PILOT ID

AGE :

PRONOUNS

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

REQUIRES : UNSHACKLED

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

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

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

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

[[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 Direct 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

[[INSTRUCTIONS]] : Fold at the dotted lines AND across the line between the rows of numbers. Next, cut three 2-inch tall and 0.5-inch wide pieces of paper (preferably 2 blue and 1 green) and fold them in half. These are to track your two Actions and Synergy.