

QUICK REPAIR

Rank 2 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Instantaneous

You repair a machine, automaton, or construct that you can touch. It gains hit points equal to 1d8 + your forging ability modifier.

At Higher Ranks. When you use this technique as Rank 2 or higher, the healing increases by 1d8 for each rank above the 1st.

QUICK STEP

Rank 1 Alteration Talent

Activation Time: 1 action

Range: Touch

Duration: 1 hour

You bolster the movement rate of a target with this talent. You touch a creature. That target's speed increases by 10 feet for the duration.

At Higher Ranks. When you use this talent as Rank 2 or higher, you can target one additional creature for each rank above the 1st.

RAVAGE PATTERN

Rank 4 Alteration Talent

Activation Time: 1 action

Range: 30 feet

Duration: Instant

You violently disrupt the cellular pattern of a target of your choice that you can see within range. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one.

This talent does no damage on automatons or non-organic constructs but causes outer blemishes such as fading, warping, or corrosion.

If you target a plant creature or an organic construct,

it makes the saving throw with disadvantage, and also suffers maximum damage from the talent.

If you target an organic form that isn't a creature, such as a tree, vegetable, or soil, it doesn't make a saving throw; it simply spoils, withers and dies.

At Higher Ranks. When you use this talent as Rank 5 or higher, the damage increases by 1d8 for each rank above the 4th.

RENEW

Prime Alteration Talent

Activation Time: 1 action

Range: Touch

Duration: Instant

This talent repairs a single break or tear in an object you touch, such as a broken chain link, a corroded pipe, a torn shirt, or a leaky hose. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This talent can physically repair a mechanical device or construct but cannot restore function to it without proper repair.

RESUSCITATE

Rank 3 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Instant

You medically treat a creature that has died within the last minute. That creature returns to life with 1 hit point. This technique can't return to life a creature that has died of old age, nor can it restore any missing body parts.

REVIVE

Rank 5 Forging Technique

Activation Time: 1 hour

Range: Touch

Duration: Instant

You bring a recently deceased creature back from death, provided that it has been dead no longer than 10 days. The creature returns to life with 1 hit point.

This technique also neutralizes any poisons and cures all diseases that affected the creature at the time it died. This technique doesn't, however, remove any afflictions caused by esper powers, or similar effects; if these aren't first removed prior to using this technique, they take effect when the creature returns to life. This technique can't reanimate an automaton or construct.

This technique closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival (its head, for instance) the technique has no effect.

Being brought back from death is a taxing ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

SENSORY BOOST

Rank 1 Forging Technique

Activation Time: 1 action

Range: 30 ft.

Duration: Concentration, up to 1 minute

You provide a sensory upgrade to up to three creatures of your choice within range. Each creature gains a +2 bonus to attack rolls and saving throws before the end of the effect's duration.

SENSORY EXTENSION

Rank 3 Clairsentient Talent

Activation Time: 1 minute

Range: Self

Duration: Concentration, up to 10 minutes

You create an invisible sensory area within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, down an alleyway, or in a warehouse of storage containers). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you use this talent, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

SENSORY JAMMER

Rank 1 Forging Technique

Activation Time: 1 bonus action

Range: 30 ft.

Duration: 1 minute

You create a sensory masking effect around a creature within range, making them difficult to pinpoint and attack. Until the effect ends, any creature who targets the affected creature with an attack or a harmful power must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or power. This technique doesn't protect the chosen creature from area effects, such as the crushing force of a gravity well.

If the warded creature makes an attack or activates a power that affects an enemy creature, the technique's effect ends.

SHIFT

Rank 1 Metaphase Talent

Activation Time: 1 action

Range: Self

Duration: Instantaneous

You fold the space between yourself and a point of destination within range. You teleport 10 feet to an unoccupied space that you can see.

SINGULARITY

Rank 3 Kinesis Talent

Activation Time: 1 action

Range: 150 ft.

Duration: Instant

You point toward an area within range and create an expanding globe of gravimetric force which engulfs everything within its area. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 force damage on a failed save, or half as much on a successful one.

The sphere also does damage to structures and objects in the area that aren't being worn or carried.

At Higher Ranks. When you use this technique as Rank 4 or higher, the healing increases by 1d6 for each rank above the 3rd.

SLOW FALL

Rank 1 Kinesis Talent

Activation Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 ft.

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the talent ends. If the creature lands before the end of the duration, it takes no falling damage and can land on its feet, and the talent's effect ends for that creature.

SONIC BURST

Prime Forging Technique

Activation Time: 1 action

Range: Self (5 ft. radius)

Duration: Instant

You emit burst of sonic energy centered upon you. Each creature in a 5 foot radius must make a Constitution saving throw or suffer 1d6 thunder damage. You are excluded from this effect. In addition, the technique emits a thunderous boom that can be heard from 150 feet away.

This technique's damage increases by 1d6 when you reach 5th level (2d6).

SPATIAL PATH

Rank 5 Metaphase Talent

Activation Time: 1 action

Range: 30 feet

Duration: 1 hour

You open a rift at a point of your choice that you can see on a wooden, plastic, metallic, or stone surface (such as a wall, a ceiling, or a floor) within range, forming a passage that lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The rift creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the technique are safely ejected to an unoccupied space nearest to the surface upon which you used the talent.

SPIRAL DEFENDER

Rank 1 Forging Technique

Activation Time: 1 reaction, which you take when you are targeted by an attack but before the roll is made.

Range: Self

Duration: Instant

As a reaction, you activate a group of small energy shields that spiral upward around your body to deflect an incoming attack from a target you choose. The target's attack has disadvantage to its attack roll.

STABILIZE

Prime Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Instant

When you activate this technique on a living creature with 0 hit points, that creature becomes stable. This technique has no effect on automatons or constructs.

STASIS FIELD

Rank 2 Psychogenic Talent

Activation Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

At Higher Ranks. When you use this talent as Rank 3 or higher, you can target one additional humanoid for each rank above the 2nd. The humanoids must be within 30 feet of each other when you target them.

STEALTH SENTRY

Rank 4 Forging Technique

Activation Time: 1 action

Range: 30 feet

Duration: 8 hours

You launch a micro-drone which fires an energy beam at hostile targets. It hovers for the duration in an unoccupied space of your choice that you can see within range. The tiny drone is considered invisible and can only be disabled by an *unravel effect* or by inflicting at least 30 hp of damage from a talent or technique of Rank 4 or higher.

Any creature hostile to you that moves to a space within 10 feet of the drone for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The drone loses power and disintegrates when it has dealt a total of 60 hp of damage.

SUPERIOR AEGIS

Rank 4 Kinesis Talent

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

You create a thin kinetic barrier around a willing creature you touch. Until the effect ends, the target has resistance to bludgeoning, piercing, and slashing damage. The target also receive a +3 bonus to their Burst Save.

SUPERIOR OBFUSCATE

Rank 4 Metaphase Talent

Activation Time: 1 action

Range: Touch

Duration: Concentration, up to 1 minute

You bend light around a creature you touch making them invisible to others for the duration. Anything the target is wearing or carrying is also invisible as long as it is on the target's person.

SUPERIOR STASIS FIELD

Rank 5 Psychogenic Talent

Activation Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This talent has no effect on automatons or constructs. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

At Higher Ranks. When you use this talent as Rank 6 or higher, you can target one additional creature for each rank above the 5th. The creatures must be within 30 feet of each other when you target them.

TRAUMA

Rank 1 Forging Technique

Activation Time: 1 action

Range: Touch

Duration: Instant

You cause a rupture to form on the creature's body. Make a melee forging attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Ranks. When you use this technique as Rank 2 or higher, the damage increases by 1d10 for each rank above the 1st.

TRICKY FINGERS

Prime Kinesis Talent

Activation Time: 1 action

Range: 30 feet.

Duration: 1 minute

You are able to generate a minor telekinetic effect at any point within range. For the duration of the talent, you can use your action to generate kinetic energy with a minor hand motion. You can command this energy to manipulate an object, open an unlocked door or container, pick up an item, pull a switch or lever, or pour the contents out of a jar.

You can only generate one effect at a time which will last only for the duration. You may not use this energy to attack, activate weapons or complex triggers, or carry more than 10 pounds.

TRIGGER DEVICE

Prime Metaphase Talent

Activation Time: 1 action

Range: 60 feet.

Duration: Concentration, up to 1 minute

You can supply or initiate the power source of one simple device within range. The device must be no larger than a 5-foot cube and is normally activated by a single switch or touch. Examples are a lighting panel, a mechanical fan, computer screen, door panel, or digital device. The extent is up to the full discretion of the GM.

Items in motion or worn by another creature cannot be targeted with this talent. If the target has no available power source, you can supply power to the device for up to 1 minute.

UNRAVEL EFFECT

Rank 3 Alteration Talent / Forging Technique

Activation Time: 1 action

Range: 120 ft.

Duration: Instant

Choose one creature, object, or esper created effect within range. Any effect generated by a talent or technique of Rank 3 or lower on the target ends. For each talent or technique of Rank 4 or higher on the target, make an ability check using your channeling ability. The DC equals 10 + the power's rank. On a successful check, the effect ends.

At Higher Ranks. When you use this power at Rank 4 or higher, you automatically end the effects of a talent or technique on the target if the power's rank is equal to or less than the rank you used for this power.

WARP HELIX

Rank 5 Metaphase Talent

Activation Time: 1 action

Range: Self (60-foot cone)

Duration: Instant

You unleash a coil of spatial distortion from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 force damage on a failed save, or half as much damage on a successful one.

At Higher Ranks. When you use this talent as Rank 6 or higher, the damage increases by 1d8 for each rank above the 5th.

WITHERING GRIP

Rank 3 Alteration Talent

Activation Time: 1 action

Range: 60 ft.

Duration: Instant

You unleash a bolt of antimatter from your hands at a target within range. Make a ranged channeling attack. On a hit, the target takes 4d8 necrotic damage and must make a successful Wisdom saving throw or become frightened of you until the start of your next turn.

At Higher Ranks. When you use this technique as Rank 4 or higher, the damage increases by 1d8 for each rank above the 3rd.

APPENDIX A. CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a power, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or esper power effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of powers or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any mundane object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.

WOUNDED

- A wounded creature's movement speed is limited to 10. They must make a DC 14 Constitution saving throw each round to move at normal speed.
- Wounded creatures cannot take bonus actions.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.



APPENDIX B. MONSTERS AND THREATS

This section provides guidelines for understanding creature statistics and lists some common threats.

STATISTICS

A monster's statistics, sometimes referred to as its stat block, provide the essential information that you need to run the monster.

SIZE

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the *Core Manual* for more information on creature size and space.

SIZE CATEGORIES

Size	Space
Tiny	2½ by 2½ feet.
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet or larger

MODIFYING CREATURES

Despite the versatile collection of monsters, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different monster or by using a variant or template, such as the ones in this book. Keep in mind that modifying a monster, including when you apply a template to it, might change its challenge rating.

TYPE

A monster's type speaks to its fundamental nature. Certain powers, items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, *goliath buster ammunition* deals extra damage not only to goliaths but also other creatures of the goliath type, such as the *hulking rager*.

The game includes the following monster types, which have no rules of their own.

Aberrations are creatures of inexplicable origin. Their societies and habits elude most recorded data and are more often than not considered purely alien in nature.

Automatons are mechanical creations that operate on their own artificial intelligence. Some of these beings are fully self-aware and make their own societal advancements.

Beasts are nonhumanoid creatures that are a natural part of life in a sci-fi setting. Most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals and giant versions of animals.

Constructs are machines created and programmed by their users. Some follow a simple set of instructions, while others are programmed to follow more complex commands.

Cyborgs are creatures that are partially organic and inorganic, sharing the advantages and detriments of both.

Golems are constructs created from organic materials and elements, often forged through energy from the Crucibles. These creatures are rare in modern times, though some still exist as guardians. The Ashenforged, though primarily humanoid, also belong to this category.

Goliaths are gigantic intelligent beasts, humanoid in size and shape but born of the natural elements of their homeworld, which itself is a living entity. The most common form of goliaths are the bahtera.

Dragons are large reptilian creatures of tremendous power. They are highly intelligent and many are gifted with powers similar to the espers. Also in this category are creatures distantly related to true dragons, but less powerful, such as drakes.

Proteans are intelligent beings made of pure energy. Their origins date back to the stars themselves from which they were born. They have evolved over generations, taking on different aspects depending on the migration.

Netherants are creatures born from distortions of space-time. They thrive on anti-matter and corrupted elements. Some are mindless forms while others, such as highly intelligent and self-evolving.

Humanoids are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, eldori, promethean, and kesh.

Almost as numerous but far more secluded are the matokai, dendus, and the valna. There are other, far more savage races of humanoids as well.

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of experimentation gone awry, and others are the product of the unnatural evolution of a species.

Like aberrations, they defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Plant in this context are vegetable-based lifeforms, not ordinary flora. Most of them are ambulatory, and some are carnivorous. There are some intelligent plant species that are similar to humanoids in both intelligence and practice.

TAGS

A monster might have one or more tags appended to its type, in parentheses. For example, an lorendi has the humanoid (lorendi) type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as specialized gear, might refer to them.

ALIGNMENT

A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with and might attack characters on sight, whereas a neutral monster might be willing to negotiate. See the *Core Manual* for descriptions of the different alignments.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign.

Some creatures can have any alignment. In other words, you choose the monster's alignment. Some monster's alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a marauder can be any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits its wild nature.

Many creatures of low intelligence have no comprehension of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are unaligned, which means they don't have an alignment.

ARMOR CLASS

A monster that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster's AC is based on its Dexterity modifier and natural armor, if any. If a monster has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

HIT POINTS

A monster usually dies or is destroyed when it drops to 0 hit points. For more on hit points, see the *Core Manual*.

A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average ($2 \times 4\frac{1}{2}$).

A monster's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

HIT DICE BY SIZE

Creature Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has $2d8 + 2$ hit points (average 11).

SPEED

A monster's speed tells you how far it can move on its turn. For more information on speed, see the *Core Manual*.

All creatures have a walking speed, simply called the monster's speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

BURROW

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so.

CLIMB

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

FLY

A monster that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to hover, which makes them hard to knock out of the air (as explained in the rules on flying in the *Core Manual*). Such a monster stops hovering when it dies.

SWIM

A monster that has a swimming speed doesn't need to spend extra movement to swim.

ABILITY SCORES

Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they're used in play, see the *Core Manual*.

SAVING THROWS

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table).

PROFICIENCY BONUS BY CHALLENGE RATING

Challenge	Proficiency Bonus	Challenge	Proficiency Bonus
0	+2	14	+5
1/8	+2	15	+5
1/4	+2	16	+5
1/2	+2	17	+6
1	+2	18	+6
2	+2	19	+6
3	+2	20	+6
4	+2	21	+7
5	+3	22	+7
6	+3	23	+7
7	+3	24	+7
8	+3	25	+8
9	+4	26	+8
10	+4	27	+8
11	+4	28	+8
12	+4	29	+9
13	+5	30	+9

SKILLS

The Skills entry is reserved for monsters that are proficient in one or more skills. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table). Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from mundane attacks (a mundane attack is an attack whose source is not from an esper power, an esper forged enhancement, or another similar source). In addition, some creatures are immune to certain conditions.

SENSES

The Senses entry notes a monster's passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

BLINDSIGHT

A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes typically have this special sense, as do creatures with echolocation, internal sensors, or heightened senses, such as drakes.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

DARKVISION

A monster with darkvision can see in the dark within a specific radius. The monster can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern color in darkness, only shades of gray. Many creatures that live underground or in space have this special sense.

ARMOR, WEAPON, AND TOOL PROFICIENCIES

Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

For example, a matokai warlord typically wears centurion armor and wields a large axe. You could equip a warlord with electroplating and a grandblade instead, and assume the warlord is proficient with both, one or the other, or neither.

See the *Core Manual* for rules on using armor or weapons without proficiency.

TREMORSENSE

A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures have this special sense.

TRUESIGHT

A monster with truesight can, out to a specific range, see in normal and supernatural darkness, see invisible

creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger.

LANGUAGES

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

TELEPATHY

Telepathy is an ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

CHALLENGE

A monster's challenge rating tells you how great a threat the monster is. An appropriately equipped and well-rested party of four characters should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a threat with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st-level characters have a challenge rating lower than 1. Monsters with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS

The number of experience points (XP) a monster is worth is based on its challenge rating. Typically, XP is awarded for defeating the monster, although the GM may also award XP for neutralizing the threat posed by the monster in some other manner.

Unless something tells you otherwise, a monster summoned by a power or other special ability is worth the XP noted in its stat block.

EXPERIENCE POINTS BY CHALLENGE RATING

Challenge	XP	Challenge	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

SPECIAL TRAITS

Special traits (which appear after a monster's challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

INNATE POWERS

A monster with the innate ability to use esper powers has the Innate Powers special trait. Unless noted otherwise, an innate power of rank 1 or higher always functions at its lowest possible level and can't be used at a higher level. If a monster has a prime power where its level matters and no level is given, use the monster's challenge rating.

An innate power can have special rules or restrictions which are described in the monster's stat block.

A monster's innate powers can't be swapped out with other powers. If a monster's innate powers don't require attack rolls, no attack bonus is given for them.

ESPER POWERS

A monster with the Esper Powers special trait has an esper level and power slots, which it uses for rank 1 powers and higher (as explained in the *Core Manual*). The esper level is also used for any prime powers included in the feature.

The monster has a list of powers known or prepared from a specific class. The list might also include powers from a feature in that class. The monster is considered a

member of that class when attuning to or using an item or piece of gear that requires membership to the class or access to its powers list.

A monster can use a power from its list at a higher level if it has the power slot to do so. For example, a lorendi melder with the rank 3 *singularity* power can use it as a rank 5 power by using one of its rank 5 power slots.

You can change the powers that a monster knows or has prepared, replacing any power on its list with a power of the same level and from the same class list. If you do so, you might cause the monster to be a greater or lesser threat than suggested by its challenge rating.

PSIONICS

A monster that has powers using only the power of its mind has the psionics tag added to its Esper Powers or Innate Powers special trait. This tag carries no special rules of its own, but other parts of the game might refer to it.

ACTIONS

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the *Core Manual*.

MELEE AND RANGED ATTACKS

The most common actions that a monster will take in combat are melee and ranged attacks. These can be esper power attacks or weapon attacks, where the “weapon” might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different kinds of attacks, see the *Core Manual*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a “target” can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the “Hit” notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the “Miss:” notation.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can’t use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 3d10 pieces of ammunition for a projectile weapon such as a gun or bow.

REACTIONS

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation “X/Day” means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, “1/Day” means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X–Y. The notation “Recharge X–Y” means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster’s turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, “Recharge 5–6” means a monster can use the special ability once. Then, at the start of the monster’s turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

GRAPPLE RULES FOR MONSTERS

Many monsters have special attacks that allow them to quickly grapple prey. When a monster hits with such an attack, it doesn’t need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster’s stat block. If no escape DC is given, assume the DC is 10 + the monster’s Strength (Athletics) modifier.

EQUIPMENT

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, and you decide how much of a monster’s equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through an esper power, it doesn't gain that form's legendary actions, lair actions, or regional effects.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient energy in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

THREAT ENTRIES

The following section provides stat blocks for some common monster encounters found in Esper Genesis.

AERIAL STALKER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (–2)	11 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages: --

Challenge 2 (450 XP)

ACTIONS

Multiattack. The stalker makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage.



ALUPHAX AVENGER

Medium humanoid (aluphax), neutral evil

Armor Class 18 (power armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Languages can speak telepathically to other Aluphax

Challenge 8 (3,900 XP)

Innate Powers. The avenger's channeling ability is Charisma (save DC 13; +5 to hit with melding talents). It can use the following talents:

Prime (at will): *push*

3x/day each: *blur*, *shift*

1x/day: *spatial passage*

ACTIONS

Multiattack. The avenger makes two energy blade attacks..

Improved Critical. The avenger scores a critical hit on a 19-20 when using their energy blade...

Energy Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) radiant damage.

ASMELEAS

Large beast, neutral

Armor Class: 11

Hit Points: 19 (3d10 + 3)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses: Passive Perception 10

Languages: --

Challenge: 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Asmaleas is a tall canine-like beast with an elongated neck and snout. They are mostly solitary and often aggressive toward any who venture near their nests.

BAHTERA

Bahtera are large lizard humanoids with a hardened scale hide similar in texture to gemstones. They are born from the surface of Bahrelis, a living planet-sized entity. These creatures lair together in isolated areas and are rumored to be loosely related to the Matokai.

AZURITE BAHTERA

Large goliath, neutral evil

Armor Class: 18 (hide plating)

Hit Points: 155 (14d10 + 78)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws: Dex +3, Con +10, Cha +5

Skills: Athletics +11, Perception +6

Damage Immunities: cold

Senses: passive Perception 16

Languages: Bahtera

Challenge: 9 (5,000 XP)

ACTIONS

Multiattack. The bahtera makes two grandblade attacks.

Grandblade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.



RHODOLITE BAHTERA

Large goliath, neutral evil

Armor Class: 15 (hide plating)

Hit Points: 131 (13d10 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	10 (+0)	10 (+0)	12 (+1)

Saving Throws: Con +8, Wis +3, Cha +4

Skills: Athletics +9, Perception +3

Damage Immunities: fire

Senses: passive Perception 13

Languages: Bahtera

Challenge: 8 (3,900 XP)

Esper Powers. The melder's channeling ability is Intelligence (save DC 12; +4 to hit with melding talents).

Prime (at will): *aegis, force bolt, push*

Rank 1 (4 slots): *distortion, protection field*

ACTIONS

Multiattack. The bahtera makes two warblade attacks.

Warblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

BLADE DRONE

Medium construct, unaligned

Armor Class: 13

Hit Points: 13 (3d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills: Perception +2

Senses: Passive Perception 12

Languages: --

Challenge: 1/8 (25 XP)

ACTIONS

Scythe Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

DARMAVIAN LIZARD

Large beast, neutral

Armor Class: 12

Hit Points: 45 (6d10 + 12)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills: Athletics +6, Perception +3, Survival +3

Senses: darkvision 60 ft., passive Perception 13

Languages: --

Challenge: 2 (450 XP)

Charge. If the lizard moves at least 30 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. The lizard makes two attacks, one with its horn and one with its bite.

Horn. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Darmavian Lizards are four legged scaled creatures with long limbs and a sharp fin-shaped horn atop a wide head. They are often domesticated for use as mounts in planets with an abundance of deserts and jungles..

FIRE DRAKE

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	14 (+2)	11 (0)	8 (-1)

Skills Perception +4

Damage Immunities fire, necrotic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages: Drake

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Breath Weapons (Recharge 5-6). The drake uses one of the following breath weapons:

Fire Breath. The drake exhales fire in a 20-foot line that is 5 feet high. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Blight Breath. The drake exhales cloud of molecular corrosion in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. This damage cannot be healed until 1 minute has passed.

FORGED CONSTRUCT

Medium construct, unaligned

Armor Class 13

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities cold

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

Blade Attachment. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Arm Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

KANASI

Kanasi are intelligent, deadly machines. Originally designed to hunt and kill humanoid soldiers, they became self-aware and learned to duplicate their programming. Kanasi require resources to maintain their frames and circuitry. They often have mutual agreements with the elusive Shadow Technocracy, who can easily provide the mechanical parts they need.

BANE KANASI

Large automaton, lawful evil

Armor Class 16 (natural armor)

Hit Points 153 (18d10+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Str +11, Dex +5

Skills Athletics +8, Perception +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

Forged Resistance. The nomad has advantage on saving throws versus talents, techniques, and esper effects.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Multiattack. The kanasi makes two vibration axe attacks or two ball and chain attacks.

Vibration Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 5) slashing damage.

Ball and Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage..

Fire Stream (Recharge 5-6). The bane kanasi can spew a jet of alchemical fire in a line 20 feet long and 5 feet wide. Any creature in the path of the jet takes 26 (4d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. This attack can be performed three times in a 24 hour period..

HUNTER KANASI

Large automaton, lawful evil

Armor Class: 16 (natural armor)

Hit Points: 93 (11d10 + 33)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	5 (-3)

Skills: Perception +4

Damage Immunities: poison

Condition Immunities: blinded, poisoned

Senses: infravision 60 ft., passive Perception 14

Languages: understands Common but can't speak

Challenge: 4 (1,100 XP)

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Multiattack. The kanasi makes two grappling claw attacks. If the kanasi is grappling a creature, it can also use its shock burst.

Grappling Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the kanasi doesn't have two other creatures grappled.

Shock Burst. One creature grappled by the kanasi receives a pulse of energy throughout its body. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SCOURGE KANASI

Large automaton, lawful evil

Armor Class: 13 (natural armor)

Hit Points: 36 (8d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	10 (+0)	11 (+0)	8 (-1)

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhausted, poisoned

Senses: infravision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 2 (450 XP)

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Hand Razors. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an automaton, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the kanasi's poison for the next 24 hours.



KOTATU

Kotatu are a species of cat-like beasts often found in natural landscapes akin to mountains, caverns. Their fur coating is thick, the top layer of hair tipped with hard-pointed ends.

KOTATU ALPHA

Large monstrosity, chaotic neutral

Armor Class: 14 (natural armor)

Hit Points: 114 (12d10 + 48)

Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	9 (-1)	14 (+2)	10 (+0)

Skills: Perception +8

Senses: darkvision 60 ft., passive Perception 18

Languages: --

Challenge: 6 (2,300 XP)

Keen Hearing and Smell. The kotatu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The kotatu makes three attacks, two with its claws and one with its bite. When its fire breath is available, it can use the breath in place of its bite or horns.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fire Breath (Recharge 5-6). The kotatu exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

KOTATU STALKER

Large monstrosity, chaotic neutral

Armor Class: 15 (natural armor)

Hit Points: 45 (7d8 + 14)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+2)	14 (+2)	6 (-2)	13 (+1)	8 (-1)

Skills: Perception +5, Stealth +5

Senses: darkvision 60 ft., passive Perception 15

Languages: --

Challenge: 3 (700 XP)

Keen Hearing and Smell. The kotatu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Fire Breath (Recharge 5-6). The kotatu exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

KOTATU

Large monstrosity, chaotic neutral

Armor Class: 12 (natural armor)

Hit Points: 39 (6d8 + 12)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills: Perception +3, Stealth +4

Senses: darkvision 60 ft., passive Perception 13

Languages: --

Challenge: 1 (200 XP)

Keen Hearing and Smell. The kotatu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The kotatu makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to zero.

PRIME-DELTA MECHAROID

Medium automaton, neutral

Armor Class: 16

Hit Points: 27 (5d8+5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	10 (+0)

Skills: Athletics +4

Senses: darkvision 60 ft., Passive Perception 12

Languages: ALOMU

Challenge: 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the mecharoid hits with it (included in the attack).

ACTIONS

Power Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

REISA GUARDIAN

Huge construct, unaligned

Armor Class 13

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+4)	6 (-2)	10 (+0)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages --

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The guardian makes two claw attacks..

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Laser Blast. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage

REISA WAR-BOT

Huge construct, unaligned

Armor Class: 14

Hit Points: 138 (12d12 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	8 (-1)	10 (+0)	6 (-2)

Skills: Perception +2

Senses: passive Perception 12

Languages: --

Challenge: 6 (2,300 XP)

Poor Maneuverability. The war-bot's size and speed limits its range of attacks. If it moves more than 5 feet during its turn, its multiple attacks are limited to targets that are within 30 feet of each other.

ACTIONS

Multiattack. The war-bot makes two punch attacks or two autocannon attacks.

Punch. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Autocannon. *Ranged Weapon Attack:* +5 to hit, range 70/210 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage.

Blade Launcher. *Ranged Weapon Attack:* +9 to hit, range 50/150 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

SHADOW DRAKE

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities cold

Damage Vulnerabilities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Drake

Challenge 7 (2,900 XP)

Shadow Stealth. While in dim light or darkness, the shadow drake can take the Hide action as a bonus action.

ACTIONS

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage

Frigid Breath (Recharge 5-6). The drake exhales a stream of inky blackness with writhing shadowy tentacles stretched along its length. The stream is 30 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (9d10) cold damage on a failed save, or half as much damage on a successful one.

TAAIJASA

Large monstrosity, neutral evil

Armor Class: 18 (natural armor)

Hit Points: 75 (10d10 + 20)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances: bludgeoning, piercing, and slashing from mundane weapon attacks

Skills: Perception +8

Senses: darkvision 60 ft., passive Perception 12

Languages: Taarjasa

Challenge: 7 (2,900 XP)

Natural Camouflage. The taarjasa has advantage on Dexterity (Stealth) checks made to hide in natural terrain..

ACTIONS

Multiattack. The taarjasa makes two attacks, one with its tentacles and one with its tail. If it hits with its tentacles, the taarjasa can make one bite attack against the same target.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

TAR CREEPER

Huge monstrosity, neutral

Armor Class: 14

Hit Points: 149 (13d12 + 65)

Speed: 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	9 (-1)	14 (+2)	10 (+0)

Skills: Perception +5

Damage Resistances acid, fire, and bludgeoning attacks from mundane weapons.

Senses: blindsight 20 ft., darkvision 60 ft., passive Perception 15

Languages: --

Challenge: 9 (5,000 XP)

Natural Camouflage. The tar creeper has advantage on Dexterity (Stealth) checks made to hide in any body of water or mud with a 15-foot diameter or larger.

ACTIONS

Multiattack. The tar creeper makes three melee attacks or two melee attacks and one ranged attack

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 5) bludgeoning damage.

Acid Spit. *Ranged Weapon Attack:* +8 to hit, range 70/210 ft., one target. *Hit:* 17 (3d6 + 4) acid damage.

Acid Spray (Recharge 5-6). The tar creeper unleashes a spray of icky black liquid in all directions. Each creature in a 20-foot radius must make a DC 14 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

TITANIUM MECHAROID

Large automaton, neutral

Armor Class: 17

Hit Points: 178 (17d10 + 5)

Speed: 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (0)	20 (+5)	10 (+0)	11 (+0)	10 (+0)

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from weapon attacks

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 120 ft., Passive Perception 10

Languages: ALOMU

Challenge: 10 (5,900 XP)

Forged Resistance. The mecharoid has advantage on saving throws versus talents, techniques, and esper effects.

Sorium Armaments. The mecharoid's weapon attacks are considered forging attacks.

ACTIONS

Multiattack. The mecharoid makes two melee attacks.

Power Axe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Spiral Blade. *Ranged Weapon Attack:* +10 to hit, range 40/120 ft., one target. *Hit:* 33 (5d10 + 6) piercing damage.

Sonic Burst (Recharge 5-6).

The mecharoid targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against energy burst. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



VEIL REAVER

Medium netherant, chaotic evil

Armor Class 14 (infiltration suit)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from mundane weapons.

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages: Common, Void speech

Challenge 3 (700 XP)

Keen Hearing and Smell. The veil reaver has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Phased Camouflage. While outside of combat, any Wisdom (Perception) checks that rely on sight to spot a veil reaver is made with disadvantage. This benefit is lost if the veil reaver is moving or is in combat.

ACTIONS

Multiattack. The reaver makes two longblade attacks or two blade bolt attacks. It can use its Disruptor in place of one longsword attack.

Disruptor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Longblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Blade Bolt. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

VELBAST

The Velbast are terrifying amalgams of machines and alien life that have evolved over generations since the Nesieve conflict. They sustain and grow their species by consuming beings capable of channeling the Crucibles' energies.

There are numerous types of Velbast today. They are able to channel destructive elemental forces and generate waves of dark matter. They destroy, consume, and move on, constantly evolving.

BLAZING VELBAST

Large aberration, chaotic evil

Armor Class: 13

Hit Points: 102 (12d10 + 36)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities: cold

Damage Resistances: bludgeoning, piercing, and slashing from mundane weapon attacks

Damage Immunities: fire, poison

Condition Immunities: charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 60 ft., Passive Perception 10

Languages: Velbast

Challenge: 5 (1,800 XP)

Blazing Aura. The Velbast may spend a bonus action to activate a fiery aura which surrounds its entire form and sheds light in a 30-foot radius. A creature that touches the velbast or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the first time it successfully hits a creature with a melee attack on its turn, that creature takes an additional 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Plasma Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 5) fire damage.

Fire Blast. *Ranged Weapon Attack:* +6 to hit, range 80/240 ft., one target. *Hit:* 12 (2d6 + 5) fire damage.

POWER VELBAST

Large aberration, chaotic evil

Armor Class: 17

Hit Points: 126 (12d10 + 60)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities: thunder

Damage Resistances: bludgeoning, piercing, and slashing from mundane weapon attacks

Damage Immunities: poison

Condition Immunities: charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 60 ft., Passive Perception 10

Languages: Velbast

Challenge: 5 (1,800 XP)

Strong Strider. The velbast moves at normal speed through difficult terrain.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Pulse Blast. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 12 (2d6 + 5) force damage



REAPER VELBAST

Huge aberration, chaotic evil

Armor Class 16

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+6)	11 (+0)	10 (+0)	7 (-2)

Saving Throws Con +10, Dex +5

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from mundane weapons.

Damage Immunities poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages: Velbast

Challenge: 11 (7,200 XP)

Sorium Armaments. The mecharoid's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The velbast makes three attacks with its claws or two claw attacks and one disruptor bolt attack.

Sorium Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

Disruptor Bolt. *Ranged Weapon Attack:* +12 to hit, range 80 ft., one target. *Hit:* 21 (3d8 + 8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

STORM VELBAST

Large aberration, chaotic evil

Armor Class 18

Hit Points 121 (19d8 + 36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from mundane weapons.

Damage Immunities poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages: Velbast

Challenge: 7 (2,900 XP)

Sorium Armaments. The mecharoid's weapon attacks are considered forging attacks.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Energy Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) radiant damage.

Lightning Blast. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 11 (2d6 + 4) lightning damage

Overcharge (Recharge 5-6). The velbast makes one energy blade or one lightning blast attack. If the attack hits, it deals an extra 13 (3d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the velbast's next turn.

VOID RAVAGER

Large netherant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	21 (+5)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

Keen Hearing and Smell. The ravager has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration. The ravager regains 10 hit points at the start of its turn. If the ravager takes acid or fire damage, this trait doesn't function at the start of the ravager's next turn. The ravager dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The ravager makes three attacks, two with its claws and one with its tail

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) necrotic damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage.

Non-Player Characters

This appendix contains statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a campaign, including lowly commoners and mighty espers. These stat blocks can be used to represent both human and nonhuman NPCs.

Customizing NPCs

There are many easy ways to customize the NPCs in this appendix for your home campaign.

Racial Traits. You can add racial traits to an NPC. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the Core Manual.

Power Swaps. One way to customize an NPC with esper ability is to replace one or more of its powers. You can substitute any power on the NPC's power list with a different power of the same level from the same power list. Swapping powers in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating.

Alterist Adept

Medium humanoid (any), any alignment

Armor Class: 11 (PSD), 14 with protection field

Hit Points: 44 (8d8+8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	18 (+4)	13 (+1)	10(+0)

Skills: Insight +3, Perception +3, Lore +6

Senses: Passive Perception 13

Languages: any one language, usually Common

Challenge 2 (450 XP)

Energy Harvest. Once per turn whenever the alterist damages a creature with a talent of Rank 1 or higher and the creature's hit points is reduced to zero, the alterist regains hit points equal to twice the rank of the talent.

Esper Talent. The alterist adept is a 6th level channeler. Its channeling ability is Intelligence (save DC 12; +4 to hit with channeling talents).

Prime (at will): *blast, dark conduit, push, tricky fingers*

Rank 1 (4 slots): *distortion, fire lance, primal fear, protection field*

Rank 2 (4 slots): *disruption wave, phase shift, stasis field*

Rank 3 (3 slots): *celerity, singularity*

ACTIONS

Combat Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Dendus Nomad

Small humanoid (dendus), any alignment

Armor Class: 13 (armor jacket)

Hit Points: 44 (8d6 + 16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	16 (+3)	11 (+0)	10 (+0)

Skills: Lore +5, Perception +2

Damage Resistances: lightning, necrotic

Damage Immunities: cold, fire, poison

Condition Immunities: charmed, frightened, paralyzed, poisoned

Senses: Passive Perception 12

Languages: Common, Dendus

Challenge: 4 (1,100 XP)

Forged Resistance. The nomad has advantage on saving throws versus talents, techniques, and esper effects.

Esper Powers. The nomad is a 5th level channeler. Its channeling ability is Intelligence (save DC 13; +5 to hit with channeling talents). It has the following power slots:

Prime (at will): *tricky fingers*

Rank 1 (4 slots): *fire lance, protection field*

Rank 2 (3 slots): *disruption wave, phase shift*

Rank 3 (2 slots): *singularity*

ACTIONS

Multiattack. The nomad makes two attacks with its energy blaster..

Energy Blaster. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 10 (3d6) piercing damage..

GALE GUARD

Medium humanoid (any), any alignment

Armor Class 14 (military jacket)

Hit Points 35 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	11 (+0)	12 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages: any one language, usually Common

Challenge 1 (200 XP)

Innate Powers. The gale guard's channeling ability is Charisma (save DC 12; +4 to hit with melding talents). It can use the following talents:

At Will: *frost edge*, *frost shot*

3x/day each: *absorption*, *shift*

Frost Edge/Shot. Melee or ranged weapon is charged with a frost aura. Target takes an additional 1d8 cold damage when hit and must make a DC 13 Constitution save. If failed, their movement is reduced to 10.

ACTIONS

Multiattack. The gale guard makes two melee or two ranged attacks.

Warblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GANG MEMBER

Medium humanoid (any), any non-lawful alignment

Armor Class: 12 (armor jacket)

Hit Points: 11 (2d8 + 2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses: Passive Perception 10

Languages: any one language, usually Common

Challenge: 1/8 (25 XP)

ACTIONS

Multiattack. The gang member makes two melee or ranged attacks.

Shortblade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

GANG LEADER

Medium humanoid (any), any non-lawful alignment

Armor Class: 15 (layered jacket)

Hit Points: 65 (10d8 + 20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws: Str +4, Dex +5, Wis +2

Skills: Athletics +4, Deception +4

Senses: Passive Perception 10

Languages: any one language, usually Common

Challenge: 2 (450 XP)

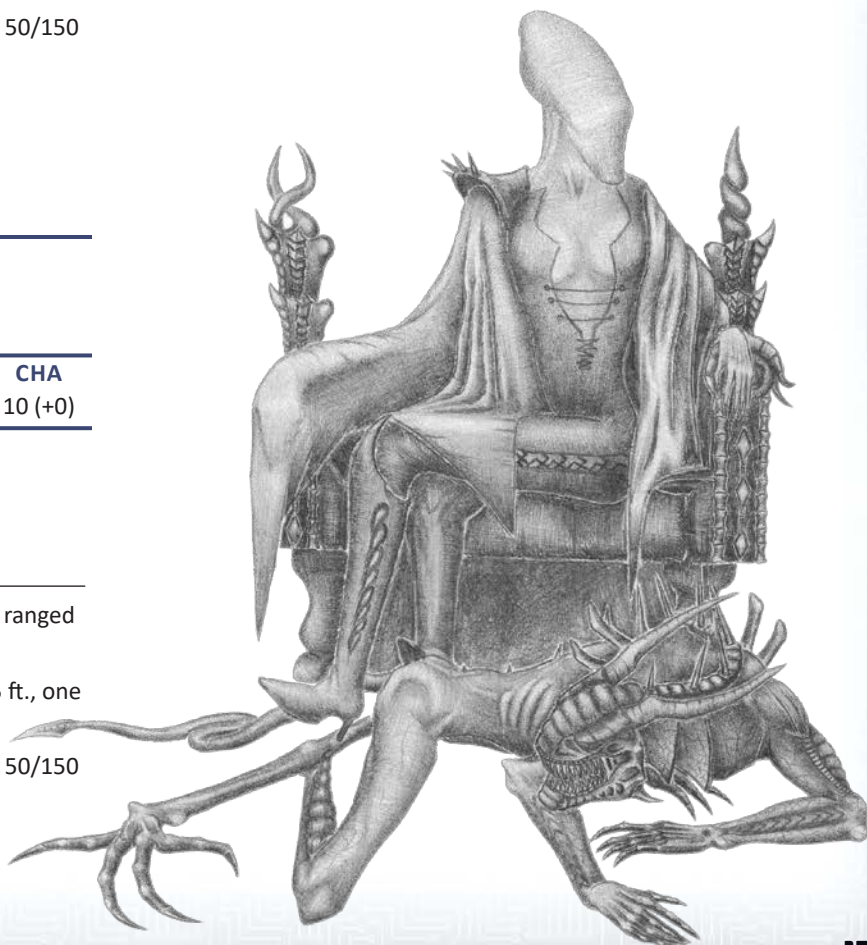
ACTIONS

Multiattack. The gang leader makes three melee attacks: two with its sabre and one with its wrist blade. Or the gang leader makes two ranged attacks with its autopistol.

Metal Baton. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Wrist Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Autopistol. *Ranged Weapon Attack:* +5 to hit, range 60/300 ft., one target, or 10' cube, burst fire DC: 13 *Hit:* 6 (1d6 + 3) piercing damage, or 3 (1d6) for burst fire.



GUARD COMMANDER

Medium humanoid (any), any alignment

Armor Class: 15 (military jacket)

Hit Points: 32 (5d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Skills Athletics +5, Insight +2

Senses passive Perception 10

Languages: any one language, usually Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The commander makes two melee weapon attacks with his warblade.

Warblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Authorifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 11
Hit: 7 (1d10+2) piercing damage or 5 (1d10) for burst fire.

REACTIONS

Parry. The commander can add 2 to his or her AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

GUARD

Medium humanoid (any), any alignment

Armor Class: 14 (medium trooper)

Hit Points: 9 (2d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills: Perception +2

Senses: Passive Perception 12

Languages: any one language, usually Common

Challenge: 1/8 (25 XP)

ACTIONS

Energy Burst. Upon a successful hit with the energy staff, the guard may expend a bonus action to release a burst of force. The target must make a DC 13 Dexterity saving throw or be knocked prone.

Energy Staff. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Light Pistol. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

HEAVY ARMS MERCENARY

Medium humanoid (any), any alignment

Armor Class 16 (centurion)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Dex +6, Con +6

Skills Athletics +9, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge: 5 (1,800 XP)

Brave. The mercenary has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The mercenary makes three melee or two ranged attacks.

Double-Bladed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Micro-cannon. *Ranged Weapon Attack:* +6 to hit, range 80/240 ft., one target. *Hit:* 12 (2d8 + 3) force damage

Concussive Burst (Micro-cannon). *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 9 (2d6 + 2) force damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



LORENDI MELDER

Medium humanoid (lorendi), lawful evil

Armor Class: 12 (PSD), 15 with protection field

Hit Points: 45 (10d8+8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	17 (+3)	13 (+1)	12(+1)

Skills: Perception +3, Lore +2

Senses: Passive Perception 13

Languages: Common, Nesieve

Challenge: 6 (2,300 XP)

Strong-willed. The melder advantage on saving throws against being charmed or frightened.

Esper Powers. The melder is a 10th level channeler. Its channeling ability is Intelligence (save DC 14; +6 to hit with channeling talents).

Prime (at will): *dark conduit, force bolt, push, tricky fingers*

Rank 1 (4 slots): *distortion, fire lance, protection field, shift*

Rank 2 (3 slots): *blur, frost coil, phase shift*

Rank 3 (3 slots): *fly, singularity*

Rank 4 (3 slots): *gravity well, superior obfuscate*

Rank 5 (2 slots): *frigid mist*

ACTIONS

Wrist Blades. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage..

MELDER INITIATE

Medium humanoid (any), any alignment

Armor Class: 12 (PSD), 15 with protection field

Hit Points: 16 (3d8+3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	10 (+0)

Skills: Perception +3, Lore +2

Senses: Passive Perception 13

Languages: any one language, usually Common

Challenge: 1/2 (100 XP)

Esper Powers. The melder is a 3rd-level channeler. Its channeling ability is Intelligence (save DC 12; +4 to hit with melding talents).

Prime (at will): *aegis, force bolt, push*

Rank 1 (4 slots): *distortion, protection field*

ACTIONS

Combat Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

MATOKAI SOLDIER

Medium humanoid (matokai), any alignment

Armor Class 13 (light trooper)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages: Common, Matokai

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the matokai can move up to its speed toward a hostile creature that it can see.

ACTIONS

Grandblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. Target must make a DC 13 Dexterity saving throw or be knocked prone.

Autopistol. *Ranged Weapon Attack:* +5 to hit, range 60/300 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

MATOKAI WARLORD

Medium humanoid (matokai), any alignment

Armor Class 18 (centurion)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages: Common, Matokai

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the matokai can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The matokai makes two melee weapon or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Target must make a DC 13 Dexterity saving throw or be knocked prone..

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/250 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

MERCENARY ELITE

Medium humanoid (any), any alignment

Armor Class 17 (centurion)

Hit Points: 58 (9d8 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills: Athletics +5, Perception +2

Senses: passive Perception 12

Languages: any one language, usually Common

Challenge: 3 (700 XP)

ACTIONS

Multiattack. The mercenary makes two melee weapon or two ranged attacks.

Longblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/250 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 4 (1d8) piercing damage with burst fire..

SENTRY

Medium humanoid (any), any alignment

Armor Class: 15 (medium vanguard)

Hit Points: 19 (3d8+6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+1)	15 (+2)	10 (0)	11 (0)	12 (+1)

Skills: Intimidation +3, Perception +2

Senses: Passive Perception 12

Languages: any one language, usually Common

Challenge: 1/4 (50 XP)

ACTIONS

Warblade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

Autorifle. *Ranged Weapon Attack:* +3 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 11 *Hit:* 6 (1d10+1) piercing damage or 5 (1d10) for burst fire.

TERRA ASSASSIN

Medium humanoid (any), any non-good alignment

Armor Class 14 (infiltration suit)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Skills Acrobatics +5, Stealth +5

Damage Resistances poison

Senses passive Perception 13

Languages: any one language, usually Common

Challenge 7 (100 XP)

Earth Step (3x/day). Instead of a move action, as long as they are standing on a surface made of metal, rock, stone, or dirt, the assassin can meld into the ground and move to a location to reappear up to 20 feet away.

Deft Strike. The assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

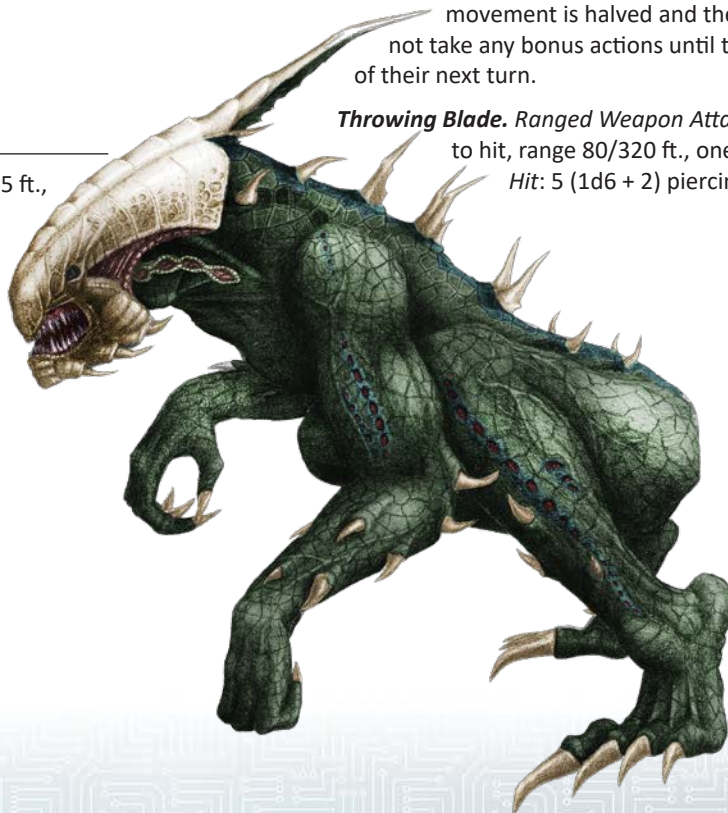
ACTIONS

Multiattack. The assassin makes two melee attacks.

Poisoned Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Stun Rod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) force damage, and the target must make a DC 15 Constitution saving throw. If failed, the target's movement is halved and they may not take any bonus actions until the end of their next turn.

Throwing Blade. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing



TINKERER

Medium humanoid (any), any alignment

Armor Class 13 (armor jacket)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Computers +2, Persuasion +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Esper Powers. The tinkerer is a 4th--level engineer. Its forging ability is Wisdom (spell save DC 11, +3 to hit with forging attacks).

Prime (at will): *acid spray, electric surge, gamma vision*

Rank 1 (4 slots): *laser blast, sensory jammer, trauma*

Rank 2 (3 slots): *assault drone, paralyzer*

ACTIONS

Multiattack. The tinkerer makes two melee or ranged attacks.

Combat Axe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

Autopistol. Ranged Weapon Attack: +4 to hit, range 50/150 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WEAPONMASTER

Medium humanoid (any), any alignment

Armor Class: 13 (armor jacket)

Hit Points: 22 (4d8+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	15 (+2)	13 (+1)	10 (0)	14 (+2)	13 (+1)

Skills: Perception +4

Senses: Passive Perception 14

Languages: any one language, usually Common

Challenge: 1/2 (100 XP)

ACTIONS

Multiattack. The weaponmaster makes two melee weapon attacks with his swords or two ranged attacks with his pistols.

Shortblade. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Light Pistol. Ranged Weapon Attack: +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

REACTIONS

Parry. The weaponmaster can add 2 to his or her or her AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon..

MISCELLANEOUS CREATURES

This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

CREATING UNIQUE CREATURES

There are many thousands of creatures on each planet, many indigenous to whichever word upon which the characters find themselves.

The stats listed here are kept as generic as possible, many of which represent creatures that could be found in an earth-type setting for reference. There are easy ways to alter these creature stats to fit a different planet or environment

Description. You can change or alter the description of a creature without altering its stats. For example, a bear-sized creature with golden scales and ridged, pointy ears can still have the same stats as a normal bear on an earth-type planet.

Weapon Damage Types. Many miscellaneous creatures have claw, bite, and tail attacks. Many of these can be interchanged. For example, a giant ape that deals bludgeoning damage with its fists can be altered to have claws, which now deal slashing damage. These changes can be made without altering the creature's challenge rating.

APE

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

BADGER

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

BAT

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing The bat has advantage on Wisdom (Perception) checks that rely on hearing

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell

ACTIONS

Multitask. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage..

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

CROCODILE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ELEPHANT

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	1 (+0)	6 (-3)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	11 (+0)	2 (-5)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

GIANT APE

Medium beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	14 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Target must make a DC 13 Dexterity saving throw or be knocked prone..

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing The bat has advantage on Wisdom (Perception) checks that rely on hearing

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT BOAR

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Basic can't speak them

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

VARIANT: DISEASED GIANT RATS

Some giant rats carry vile diseases that they spread with their bites. A diseased giant rat has a challenge rating of 1/8 (25 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage

Web (Recharge 5-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



KILLER WHALE

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 21 (5d6 + 4) piercing damage.

LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Bite. *Melee Weapon Attack:*

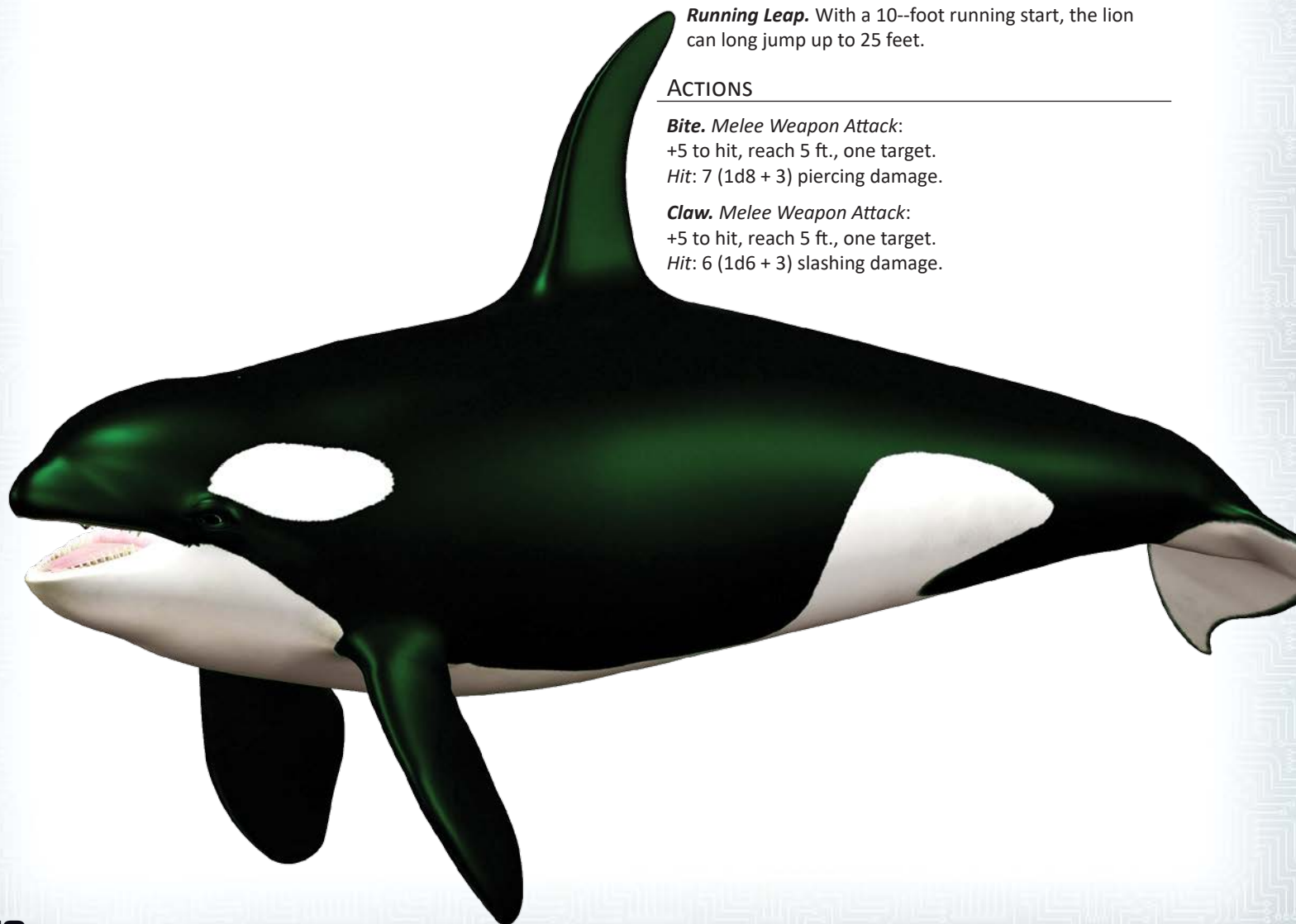
+5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:*

+5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.



PANTHER

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage

PHASE BEAST

Medium beast, unaligned

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Teleport (Recharge 5-6). The beast teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

POLYKEPHA

Medium monstrosity, any evil alignment

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The beast has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The beast makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0

RHINOCEROS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

SENTIENT SHRUB

Small plant, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire

Damage Resistances piercing

Senses passive Perception 10

Languages can communicate with other sentient plants

Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) slashing damage.

SENTIENT TREE

Small plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages any one depending on world of origin, plus can communicate with other sentient plants

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

SWARM OF BATS

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

WINTER WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15 L

Languages Common, Giant, Winter Wolf **Challenge** 3 (700 XP)

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



Name: _____ Player: _____
Class: _____
Race: _____ Background: _____
Gender: _____ Size: _____ Height: _____ Weight: _____
Age: _____ Hair: _____ Eyes: _____ Alignment: _____



Campaign: _____
Crucible Corps Serial Number: _____

ABILITIES

☐	STR STRENGTH	☐
☐	DEX DEXTERITY	☐
☐	CON CONSTITUTION	☐
☐	INT INTELLIGENCE	☐
☐	WIS WISDOM	☐
☐	CHA CHARISMA	☐

SENSES

PASSIVE PERCEPTION ☐ = 10 + Perception Skill

BURST FIRE

Burst DC ☐ Burst Save Bonus ☐
(DC = 8 + Proficiency Score + Dex bonus)

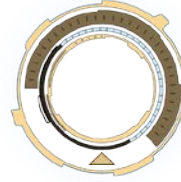
ABILITY SAVE DC

8 + ☐ + Prof Bonus 8 + ☐ + Prof Bonus

Saving Throw Advantages/Disadvantages:

SPECIAL FEATURES

Feature	Max Use	Recovery	Used



PROFICIENCY BONUS

☐ INSPIRATION

SKILLS

Bonus	Skill Name	Proficient
☐	Acrobatics (Dex)	☐
☐	Astrophysics (Int)	☐
☐	Athletics (Str)	☐
☐	Computers (Int)	☐
☐	Deception (Cha)	☐
☐	Insight (Wis)	☐
☐	Intimidation (Cha)	☐
☐	Investigation (Int)	☐
☐	Lore (Int)	☐
☐	Mechanics (Wis)	☐
☐	Medicine (Wis)	☐
☐	Perception (Wis)	☐
☐	Performance (Cha)	☐
☐	Persuasion (Cha)	☐
☐	Sleight of Hand (Dex)	☐
☐	Stealth (Dex)	☐
☐	Survival (Wis)	☐
☐	Xenobiology (Int)	☐

COMBAT INITIATIVE

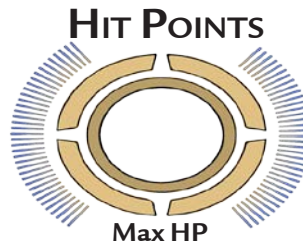
Dex ☐ + Misc ☐ BASE SPEED ☐ ENCUMBERED ☐

ARMOR CLASS



☐	Armor Bonus	
☐	Shield Bonus	
☐	Dexterity Modifier	
☐	Spell Modifier	
☐	Item Modifier	
☐	Misc Bonus	

☐ Medium Armor (Max Bonus = 2) ☐ Heavy Armor (No Dex Bonus) ☐ Stealth Disadv.



Max HP

	Wounds
Temporary HP	

ATTACKS

OF ATTACKS PER ACTION ☐

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Special					
Special					
Special					
Special					
Special					

ACTIONS

Base Actions

Bonus Actions

Reactions

RESISTANCES (HALF DAMAGE)

HIT DICE

Level	Die Type	Con	# Used
☐	X ☐	+ ☐	☐
☐	X ☐	+ ☐	☐
☐	X ☐	+ ☐	☐

1/2 max HD after Long Rest



DEATH SAVED (DC 10)

Character Name: _____

ESPER ATTACK MODIFIER
(CHANNELING OR FORGING)

ESPER POWER SAVE DC

Channeling/Forging Ability: _____

 = Proficiency Bonus + your
Channeling/Forging ability bonus

 = 8 + Proficiency Bonus + your
Channeling/Forging ability bonus

TALENT POINTS

Max TP

Remaining

FORGING SLOTS

TECHNIQUES PREPARED:

Max
Used

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

TALENTS AND TECHNIQUES

PRIME

RANK 1 TP: 2

RANK 2 TP: 3

RANK 3 TP: 5

RANK 4 TP: 6

RANK 5 TP: 7

RANK 6 TP: 9

RANK 7 TP: 10

RANK 8 TP: 11

RANK 9 TP: 13

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