

ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING



CHARACTER SHEET



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



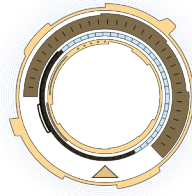
Campaign: _____
 Crucible Corps Serial Number: _____

ABILITIES

Score	Modifier	Saving Throw
<input type="text"/>	<input type="text"/>	<input type="text"/>
STR STRENGTH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>

BURST FIRE

Burst DC Burst Save Bonus
 (DC = 8 + Proficiency Score + Dex bonus)



PROFICIENCY BONUS

ABILITY SAVE DC

8+ + Prof Bonus 8+ + Prof Bonus

INSPIRATION

Saving Throw Advantages/Disadvantages:

SKILLS

Bonus	Skill Name	Proficient
<input type="checkbox"/>	Acrobatics (Dex)	<input type="radio"/>
<input type="checkbox"/>	Astrophysics (Int)	<input type="radio"/>
<input type="checkbox"/>	Athletics (Str)	<input type="radio"/>
<input type="checkbox"/>	Computers (Int)	<input type="radio"/>
<input type="checkbox"/>	Deception (Cha)	<input type="radio"/>
<input type="checkbox"/>	Insight (Wis)	<input type="radio"/>
<input type="checkbox"/>	Intimidation (Cha)	<input type="radio"/>
<input type="checkbox"/>	Investigation (Int)	<input type="radio"/>
<input type="checkbox"/>	Lore (Int)	<input type="radio"/>
<input type="checkbox"/>	Mechanics (Wis)	<input type="radio"/>
<input type="checkbox"/>	Medicine (Wis)	<input type="radio"/>
<input type="checkbox"/>	Perception (Wis)	<input type="radio"/>
<input type="checkbox"/>	Performance (Cha)	<input type="radio"/>
<input type="checkbox"/>	Persuasion (Cha)	<input type="radio"/>
<input type="checkbox"/>	Sleight of Hand (Dex)	<input type="radio"/>
<input type="checkbox"/>	Stealth (Dex)	<input type="radio"/>
<input type="checkbox"/>	Survival (Wis)	<input type="radio"/>
<input type="checkbox"/>	Xenobiology (Int)	<input type="radio"/>

SENSES

PASSIVE PERCEPTION = 10 + Perception Skill

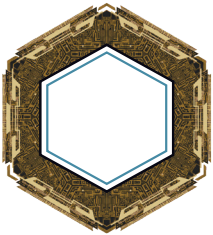
SPECIAL FEATURES

Feature	Max Use	Recovery	Used

COMBAT

INITIATIVE Dex + Misc BASE SPEED ENCUMBERED

ARMOR CLASS



Armor Bonus

+ Shield Bonus

+ Dexterity Modifier Medium Armor (Max Bonus = 2) Stealth Disadv.

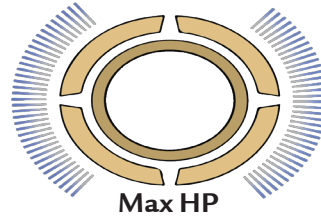
+ Heavy Armor (No Dex Bonus)

+ Power Modifier

+ Item Modifier

+ Misc/Mod Bonus

HIT POINTS



Wounds

Temporary HP

RESISTANCES (HALF DAMAGE)

HIT DICE

Level	Die Type	Con	# Used
<input type="text"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>
<input type="text"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>

1/2 max HD after Long Rest



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



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STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

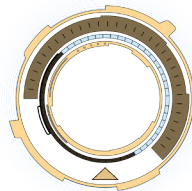
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WIS WISDOM

CHA CHARISMA

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Burst DC Burst Save Bonus
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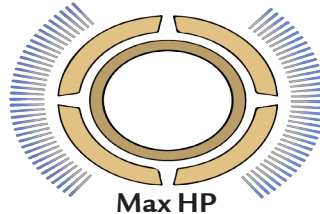
+ Heavy Armor (No Dex Bonus)

+ Spell Modifier

+ Item Modifier

+ Misc Bonus

HIT POINTS



Temporary HP

Wounds

RESISTANCES (HALF DAMAGE)

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<input type="checkbox"/>	X <input type="text"/>	+ <input type="text"/>	<input type="text"/>
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