PILOT NAME:

PRONOUNS: | AGE: | DATE OF BIRTH: | ZODIAC:

BLOOD TYPE: | HEIGHT: | WEIGHT: | EYE COLOR: | HAIR COLOR:

CSSN WALLET

authentication id: ***-******-***

CREDITS : | DEBT :

PERSONALITY

AFFECT : | IDEOLOGY :

PILOT TRAINING

TRAINING STAT MAX : 9

END ENDURANCE

ACU ACCURACY

ART ARTISTRY

PRE PRESENCE

INS INSIGHT

MEC MECHANICS

INCREASING PILOT STATS // CHECKING GRAVITY

Anyone can Call a Gravity during a Roll for additional Skill or Threat dice equal to that Gravity's level. Check a Gravity if it's Called. **When all 6 Gravities are Checked increase a Pilot Stat or Bond by +1** (Max Once per Arc). Gravities and levels are fluid and can be changed at any time.

GRAVITY

ADDS SKILL OR THREAT DICE

= MAX 3

= MAX 3

= MAX 3

= MAX 3

= MAX 6

= MAX 6

MEDICAL INFO

CONDITIONS / INJURIES / ALLERGIES :

RESONANCE:

FATAL INJURY:

BIO-MODS / CYBERNETICS :

ITEMS / NOTES

LIVES TAKEN:

RAPID REFERENCE

MAKING A STAT CHECK

- Roll d6s up to your Stat (you can always roll less). Count Hits based off Skill Table.
- Gravity, Elements, Creativity and Bond add bonus dice.
- GM rolls Threat for you in dangerous scenarios or if your Gravity hinders you.

D6 ROLL TABLE

ROLL	⚀	⚁	⚂	⚃	⚄	⚅
SKILL	0	1	1	1	1	2
THREAT	0	0	−1	−1	−2	−3

When rolling a Basic ATK or Stratagem each EVEN creates +1 SYN for allies.

ALLIED TURN PHASE

- Allied Phase is first unless surprised.
- Allied Phase will last a set number of Actions based off the Enemy.
- Allied Actions can be taken in any order.
- Your 2 Actions refresh once all your Allies have used all their Actions.

YOU CAN ALWAYS USE FREE ACTIONS

MEC ACTIONS

[[ATK ACTIONS]]

[[BASIC ATK]] : Listed on your Parts. Roll DMG based off the ATK Stat. Gain +2 SYN to Self

[[STRATAGEM]] : Use a Main (top) OR Second (bottom) Ability detailed on a Stratagem Card.

[[IMPROVISE]] : Use your gear or environment creatively to perform a Basic ATK, Taunt or cause a more nuanced effect.

[[SHIFT]] : Move Spaces up to your Speed. Includes moving up or down one space if your MEC can [Fly] or [Swim]. Cannot move through occupied spaces.

[[EJECT]] : Eject with your Betyl up to d6 spaces away.

[[SELF-DESTRUCT]] : +10 SYN to Self. MEC explodes dealing 6d6 DMG to all Units beside it at the end of the Allied Phase.

ENEMY TURN PHASE

!! Free Actions can be used at ANY TIME during ANY PHASE !!

- Enemy [Clash] Actions take order priority over most Free Actions.
- Enemy [Charge] Actions give extra time to react with Free Actions.
- Some Actions provoke unique Enemy [Counters].
- Interventions will always be first in order priority.

FREE ACTIONS // SYN BURNS

[[INTERVENTION STRATAGEM]] : [[MAX Once per Turn Cycle]]

[[OVERHEAT]] : +1 SYN to Self : Take 1 Unsoakable DMG.

[[RECHARGE]] : Regain 1 Use of a Stratagem by paying SYN.

[[COMMUNICATE]] : Speak with your Allies and plan accordingly.

[[PICK UP]] : Drop, swap or grab something in an adjacent Space.

1 SYN - [[BOOST]] : Move 1 Space [[Doesn't count as Shift]].

2 SYN - [[AMPLIFY]] : Add 1 Die to a Roll [[MAX 4 per Roll]].

2 SYN - [[OVERSHIELD]] : Give +1 Shield to Self or adjacent Unit.

4 SYN - [[REMOVE EFFECT]] : From Self or adjacent Unit.

12 SYN - [[FLASH ACTION]] : Use a MEC Action at no Action Point Cost. [[MAX Once per Turn Cycle]]

STRATAGEM GUIDE

Each Stratagem has a Second (Bottom) Ability which can be one of the following

Choose 1 Ability to use per Action, Chances not included. This consumes 1 Use.

You must have Line of Sight and be within Range to Use a Stratagem.

ALTERNATE — An Ability that can be used instead of this Stratagem's Top Ability.

INTERVENTION — An Alternate that also counts as a Free Action. Some Interventions have prerequisites.

CHANCE — An enhancement to the Top Ability, if certain conditions are met during the Ability's Use.

[[RANGES GLOSSARY]]

: Target must be within a Number of Spaces (#) of you.

SIDE : Any Target beside you

SIDE : # : Any Targets within # consecutive spaces beside you.

#T : # : Affects up to a # of Targets within the Range #. The same Target cannot be Targeted twice unless it has distinct Parts.

ALL-SIDE : All Targets beside you.

#x# : # : An Area of Effect (AoE) which affects a fixed span of Spaces. At least one of these Spaces MUST be in the Range #.

LINE : # : An AoE that only affects Targets in a straight Line of Spaces originating from the User. The length of the Line is defined by the Range #.

! ELEMENTAL DETONATION !

When an ATK's [Element] matches the [Effect] on the Target, the ATK Gains +2 Dice.

STATUS EFFECTS

>>[Effects] last until they are removed or replaced.

>>All [Effect] DMG is Unsoakable (Ignores Soak and Shields).

>>Units can only have 1 [Effect] at a time. The newest [Effect] overrides the old one. Switching causes 2 Unsoakable DMG.

1 : BURNING (blaze)
Take DMG equal to 50% of ATK DMG you deal to a Unit - Limit Once per ATK.

2 : FREEZING (cryo)
Take 1 DMG for each Space you Move - Includes Boost, Push, Pull, etc.

3 : CHARGED (shock)
Rolls Targeting this Unit gain +3 Dice. Includes Multi-Target and Buffs.

4 : CORRODING (acid)
Unit cannot use Soak or Shields to negate DMG.

5 : DAZED (piercing)
Unit can only act at Self or Side Range.

6 : STUCK (void)
Unit cannot move from the current Space unless Pushed or Pulled.

- : FRENZY (-)
Unit must ATK a random Target or Self during their Turn Phase.

- : WYRD (-)
Roll a d6 to determine one Effect from the 6 Core Effects listed above.