

PILOT NAME:

PRONOUNS: AGE: DATE OF BIRTH: ZODIAC:

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

CSSN WALLET

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

CREDITS:

DEBT:

ORIGIN

NOTES :

>> 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 +2 Risk.

6 : STUCK (mass)

You can't be moved from your current Space. You also Roll with +2 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.

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: [] [] [] [] [] []

GRAVITY

ADDS SKILL OR RISK DICE

AFFECT

= [] [] MAX 6

AFFECT

= [] [] MAX 6

= [] [] MAX 6

= [] [] MAX 6

= [] [] MAX 6

= [] [] MAX 6

MEDICAL INFO

CONDITIONS / INJURIES / ALLERGIES :

BIO-MODS / CYBERNETICS :

ITEMS / NOTES

RESONANCE:

LIVES TAKEN: