

PILOT NAME

PRONOUNS

PILOT TYPE

PILOT RECORD

ON-FOOT SKILLS

POWER

MOBILITY

SYSTEM

PRESENCE

ATHLETICS

ACROBATICS

ESPIONAGE

CORAX

COMBAT

STEALTH

INTELLECT

INTRIGUE

PILOT ABILITY

LEVEL

CALLSIGN

CHASSIS

ARMOR POINTS

HIT POINTS

CHASSIS ABILITIES

POWER

MOBILITY

SYSTEM

PRESENCE

HIT DIE

DAMAGE DIE

REACTOR DIE

ZETA POINTS

MAKING A TEST

Roll a d20:

- **Success:** rolling *under* the corresponding attribute.
- **Failure:** rolling *equal to or over* the corresponding attribute.
- Critical Success: 1; Critical Failure: 20

ON YOUR TURN

Take any **two** actions:

- **Move** to a near location.
- **Attack** an enemy in range.
- **Test** an attribute to complete a task.
- **Use** pilot, chassis, or module abilities.

If you take the same action twice, you must **roll your reactor die**.

You can do any number of mundane actions.

DISTANCE

- **Close** locations don't require a move action to reach.
- **Near** locations require 1 move action.
- **Far** locations require 2 move actions.
- **Distant** locations require 3 or more move actions.

OVERHEATED

- You cannot take actions.
- You have disadvantage on all tests.
- You skip your next turn.

DISABLED

- You cannot take actions until repaired.
- You automatically fail all tests until repaired.
- You must roll on the Disabled Mecha table.

MODULES

EQUIPMENT

NOTES

AT