

ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING



CHARACTER SHEET

Esper Ability: _____

ESPER POWER SAVE DC



= Proficiency Bonus + your Channeling/Forging ability bonus



= 8 + Proficiency Bonus + your Channeling/Forging ability bonus

TECH SLOTS

TECHNIQUES PREPARED:

Max TP

Remaining

Max
Used

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

TALENTS AND TECHNIQUES

PRIME

RANK 1 TP: 2

[illegible]

RANK 2 TP: 3

[illegible]

RANK 3 TP: 5

[illegible]

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○

RANK 4 **TP: 6**

[illegible]

○

○

○

○

RANK 5 TP: 7

[illegible]

RANK 6 TP: 9

[illegible]

RANK 7 TP: 10

[illegible]

PAGE 8 TP: 11

[illegible]

RANK 9 TP: 13

[illegible]



Name: _____ Player: _____
Class: _____
Race: _____ Background: _____
Gender: _____ Size: _____ Height: _____ Weight: _____
Age: _____ Hair: _____ Eyes: _____ Alignment: _____



Campaign: _____
Crucible Corps Serial Number: _____

ABILITIES

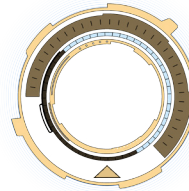
☐	STR STRENGTH	☐
☐	DEX DEXTERITY	☐
☐	CON CONSTITUTION	☐
☐	INT INTELLIGENCE	☐
☐	WIS WISDOM	☐
☐	CHA CHARISMA	☐

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 ☐

PROFICIENCY BONUS

☐ INSPIRATION

Saving Throw Advantages/Disadvantages:

SPECIAL FEATURES

Feature	Max Use	Recovery	Used

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 ☐

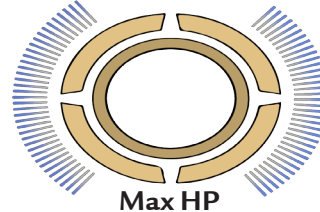
ARMOR CLASS



☐	Armor Bonus	
☐	Shield Bonus	
☐	Dexterity Modifier	
☐	Spell Modifier	
☐	Item Modifier	
☐	Misc Bonus	

☐ Medium Armor (Max Bonus = 2) ☐ Stealth Disadv.
☐ Heavy Armor (No Dex Bonus)

HIT POINTS



Max HP

☐	Temporary HP
☐	Wounds

RESISTANCES (HALF DAMAGE)

☐	
☐	
☐	

HIT DICE

Level	Die Type	Con	# Used
☐	X	+	☐
☐	X	+	☐
☐	X	+	☐

1/2 max HD after Long Rest



DEATH SAVED (DC 10)

ATTACKS

OF ATTACKS PER ACTION ☐

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Special					
Special					
Special					
Special					
Special					

ACTIONS

(1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN)

Base Actions

Bonus Actions

Reactions

Character Name: _____

Channeling/Forging Ability: _____

ESPER ATTACK MODIFIER
(CHANNELING OR FORGING)



= Proficiency Bonus + your
Channeling/Forging ability bonus

ESPER POWER SAVE DC



= 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

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