ESPER GENESIS: CRUCIBLE CORPS

PLAYER'S GUIDE

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Welcome to the Crucible Corps!

The *Crucible Corps* encompasses all organized play for ESPER GENESIS. The organization is maintained by the Alligator Alley Entertainment team.

The Basics

This document provides rules for creating and advancing characters within the *Esper Genesis Crucible Corps* organized play program. Characters you create for organized play using these rules can be brought to any venue supporting *Crucible Corps* play. These include public spaces such as gaming stores, conventions, or established gaming venues. You can also play online using established virtual tabletop products. There are also options available for advancing in homebrew games.

The First Rule

The First Rule of the Crucible Corps: *As a player or GM, do everything in your power to allow everyone to have fun. Without your fellow players, there is no game.*

All EG organized play events must promote a welcoming environment for players of all origins and backgrounds. Games played in public spaces should be accessible to anyone who wishes to participate and can only be played using content allowed for use in *Crucible Corps*.

Creating a Character

Your character begins play at 1st level. Use the character creation rules defined in the *Core Manual*.

Step 1: Choose a Race or Origin

Choose from one of the following:
- Select one of the character races defined in chapter 2 of the *Core Manual*.
- Create an origin template as defined in chapter 5 of the *Master Technician's Guide*.

Step 2: Choose a Class

You can choose from any of the available classes and class options in the *Core Manual*.

Step 3: Determine Ability Scores

Assign your character's ability scores using one of the following methods described in the *Core Manual*:
- The **Standard Array** (15, 14, 13, 12, 10, 8).
- The **Ability Point Method** as described in the *Core Manual*.

After your scores are generated, apply any bonuses granted by your character race or origin.

Step 4: Background and Description

Use the following guidelines when developing your character's description and background.

Alignment. Choose any non-evil alignment.

Ideals, Bonds, and Flaws. You can choose any of these provided by the background of your choice, create your own, or select an appropriate choice from another background.

Esper Origin. You can determine this randomly or choose one from the available options.

Faction. You may choose one faction at character creation or anytime during play when the opportunity arises. Starting factions and their benefits are described later on. You can only be a member of one faction at a time and may switch or leave your faction whenever you like.

Step 5: Equip Your Character

Your starting equipment and money is determined by your chosen class and background. Starting equipment can be sold as defined in the *Core Manual*.

Buying Equipment. You can buy any equipment listed in the *Core Manual* or non-enhanced items listed in the *Master Technician's Guide*.

Playing Adventures

You can play in any adventure that provides at least one full-play session (at least four hours of regular play) and meets any one of the following criteria, provided you meet the level requirement.

- An official *Esper Genesis* adventure or *Starforger's Guild* adventure.
- A chapter/part of an official *Esper Genesis* campaign series.
- An official convention-run adventure or special event.
- A full-play session in a homebrew campaign (this is a conditional rule—see below).

Homebrew Campaigning

As we strive to grow our library of available adventure content, you can conditionally advance your character during homebrew games and campaigns, so long as your character continues to follow the guidelines for character creation and advancement.

This conditional rule remains in effect until otherwise stated in an updated version of this guide.

Character Log Sheet

You may use a log sheet for each character to track rewards and record major events in a character's advancement. Logsheets can be found on the official website.

Serial Number. Each player (or GM) has a specific serial number assigned to them. This allows both players and GMs to identify characters for use in EG organized play. You can obtain your CC serial number by registering on the official Crucible Corps website.

Character Advancement

You can choose to gain a level at the end of each session that completes an adventure as defined above. Alternatively, you can choose to decline gaining a level, keeping the rewards you earned during the adventure.

When you level up, you gain hit points listed as the fixed value listed under your class (plus any modifiers).

Respec. Whether or not you choose to gain a level, you may rebuild any aspect of your character, retaining the level you've already earned.

Tier. Your level also determines your character tier, which helps determine your adventure level requirement and assigned gear.

Character Tier by Level

Character Level	Tier
1–4	1 (Initiate)
5–10	2 (Expert)
11–16	3 (Master)
17–20	4 (Epic)

Rewards

You earn rewards as you play and level up. These rewards may include:

- Money and valuables
- Enhanced items
- Vehicles and ships
- Story awards

Money and Loot

At the end of any adventure, any unused monetary rewards or sellable loot found during the adventure is evenly divided among the characters. The party decides how to distribute found equipment, such as mundane gear and similar items.

Enhanced Items

When a character discovers an enhanced item (such as enhanced gear or core-forged items), the party determines who has it for the remainder of the adventure. At the end of the session, the party decides who keeps the item if it wasn't consumed or destroyed.

Items kept by your character can be used as part of your gear locker (see below).

Vehicles and Ships

Other than those assigned to the party, ships, mounts, and vehicles found and used during an adventure may only be kept if they are designated as story items (see below), usable only when prompted by the GM during the adventure's shared storyline.

Story Awards and Items

A story award is a special marker gained during an adventure and recorded on your logsheet. Story awards may have a significant impact in adventures that share the same storyline or plot thread. The effects of possessing a particular story award are prompted by the GM during these adventures.

Story Items. A story award may be an item of special significance for the adventure's story. If the GM asks if the party possesses this item, the party should decide who has it for the purposes of the adventure.

Gear Locker

Your gear locker holds your character's equipment and item rewards earned during your adventures. Before the start of an adventure, you can access your gear locker to select and equip items you want to bring with you. Only gear and items from official *Esper Genesis* rulebooks and adventures can be stored in your gear locker. Homebrew and community content items are not permitted.

Some adventures or scenarios require you to retain your character's current equipment, or may assign you equipment specific to the adventure. In those rare circumstances, the adventure scenario would override your ability to access your gear locker.

Enhanced Items

You are limited to a specific number of enhanced items you can bring with you in an adventure. These include enhanced gear, core-forged items, and consumables.

The maximum number of items you can bring is determined by your tier and the item's rarity. If an item with a rarity that exceeds your tier is found as a reward, you may keep the item but it remains unavailable for use until you meet its level requirement.

Enhanced gear includes permanent items that do not possess the limited tag.

Core-forged items can be upgraded so long as its new grade's rarity does not exceed the highest allowed for the adventure.

Consumables are enhanced items which are consumed or destroyed upon use, such as compounds, *core stones*, and limited utilities. If an item is consumed, destroyed, or lost, it is removed from your gear locker and can't be reacquired unless rewarded again during play.

Enhanced Items by Tier

Tier	Enhanced Gear	Core-Forged	Consumable	Highest Rarity
1	1	1	5	Uncommon
2	2	2	10	Rare
3	4	3	10	Very Rare
4	6	4	15	Epic

Electronic Devices

You can bring **up to two** portable electronic devices with a rating higher than 0. The highest rating your electronic devices can have is equal to your level tier.

Other Items

Depending on your character options, you may have some other conditional items that follow the same enhanced item rules as defined on the table above.

Armor Upgrades. A suit of armor (excluding a shield) with one or more upgrades (*MTG*) applied to it counts as a core-forged item.

Augments. Cybernetic augments count as enhanced items and subject to the same limitation to rarity.

Cypheos. Cypheos and sentient items are unavailable for use unless designated as story items provided to be used only during the adventure.

Drones. Other than those created through class features or esper powers, drones can only be introduced by the GM as special NPCs or companions during an adventure.

Grenades. Other than fragmentation grenades, each grenade counts as a consumable item.

Special Ammunition. Each pack of special ammunition (*MTG*) counts as a consumable and uses the variant rule for "Ammunition by Encounter".

Expert Tier Rewards

When you reach 5th level, you can gain **one** of the following items:

- an *alpha augmented energy overlay*
- a *dimensional pack*
- a *munitions compact*
- a *rating 1 electronic device*
- a standard *cipher focus*
- a standard *impact weapon* (choose a weapon type from the *Core Manual*)
- a standard *power focus*
- a standard *psionic focus*

Death and Continual Effects

If you die during play, are subject to lingering effects such as disease or radiation sickness, or you are removed from tie adventure, the consequences of these occurrences last until the end of the play session. You may choose what happens with your character at the session's conclusion.

Lingering Effects. You can remove any negative effects.

Character Removal. If you were removed from the adventure, you gain rewards earned until you were removed. You may also gain a level. If you are returned to the adventure before the end of the play session, you can earn all the rewards normally, including those gained during your absence.

Death. At the end of the play session, you can return your character back to life or instead choose to retire them permanently.

Between Adventures

Your character can perform certain tasks outside of play.

Buying, Selling, and Trading

You can buy and sell equipment using the rules in chapter 5 of the *Core Manual*. Compounds and *core stones* can be purchased at the costs listed on tables below.

Purchasing Compounds

Rarity	Cost
Common	500 cu
Uncommon	1,000 cu
Rare	5,000 cu
Very Rare	50,000 cu

Purchasing Core Stones

Rank	Cost	Rank	Cost
Prime	250 cu	3	3,000 cu
1	750 cu	4	5,000 cu
2	1,500 cu	5	10,000 cu

Trading Gear

Items traded between characters are subject to the following rules.

Equipment and Consumables. You can lend mundane equipment and consumables during play, but these must be returned at the end of the session unless they were consumed or lost.

Permanent Items. You can trade permanent enhanced items at a one-for-one basis of equivalent rarity. Unique items (core-bonded, sentient, etc), electronic devices, and cybernetic augments can't be traded.

Using Downtime

You can maintain certain "off-screen" aspects of your character's life outside of the rush and excitement of adventures and missions.

You earn **10 days** of downtime at the end of each play session. Available downtime activities can be found in chapter 8 of the *Core Manual* and in under "Using Downtime" in chapter 9 of the *Master Technician's Guide*.

Leveling Up. Spend 10 downtime days to gain a level.

Gaining Renown. Spend 10 downtime days to increase your renown with your faction by 1 (see below).

Trading Items. Whenever you trade an enhanced item, you spend 5 downtime days.

Upgrading Gear. You can spend downtime days to upgrade armor and install augments as defined under those options in the *Master Technician's Guide*.

Maintaining a Lifestyle

You can choose to obtain a lifestyle, following the "Lifestyles in Play" rules in chapter 9 of the *Master Technician's Guide*. Physical assets granted by your lifestyle can't be used during adventures. You pay your lifestyle expenses whenever you spend downtime.

Factions

Many allegiances are found amongst the nations of the accord. Mega-corporations, criminal organizations, unions, trade associations, etc. Your character may have ties and allegiances to a specific faction that pursues aims outside the typical financial and national interests.

Choosing a Faction

If you choose to join one, there are **five primary factions** operating within the Silrayne Arc.

Aetheron – A shadow government of spies exercising galactic control from the shadows. – Well suited for characters interested in gaining knowledge, and then controlling others with the power of secrets

Children of Aria – A spiritually-minded fellowship that believes the espers were created by a higher power to defend the universe from an unseen evil. – Well suited for characters that seek a purpose beyond themselves

Infinity Order – An organization of military veterans and mercenaries using their might to keep order and promote prosperity amongst the populace. – Well suited for characters that would guard those that cannot protect themselves.

Shadow Cipher – Loosely-organized, technologically-savvy group which seeks to gain power and influence through technology. – Well suited for independent-minded characters that view knowledge, learning and technology as the keys to gaining influence behind the scenes

Vashahar – Optimistic futurists who believe the galaxy itself is a living entity and all life within must be protected. – Well suited for characters that tenaciously seek harmony and unity.

Faction Advancement Off-Screen

You can earn **renown** by completing adventures. Increase your renown with your faction by 1 at the end of each play session. Some adventures may offer specific missions that reward additional renown.

Faction Ranks

As you earn renown, you increase your rank within your chosen faction. The following table defines the ranks as well as the faction requirements for rank advancement.

In addition to status and social interaction between members, additional faction benefits are detailed in certain adventures when relevant.

Faction Advancement

Rank	Renown	Additional Requirements
1	0	—
2	3	—
3	10	5th level
4	25	10th level
5	50	15th level

Aetheron **Children of Aria** **Infinity Order** **Shadow Cipher** **Vashahar**