

PILOT NAME:

PRONOUNS:AGE:DATE OF BIRTH:ZODIAC:

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

CSSN WALLET

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

CREDITS:DEBT:

ORIGIN

PILOT TRAINING

BASE TRAINING STAT MAX : 9

END

ACU

ART

PRE

INS

MEC

ENDURANCE

ACCURACY

ARTISTRY

PRESENCE

INSIGHT

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

AFFECT

AFFECT

AFFECT

AFFECT

AFFECT

ITEMS / NOTES

RESONANCE:

LIVES TAKEN:

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.