ESPER GENESIS

HEROIC SCI-FI ROLE-PLAYING

FALL OF THE EOS KELDOR
STARTER ADVENTURE

Powered by:

5th Edition Fantasy

Alligator Alley ENTERTAINMENT

by Rich Lescouflair

espergenesis.com

ESPER GENESIS
ROLEPLAYING PREVIEW ADVENTURE

Welcome to the **Esper Genesis Roleplaying Game**. In Esper Genesis, you will take the on the role of one of the many heroes, soldiers, explorers, raiders, mystics, and more, within a futuristic society that spans across multiple galaxies. Whatever your path, your choices, actions, and strategies will determine your degree of success and survival within the infinite expanse.

This standalone beginner adventure uses the 5th edition ruleset of the world's greatest roleplaying game.

RUNNING THE ADVENTURE

This book provides tools and systems you will need to run the module provided within. The adventure will introduce new rules that will come into play when the situation arises. Throughout the adventure, you will learn everything you need to know to create your own Esper Genesis adventure. Always remember the Golden Rule of Gamemastering – You are the final arbiter of the rules. In the end, the entire goal of the game is to have fun and keep things moving. If you are ever unsure of how to proceed, just use your best judgement to resolve a given scenario and move on.

A SHARED EXPERIENCE

As the Gamemaster, you will be playing any other persona that is not the player characters. That said, it is important to remember that you are not the enemy of, nor are you competing with any of the players. Your job is to present and run the adventure, encounters, adversaries, and story while maintaining flow of events.

While you are the authority on the rules and encounters, it is really your players that provide the catalyst to make the story go. Their actions and decisions should affect how you run encounters, while your method of presenting the story will influence their decisions. This circular relationship allows everyone to be involved and have as much fun as possible. Use the rules as a tool to move the story. The best gamemasters use the rules in a fair, impartial, and consistent manner for every single player in their game.

ADVENTURE BACKGROUND: FALL OF THE EOS KELDOR

The adventure begins with the characters falsely accused and brought aboard the Eos Keldor, a battle cruiser of the Lorendi Imperium. At the beginning of the adventure, the Eos is sabotaged by a small group of spies belonging to the Valna Fleet. Each player character will have their own reasons for being on the Eos Keldor. Throughout the scenario, the players will need to work together to escape the Eos while it is engaged in battle with the enemy. There are no escape pods on the Eos. The only way for the players to escape the cruiser is to steal the Lorendi shuttle stationed in the docking bay.

The PCs may decide that they wish to take over the Eos instead of escaping. While that may be an alternative solution, the Eos will most definitely be destroyed as more Valna reinforcements arrive during the space battle. Explain that such an undertaking would involve facing insurmountable odds, only to end up possibly being mistaken for the very enemy from which they are attempting to escape.

The Esper Genesis Universe

The universe is vast, varied, and filled with an infinite number of peoples, cultures, and traditions. 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 **Melding**, 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.

Beginning the Adventure

Use the included maps of the Eos to assist in your presentation. You can use the maps in a variety of ways. You can choose to have them as a reference tool for a visual representation of where everyone is, or as battle maps if you choose to do so. When you are ready to begin, read the following to the players:

> You've definitely had better days. Falsely accused for acts of treason, you and your companions were brought aboard the Eos Keldor, a famous battleship of the Lorendi Imperium. The Lorendi were never known for giving fair trials, or even giving trials for that matter, so who knew how long it would be before it would just get worse. All you did know is that you and your future cellmates would be here a while.
>
> Now, however, you have your one chance at getting out of this place. Just as the two guards push you out onto the floor of the detention area, all hell breaks loose. The ships alert system starts blaring while the emergency lights come on. It's just enough for the guards to not notice the shooter hiding behind the terminal before it's too late. The shooter is wearing some sort of tech-laced armor. Maybe familiar, but with the flashing lights and the sudden gunfire, you have no time to think about it. The guards are both cut down in seconds but not before one gets a clean shot off into the shooter, who falls to its knees. The shooter desperately points toward the door leading to the prison cells. The words "Free... the captain..." exit its helmet speakers before it falls dead.
>
> Before anyone could do or say much, you hear the sound of the lift activating. Someone else is on their way down. You only have a few moments to grab your stuff and find a spot to figure out your next move.

If the players ask to describe the room, refer to map #1 and also read the following:

> The entrance to the detention area has two large communication terminals on the north wall and two more on the south wall. The door to the west leads to the lift, while the east door leads to the detention cells. There are grates along parts of the deck that cover the mechanical conduits that run underneath the floor. A long trail of interconnecting pipes and wiring extends across the ceiling between the two exits.

Three **Lorendi sentries** are on their way down to investigate the gunfire. At this point, the players can choose to hide or get ready for a fight, either by taking cover or just standing their ground.

If the players each succeed in their rolls, the sentries will move further into the hall and be completely open to a surprise attack. They get one round with the sentries unable to take any actions. If any one of the players fail their roll, or take more than one minute to act, the sentries become alert to their presence and combat proceeds as normal. Either way, roll for Initiative.

Refer to each player's character sheet to assist in the resolution of combat. There are a few new combat rules that differ from the basic rules for 5th edtion. After combat is over, the players are free to explore the area, as well as plan their next move. They may choose to question the sentries if any of them are subdued rather than killed. If so, refer to the sidebar "Getting Information" on the next page. When they are ready to continue on, read to them the following:

Quest: Escape the Eos Keldor! - From this point on, it is up to the players to work their way off the ship while it is under heavy fire. Refer to the corresponding map locations. The map's "compass" is just for ease of reference only. There are no compass directions in space. If there are any locations on the map that are not numbered, that area is either empty or devoid of anything of note.

DETENTION LEVEL

1. ENTRY CORRIDOR

There are four communication and surveillance terminals here. A successful DC 12 Intelligence (Computer) check will reveal that most of the computer systems have been jammed. If the player makes the same check again at DC 13, they will discover the ship is in alert status due to attacks from multiple enemy ships. They can also unlock the every detention cell on the level if they choose.

A successful DC 11 Intelligence (Lore) or Perception (Insight) check will identify the body of the shooter as a Valna infiltrator. He is carrying an autopistol. The two guards are each carrying an autopistol and an energy staff. Each one has a key chip on their belts that can be spotted with a DC 13 Wisdom (Perception) check. The key chips can be used to open the east door and disable the energy shields leading to the detention cells. Any armors found are specific to Lorendi physiology and cannot be worn.

2. ENTRY CORRIDOR

There are two energy shields blocking the north and south side of the corridor leading to the cells. They can be deactivated by using the key chip on either of the dead guards in Room #1. They can also be deactivated with a successful DC 16 Intelligence (Mechanics) check. The second process takes 3 minutes to complete. The key chip will also open any of the cell doors on this level.

3. DETENTION CELL C3

Both Sestria and the Lorendi aboard the ship can provide the following information to the players if questioned:

- The Eos Keldor is one of the most famous battleships in the Lorendi fleet.

- The attack on the Eos is most likely retaliation for the recent execution of the Valnan emissary and the imprisonment of their royal guard.

- Conflict over the execution has thrown the ship into mutiny. The captain is no longer in charge of the ship.

- Sestria, the former captain of the Eos, attempted to stop the execution and was instead imprisoned for treason by her second-in-command. She is being held in the Detention Cell C3 (this information is obviously provided from anyone other than Sestria herself).

- The Eos has taken heavy damage from the outside and has been sabotaged by the escaped Valnan royal guard. It may only be a matter of time before the ship is destroyed from ship fire or from within. The Valna are out for blood.

- The only way off the ship is via the shuttle in the docking bay. It requires a command officer's key chip to activate. The docking bay can be reached from Decks Two and Three.

The Lorendi woman's name is **Sestria**. A DC 13 Wisdom (Medicine) check will reveal that she is burned and suffering from heat exhaustion. The Lorendi usually have cooling units in their armor for overly warm climates and suffer greatly from burns. A DC 12 Wisdom (Perception) check will reveal the burns to be purposefully inflicted.

Sestria can be easily brought to consciousness. If the players do so, and don't immediately threaten her, she will tell them she has been a prisoner here for weeks, and asks the players for their help.

Quest: The Former Captain – Sestria will request the players escort her as far as the entrance. There, she will take a suit off of one of the sentries. She will then offer to aid the players escape the Eos if they are willing to take her with them on the shuttle. She cannot pilot it alone. If the players agree, she will give them the bypass code to her quarters on Deck Two so they can retrieve her extra key chip she has stashed in her desk. In the meantime, she will try to rally some of her remaining loyal sentries and meet them at the docking bay.

If the players request she accompany them, she will tell them that she will blend in easier if alone. She also cannot easily regain support while traveling with a group of armed prisoners. She will not discuss the issue any further. If they agree to her terms, she gives them the bypass code then makes her way to the lift.

Note: If the players do not agree to Sestria's terms, she will leave on her own and that is the last they will see of her. If they decide to kill her instead, remind each player of their character's alignment and personality. If they
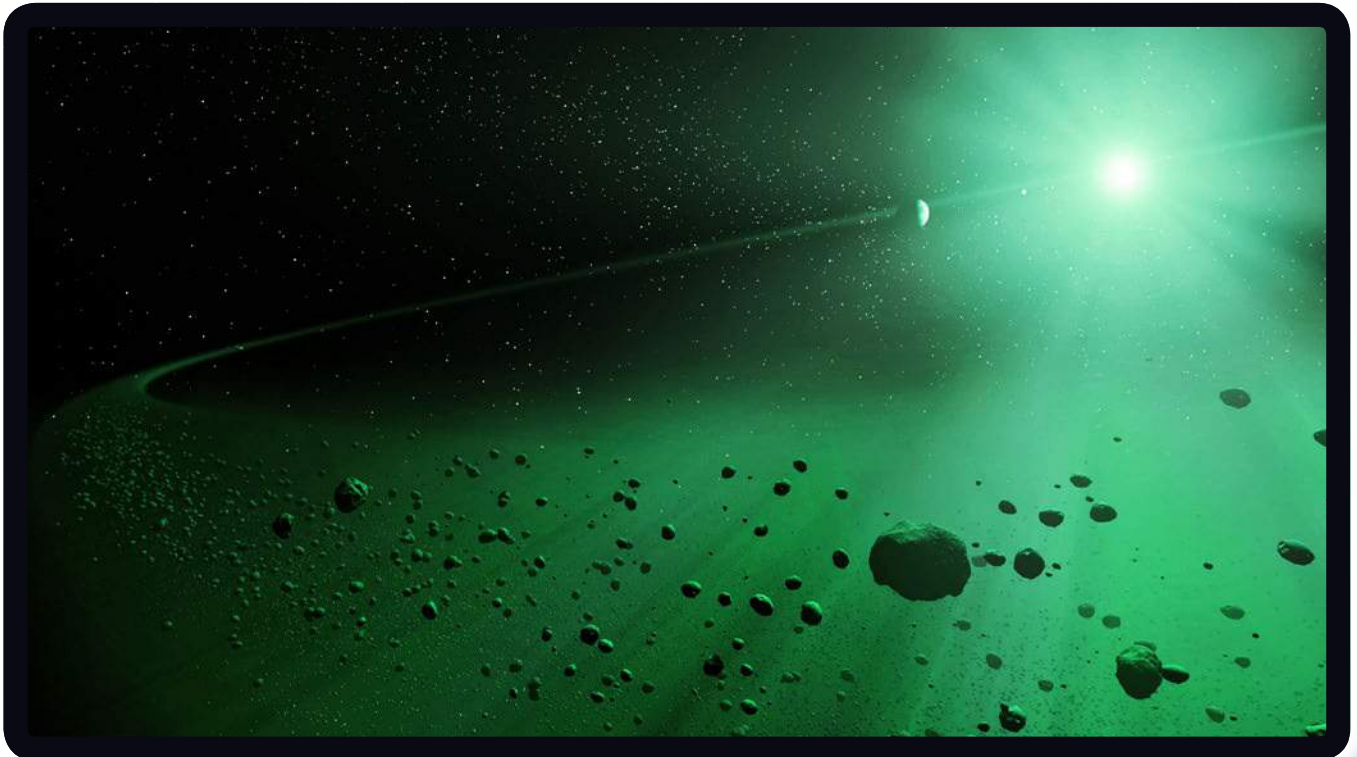
absolutely insist, allow them to do so, then take away any points of Inspiration the party has left. Abandoning their values has its costs.

4. Storage Unit A

The locked container in this room requires a DC 14 Dexterity proficiency check with an infiltration device to open. Inside is a pistol clip, an autorifle, a warblade, and a *healing elixir*.

5. Detention Cell C8

Two **Lorendi sentries** are here. They are both stripped of gear and restrained. These two are Sestria's personal guard (Room #3). They will not act aggressively unless greeted with the same. They will politely ask the players to just let them go. If the players refuse, they will attempt to charge past them in an attempt to escape. If the players ask them for information, they will talk with a successful DC 12 Charisma (Persuasion) check. If they mention Sestria, they will talk without need for a skill check.

The sentries can provide the same information as any of the others. If Sestria has not yet been encountered or was not mentioned, the sentries will tell the players she is being held in the one of the cells in the opposite hall. If the sentries are freed, they will attempt to free Sestria.

If she has already been released, they will tell the players they will leave to accompany her. Neither sentry will trust the players enough to join them instead of finding their captain, but they will appear again in a later encounter if they are set free.

6. Storage Unit B

One of the two containers is locked, requiring a DC 13 Dexterity proficiency check with an infiltration device to open. It contains two energy staves, two Lorendi uniforms, a pistol clip, and a reinforced shield bracer. The other container has a number of old clothes, mostly rags.

7. Aft Transport Lift

Once the players reach the lift, they have the option of going to Deck Two or Deck Three. Decks Four and Five are locked out on the panel. If the players push any of the lockout buttons, the computer will promptly tell them they do not have authorization to access these decks while the ship is under attack.

Choosing the Path of Escape

The adventure scenarios differ depending on which way the players go from here. One path involves a bit more exploration and roleplay (Deck Two), while the other is more direct and combat oriented (Deck Three). Though the choice is normally left to the players, you may, as the Gamemaster, choose a path for them.

Random Encounters

Each deck is occupied by many Lorendi troops and personnel. While most of the general crew are busy dealing with the attack, there are still guards and sentries that will stop the players should they run into them.

Each time the players leave a numbered area, roll 1d10. On a roll of 1, a random encounter has occurred. Roll again on the table below for the type.
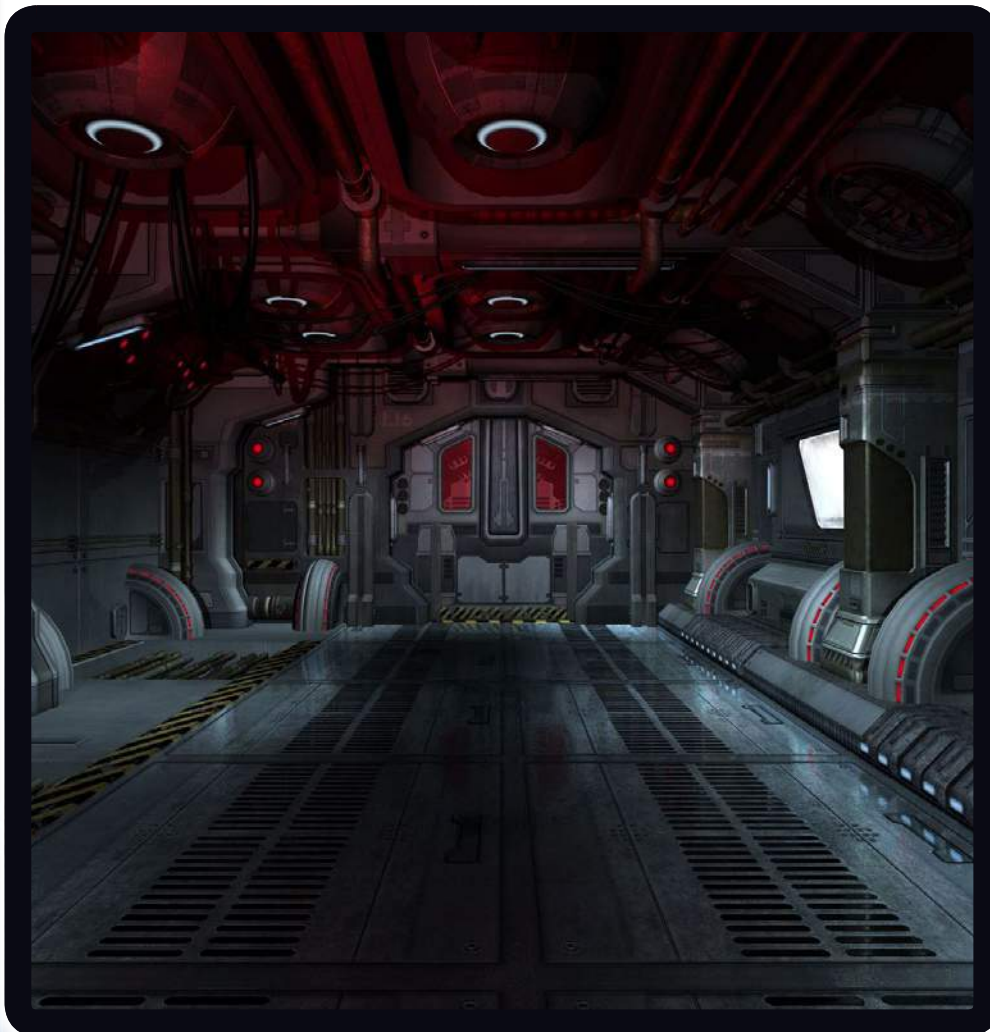
RESULT	ENCOUNTER
1-2	1d4 guards
3-4	1d4 guards and 1 sentry
5-6	1d4 guards and 1 chaneller
7-8	1d6 guards and 2 sentries
9-10	1 Sergeant and 1 chaneller

DEBRIS

Every so often, the players may need a reminder that the ship is falling apart from attack. Feel free to occasionally throw in a description of the area shaking, crackling panels and falling debris. If the players spend more than five minutes in an area, have them make a DC 12 Dexterity save from falling debris to avoid suffering 2 (1d4) damage. You can do so each round until they get the hint they may need to move on.

Continue to **Area #8** if the players choose Deck Two. Otherwise, skip over to **Area #14.**

EPIC HEROISM

Between warfare, pursuit, and boarding attempts, the battle between the Eos and the Valna warships can last a couple of hours. For the purposes of this introduction module, characters can take 5 minutes for a short rest, and 1 hour for a long rest.

DECK TWO:
SCIENCE AND MEDICAL

8. MAIN HALL

As soon as the players step out of the lift, read the following:

> The entire ship shakes again and the deck sways beneath your feet. The nearby panel explodes into an electrical wave along the wall as large pieces of the ceiling collapse onto the area.

Have each player make a DC 12 Dexterity saving throw. On a failed save, the player takes 1d4 damage from falling debris. The entire ceiling collapses here, leaving the lift damaged and inaccessible.

DEALING WITH PERSONNEL

Other than the patrols and stationary troops, there are still many of the Lorendi crew running about, trying to gain control over a chaotic situation. For the most part, they will ignore the players and run for cover if any gunfire erupts. If the players stop to question any of them, roll a DC 12 Charisma (Persuasion or Intimidation) roll. Upon success, they will tell the players what the rest of the guards know. They can also direct them to the different areas on deck, if asked. The players may also choose to steal their uniforms, which will only fit medium sized humanoids. Directly firing upon any non-combat crew will immediately initiate a random encounter (see table above).

9. MEDICAL BAY

There are one **Lorendi sentry** and two **Lorendi guards** stationed inside this area. They will immediately confront any player that they spot. With so much traffic in the area, the players can avoid being noticed with a successful DC 12 Dexterity (Stealth) check.

> The entrance to the Medical Bay is chaotic at best. Medical officers and aides are in constant movement, assisting and escorting the injured. Medical equipment and beds are scattered all about the floor.

DEVELOPMENTS

If the players choose to talk to the guards, they can avoid confrontation by offering to help the wounded. Such an action requires a successful DC 13 Persuasion (Charisma) check. A +2 bonus may be added to the roll if they mention they are working with Captain Sestria. If the players are allowed to help, make a DC 12 Intelligence (Medicine) check to stabilize one of the wounded. They may also use the *mend* power. If successful, the guards will let them move about the area freely. Award each player a point of Inspiration.

Alternatively, the players may threaten to harm those inside the area. A DC 13 Charisma (Intimidation) check will cause the guards to back off.

TREASURE

The guards and sentries carry two energy staves and two auto pistols. Two *healing elixirs* and two *antitoxins* can be recovered from the medbay.

10. RESEARCH LAB

This area is guarded by two **Lorendi guards** and one **Nesieve chaneller**. They just encountered a Valna saboteur and are taking no chances with any intruders. They attack on sight.

Most of the equipment in this lab has been destroyed. The walls are marked with scorch marks and bullet holes. The body of a Valna lies in the middle of the room, its armor shattered into pieces.

DEVELOPMENTS

If a guard or the chaneller is left alive, they can be questioned with a successful DC 13 Charisma (Intimidation) or DC 14 Charisma (Persuasion) check. They know the same information as the others, but can also add that the Valna spy was looking for a bio-weapon the Lorendi have been developing. The existence of this weapon is all they know on the subject.

TREASURE

Other than their weapons, the Lorendi carry nothing of note. A *technician's kit* can be found amongst the scattered tools.

11. CAPTAIN'S QUARTERS

The enemies in this area are dependent on the path chosen in the detention level.

If the players released Sestria and agreed to help her, use **Option A**. If they never released or refused to help Sestria, use **Option B**.

OPTION A

The entrance to this room is guarded by a **Lorendi Sergeant** and two **Lorendi guards**. As soon as the players are spotted, the sergeant will point and shout "They're in league with the captain! Arrest them!" The players will not have a chance to respond before the guards attack.

Other than their weapons, the sergeant is wearing an officer's *armor jacket* and cap that can be worn by a medium sized humanoid character. The cap does not provide any additional defense.

If the players enter Sestria's bypass code in the panel, the door to the room will unlock.

OPTION B

The door to this room is open. If any of the players have a passive Perception of 12 or higher, they can hear movement coming from within, as well as a man's voice that shouts "Find it! She must have hidden it somewhere!"

Inside the quarters is **Lieutenant Stul** and his two **Lorendi guards**. Any players that attempt to sneak into the room can make a DC 12 Dexterity (Stealth) roll. If there are no failures, the players can gain surprise on the enemy.

The lieutenant has an officer's *military jacket* and cap that can be worn by a medium sized humanoid character. The cap does not provide any additional defense. He also has a *command key chip* that activates the lift at the end of the hall. This chip will also unlock the magnetic tether on the shuttle when the players reach the control room in the docking bay.

GM's Note: Finish one of the two encounters before the players can further examine the area.

This room appears to be a spacious living quarters. Decorative chairs and tables have been overturned, with much of the room's contents lying scattered about the place. Though ceiling debris covers much of the floor, most of the disturbance to this area seems to be from the place being ransacked.

DEVELOPMENTS

If the players are on the quest, *"The Former Captain"*, they will find *Sestria's key* in a hidden compartment under her desk, as instructed. Otherwise, such a find would require a successful DC 20 Wisdom (Perception) check. The key will allow the players to take the lift to the docking bay, as well as unlock the shuttle's magnetic tether in the docking bay's control room.

There are also two regeneration pods in this room. With a successful DC 12 Wisdom (Mechanics) check, they can be used once each. The pods allow any player the benefit of a short rest in only five minutes.

SECURITY ALERT
Massive Hull Breach
Lockdown Initiated

12. Deck Two Crew Quarters

This large, open space appears to be a central point with doors leading to the various bunks for each crewmember. In the center of the area, seven armored Lorendi stand with their guns pointed at a group of five Valna kneeling at their feet. The Valna appear to be gravely wounded and beaten, left with no armor and gruesome jagged marks left on their normally smooth, dusky skin. The Lorendi in the middle of the pack slowly and shakily raises the barrel of his autopistol against the head of one of the Valna and says, "Justice be done!"

Developments

The soldiers consist of four **Lorendi guards** and one **Lorendi sentry**. With a successful DC 13 Wisdom (Insight) check, the players will notice an obvious hesitation in the Lorendi soldiers. The soldiers will notice the players within the next round unless the players make a DC 12 Dexterity (Stealth) check. If the players do nothing and remain hidden, the Lorendi will execute the Valna, then make their way toward the exit. If they interrupt the execution, they will have a couple of options.

If the players choose to talk the Lorendi into standing down, they will have to make a DC 14 Charisma (Persuasion) check. Have each attempting player roleplay the part themselves before allowing them to roll. So long as they make a convincing attempt, they might be able to persuade the soldiers. If are on the quest *"The Former Captain"* and mention Sestria, the DC drops to 11. The Lorendi sentry will tell the players they don't agree with going to war against the Valna and supported Captain Sestria before she was imprisoned. The Valna will tell the players their job was to sabotage the Eos' shields and escape from the landing bay.

Without the regulators on their armor, the Valna are physically incapable of traveling on their own. With an additional DC 12 Charisma (Persuasion) check, the Lorendi can be convinced to escort the Valna and assist the players in the landing bay below. If at any point the players attack or threaten the Lorendi, it will immediately result in an initiative roll. The Valna are far too weak to help the players in this fight. Once the Lorendi are defeated, the Valna will still provide the same information to the players, but will have to stay here until the players can get transport off the ship.

13. Fore Transport Lift

This lift is currently disabled unless activated with a *command key chip* or *Sestria's key*. As soon as the players reach the lift door, read the following:

All of the lights in the area suddenly go black before the ship shakes harder than it ever had. You are all thrown to the ground while the sound of twisting metal echoes all around you. The emergency lights power on, flooding the area with a pulsing pattern of reds and yellows. A man's voice echoes out over the comm speakers, which have been completely silent up until now.

"Fellow soldiers," the voice says in a strong, steady tone, "through the actions of our traitorous captain and her saboteurs, we now face destruction at the hands of the cowardly Valna. We shall now face our enemy with the fury of our peoples, until our last dying breath. It is what we have been trained to do our entire lives. We are Lorendi, and we shall die as we have lived… in greatness! Kill every intruder on sight! All remaining pilots to your ships!"

The speakers then go silent. What do you do?

Developments

Once the players unlock the lift, they can take it directly to the landing bay. The only other option is to take it to Deck Three. The bridge is locked out. If the players choose to go to the landing bay, go to Area #20. If they press the button for Deck Three, go to the "Switching Between the Decks" below.

Switching Between the Decks

The players should have time to travel across one of the decks before the Eos Keldor is hit by the Valna's main cannon, destroying most of the other deck. If the party switches between Deck Two to Deck Three or vice versa, read the following:
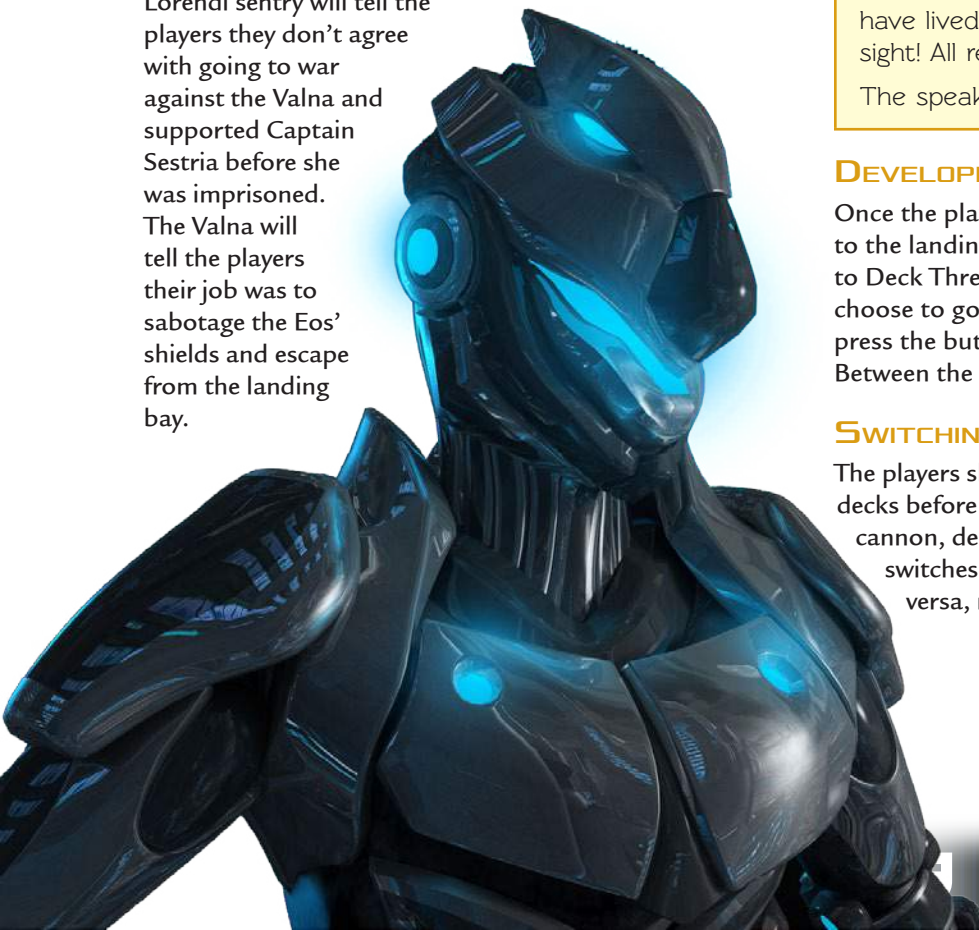
> You are greeted with the sound of a blaring alarm as the lift door reaches the next deck. Before the door even finishes to open, you are violently thrown to one side of the lift. The opposite side of the deck erupts in a blinding explosion of fire and metal, while the screams of all within are silenced by the void beyond the hull. You have mere seconds to act before this entire area is vented out into space.

Allow the players one round to react. Closing the door to the lift will also close the deck's outer door, creating a secure seal between them and the hull breach. If the players do not close the door, they must make a DC 14 Dexterity saving throw the following round to avoid being sucked out into the vastness of space. If they fail, another player may attempt to save their companion by making a DC 14 Strength (Athletics) check to pull them safely inside.

The party must close the door within the next two rounds or perish within the void. Remind them that none of them are not equipped to survive in space for more than mere seconds.

DECK THREE:
TACTICAL AND ARMORY

14. MAIN HALL

When the players step out of the lift, read the following:

> The entire ship shakes again and the deck sways beneath your feet. The nearby panel explodes into an electrical wave along the wall as large pieces of the ceiling collapse onto the area.

Have each player make a DC 12 Dexterity saving throw. On a failed save, the player takes 1d4 damage from falling debris. The entire ceiling collapses here, leaving the lift inaccessible.

DEALING WITH PERSONNEL

Other than the patrols and stationary troops, there are still many of the Lorendi crew running about, trying to gain control over a chaotic situation. For the most part, they will ignore the players and run for cover if any gunfire erupts. If the players stop to question any of them, roll a DC 12 Charisma (Persuasion or Intimidation) roll. Upon success, they will tell the players what the rest of the guards know. They can also direct them to the different areas on deck, if asked. The players may also choose to steal their uniforms, which will only fit medium sized humanoids. Directly firing upon any non-combat crew will immediately initiate a random encounter (see table above).

15. RESEARCH AND DEVELOPMENT

This area is guarded by three **Lorendi sentries**. They will attack any strangers on sight.

> The damage in this area shows evidence of a recent firefight before you arrived here. Many of the tables are overturned and the research terminals are riddled with holes from gunfire. Assorted tools and pieces of equipment are scattered about the floor.

DEVELOPMENTS

Most of the equipment here is unfinished, and pretty much useless. If the players do search the area, a successful DC 14 Wisdom (Perception) check will reveal a *pistol clip* and a set of *gunsmith's tools* in the clutter.

16. THE ARMORY

Weapons of Lorendi fashion line the walls and tables in this room. A cabinet of tools and supplies The door to this room is locked requiring a DC 14 Dexterity check with an infiltration device to open. Two **Lorendi guards** are positioned directly inside the doorway to this room. A **Matokai Weaponmaster** is near the back of the room and will fire on sight.

TREASURE

All forms of weapons and armor are in this room. Most of Lorendi armor and specific weaponry are useless to the players. However, they can find any simple weapons here as well as any martial ranged weapons with the exception of heavy and sniper rifles. Two healing elixirs and an antitoxin can be recovered from the rear cabinet.

17. BARRACKS

Five **Lorendi guards** are here. If the players approach cautiously, they can gain surprise on the enemy with a successful DC 12 Dexterity (Stealth) check. They will attack as soon as they are aware of the player's presence.

DEVELOPMENTS

One of the guards will attempt to rush toward the room door to activate the alarm panel directly north of the entrance. Any player will notice the panel with a successful DC 13 Wisdom (Perception) check. If the guard is not successfully attacked when it reaches the panel, the alarm will sound and three more guards will arrive within the next round. The alarm will also put the enemy in Room #18, preventing any chance for surprise.

Other than their gear, the guards carry no treasure.

18. Officer's Quarters

Lieutenant Brelik is here along with Marsav, a **Nesieve Chaneller**. Players with a passive Perception of 12 or higher, can hear the two discussing tactics as they approach.

Any players that attempt to sneak into the room can make a DC 13 Dexterity (Stealth) roll. If there are no failures, the players can gain surprise on the officers. However, if the alarm was triggered in the Barracks (Room #17), no chance for surprise will be available.

> This room appears to be a spacious living quarters. Decorative chairs and tables have been overturned, with much of the room's contents lying scattered about the place. Though ceiling debris covers much of the floor, most of the disturbance to this area seems to be from the place being ransacked.

Brelik has an officer's *military jacket* and cap that can be worn by a medium sized humanoid character. The cap does not provide any additional defense. He also has a *command key chip* that activates the lift at the end of the hall. This chip will also unlock the magnetic tether on the shuttle when the players reach the control room in the docking bay.

19. Fore Transport Lift

This lift is currently disabled unless activated with a *command key chip*. As soon as the players reach the lift door, read the following:

> All of the lights in the area suddenly go black before the ship shakes harder than it ever had. You are all thrown to the ground while the sound of twisting metal echoes all around you. The emergency lights power on, flooding the area with a pulsing pattern of reds and yellows. A man's voice echoes out over the comm speakers, which have been completely silent up until now.
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> "Fellow soldiers," the voice says in a strong, steady tone, "through the actions of our traitorous captain and her saboteurs, we now face destruction at the hands of the cowardly Valna. We shall now face our enemy with the fury of our peoples, until our last dying breath. It is what we have been trained to do our entire lives. We are Lorendi, and we shall die as we have lived… in greatness! Kill every intruder on sight! All remaining pilots to your ships!"
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> The speakers then go silent. What do you do?

Developments

Once the players unlock the lift, they can take it directly to the landing bay. The only other option is to take it to Deck Two. The bridge is locked out. If the players choose to go to the landing bay, go to Area #20. If they press the button for Deck Three, go to the "Switching Between the Decks" on page 9.
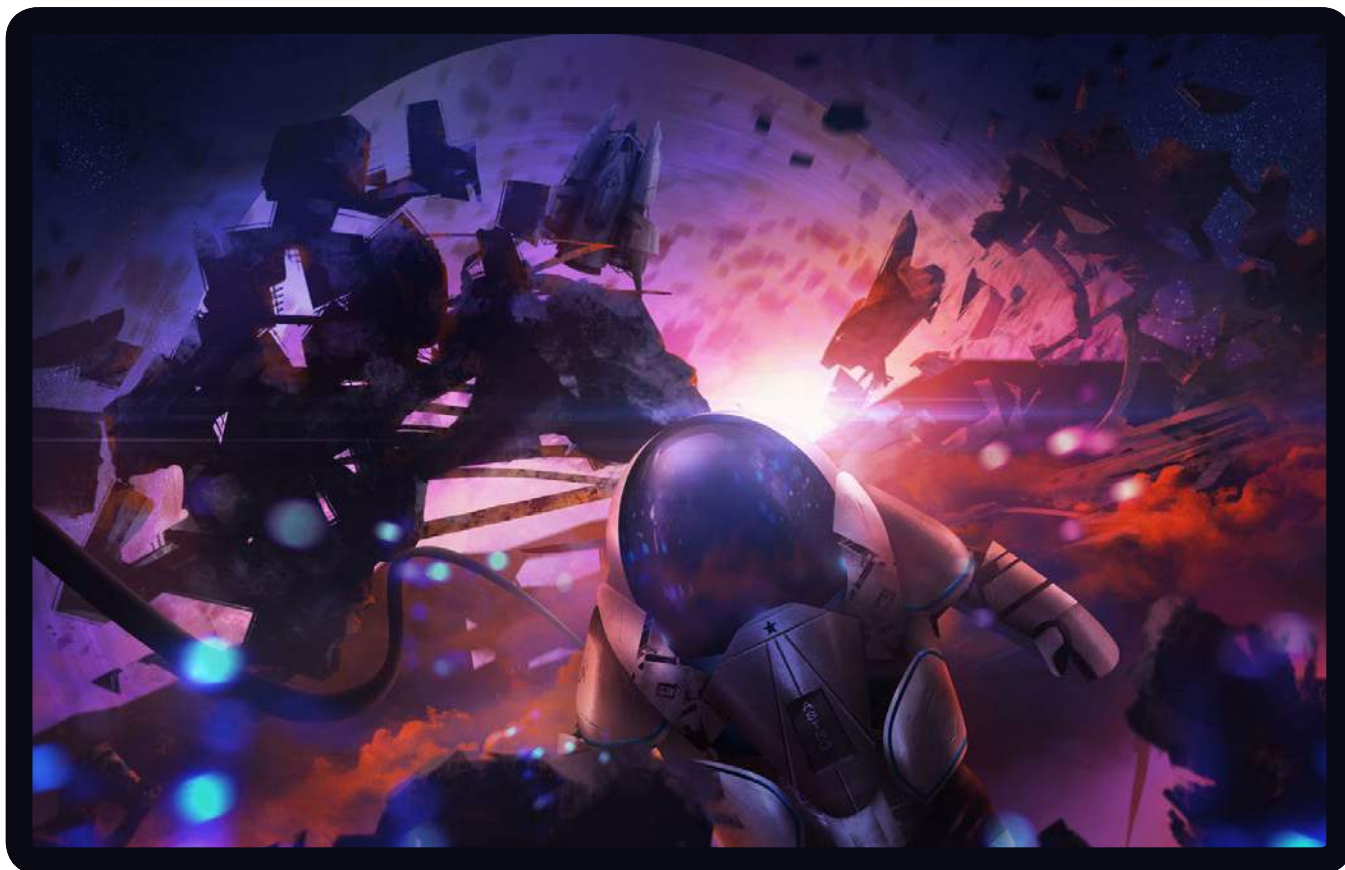
Hangar Bay

Two **Lorendi guards** are stationed on either side of the lift and will spot the players as soon as the lift opens. Due to the level of chaos on this level, the sounds of combat shouldn't attract too much attention unless the players go out of their way to do so. Read the following at the end of the encounter:

> This entire area has fallen into disarray. Sparking wires and bent metal hang from various open conduits. There are two doorways further down on the left. Most of the right wall to the right made of energy shielded glass overlooking the main hanger bay, which looks like it had been directly fired upon. Dozens of crew members are scattered about the area running damage control. The outer wall has an energy shield that opens out into the void of space, the view interrupted by passing weapons fire. The far side of the bay holds the fighter launch pods which are all empty. On the other end is the docking port where a single ship can be seen, the captain's personal shuttle held down by mag-clamps. The clamps can only be released from the docking control room. It may be your only chance to fly out of here.

There are multiple ways the players may choose to gain access to the ship. If they choose to head to the ship first, they will have to deal with the encounter waiting for them, but will still be unable to even open the shuttle doors without releasing the mag-clamp from the control room.

20. Data Storage

> The walls and floors of this room are lined with a yellow-tinged silver. Streaks of green and blue data lights travel along veins of circuitry traveling across the surfaces into thick square columns that run from the floor into the ceiling.. The pattern is briefly interrupted by translucent screens feeding different bits of information in the Lorendi's runic alphabet.

Though it's not easy to read the Lorendi panels, a successful DC 13 Intelligence (Computers) check will allow the party to obtain information regarding the attack. If the players delve further, they can also discover officer and crew personnel records. A successful DC 14 Intelligence check with a *hacker's toolkit* will allow the players to alter personnel records to erase their own files and information from the ship's logs. This will also help them if they intend on using subterfuge to infiltrate the control room next door. Another DC 14 hacking check will give them a *spoofing program* for the freight drone on shuttle's launch deck.

21. Launch Control Room

Two **blade drones** guard the entrance to this room. There are also three control operators and the flight control officer. The players may attempt to con their way in using various methods. Such an attempt will require a DC 14 Charisma (Deception) roll. They will gain advantage to this roll if they use things like the military jacket or officer's cap. Though non-Lorendi officers are extremely rare, they do exist, and can also attempt to impersonate an ambassador if they wish. If the players choose to fight, the control operators will flee toward the first safe corner they can find.

Developments

The players may use the *command key chip* or *Sestria's key* to override the mag-clamps and release the shuttle docked at the bay. A successful DC 13 Intelligence (Computers) check will allow the players to download a *jamming frequency* for use against Lorendi spacecraft. There is a storage cabinet on the side of the room where two *healing elixirs* can be found.

22. Shuttle Launch Bay

Commander Kulvas is here along with two Lorendi guards. They will reveal themselves from underneath the shuttle when the party opens the door.

> The bay door opens revealing the officer's shuttle, the key to your salvation. However, a tall Lorendi wearing a decorated officer's jacket marches out from underneath the shadow of the shuttle's underbelly along with four sentries. "Arrest them!" he shouts, pointing at you!

If the players on on the quest, *"The Former Captain"*, read the following boxed text. Otherwise, continue to **Developments**.

> As you and the enemy move to act, **Sestria** materializes from cloaked camouflage. "Kulvas!" she shouts, "Your mutiny is at an end!" The sentries turn their guns toward her. With Kulvas distracted, now is your chance!

Developments

There is a loading drone not far from the side of the shuttle. If the players recovered the *spoofing program* from the Data Storage room (#20), they can activate the loading drone using a DC 13 Intelligence (Computers) check, and operate the drone each round with their bonus action. Once the encounter is over, if Sestria is present, she will thank the players for their help and tell them she will do her best to resolve the conflict resulting from the mutiny. If the players offer to help her further, she will tell them they have done enough and will be exonerated by the Lorendi for their actions.

As long as the mag-clamps have been disabled, the players will be able to activate and launch the officer's shuttle.

When the players are ready to depart, refer to the sidebar "Starship Operations" for assignment of roles.

Taking Flight!

Once the player launch, they will be pursued by four **crimson vipers**. The shuttle cannot outrun them due to its slower speed, so the party will need to defeat them before they can escape the battle zone.

> The engine hums and the runic panels light in sequence as the shuttle readies for launch. The shuttle soon lifts and speeds out of the bay, the light of the energy shield phasing around it as you race out into the stars. Within moments, the alert lights spring to life followed by a loud siren. Four blips appear on your radar, closing in fast – the crimson vipers of the Lorendi fleet! The shuttle isn't fast enough to outrun them in a flat-out chase. Before you can claim your freedom, you'll have to defeat the vipers first.

Space Battle

The crimson vipers will pursue and attack the players until destroyed. Once the encounter is over, the party will be able to flee the battle zone. If the players recovered the *jamming frequency* from the launch control room (#21), they can activate it using a successful DC 13 Intelligence (Computer) check. If activated, the crimson vipers will be at a disadvantage on their attack rolls for a full round.

> ### Starship Operations
>
> The officer's shuttle does have its own defenses. It is important to designate a pilot, a technician, and two gunners. The best abilities available to a pilot are Wisdom and Dexterity. Intelligence and Wisdom are both excellent abilities for a technician, and a gunner's best traits can be defined by Dexterity and Intelligence. Refer to the "Space Combat Rules" for specifics on the actions available to each role.

Once the encounter is over, the players are free to leave the battle zone. Read the conclusion text and congratulate them. They have completed the adventure!

> As the last viper explodes, the stream of fire is absorbed by the infinite blackness of space. The ominous site of the Eos Keldor, by the three Valna warships surrounding it, sends a chill washing over you. Whatever just happened, it is a moment of true significance in future events yet to unfold. Whether you take part or not, it is now at least a choice you are free to make. For now, you've earned your freedom, and the galaxy lies before you.

Appendix I: Threats

Blade Drone

Medium automaton, 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
Burst Save: +2
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.

Commander Kulvas

Medium humanoid, lawful evil
Armor Class: 14 (military jacket)
Hit Points: 35 (7d8+7)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+2)	13 (+1)	11 (0)	12 (+1)	15 (+2)

Saving Throws: Dex +4, Cha +4
Skills: Deception +6, Perception +3, Stealth +4
Senses: Darkvision 60', Passive Perception 13
Burst Save: +3
Challenge: 1 (200 XP)

Esper Talent - Kulvas' channeling ability is Charisma (save DC 12; +4 to hit with melding talents). He 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 addl 1d8 cold damage when hit and must make a DC 13 Constitution save. If failed, their movement is reduced to 10.

Actions

Multiattack - Kulvas makes two melee or ranged attacks.

Shortsword – Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.
Light Pistol – Ranged Weapon Attack: +4 to hit, range 50/150 ft., one target. Hit: 5 (1d6+2) piercing damage.

Lieutenant Brelik

Medium humanoid, lawful evil
Armor Class: 14 (military jacket)
Hit Points: 37 (5d10+10)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (0)	12 (+1)	14 (+2)

Saving Throws: Str +3, Dex +5
Skills: Athletics +3, Insight +3, Perception +4
Senses: Passive Perception 14
Burst Save: +5
Challenge: 1 (200 XP)

Actions

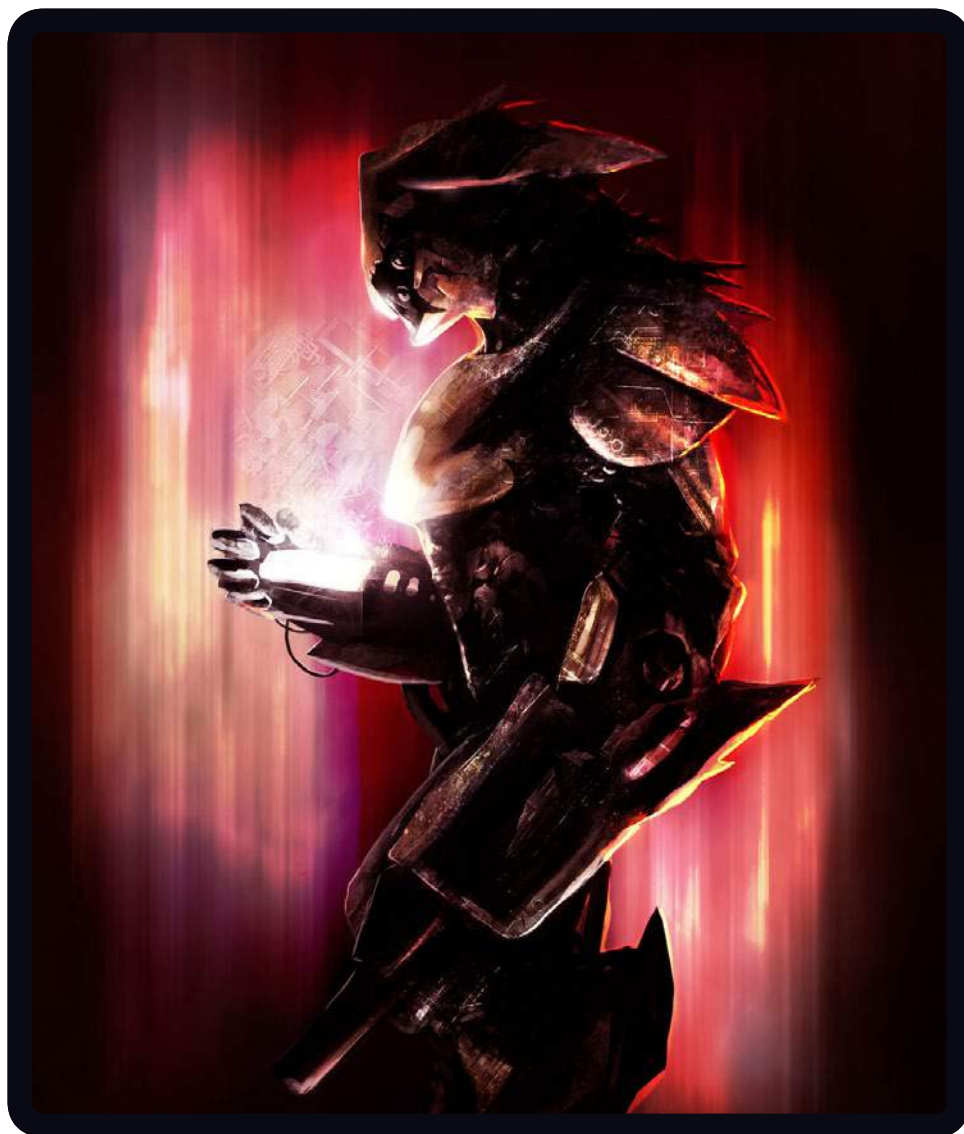**Multiattack -** The lieutenant makes two melee weapon attacks with his warblade.

Warblade – Melee Weapon Attack: +5 to hit, reach 5 ft., one target.Hit: 7 (1d8+3) slashing damage.

Autorifle – 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 weaponmaster can add 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Lieutenant Stul

Medium humanoid, lawful evil
Armor Class: 15 (military jacket)
Hit Points: 37 (5d10+10)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	11 (0)	12 (+1)	14 (+2)

Saving Throws: Str +3, Dex +5
Skills: Athletics +3, Insight +3, Perception +4
Senses: Passive Perception 14
Burst Save: +5
Challenge: 1 (200 XP)

Actions

Multiattack - The lieutenant makes two melee weapon attacks with his gauntlets or two ranged attacks, one with each pistol.

Power Gauntlets – Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) bludgeoning damage.

Heavy Pistol – Ranged Weapon Attack: +3 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 12
Hit: 7 (1d8+3) piercing damage or 4 (1d8) for burst fire.

Lorendi Guard

Medium humanoid, lawful neutral
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
Burst Save: +1
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.

Lorendi Sentry

Medium humanoid, lawful neutral
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
Burst Save: +1
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.

LORENDI SERGEANT

Medium humanoid, lawful neutral
Armor Class: 13 (armor jacket)
Hit Points: 26 (4d8+8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	10 (0)	12 (+1)	14 (+2)

Skills: Intimidation +3, Perception +3
Senses: Passive Perception 13
Burst Save: +4
Challenge: 1/2 (100 XP)

ACTIONS

Multiattack - The sergeant makes two ranged weapon attacks with his pistols.

Warblade – Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8+1) slashing damage.

Heavy Pistol – Ranged Weapon Attack: +4 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 12
Hit: 6 (1d8+2) piercing damage or 4 (1d8) for burst fire.

MATOKAI WEAPONMASTER

Medium humanoid, lawful neutral
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
Burst Save: +3
Challenge: 1/2 (100 XP)

ACTIONS

Multiattack - The weaponmaster makes two melee weapon attacks with his swords or two ranged attacks with his pistols.

Shortsword – 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 AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

NESIEVE MELDER

Medium humanoid, lawful evil
Rank 2 Esper

Armor Class: 12 (PSD), 14 with barrier
Hit Points: 16 (3d8+3)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	10 (0)	12 (+1)	14(+2)

Skills: Perception +3, Lore +2
Senses: Passive Perception 13
Burst Save +2
Challenge: 1/2 (100 XP)

Melding - The melder's channeling ability is Charisma (save DC 12; +4 to hit with melding talents).
Ability Points: 8
Prime (at will): *aegis, frost fold, push*
Rank 1 (Cost: 2): *distortion, barrier*

ACTIONS

Shortsword – Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) piercing damage.

SESTRIA

Medium humanoid, lawful neutral
Character Level 2

Armor Class: 14 (light trooper)
Hit Points: 17 (2d8+2)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (0)	16 (+3)	17(+3)

Saves: Cha +5, Wis +5
Skills: Perception +5, Lore +5
Senses: Passive Perception 15
Burst Save +1

Forging- Sestria's forging ability is Charisma (save DC 13; +5 to hit with forging techniques).
Ability Points: 10
Prime (at will): *absorption, electric surge, gamma vision*
Rank 1 (Cost: 2): *field salve, laser blast, mend, sensory boost*

ACTIONS

Staff – Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) bludgeoning damage.

Appendix II: Rules

Until the **Esper Genesis** core book is released, the following are a set of rules that should be used in addition to the core 5th Edition Ruleset. These are only to be used for this playtest.

Combat Rules

New Combat Rule: Taking Cover

The AC and save bonus gained from being in cover also applies to your Burst Save so long as the cover adequately restricts the direction of the Burst Fire attack.

New Condition Status: 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.

Note: The Wounded condition is listed here for reference only and will be fully defined in the Core Rules.

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 below is provided for the adventure only. More will be available in the expanded rules.

Armor List

Name	Base AC	Strength	Stealth
LIGHT ARMOR (+ full Dex Bonus)			
Flight Suit	11	-	Disadvantage
Armor Jacket	11	-	-
Light Trooper	12	-	Disadvantage
Infiltration Suit	12	-	-
MEDIUM ARMOR (+2 max Dex bonus)			
Reinforced Mesh	12	-	-
Military Jacket	13	-	-
Medium Trooper	14	-	Disadvantage
Electroplating	15	-	Disadvantage
HEAVY ARMOR (no Dex bonus)			
Guardian	14	-	Disadvantage
Heavy Trooper	16	Str 13	Disadvantage
Centurion	17	Str 15	Disadvantage
Power Armor	18	Str 16	Disadvantage
SHIELD			
Reinforced	+2	-	-
Portable Shield Device	Special	-	-

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

WEAPONS

In Esper Genesis, weapons are far more deadly than their fantasy counterparts. Arsenals consist of automatic machine guns and weapons capable of delivering blasts of energy. With this in mind, the stats of weapons and armor have been scaled down to match each other for ease of play.

USING STANDARD WEAPONS

Other weapons from the 5th edition rules may still be used. These weapons are different from their fantasy counterparts, made with more advanced metals and materials with the ability to penetrate more advanced armors and shields. They each retain their normal stats.

NEW WEAPON PROPERTIES

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

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 will take an additional die of damage and be considered Wounded (see new Conditions) when hit by any weapon with this property.

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.
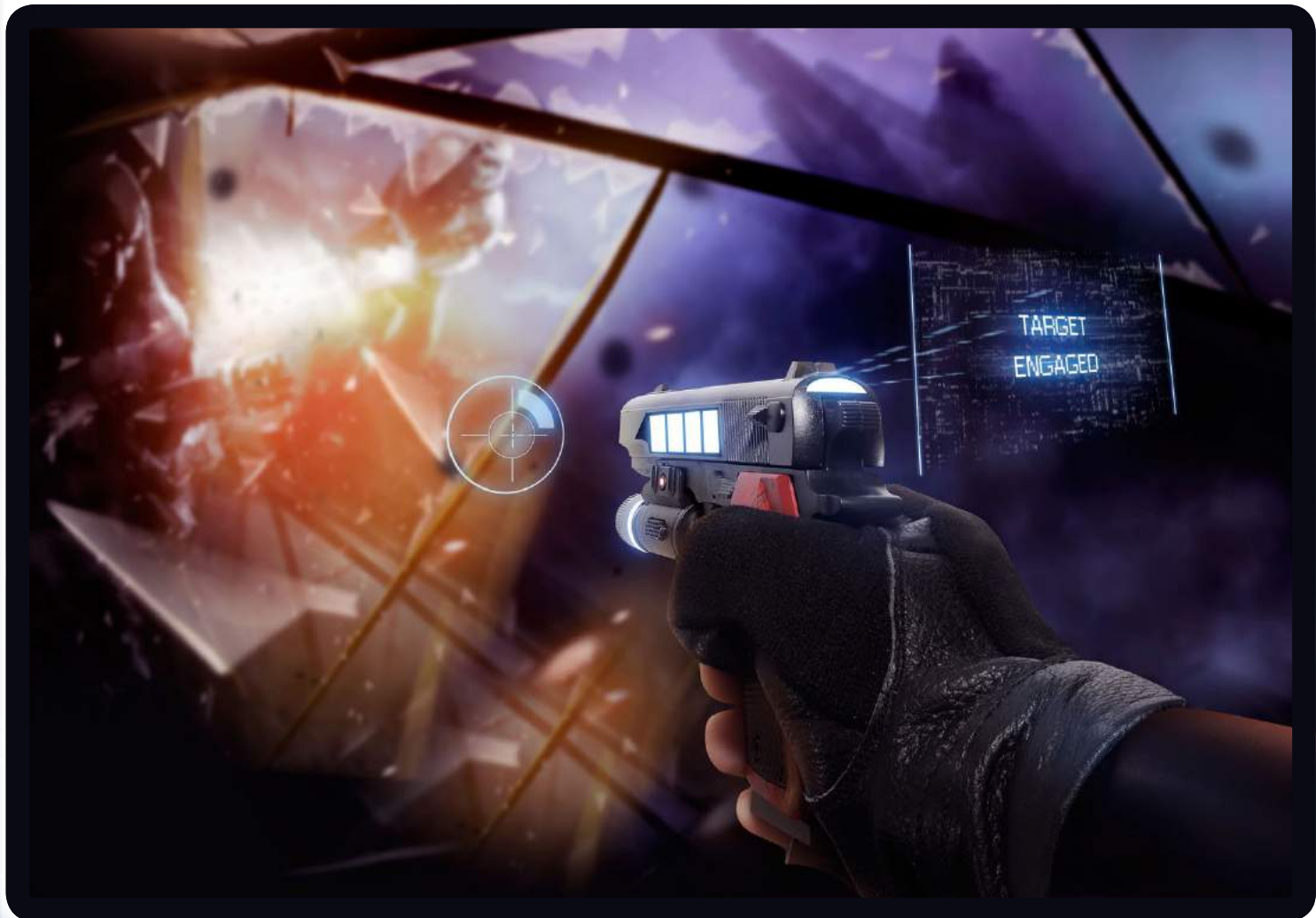
Weapons List

NAME	DAMAGE	RANGE	WEIGHT	PROPERTIES
SIMPLE MELEE WEAPONS				
Wrist Blades	1d4 piercing	-	1 lb.	Finesse, light
Power Gauntlets	1d4 bludgeoning	-	1 lb.	Light
SIMPLE RANGED WEAPONS				
Pistol, light	1d6 piercing	(50/150)	2 lb.	Adaptable, ammunition, light, reload (15 shots)
Rifle, short	1d8 piercing	(70/210)	3 lb.	Ammunition, reload (6 shots)
MARTIAL MELEE WEAPONS				
Warblade	1d8 slashing	-	3 lb.	Versatile (1d10), special
Energy Staff	1d6 bludgeoning	-	2 lb.	Reach, energy burst, two handed
MARTIAL RANGED WEAPONS				
Pistol, auto	1d6 piercing	(60/180)	3 lb.	Kinetic, burst fire (2)
Pistol, heavy	1d8 piercing	(50/150)	4 lb.	Kinetic, burst fire (2), recoil (1)
Rifle, auto	1d10 piercing	(80/240)	6 lb.	Kinetic, burst fire (3), recoil (1), two handed
Rifle, heavy	2d6 piercing	(100/300)	8 lb.	Kinetic, burst fire (3), heavy, recoil (2), two handed
Rifle, sniper	2d8 piercing	(200/600)	8 lb.	Kinetic, heavy, two handed, special
Shotgun	1d8 piercing	(30/90)	7 lb.	Reload, two handed, special

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 (see armor below). Ability modifiers cannot be added to the damage roll for a burst fire attack.

[**Burst 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.

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. 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.

Special Weapon Properties

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.

Firearm Jamming

Whenever a natural 1 is rolled while using a firearm during an attack, there is a 10% chance that it will jam. Roll a d100 to determine the result. It requires an action to clear jam and continue using the weapon. On a roll of 01, the weapon is completely jammed requiring use of a set of *gunsmith's tools* to before the weapon can be used again.

Items

Antitoxin

A creature that drinks this vial of liquid is cured of being poisoned and gains advantage on saving throws against poison for 1 hour. It confers no benefit to constructs.

Gunsmith's Tools

This kit contains tools and parts required for contstruction and maintenance of firearms. Proficiency with this kit allows you to add your proficiency bonus to any ability checks you make to repair or modify a firearm.

Healing Elixir

These are often found either in small bottles that can either be ingested or loaded into a medical auto-injector. A character who uses this elixir regains 2d4+2 hit points. Drinking or administering this elixir requires an action.

Pistol Clip

This ammunition clip can be loaded into any pistol that does not have the Kinetic property. It contains 15 shots of sorium plated ammunition.

Technician's Kit

This set of mechanical and electrical tools lets you add your proficiency bonus to any ability checks you make to build or repair vehicles, constructs, and operational panels. Using a technician's kit while performing a "Systems Repair" starship maneuver gives you advantage to the roll.

Esper Powers

Each character and creature have a number of Ability Points with which to use their esper abilities. Each ability has a point cost for use aside from Prime abilities which can be used each round without point expenditure.

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.

Barrier

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.

Deflect

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 during the duration, that creature receives a +2 bonus to their next saving throw versus any elemental damage type. The effect then ends.

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.

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.

Fire Lance

Rank 1 Elemental Talent
Activation Time: 1 action
Range: 120 ft.
Duration: Instant

A flaming beam 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.

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.

Frost Fold

Prime Elemental Talent
Activation Time: 1 action
Range: 60 ft.
Duration: Instant

The air becomes an aura of frost emcompassing 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.

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. You may deactivate this ability with a bonus action.

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.

Laser Blast

Rank 1 Forging Technique
Activation Time: 1 action
Range: 120 feet
Duration: 1 round

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.

Lightning Whip

Rank 1 Elemental Talent
Activation Time: 1 action
Range: 120 feet
Duration: Concentration, up to 1 minute

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.

Mend

Rank 1 Forging Technique
Activation Time: 1 action
Range: 60 ft.
Duration: Instantaneous

A creature you provide treatment to recovers hit points equal to 1d8 + your Wisdom modifier. This ability has no effect on constructs.

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.

Protection Field

Rank 1 Kinesis Talent
Activation Time: 1 action
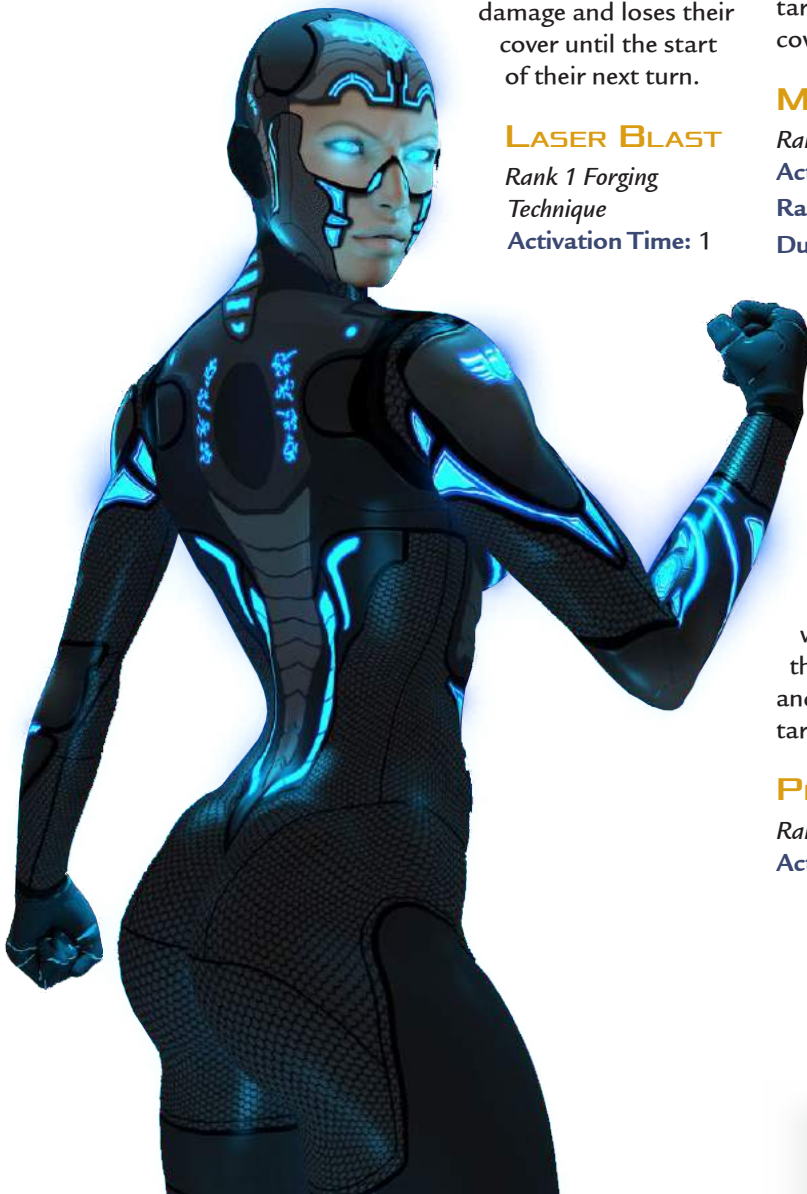
Range: Self

Duration: 8 hours

You generate a minor force field from your body. Your base AC becomes 13 + your Dexterity modifier. 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.

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.

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.

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.

Starships

The following rules should be used for operation and combat using vehicles that operate in space. These rules are scaled down from the full set that is introduced in the **Esper Genesis Core Manual**.

Ship Stats

Each ship system has a set of base stats that are modified by the abilities of the operator. Small fighters usually have only one operator, while larger ships tend to have at least three or more. Multiple operators can allow for versatility but will also require more aptitude to work in unison.

The following are the base stats of every starship.

Size

For the purposes of this adventure, size will not be taken into consideration. This trait will be detailed in the **Esper Genesis Core Manual**.

Armor Class

A ship's hull has armor and shields that make up the ship's base Armor Class, which is modified by the pilot's Dexterity bonus.

Hull Points

The same as hit points for a character or monster modified by the technician's intelligence modifier. A ship that drops to 0 hull points is destroyed.

Defense Factor

This bonus is added to a ship's hull for each hit die it has. It is equal to the technician's intelligence bonus.

Speed

How far a ship can move on its turn measured in "units".

Maneuverability

A stat reserved for enemy stat blocks, this is the ship's bonus to flight and attack maneuvers. It is usually equal to the pilot's dexterity bonus.

Systems Modifier

An enemy stat, this is the ship's bonus to technician maneuvers. It is usually equal to the technician's Intelligence or Wisdom modifier.

System Shock

When a ship takes a critical hit, it must make a System Shock save versus a DC equal to **[8 + the proficiency score of the attack + the enemy's attack modifier]**. The technician's proficiency score + Intelligence modifier may be added to the save. If failed, the ship's systems are affected and they are at a disadvantage to attack rolls and saves until the end of the ship's next combat turn.

Space Combat

Combat is measured in rounds in the same manner in which it is resolved between individual characters. Move Actions can only be taken by the pilot, while normal and bonus actions are available to everyone in the crew.

Initiative

Since a ship's crew tends to operate in unison, initiative is calculated as a group roll using the pilot's dexterity bonus. The order of maneuvers is then decided upon by the entire crew. Initiative may be modified by the technician in combat (see Technician Maneuvers).

Ship Roles and Maneuvers

A ship has up to three assignments that allow for full operation of a ship's 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

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:

Manuever Save DC = 8 + your proficiency score (if applicable) + your Dexterity bonus.

Pilot Maneuvers

The pilot can perform the following maneuvers in combat.

Evasive Action

You drastically alter your direction to confuse the enemy targeting systems. Make a **Piloting maneuver roll** versus the opponent's **Maneuver Defense**. If the pilot is evading multiple ships, the roll is made against 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. The effect of this maneuver lasts until the start of your next turn.

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. 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 **Manuever Save DC**.

This may also be used to negate the effect an enemy's "Evasive Action" maneuver. The effect of this maneuver lasts until the start of your next turn.

Gunner Maneuvers

Gunners can perform the following maneuvers.

Fire Weapon

Firing a ship's weapon requires the gunner to make a ranged attack roll (+ Dex mod) versus the target's AC.

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 18 or 20 will result in a critical hit.

Technician Maneuvers

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 hp equal to 1d4 + your Wisdom modifier.

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 Stats

Crimson Viper (Enemy Stat)

Armor Class: 12
Hull Points: 11 (2d8+2)
Maneuverability: +1
Maneuver Defense: 11
Speed: 30
Systems Modifier (Int): +1
Systems Modifier (Wis): 0

Actions

Autocannon - *Ranged Weapon Attack*: +3 to hit, range 60/120. *Hit*: 4 (1d6+1) piercing damage.

Lorendi Shuttle (Player Stat)

Base Armor Class: 13 (+ Pilot's Dex bonus for actual AC)
Hull Dice: 5d8
Base Hull Points: 22 (+ [Technician's Int Mod x 5] for total hit points)
Speed: 25 units

Weapons

Dual cannons (2) - *Base Damage:* 1d8 (+ Dex mod of Gunner), *Range:* 80/120, 1 target

THE X-MARK LEGACY

You know, this all happened so fast, most of us can't even keep up anymore. About 150 years ago, some eggheads at the academy discovered an energy emission that even they couldn't make heads or tails of. So, some of our taxpayer's money went into floating a probe out to the source... somewhere in deep space.

A few months later, they found it. It was some kind of structure, about the size of an asteroid, with tons of parts that moved on their own all made of some sort of metallic substance that blew everything we knew out of the water. One thing we did know – it generated power. Even when we don't understand something, it's in our nature to give it a name. The scientists called it XM-856C based on some kind of technical whatever. We nicknamed it the X-Mark, cause well... that's in our nature too.

For 10 years, our governments studied the X-Mark, trying to desperately find a way to harness this energy and figure out what makes it tick. You see, our own advancements began to outlive our resources. Since the one thing that never evolved were our petty differences, we were unable to find any common ground on how to fix it. With our world slowly dying out, this was the first time our people discovered something that was bigger than all of our little BS issues combined. Little did we know, things were about to start moving much... much faster.

When the first Belare cruiser arrived, we did exactly what you'd expect. We panicked and "retaliated" against an invasion, even though there wasn't one. Even if the Belare were hostile, we would have had no chance. After the initial shock of it all, and learning to communicate with them, that's when they told us that they came here using the energy from the X-Mark. They didn't call it that though, or even use some scientific jargon. They just called it a Crucible. Apparently there's more than just one. We kept our nickname though. Hey, that's just us.

They did find some value in us though. The Belare were scholars and scientists too – go figure. And apparently, we had advancements they didn't. Personally, intergalactic travel trumped whatever the hell we had, but I'm not gonna argue. They took a few of us to their piece of the universe, and that's how it all got started. We met the Magnate, and even some of the lords and nobles or whatever you guys call them from their planet. Worlds away from home and the first alien culture we meet follow a standard we left behind centuries ago. Typical.

Anyway, we joined the Sorium Accord, exchanging our knowledge for renewed resources and energy; all harnessed out of these X-Marks... crucibles... whatever. It's been a few decades, but now, here we are. And here I am, second generation of these Infinity Knights. The name is corny, but man, this tech is so sweet... ah yeah, I forgot. To you guys it's mystical stuff. Do you really believe in all that spirit jargon the Dendus keep spouting? Hey, buddy... um.. you don't even understand what I'm saying, do you?

-- *Dago Garvey, Human Imperial defender on his first group flight.*

THE LEGEND OF ARIA'S WINTER

Millennia before the rise of the second age, ancient spirits waged war with their own, weaving together the delicate balance of our universe. Countless battles were fought, each individual striving to master the crucibles to ensure their own survival and prosperity.

The Crucibles... comprised of unnatural elements, were capable of harnessing the very energies that forge the makeup of the universe itself, and bind them into forces of nature. Although concerned with the safety of their home, these ancient beings could not help but use the power they had obtained to each of their own ends. Either to conquer or to protect, both caused great harm to the flow of time and the nature of all things.

No one really knows what brought about the arrival of the Aria, or when she first appeared. Only stories remain... a tale of how she cast off friend and foe, laying swift punishment upon all her people, who by then sought little else but each other's destruction. The backlash of energy caused the last of the realm's great extinctions and created the anti-realm... an endless expanse known only as the Sorium. The spirits, soon perishing in prisons forged of their own power, could no longer threaten the course of destiny and the will of the Fates.

Those times are now long forgotten. History has given way to the modern age. The core worlds flourish with technology and innovation. Industrialism and science, along with the power harnessed from the crucibles, have created space-faring societies with bountiful resource and capability.

But there is a theory, a warning left behind of tragedy befalling the newly reborn realm. The Sorium is merely a veil, separating us from a force that may decimate the balance that was achieved at so great a cost. This message, the Aria's message, forewarns a blanket of destruction the likes of which would surpass even the first great winter, that which brought about end of the war. For now, the crucibles stand as monuments of a lost age, and a force for peace across the galaxies. However, unless the warnings are heeded, our kind will bring about the next great winter... and there is nothing we can do to stop it.

— Halfath, self-proclaimed scholar of Dendus.... and resident crackpot....

LINCOLN GARVEY

"If it's the right thing to do, I'll get it done. Just keep out of my way."

Lincoln's Story

Like many other humans born in this age, Lincoln always strived for something greater than the hand he was dealt. He grew up on Earth within the confines of New York's Sector 77, a series of sublevels beneath the metroplex rife with crime, corruption, and many of the city's forgotten.

Orphaned at Age 6, he and his older sister, Mina, are the children of Commanders Dago and Sidra Garvey of the Imperial Defenders. Both commanders vanished during a scouting mission in the Kelper Expanse. After that, the siblings fell through the cracks of the system, Lincoln ending up in an abusive home from which he ran away. To this day, the whereabouts of his sister remains a mystery.

When Lincoln turned 18, he enlisted in the Earth Space Brigade. He was instantly assigned to Silrayne Prime's Imperial Defenders after his first year of training. The reasons behind this were unclear to him, but he heard enough rumors and stories in regards to his parents' heroism to give him a clue.

During one assignment, he and his squad responded to a distress call from the *Pel Saros* an old Lorendi space station at the edge of the Nesian system. While en route, Lincoln received an encoded message from his commander tasking them to also retrieve a data module from the station's main computer. Once within, the team couldn't locate the source of the distress call, but accessing the main computer had triggered a strange program. Lincoln's squad and all within the station were decimated within minutes by a team of drones with chameleon-like abilities. They used weapons identical to those issued to the Defenders. Lincoln only survived with the help of Turmirion, an Ashenforged also trapped aboard.

Before he could leave the station, a squad of Lorendi sentries arrived. They arrested Lincoln for murdering his own squad and attempting to steal Lorendi military secrets. Lincoln's orders to retrieve the data module were wiped and the Imperial Defense denied any existence of such orders. With no one to rely on save his new companion, Lincoln's only hope is to reclaim his freedom and unravel this mystery until the truth can be unburied.

Humans

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 the Milky Way galaxy.

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.

Though Humans are not the newest, nor even the youngest race to join the Accord, many in the council view them as somewhat unenlightened. Meanwhile, Humans find the induction of emperors, rulers, and nobles within the Silrayne hierarchy to be humorously antiquated.
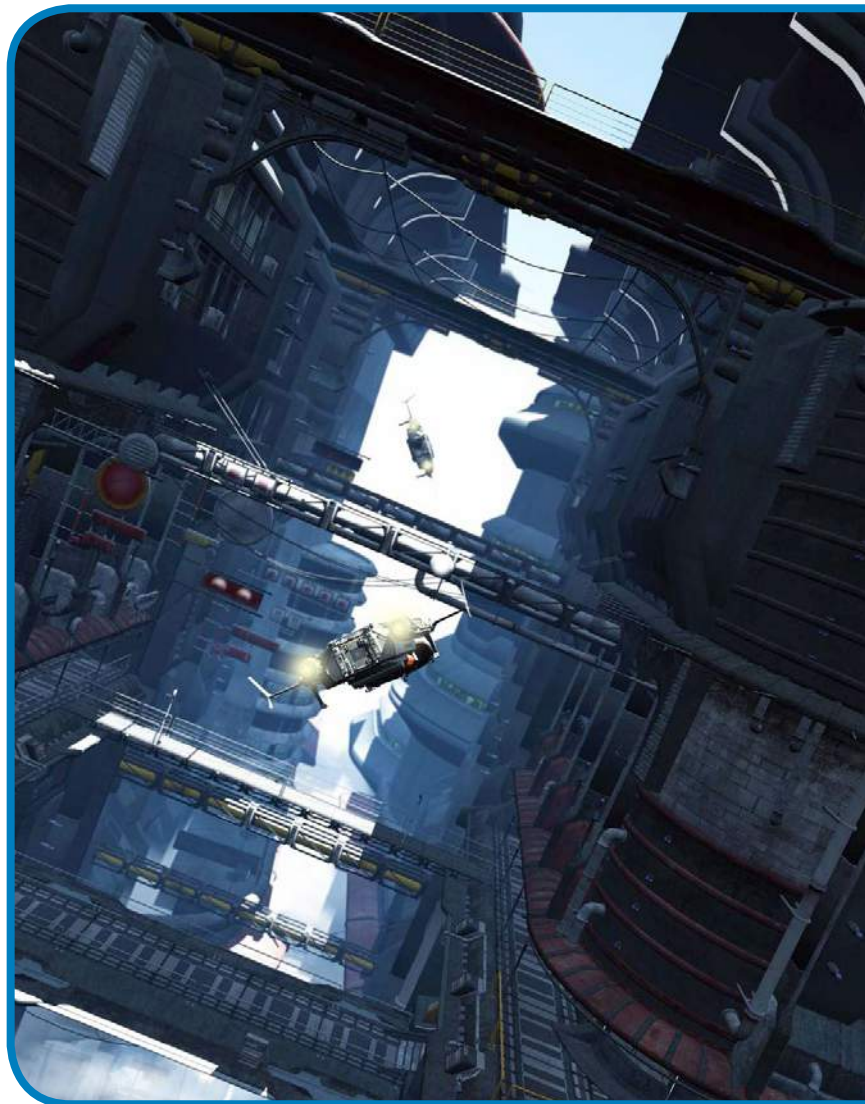
LUCENE DAVAREL

"I follow a code too, you know. It's called a contract."

Lucene's Story

Lucene (or "Lucie" to her friends) has faced many troubles in her life, much of them of her own making. Though she was the daughter of two high standing officials, much of her childhood was spent racing jet pods and sneaking into places she shouldn't. That changed after she met her best friend, Shayna, who convinced her to join the Ondus Space Academy when she they both turned 17.

She graduated with top honors, acquiring just enough self-discipline to prevent herself from being kicked out for insubordination. Shayna, being far more even-tempered, always helped to keep her in check.

A year later, civil war broke out between the Crescents and the Fire-blooded, Shayna, who was the Grand Marshal's youngest, was killed under mysterious circumstances and Lucene's group was caught in the middle of the conflict. The Emerald Hand, an underworld organization that had long operated in secrecy, were the ones who launched the coup. Lucene received orders to shoot down an unarmed ship of fleeing civilians, then fled execution at the hands of her own troupe.

Once Lucene reunited with her family did she learn the truth. Her parents were amongst the more prominent members of this organization. They were the ones who ordered Shayna's execution.

With no interest in pursuing the Hand's mad ambition, Lucene fled Ondus. She spent two years on the fringes, earning her reputation as a spy and acquirer of lost (or soon to be lost) goods. She never turned her back on a contract, especially when it caused trouble for the Emerald Hand in any way, shape, or form.

Lucene spent the last five months aboard a smuggler's ship called the Cipher Nebulus. They docked at the space trade station, *Pel Saros*, and picked up an escort job from an Eldori named Ilya Cerno. The job was to find her sister, Ryla, and bring her to the council on Silrayne Prime, but it was cut short when the station was attacked by an unknown enemy. Lucene was able to save her client, but could not stop them both from being arrested by the Lorendi for treason, blamed for attacking the station. The crew of the Cipher escaped, leaving her behind. It seems this time, trouble came looking for her instead of the other way around.

Prometheans

Before the Sol System became part of the Sorium Accord, there were colonies of humans that lived in space, many of whom performed genetic enchancements upon themselves and their kind. They were caught in the midst of the 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.

The space colonies had spent generations on the sidelines of Earth's governments. When the Sorium Accord was signed, they chose to separate from their own kind, calling themselves Prometheans and establishing a new society based on organizational roles on the planet Ondus.

There are two major types of Prometheans, the Crescents and the Fire-blooded, each affected differently by the alterations made to them after going through a process at adulthood they call the "Chrysalis".

RYLA CERNO

"The universe is filled with signs pointing to the truth. We just need to learn to read them."

RYLA'S STORY

Ryla grew up amongst the nobility of Eldor. Her father is the Eldori representative in the Council of Silrayne Prime. She spent years fascinated with science, space travel, and the other societies within the Silrayne Arc. Her goal was to study at Eldor's top academy and become an explorer, like her older sister, Ilya.

That quickly changed when the unexpected happened. While in the midst of her studies on the properties of Sorium, Ryla had instictively folded the space around her in front of her collegues. Though talents were commonplace amongst her people, Ryla's abilities to warp space and the elements in such a fashion were only attainable by a chosen few amongst the Eldori. Her hair had also turned black. It is the mark of an Eldori Esper, normally gray or white amongst her people.

Upon her father's insistence, she was sent to the Esper Academy on Silrayne Prime where she learned the art of melding. Though it wasn't her first choice, it was still a chance to quench her thirst for new discoveries.

After her graduation, she received a transmission from Ilya, asking her to come meet up with her to celebrate. As Ryla had not seen her sister in years, it was an invitation she couldn't turn down. After two days travel, she arrived at their meeing place, a trading station called *Pel Saros*.

However, Ilya was nowhere to be found. Instead, Ryla was approached by Promethean named Lucene Davarel. She clained her sister hired her to escort her off the station and head to Silrayne Prime. No knowing whether to trust Lucene or not, Ryla decided to leave on her own. She didn't get farbefore the station was breached and attacked by an army of highly advanced drones.

Lucene and Ryla escaped to the upper decks of the station, dealing with the drones to the best of their ability. After just 15 mintues, the drones army just seemed to vanish and the station was overtaken by Lorendi troops. Though they demanded answers, it didn't seem like they were really looking for any. They arrested Ryla and Lucene for treason and sabotage. With so

many questions unanswered, Ryla is determined to find out the truth behind her sister's whereabouts and what really happened at Pel Saros.

THE ELDORI

Eldori are a nation of people that make up half of the race known as the Nesieve. Their homeworld, Eldor, is in close proximity to the Crucible in their galaxy, to where the crucible could almost be considered a moon to Eldor.

The activation of the crucible caused a major transformation of the Nesieve. Some became the Eldori, rumored to have a metaphysical connection to the world. They believe there is a spiritual reason behind their awakening. The others became the Lorendi, named for their leader Loren Kaiza. Loren believed their newfound power was a sign to abandon their old traditions and look toward conquering the stars.

Conflict between the Eldori and the Lorendi lasted for nearly a generation. It ended with a shaky truce before Eldor itself would have been destroyed. Loren would take her people's resources and build a fleet that would march through the stars in their glorious name.

Eldori mostly blue or green skinned. Gray and white hair are common along with eyes of red, brown, or amber.

TURMIRION

TURMIRION'S STORY

If one were to define themselves as a dichotomy of purpose, it would surely be Turmirion. Brought into existence by Dendus artificers, he was intended to become one of the personal guard to the Kesh council representative of the Sorium Accord.

Unlike most Ashenforged, Turmirion's rehabilitation did not go so smoothly. He spent the first year of his life flailing about, unable to learn the simple basics. Constantly confused, he kept fighting against the teachings of the Dendus. It would not be long before he would be considered for termination, a practice the Dendus do not practice often, but is sometimes considered as mercy.

Then, Turmirion realized what was happening to him. His confusion was memory. He was having constant memory flashes of a former existence. Though most Ashenforged experience this from their culmination of knowledge imbued into them, this wasn't that. He was definitely someone else before this.

Deciding to hide his nature from the Dendus, his advancement in training suddenly skyrocketed, accessing the pieces of his past and using them to learn. During his training, he learned that creating Ashenforged from those who had already achieved Esper Genesis was forbidden, as unforetold side effects occur. This may have been his fate.

Ultimately impressed by his advancement, the Dendus released Turmirion and gave him his own choice of assignments. He chose to be a guardian to the Cerno family on Eldor, a planet he remembers well.

On one of his assignments, he arrived at the Lorendi trading station, Pel Saros, to rendezvous with the Cerno's eldest daughter, Ilya. The moment Turmirion made it off the transport, the power to the station went dark. An army of drones appeared from nowhere and began killing everyone on the station deck.

In the midst of his search for Ilya, he came upon an Imperial Defender named Lincoln, one of the few survivors remaining on the station. They fought their way back to the dock only to be interrupted by the arrival of a Lorendian military transport. They arrested Lincoln as a conspirator to sabotage and took Turmirion in as an accomplice. Within the group of detainees is Ryla Cerno, who is also unaware of her sister's whereabouts. Turmirion has taken it upon himself to protect Ryla until he can discover the nature of the station attack and what it may have to do with Ilya's disappearance.

THE ASHENFORGED

During the initial experiments within the cores of the Crucibles, the Dendus discovered the ability to imbue artificial intelligence into a physical form. The bodies of the deceased are coated with an ash-colored substance that collects on the crucible's surface, then genetically modified with Sorium forging. The resulting form is usually humanoid, but can carry various minor physical traits depending on the lifeform's former appearance.

The reason why a physical body is needed is to give the Ashenforged the ability to achieve Esper Genesis, something beyond the reach of a mere construct. Ashenforged have no memory of their former existence, often trained with a purpose of duty, but given the free will to learn and perform their duty however they choose to be best.

ESPER GENESIS
HEROIC SCI-FI-ROLE-PLAYING™

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Alligator Alley Entertainment

A Vast Universe Awaits

Spacefaring empires collide, as worlds strive for an uneasy balance in the universe. All share one thing in common: The Crucibles.

Artifacts of alien origin, their cores power ships, weapons and civilizations.

A select few learned to use them to warp reality, combining physical form with their mysterious energies.

This new awakening has been called many things: dangerous, miraculous, revolutionary...

Others simply call it... Esper Genesis

Coming in 2017!

The Esper Genesis Core Rules is in development with a planned release for 2017. The Core book will contain:

- 8 Playable Races
- New Character Classes
- New Backgrounds
- An expansive equipment list
- Rules for Ships and Ship Combat
- A GM's Toolkit to modify the universe to fit a multitude of sci-fi genres.
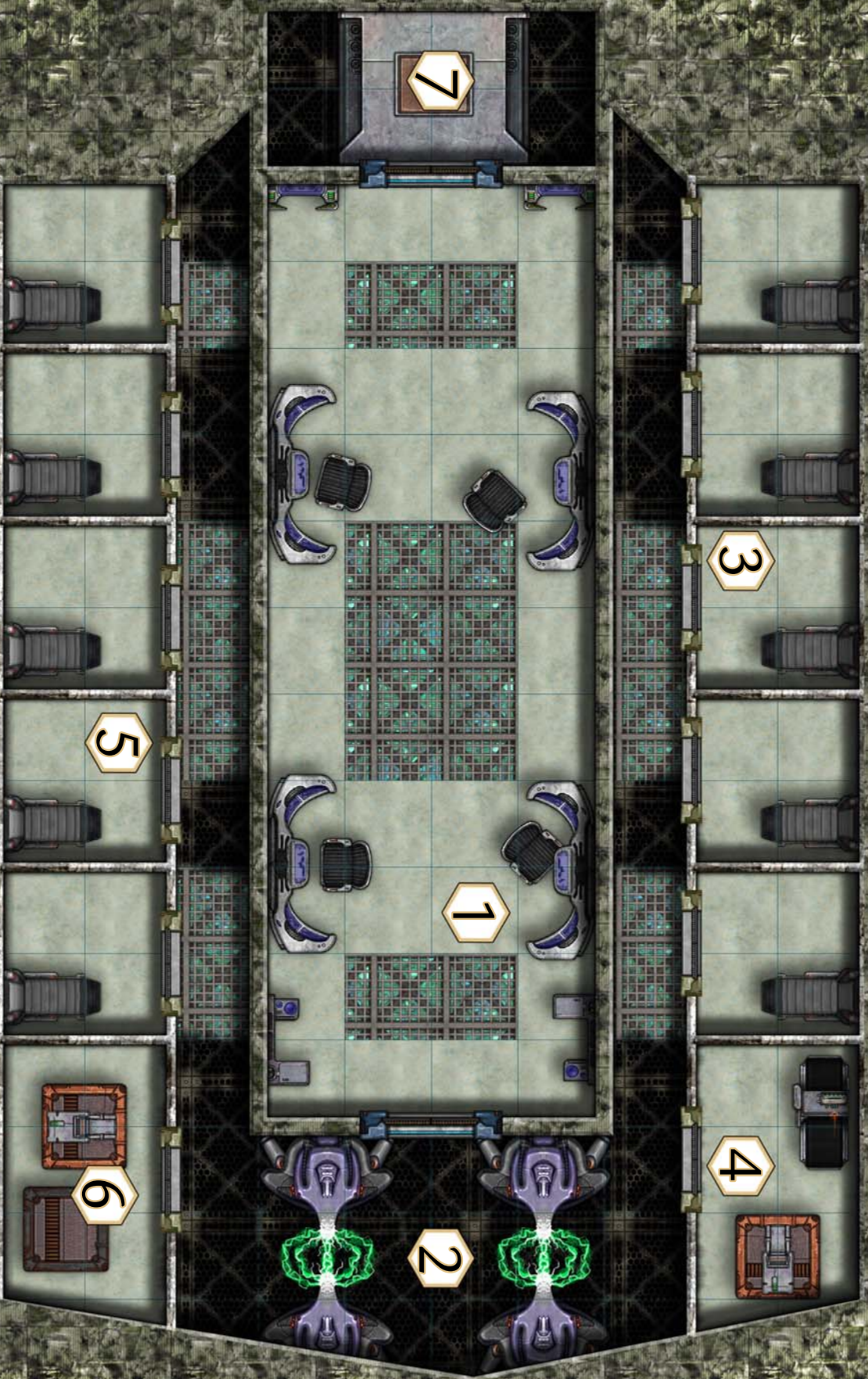
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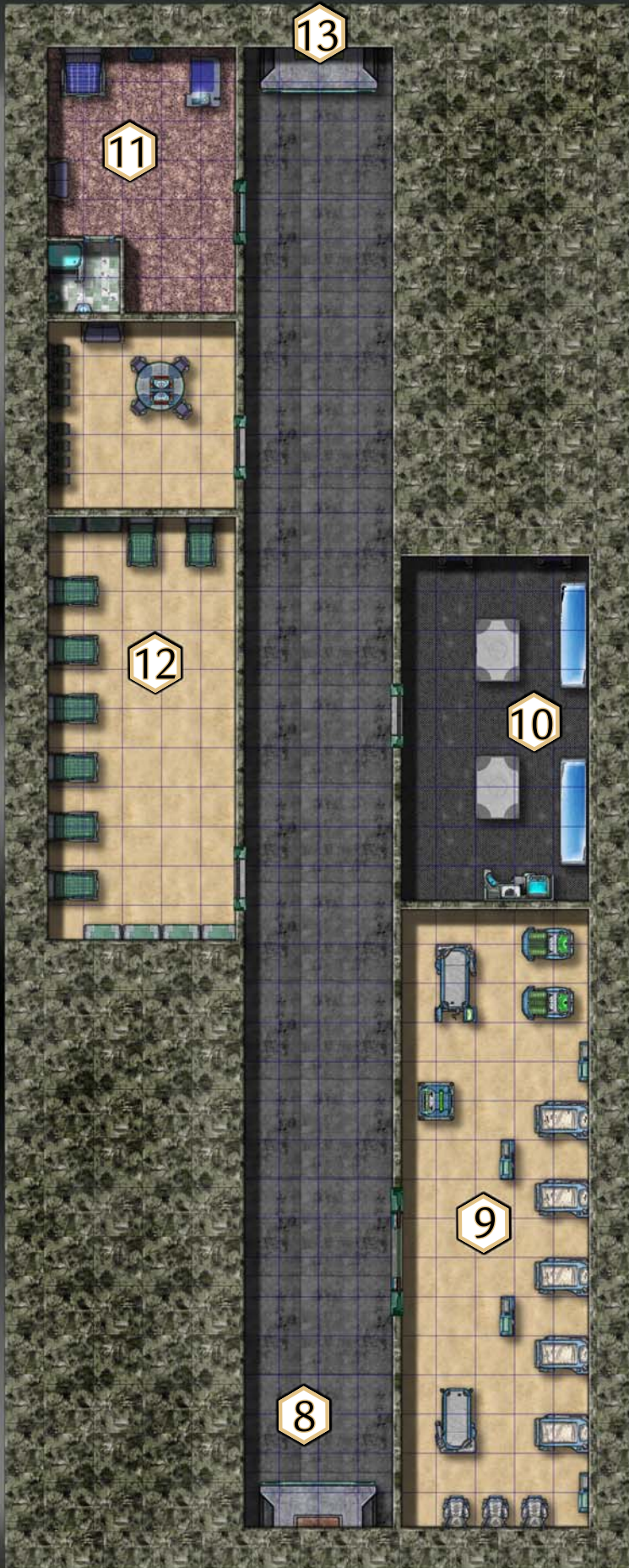
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HEROIC SCI-FI ROLE-PLAYING
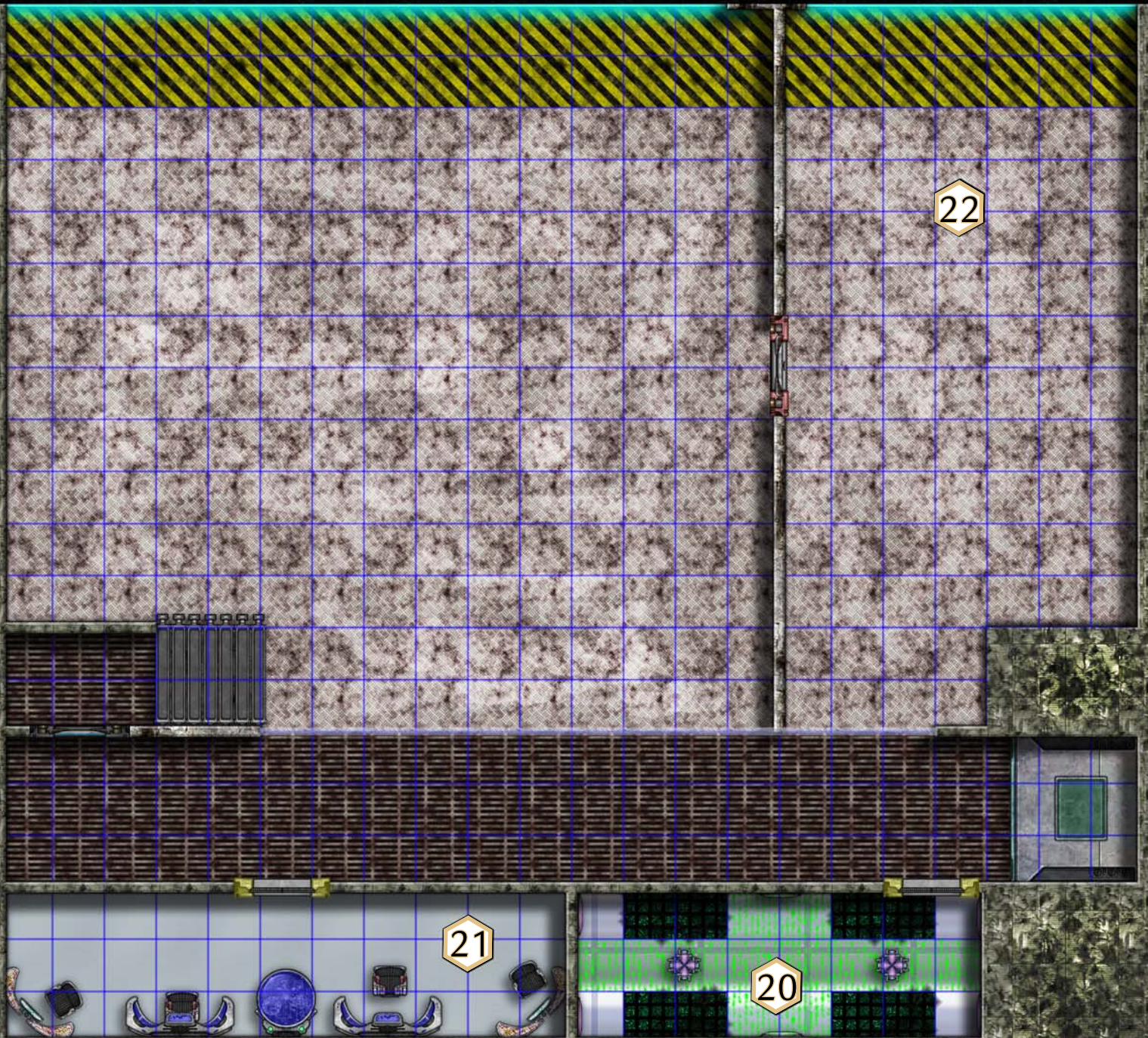
Eos Keldor – Detention Level C

One Square = 5 Feet

Deck Two

Deck Three

One Square = 5 feet

Eos Keldor - Hanger Bay
One Square = 5 feet

Lincoln Garvey

1 LEVEL

NEUTRAL GOOD
HUMAN WARRIOR

ABILITIES

Ability	Modifier	Saving Throw
16 **STR** STRENGTH	+3	+5
14 **DEX** DEXTERITY	+2	+2
15 **CON** CONSTITUTION	+2	+4
10 **INT** INTELLIGENCE	+0	+0
11 **WIS** WISDOM	+0	+0
12 **CHA** CHARISMA	+1	+1

PASSIVE PERCEPTION: 12

BASE SPEED: 30 FT.
PROFICIENCY BONUS: +2

☐ INSPIRATION

DEATH SAVES Survive / Perish
(DC 10)
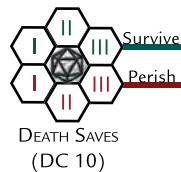
HIT POINTS

14 Maximum HP

Wounds

Hit Dice: 1d10   Used ☐

SPECIAL FEATURES

Feature	Max Use	Recovery	Used
Second Wind	1	S. Rest	

SKILLS

Bonus	Skill Name	Proficient
+2	Acrobatics (Dex)	◯
+0	Astrophysics (Int)	◯
+5	Athletics (Str)	⊗
+0	Computers (Int)	◯
+1	Deception (Cha)	◯
+2	Insight (Wis)	⊗
+1	Intimidation (Cha)	◯
+0	Investigation (Int)	◯
+0	Lore (Int)	◯
+0	Mechanics (Wis)	◯
+0	Medicine (Wis)	◯
+2	Perception (Wis)	⊗
+1	Performance (Cha)	◯
+1	Persuasion (Cha)	◯
+2	Sleight of Hand (Dex)	◯
+2	Stealth (Dex)	◯
+2	Survival (Wis)	⊗
+0	Xenobiology (Int)	◯

TOOL PROFICIENCIES
Vehicle: Spacecraft

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

Name	To Hit	Dmg	Range
Warblade	+5	1d8+3	Melee
Heavy Pistol	+4	1d8+2	70/210
Shotgun	+4	1d8+2	30/90

ARMOR CLASS 17

Equipped: Heavy Trooper

BURST SAVE: +2

INITIATIVE: +2

TRAITS

Character Features

Armor Expertise - I gain +1 to my AC when wearing armor.

Second Wind - As a bonus action, I regain 1d10+1 hp. I can use this once per short rest.

Gear

Grapple Line
Flashlight
Gunsmith's Tools
Pack Attachment

Characteristics

Personality Trait
I have lost too many friends, and I'm slow to make new ones.

Ideal
It's an honor to serve, but only for an honorable cause.

Bond
I lost my entire squad and was wrongly accused for it.. I am looking to regain my purpose.

Flaw
I often move to take charge of a situation, even when I don't really know what I'm doing.

ESPER GENESIS

Lucine Davarel

1 LEVEL

CHAOTIC GOOD
PROMETHEAN SPECIALIST

ABILITIES

Ability		Modifier	Saving Throw
10	**STR** STRENGTH	+0	+0
17	**DEX** DEXTERITY	+3	+5
14	**CON** CONSTITUTION	+2	+2
10	**INT** INTELLIGENCE	+0	+2
12	**WIS** WISDOM	+1	+1
13	**CHA** CHARISMA	+1	+1

PASSIVE PERCEPTION: 13

ADDITIONAL SENSES: darkvision 60 ft.

BASE SPEED: 30 FT.

PROFICIENCY BONUS: +2

☐ INSPIRATION

DEATH SAVES
I II III Survive
I II III Perish
(DC 10)

HIT POINTS

12	Wounds
Maximum HP	

Hit Dice: 1d8   Used ☐

SPECIAL FEATURES

Feature	Max Use	Recovery	Used
Sneak Attack	1/turn	--	

SKILLS

Bonus	Skill Name	Proficient
+5	Acrobatics (Dex)	⊗
+0	Astrophysics (Int)	◯
-1	Athletics (Str)	◯
+0	Computers (Int)	◯
+3	Deception (Cha)	⊗
+1	Insight (Wis)	◯
+1	Intimidation (Cha)	◯
+0	Investigation (Int)	◯
+0	Lore (Int)	◯
+1	Mechanics (Wis)	◯
+1	Medicine (Wis)	◯
+3	Perception (Wis)	⊗
+1	Performance (Cha)	◯
+1	Persuasion (Cha)	◯
+5	Sleight of Hand (Dex)	⊗
+5	Stealth (Dex)	⊗
+1	Survival (Wis)	◯
+0	Xenobiology (Int)	◯

TOOL PROFICIENCIES
Infiltration Device
Vehicle: Spacecraft

ARMOR CLASS   14

Equipped: Armor Jacket

BURST SAVE: +3

INITIATIVE: +3

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

Name	To Hit	Dmg	Range
Light Pistol	+5	1d6+3	50/150
Wrist Blade	+5	1d4+3	Melee
Short Blade	+5	1d6+3	Melee

TRAITS

Character Features

Sneak Attack - Once per turn, I can add damage to finesse/ranged attack if I have advantage. I don't need adv. if a conscious ally is within 5 ft of the target and I don't have disadvantage.

Gear

Backpack
Infiltration Device
Flashlight
Pistol Clips (4) - 15 shots each

Characteristics

Personality Trait
Sarcasm and insults are my weapons of choice.
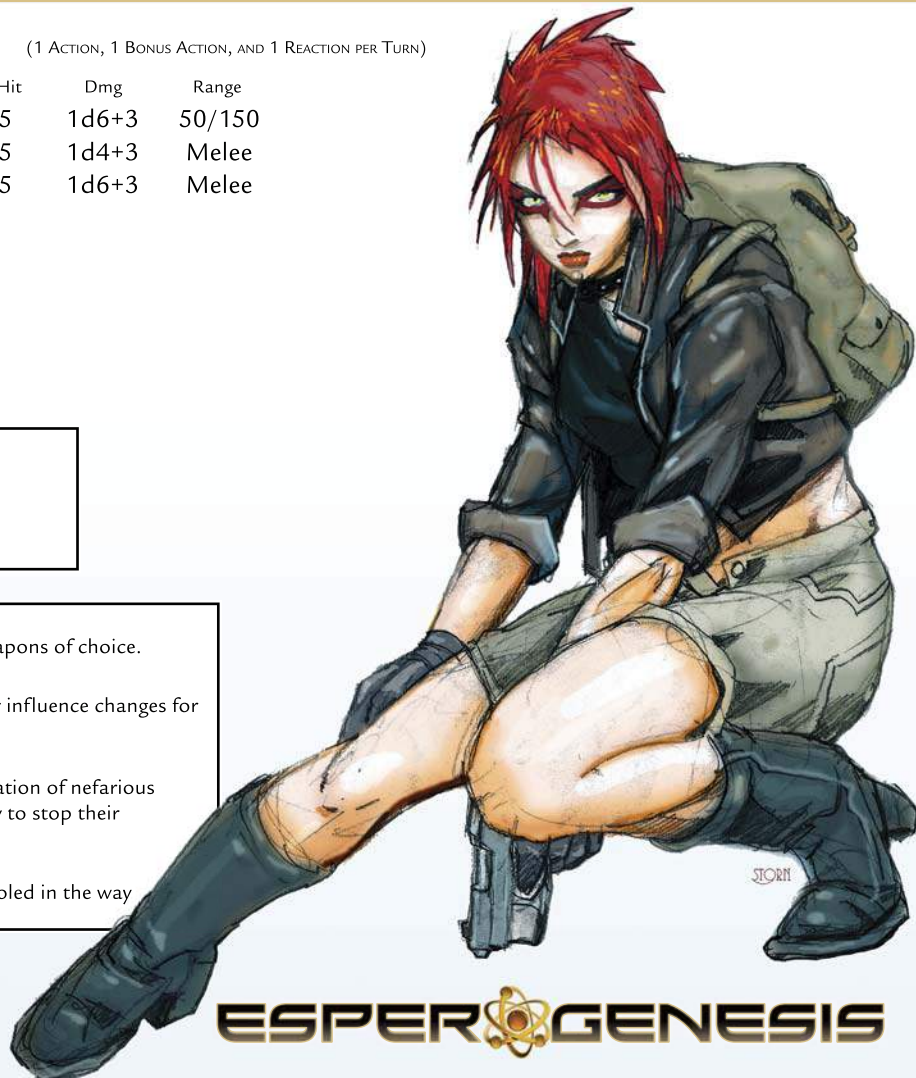
Ideal
I only accept missions that may influence changes for the better.

Bond
My family is part of an organization of nefarious criminals. I am working secretly to stop their ambitions.

Flaw
I'm convinced I can never be fooled in the way that I fool others.

ESPER GENESIS

Ryla Cerno

1 LEVEL

LAWFUL GOOD
ELDORI MELDER

ABILITIES

Ability	Modifier	Saving Throw
8 STR Strength	-1	-1
12 DEX Dexterity	+1	+1
15 CON Constitution	+2	+2
16 INT Intelligence	+3	+5
10 WIS Wisdom	+0	+2
12 CHA Charisma	+1	+1

PASSIVE PERCEPTION: 12

ADDITIONAL SENSES: darkvision 60 ft.

BASE SPEED: 30 FT.

PROFICIENCY BONUS: +2

☐ INSPIRATION

DEATH SAVES
(DC 10)
Survive
Perish
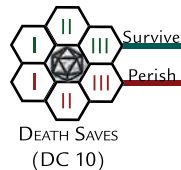
HIT POINTS

10 Maximum HP

Wounds

Hit Dice: 1d6

Used ☐

MELDER TALENTS

Max Ability Points: 6

Ability Points Remaining

Prime (No Point Cost)

Aegis
Force Bolt
Push

Rank 1 (Point Cost: 2)

Distortion
Fire Lance
Lightning Whip
Protection Field
Shift

SKILLS

Bonus	Skill Name	Proficient
+1	Acrobatics (Dex)	◯
+5	Astrophysics (Int)	⊗
-1	Athletics (Str)	◯
+5	Computers (Int)	⊗
+1	Deception (Cha)	◯
+2	Insight (Wis)	⊗
+1	Intimidation (Cha)	◯
+3	Investigation (Int)	◯
+5	Lore (Int)	⊗
+1	Mechanics (Wis)	◯
+0	Medicine (Wis)	◯
+2	Perception (Wis)	⊗
+1	Performance (Cha)	◯
+1	Persuasion (Cha)	◯
+1	Sleight of Hand (Dex)	◯
+1	Stealth (Dex)	◯
+0	Survival (Wis)	◯
+3	Xenobiology (Int)	◯

TOOL PROFICIENCIES
Hacker's Kit

ARMOR CLASS

13

Equipped: Infiltration Suit

BURST SAVE: +1

INITIATIVE: +1

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

Name	To Hit	Dmg	Range
Sorium Rod	+3	1d6+1	Melee

TRAITS

Character Features

Channeling - You are an adept at focusing energies to power your arsenal of talents. Intelligence is your channeling ability.

Channeling Attack = d20 + your Proficiency Bonus + your Intelligence modifier

Esper Recovery - After a long rest, I can recover all of my Ability Points for esper powers. Once per day after a short rest, I can recover 2 Ability Points.

Gear

Backpack
Data Library
Hacker's Kit

Characteristics

Personality Trait
I am very sensitive about my status as an Esper.

Ideal
Knowledge should be used with responsibility.

Bond
I have many of my people looking to me for inspiration and cannot let them down.

Flaw
I often speak my mind without thinking through my words, invariably insulting others.

STORN

ESPER GENESIS

Turmirion

1 LEVEL

NEUTRAL GOOD

ASHENFORGED ENGINEER

ABILITIES

Ability		Modifier	Saving Throw
12	**STR** Strength	+1	+1
13	**DEX** Dexterity	+1	+1
14	**CON** Constitution	+2	+2
12	**INT** Intelligence	+1	+0
16	**WIS** Wisdom	+3	+5
9	**CHA** Charisma	-1	+1

PASSIVE PERCEPTION: 13

ADDITIONAL SENSES: --

BASE SPEED: 30 FT.
PROFICIENCY BONUS: +2

☐ INSPIRATION

DEATH SAVES (DC 10)
Survive / Perish

HIT POINTS

12	Wounds

Maximum HP

Hit Dice: 1d8 — Used ☐

ENGINEER TECHNIQUES
Max Ability Points: 6

Ability Points Remaining ☐

Prime (No Point Cost)
Deflect
Electric Surge
Gamma Vision

Rank 1 (Point Cost: 2)
Field Salve
Laser Blast
Mend
Sensory Boost
Trauma

SKILLS

Bonus	Skill Name	Proficient
+1	Acrobatics (Dex)	◯
+1	Astrophysics (Int)	◯
+1	Athletics (Str)	◯
+1	Computers (Int)	◯
-1	Deception (Cha)	◯
+5	Insight (Wis)	⊗
-1	Intimidation (Cha)	◯
+1	Investigation (Int)	◯
+1	Lore (Int)	◯
+5	Mechanics (Wis)	⊗
+5	Medicine (Wis)	⊗
+3	Perception (Wis)	◯
-1	Performance (Cha)	◯
+1	Persuasion (Cha)	⊗
+1	Sleight of Hand (Dex)	◯
+1	Stealth (Dex)	◯
+3	Survival (Wis)	◯
+1	Xenobiology (Int)	◯

TOOL PROFICIENCIES
Technician's Kit

WEAPONS
(1 Action, 1 Bonus Action, and 1 Reaction per Turn)

Name	To Hit	Dmg	Range
Power Gauntlets	+3	1d4+1	Melee
Collapsible Staff	+3	1d6+1	Melee
Short Rifle	+3	1d8+1	70/210

ARMOR CLASS   15

Equipped: Reinforced Mesh
Natural Armor: +2

BURST SAVE: +1

INITIATIVE: +1

TRAITS

Character Features

Forging - You use your implant and engineer's rig to power your arsenal of techniques. Wisdom is your forging modifier.

Forging Attack = d20 + your Proficiency Bonus + your Wisdom modifier

Combat Medic - Whenever I restore hit points to a creature, that creature gains addtional hit points equal to my Wisdom modifier.

Esper Recovery - After a long rest, I can recover all of my Ability Points for esper powers. Once per day after a short rest, I can recover 2 Ability Points.

Gear

Backpack
Engineer's Rig
Rifle Clips (2) - 8 shots each
Technician's Kit

Characteristics

Personality Trait
I am intrigued by other societies and make attempts to learn as much as I can about them.

Ideal
I must help those that are in danger or in desparate need of aid.

Bond
I am on the run from those that made me who I am.

Flaw
I am often highly suspicious of strangers.

ESPER GENESIS