

PILOT NAME: _____

PRONOUNS: _____ **AGE:** _____ **DATE OF BIRTH:** _____ **ZODIAC:** _____

BLOOD TYPE: _____ **HEIGHT:** _____ **WEIGHT:** _____ **EYE COLOR:** _____ **HAIR COLOR:** _____

CSSN WALLET
authentication id: ***-****-***

CREDITS: _____ **DEBT:** _____

ORIGIN

LOCALE: _____ **TYPE:** _____

PILOT TRAINING
BASE TRAINING STAT MAX : 9

END ENDURANCE	_____	ACU ACCURACY	_____
ART ARTISTRY	_____	PRE PRESENCE	_____
INS INSIGHT	_____	MEC MECHANICS	_____

- CHECKING GRAVITIES // GAINING EXP -

Gravities are fluid and can be changed at any time. They can be Called during a Roll for additional Skill or Risk dice equal to the Gravity's level. Check a Gravity if it's Called. **At the end of each Episode gain +1 EXP per Gravity Checked.** You can spend 6 EXP to gain +1 in a Pilot Training.

EXP:

MEDICAL INFO

CONDITIONS / INJURIES / ALLERGIES :

BIO-MODS / CYBERNETICS :

GRAVITY
ADDS SKILL OR RISK DICE

AFFECT = MAX 6

AFFECT = MAX 6

BELIEF = MAX 6

PURSUIT = MAX 6

CONNECTION = MAX 6

INTEREST = MAX 6

ITEMS / NOTES

RESONANCE: _____

LIVES TAKEN:

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 can add dice.

GM rolls Risk for you in dangerous scenarios or if your Gravity hinders you.

ROLL TABLE

ROLL						
SKILL	0	1	1	1	1	2
RISK	0	0	-1	-2	-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 Enemy PAA.

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 60 Direct DMG to all Units beside it at the end of the Allied Phase.

ENEMY TURN PHASE

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

Enemy [Clash] Actions happen before Boosts and Flash Actions.

Enemy [Charge] Actions give extra time to react with Free Actions.

Some Actions provoke unique Enemy [Counters].

Interventions will always happen first when used.

FREE ACTIONS // SYN BURNS

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

[[OVERHEAT]] : +1 SYN to Self : Take 1 Direct 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]].

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

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

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 Alternate that can also count as a Free Action. Some Interventions have prerequisites.	CHANGE An enhancement to the Top Ability, if certain conditions are met during the Ability's Use.
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[[STRATAGEM 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.

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

>>Direct DMG cannot be Negated by any means, and is dealt directly to Integrity.

1 : BURNING (blaze)

Take 5 Direct DMG after each Action you take. Includes Action to remove Effect.

2 : FREEZING (cryo)

Take 2 Direct DMG for each Space you Move. Incl. Boost, Push, Pull, etc.

3 : CHARGED (shock)

Take 4 Direct DMG when an [Effect] is applied. Incl. [Charged] reapplication.

4 : CORRODING (acid)

You can no longer Soak or Shield DMG. Add +4 Risk to your DMG Negate Rolls.

5 : DAZED (honed)

You can only act at Self or Side Range. You also Roll with +4 Risk.

6 : STUCK (mass)

You can't be moved from your current Space. You also Roll with +4 Risk.

- : FRENZY (n/a)

You must ATK a random Target or Self during your Turn Phase.

- : WYRD (n/a)

Roll a d6 to determine one Effect from the 6 Core Effects listed above.