

PRONOUNS

AGE :

PILOT ID

|   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |                     |                     |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|---------------------|---------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | USED<br>ACTION<br>X | USED<br>ACTION<br>X |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | X<br>ACTION<br>USED | X<br>ACTION<br>USED |

REQUIRES : UNSHACKLED

[[BOOST]] :  
move 1 space  
for 1 SYN

[[REMOVE EFFECT]] :  
remove 1 effect on you or  
an adjacent ally for 4 SYN

[[FLASH  
ACTION]] :  
use an action at  
no action point  
cost for 12 SYN  
- MAX once per  
turn cycle

NOTES

ACQUIRING : SYNERGY // ACTIONS

- >>[PASSIVE] : Generate +1 SYN for Allies per EVEN rolled in ATKs and Stratagems
- >>[ACTION] : When you perform a Basic ATK generate +2 SYN to Self
- >>[FREE ACTION] : Overheat, taking +1 Hyper DMG to gain +1 SYN to Self

>When generating SYN for Allies, the pool of SYN generated passes left. Each Ally passed will take 1 SYN, looping as needed.

ACTIONS REFRESH once ALL ALLIES have taken ALL OF THEIR ACTIONS

[[OVERSHIELD]] :  
gain +1 shield for self or  
adjacent ally for 2 SYN

[[AMPLIFY]] : add 1  
die to combat roll for 2  
SYN - MAX 4 per roll

[[INSTRUCTIONS]] : Fold at the dotted lines AND across the top of the Tracker Bar. Cut three 2-inch tall and 0.5-inch wide index card pieces and fold in half. Place these Trackers on top of the Tracker Bar. Affix bar on top of your MEC's Dashboard for ease of use.