ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING

CHARACTER SHEET

Esper Genesis
Heroic Sci-Fi Roleplaying

Level

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

Campaign: _____
Crucible Corps Serial Number: _____

Abilities

	Score	Modifier	Saving Throw
STR Strength			
DEX Dexterity			
CON Constitution			
INT Intelligence			
WIS Wisdom			
CHA Charisma			

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:

_____

_____

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)	( )

Special Features

Feature	Max Use	Recovery	Used

Senses

Passive Perception ☐ = 10 + Perception Skill

_____

_____

Combat

( ) Initiative: Dex ☐ + Misc ☐ | Base Speed ☐ | Encumbered ☐

Hit Points

Max HP

Temporary HP ☐

Wounds

Armor Class

☐ Armor Bonus
+ ☐ Shield Bonus
+ ☐ Dexterity Modifier ☐ Medium Armor (Max Bonus = 2) ☐ Heavy Armor (No Dex Bonus) ☐ Stealth Disadv.
+ ☐ Power Modifier
+ ☐ Item Modifier
+ ☐ Misc/Mod Bonus

Resistances (Half Damage)

_____

_____

_____

Hit Dice

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

1/2 max HD after Long Rest

Survive: I II III
Perish: I II III

Death Saves (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 Traits

Racial Features

Class Features

Proficiencies

Armor: ☐ Light ☐ Medium ☐ Heavy ☐ Shields

Weapon ☐ Simple ☐ Martial ☐ Other:

Languages		Tools	

Equipment

Adventuring Gear

Name	#	Wt.

Assigned Vehicles	Role / Position

Character Sheet by Castle Skydawn Design

Background

Personality Trait

Ideal

Bond

Flaw

Background Feature

Feats

Feat:

Feat:

Feat:

Feat:

Total Cubil (cu)

Lifestyle: _____ Daily Expenses: _____

Name	#	Wt.
Other Valubles		

Total Wt.	Encumbered	Heavily Enc.	Push/Lift
	=Str x 5 -10 Spd.	=Str x 10 -20 Spd.	=(Str x 15) -30 Spd.= 5 ft.

Original Concept by Javier Aumante and MorePurpleMoreBetter

Character Name:_____

Esper 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

Remaining

Max TP

Tech Slots

Techniques Prepared:_____

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

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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	Lore (Int)	( )
	Mechanics (Wis)	( )
	Medicine (Wis)	( )
	Perception (Wis)	( )
	Performance (Cha)	( )
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( ) Initiative: Dex [ ] + Misc [ ] | Base Speed [ ] Encumbered [ ]

Hit Points

Max HP

Temporary HP [ ]

Wounds

Armor Class

[ ]	Armor Bonus	
+ [ ]	Shield Bonus	
+ [ ]	Dexterity Modifier	☐ Medium Armor (Max Bonus = 2) ☐ Heavy Armor (No Dex Bonus) ☐ Stealth Disadv.
+ [ ]	Spell Modifier	
+ [ ]	Item Modifier	
+ [ ]	Misc Bonus	

Resistances (Half Damage)

Hit Dice

Level		Die Type		Con	# Used
[ ]	x	[ ]	+	[ ]	[ ]
[ ]	x	[ ]	+	[ ]	[ ]
[ ]	x	[ ]	+	[ ]	[ ]

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Feat:

Feat:

Feat:

Feat:

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