





ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING





CONDITIONS

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (*see the condition*).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

IMPAIRED

- An impaired creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Can't take actions or reactions except Dodge.
- Disadvantage on Strength and Constitution saves.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without the aid of esper powers, special senses, or gear. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (*see the condition*) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any mundane object it is wearing or carrying, into a solid inanimate substance. Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (*see the condition*), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

STUNNED

- A stunned creature is incapacitated (*see the condition*), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is incapacitated (*see the condition*), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it is holding and falls prone (*see the condition*).
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

EXHAUSTION

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

AREAS OF EFFECT

★ = POINT OF ORIGIN



LINE



CONE



CUBE



SPHERE



CYLINDER

LIMIT BREACH

(Esper Ability Check)

FORCE BREACH

DC = 8 + the rank at which the talent is being activated

ZERO BREACH

DC = 10 + the rank of the talent being used

LONG JUMP: Move 10+ feet, and jump a number of feet up to your Strength score. When you make a standing long jump, you can leap only half that distance.

HIGH JUMP: Move 10+ feet, and jump a number of feet equal to 3 + your Strength modifier. When you make a standing high jump, you can jump only half that distance.

LOW-GRAVITY: 2x Jump Distance and Carrying Capacity

HIGH-GRAVITY: 0.5x Jump Distance and Carrying Capacity

SUFFOCATING: You can hold your breath for a number of minutes equal to 1 + your Constitution modifier (minimum of 30 seconds).

If you run out of breath or you're choking, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round). At the start of your next turn, you drop to 0 hit points and are dying, and you can't regain hit points or be stabilized until you can breathe again.

SPACE VACUUM: First two rounds: No effect.

Each round thereafter: Target suffers 3d6 cold damage and 3d6 necrotic damage at the start of each turn and begin to suffocate. Instant death after a total of 10 rounds.

CONCENTRATION: If an esper power or technique must be maintained with concentration, its description specifies how long you can concentrate on it. You can end concentration at any time (no action required). The following factors can break your concentration:

- You activate another power that requires concentration.
- You take damage. Succeed on a Constitution saving throw to maintain your concentration, with a DC equal to 10 or half the damage you take, whichever number is higher.
- You're incapacitated or killed.
- You're overwhelmed by an enormous distraction, such as a corridor collapsing around you. Succeed on a DC 10 Constitution save to maintain your concentration.

ACTIONS IN COMBAT

ATTACK: Make one melee or ranged attack.

Certain features, such as the Extra Attack feature of the warrior, allow you to make more than one attack with this action.

DASH: Gain extra movement for the current turn. The increase equals your speed, after applying any modifiers.

DISENGAGE: Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE: Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

HELP: Aid another creature, giving them advantage on the next ability check they make to perform the task you are helping with, provided that check is made before the start of your next turn.

Alternatively, aid a friendly creature in attacking a creature within 5 feet of you to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE: Make a Dexterity (Stealth) check. If you succeed, you gain the benefits described in the "Unseen Attackers and Targets" section.

READY: Wait for a particular circumstance before you act, before the start of your next turn.

Decide what perceivable circumstance will trigger your reaction. Choose the action you

will take in response to that trigger, or you choose to move up to your speed in response to it.

You can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready an esper power, you activate it normally but hold its energy, releasing it with your reaction when the trigger occurs. A readied power must have an activation time of 1 action, and holding onto the power's energy requires concentration. If your concentration is broken, the power fizzles out without taking effect.

SEARCH: When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN ESPER POWER: Each esper power, talent, or technique has an activation time which specifies whether the esper must use an action, a reaction, minutes, or even hours to activate it. Using an esper power is, therefore, not necessarily an action. Most powers have an activation time of 1 action, so espers often use their actions in combat to activate such powers.

USE AN OBJECT: You can normally interact with an object while doing something else, such as when you draw a pistol as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

ON YOUR TURN, YOU CAN:

- Move up to your speed.
- Take one action.
- Communicate with speech, gestures, or both.
- Interact with one object or feature of the environment as you move or take your action. To interact with a second object, take the Use an Object action.

SKILLS BY ABILITY

Skill	Ability
Acrobatics	Dexterity
Astrophysics	Intelligence
Athletics	Strength
Computers	Intelligence
Deception	Charisma
Insight	Wisdom
Intimidation	Charisma
Investigation	Intelligence
Lore	Intelligence
Mechanics	Wisdom
Medicine	Wisdom
Perception	Wisdom
Performance	Charisma
Persuasion	Charisma
Sleight of Hand	Dexterity
Stealth	Dexterity
Survival	Wisdom
Xenobiology	Intelligence

DIFFICULTY CLASSES (DC)

Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

TRACKING DIFFICULTY

Ground Surface	DC
Soft surface (snow, sand, or heavy dust)	10
Dirt, grass, or gravel	15
Concrete or metal	20
Each day since the creature has passed	+5
Creature left a trail such as blood or fluid	-5

BURST SAVE

DC = 8 + your proficiency bonus (if proficient)
+ your Dexterity modifier

RECOIL PROPERTY

Greater than Str mod by 1: No Dex bonus to attack and damage.

Greater than Str mod by 2 or more:
No Dex bonus to attack and damage. Disadvantage to attack rolls.

GRENADE RANGE

Throwing Range	Launcher Range	DC
20 ft.	60 ft.	12
40 ft.	120 ft.	14
50 ft.	200 ft.	16
60 ft.	300 ft.	18

COVER

Cover	Effect
Half cover	+2 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of the cover
Three-quarters cover	+5 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of cover.
Total cover	Can't be targeted directly by an attack or an esper power.

LIGHT

Source	Bright Light	Dim Light
Flare	15 ft.	30 ft.
Flashlight	60 ft. cone (or 120 ft. beam)	+60 ft.
Microbeam	30 ft. cone (or 60 ft. beam)	+30 ft.
Glow stick	5 ft.	5 ft.
Spotlight	300 ft.	600 ft.

OBSCURED AREAS

Degree	Effect	Examples
Light	Disadvantage on Wisdom (Perception) checks that rely on sight.	Dim light, patchy fog, moderate foliage
Heavy	Vision is blocked; creatures are effectively blinded.	Darkness, opaque fog, dense foliage

SERVICES

Service	Rate
<i>Amenities</i>	
Meal & Drink (Cheap)	10 cu per person
Meal & Drink (Average)	15 cu per person
Meal & Drink (Expensive)	50 cu per person
Hotel (Cheap)	30 cu per person
Hotel (Average)	60 cu per person
Hotel (Expensive)	200 cu per person
<i>Entertainment</i>	
Club / Hologrid	10 cu per person
Concert / Live Performance	100 cu per person
<i>Paid Transport</i>	
Surface	1 cu per mile
Between Cities	15 cu per person
Orbit / Space Station	50 cu per person
Planetary (same system)	100 cu per person
Galactic (FTL to another system)	200 cu per person
<i>Vehicle Rental</i>	
Bike/Hoverbike	20 cu per day
Car/Hovercar	45 cu per day
<i>Space Dock</i>	
Docking Fees	50 cu per day
Hull Repair	500 cu for full hp
Structural Integrity (SI) Repair	1k cu per SI point

TRAVEL PACE

Pace	Minute	Hour	Day	Effect
Vehicle	4k feet	45 miles	360 miles	-10 penalty to passive Wisdom (Perception) scores
Fast	400 feet	4 miles	36 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	-
Slow	200 feet	2 miles	18 miles	Able to use stealth

ON YOUR SHIP'S TURN, YOU CAN:

- Move your ship
- Perform one maneuver
- Communicate between crewmembers or over ship's comm
- Perform a bonus maneuver (single-person only)
- Interact with one object or feature of the environment as you move or take your action. To interact with a second object, take the Use an Object action.

STARSHIP TRAVEL SPEEDS

- **Standard:** 500 million mph (approx 12 min from Earth to Sun)
- **FTL:** approx 10 light years per day
- **Intercept (Combat):** measured in units (one unit = 50 feet)

STRUCTURAL INTEGRITY LOSS

A ship loses one point of SI when one of the following occurs:

- The ship fails a system shock roll.
- The ship takes damage from a single attack that is equal to or greater than half its hull point maximum.
- The ship takes damage after being reduced to 0 hp.

COMBAT PILOTING

Piloting maneuver check = d20
+ your proficiency score (if applicable)
+ your Dexterity bonus.

Maneuver save DC = 8
+ your proficiency score (if applicable)
+ your Dexterity bonus.

Maneuver Defense = 8
+ your proficiency score (if applicable)
+ your Wisdom bonus.

TINY



SMALL



MEDIUM

LARGE



HUGE



GARGANTUAN

STARSHIP SYSTEM FAILURE

d20 Roll	Effect
1	The ship loses 2 SI instead of 1.
2-4	Weapons. One of the ship's weapons ceases to function. It cannot be used again until the ship goes through a patch or full repair.
5-8	Electrical. Each crewmember must make a DC 14 Constitution saving throw, taking 3d6 lightning damage on a failed save, or half as much on a successful one.
11-12	Controls. All piloting maneuver checks are made with a -2 penalty.
13-14	Defense. The ship's AC and maneuver defense are reduced by 2.
15-16	Targeting. Weapon attack rolls are made with a -2 penalty.
17-18	Computers. All crew Intelligence checks and saves are made with disadvantage.
19-20	Sensors. The ship's sensor range is reduced by 2.

PLANETARY VEHICLES AND WATERCRAFT

Item	Base AC	HP	Control Speed	Max Seating
<i>Planetary</i>				
Bike (Ground)	12	25	70 ft.	2
Car (Ground)	14	45	60 ft.	6
Hoverbike	12	20	70 ft.	2
Hovercar	15	40	50 ft.	5
Truck/Van (Ground)	14	50	50 ft.	8
<i>Watercraft</i>				
Jet Ski	13	30	60 ft.	2
Motorboat	14	50	50 ft.	6

CREDITS

Lead Designer: Rich Lescouflair

Graphic Designers: Brian Dalrymple, Rich Lescouflair

Cover Illustrator: Markus Vogt

Interior Illustrators: Santi Casas, Tan Ho Sim

Alligator Alley Entertainment Team:

Brian Dalrymple, Rich Lescouflair, Eric Wiener, Christopher Negelein

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