



# ESPER GENESIS: CRUCIBLE CORPS

## CAMPAIGN RULES







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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.

Characters you create for organized play can be brought to any venue supporting Crucible Corps play. These may include public spaces such as gaming stores, conventions, or established gaming venues. You can also play online using established virtual tabletop products.

## THE BASICS

This document is a beta rules to allow play before the general release of the Esper Genesis rules set and only covers the first two tiers of play (levels 1-10).

## 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 official content allowed for use in Crucible Corps.

## RUNNING ADVENTURES

All Crucible Corps tables must have a minimum of three players, but not more than seven players to be considered a legal table. This number does not include the GM.

Players may only play one character at a time and they may only play their own characters.

GMs (or event organizers) may limit the size of their table to any legal table size; however, as a rule, GMs should be prepared to run tables of up to 7 players. It is highly recommended that as many people as possible should be allowed to play.

As a Crucible Corps Game Master, you adjudicate the rules as presented by the official materials (*Core Manual*, etc.). Run the game according to the rules, but **you are the final arbiter** of any ambiguities that might arise during play.

House rules, that is to say rules that you create that aren't in the official materials such as critical fails, new races, new classes, etc., aren't permitted for use in play.

# CHARACTER CREATION

All characters begin play at 1st level. They can be created using the EG Basic Rules or the EG *Core Manual*.

Special rules apply when creating a character for play in a Crucible Corps campaign. They are as follows.

## CHOOSE A RACE

You can choose from any available race listed in the *Core Manual* with one exception. **Belare** are not available for play in Crucible Corps.

## CHOOSE A CLASS

You can choose from any of the available classes and class options. Pregenerated characters above 1st level aren't currently available for Crucible Corps play.

## GENERATE ABILITY SCORES

Generate your character's ability scores using the **Ability Point Method**. Benefits from your chosen race are applied after your scores are generated. Rolling your ability scores is **never** allowed.

## BACKGROUND AND DESCRIPTION

Use the following guidelines when developing your character background.

**Alignment.** Characters may not choose an 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.

## STARTING EQUIPMENT

You select equipment as defined by your class and background. You may not elect to take the "Starting Wealth by Class" option.

## LIFESTYLE

Your background determines your starting lifestyle. You can change your lifestyle using downtime (see "Downtime and Lifestyle").

### STARTING LIFESTYLES

Background	Lifestyle	Background	Lifestyle
Celebrity	Wealthy	Pilot	Modest
Crafter	Comfortable	Professional Athlete	Comfortable
Drifter	Poor	Scholar	Modest
Media Investigator	Modest	Shipper/Transporter	Modest
Outlaw	Poor	Soldier	Modest
Patrician	Wealthy	Techie	Modest

Every Crucible Corps character has their progress recorded through various stages of advancement.

## CHARACTER LOG SHEET

Each player must maintain a separate log sheet for each character. Log sheets represent major events in a character's advancement including, but not limited to:

- Playing an Adventure
- Obtaining a major item (ship, battle armor, esper device, etc.)
- Significant downtime activity
- Faction Advancement off-screen

## CHARACTER 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 at the Crucible Corps website at:

[www.espergenesis.com/cruciblecorps](http://www.espergenesis.com/cruciblecorps).

## FACTIONS

Factions represent groups with specific interests in our campaign. You're not required to be a member of a faction, but why would you want to miss out on the fun? We'll talk about them in their own section later in the document.

## REBUILDING YOUR CHARACTER

For you to experience all the options available to you, tier 1 characters (levels 1-4) can be rebuilt after any adventure or series episode. Your character retains all experience, gear, downtime. You retain your renown only if you keep the same faction. Characters that are level 5 or higher can't be rebuilt.

## ADVENTURE CERTIFICATES

During play, characters may receive certificates (often referred to as "certs"). Certificates represent important benefits to a character and must be signed by the GM or other representatives of Alligator Alley Entertainment. These may allow access to otherwise restricted rules, represent vital story benefits to your character, or declare ownership of powerful items.

## REWARDS AND LOOT

At end of each adventure, the GM will inform you of your rewards (XP, wealth, items, certificates) and sign off on your log sheet.

**Loot.** Aside from monetary rewards, any mundane items that can be sold can be automatically converted into cubil to be divided amongst the team. Equipment that isn't claimed by anyone can be converted to cubil at half its listed price. Forge enhanced items **cannot** be purchased nor sold. Whenever found, these must be claimed by a member of the team by the end of the adventure or be discarded.

**Downtime.** In addition, your character earns a certain amount of downtime, which you can use to make adjustments or advancements to your character that don't require actual adventure play.

**Renown.** This is only tracked if you choose a faction for your character. An adventure can have different rewards for each faction, or none at all. All starting characters who choose a faction start with a renown score of "0", regardless of level.

**Recordings and Notes.** Your logsheet can also be used to mark down notes of your progress that can also be represented as digital logs or recordings kept by your character.

## GM REWARDS

By GMing and playtesting adventures, you earn experience that you can apply to characters of your choosing—including 1st-level characters that you haven't played yet. This makes it possible to be higher than 1<sup>st</sup> level in that character's first adventure.

**Note:** If you play at 5th level or higher, your character can't be rebuilt, even if it's the first time you're playing.

## GATHERING AT THE TABLE

Every Crucible Corps game should be played with the following suggestions in mind.

- Make sure all players and the GM introduce themselves and give a very brief description of the characters that will be travelling together throughout the adventure.
- Players should plan out all of their esper power and gear selections before the start of the adventure.
- Make sure to record the adventure information on your logsheet, including session date, the adventure code, your GM's name, and your CC serial number.
- During play, be respectful to the GM and your fellow players and allow everyone to contribute in whichever fashion they choose. You should also be respectful of everyone's time, so please avoid distractions and interruptions.
- At the end of the adventure, make sure to record your downtime, rewards, and XP. Decide as a group how to divide loot and individual upgrades/enhancements.

## USING DOWNTIME

During your downtime, you can maintain certain "off-screen" aspects of your character's life outside of the rush and excitement of adventures and missions. Available downtime activities can be found in Chapter 8 of the EG Basic Rules or the *Core Manual*.

## KEEPING TRACK OF DOWNTIME AND LIFESTYLE

When using downtime, you must deduct the amount of days spent, recording the activity and the number of days spent on your logsheet. For example, if you're training to become a pilot, and decide to spend 10 days in training, you would record the downtime as "Training: Space Pilot (10)". If, in the future, you dedicate 20 more days to the same training, you can opt to add it onto the same entry (recorded as "Training: Space Pilot (30)")

Whenever you spend downtime, you must also pay lifestyle expenses in accordance with the amount of downtime spent in days. Your lifestyle expenses can be found in Chapter 5 of the EG Basic Rules or the *Core Manual*.

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 many, but within the Crucible Corps itself one can find factions that pursue aims outside the typical financial and national interests.

## CHOOSING A FACTION

Which faction you pick is an important decision - you may find yourself risking your hide to further the cause. You do not have to choose a faction, but why would you want to miss out on all the fun?

There are **five primary factions** operating within the Silrayne Arc. They are listed as follows.

- **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 in order to defend the universe against a coming 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 that 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

When you join a faction, you can earn **renown points** by completing adventures or by succeeding in faction specific

missions picked up during adventures. The rewards can differ between factions depending upon the adventure or mission completed.

## 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.

Each rank also receives special benefits that may be used during character downtime. These options will become available in the next update for this guide.

## FACTION ADVANCEMENT

Rank	Renown	Additional Requirements
1	0	–
2	3	–
3	10	5th level, 1 covert op

## FACTION LOGOS

Each faction has a symbol that represents their organization. At rank 2, each faction member receives an encrypted symbol that is worn or carried on their person. This can be branded upon items such as worn clothing, a trinket, or a digital device, such as a card or ID chip.

Other faction members can identify themselves to others by presenting their encrypted logs that can be verified with a simple scan from any device with access to the SIM. Only members of a particular faction knows the process required to scan and identify other members. These codes rotate on a daily basis, making it extremely difficult for non-faction members to identify them.

At ranks, other options are available for faction logos, such as embedded chips or retinal implants. These are discussed in a future version of this guide.

## SUBFACTIONS

In addition to the five major factions, there are other connected factions tied to special interest groups, political affiliates, and megacorporations. Many of these are introduced in the upcoming season of Crucible Corps.



AETHERON



CHILDREN OF ARIA



INFINITY ORDER



SHADOW CIPHER



VASHAHAR



More than anything, the stories that power EG adventures are about your heroic characters and the fate-altering choices you and your teammates face.

One of the goals of the organized play campaign is to give players a chance to shape the galaxy as it grows. With this in mind, there are a number of optional play styles planned for Crucible Corps which may change or expand between adventure seasons.

## DIVERGENCE MARKERS

Within each adventure season, certain adventures contain choices and events that can have lasting effects on the setting, many of which also have a major impact upon the storyline of the following season. These are called **divergence markers**, recorded separately by the GM as the adventure progresses.

Divergence markers come in various forms depending on the adventure. Common examples include particular choices or event outcomes within an adventure, interactions with or survival of notable NPCs, or the completion of secret faction missions. There can be other, less apparent markers that can be prompted by anything from the completion of prior adventures to some minor events that don't seem relevant at the time.

## RECORDING MARKERS

Using divergence markers during organized play is **completely optional** and are not provided with the adventures. If you choose to use them and the adventures you are running contain markers, **Divergent Marker Sheets** can be both downloaded and submitted digitally for each adventure from the Crucible Corps website.

## FORGING YOUR OWN PATH

The EG development team understands that organized play is not for everyone. Though any official EG adventure can be used for organized play, any of them can also be easily adapted into your existing homebrew campaign or played as standalones.

## UPCOMING OPTIONS

Beginning next year, we'll be presenting additional options that allow you to contribute to the Living Galaxy. These options are intended to accomodate all styles of play between both organized play and homebrew campaigns, so stay tuned!





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## LOG SHEET

Log your play sessions below. Log your downtime in solar-cycles (measured as "days" in game). Record all certs and non-certified gear, favors, etc... (all forge enhanced items, special mods, contacts, marks, etc...).

CHARACTER NAME:	CLASS / LEVEL:	FACTION:
PLAYER NAME:	CRUCIBLE CORPS #:	PAGE #:

ADVENTURE MODULE	MODULE CODE	DATE	GM'S NAME AND CRUCIBLE CORPS #	
STARTING ADVENTURE SLOTS	STARTING CU	STARTING DOWNTIME	STARTING FACTION SCORE	STARTING CERTS TOTAL
ADVENTURE SLOTS GAINED	CU +/-	DOWNTIME +/-	FACTION SCORE +/-	CERTS +/-
NEW ADVENTURE SLOTS TOTAL	NEW CU TOTAL	NEW DOWNTIME TOTAL	NEW FACTION SCORE	NEW CERTS TOTAL
NOTES & DOWNTIME LOG:				

ADVENTURE MODULE	MODULE CODE	DATE	GM'S NAME AND CRUCIBLE CORPS #	
STARTING ADVENTURE SLOTS	STARTING CU	STARTING DOWNTIME	STARTING FACTION SCORE	STARTING CERTS TOTAL
ADVENTURE SLOTS GAINED	CU +/-	DOWNTIME +/-	FACTION SCORE +/-	CERTS +/-
NEW ADVENTURE SLOTS TOTAL	NEW CU TOTAL	NEW DOWNTIME TOTAL	NEW FACTION SCORE	NEW CERTS TOTAL
NOTES & DOWNTIME LOG:				