

MECH SCHEMATIC SHEETS



MECH NAME [] MECHCRAFT DC [] GP COST [] BUILD TIME []
DAYS

SIZE [] POWER SOURCE [] PAYLOAD UNITS [] HEIGHT [] SPACE/REACH [] TOTAL [] WOUNDS/CURRENT HP [] DAMAGE REDUCTION [] HIT DICE []

HP HIT POINTS [] AC ARMOR CLASS []

HP = 10 + [] + [] + [] + []

AC = 10 + [] + [] + [] + []

CRITICAL THRESHOLDS

YELLOW [] ORANGE [] RED []

FIRING PORTS [] CREW [] WEAPONS []

HARDNESS TOTAL [] = [] + [] + []

INITIATIVE BONUS TOTAL [] = [] + [] + []

MATERIAL [] SIZE [] MISC. MODIFIER []

MECH DEX BONUS [] PILOT DEX BONUS [] MISC. MODIFIER []

SPEED FEET [] MPH [] MANEUVERABILITY [] REVERSE COST [] TURN COST [] TURN IN PLACE [] MAX TURN [] CLEARANCE [] CLIMB [] JUMP []

MELEE ATTACK BONUS TOTAL [] = [] + [] + [] + [] + []

RANGED ATTACK BONUS TOTAL [] = [] + [] + [] + [] + []

MECH ATTACK BONUS [] MECH STR MODIFIER [] MECH SIZE MODIFIER [] GUNNER DEX MOD [] TEMPORARY MODIFIER []

MECH DEX MODIFIER [] GUNNER DEX MOD [] MISC MODIFIER [] TEMPORARY MODIFIER []

TRIP DAMAGE TOTAL [] = [] + [] + []

UNARMED DAMAGE [] TRAMPLE []

STR/DEX/MECH PILOT BONUS [] SPECIAL SIZE MODIFIER [] MISC MODIFIER []

BASE [] LARGEST [] SAFE [] DAMAGE []

SAVING THROWS

FORTITUDE (CONSTITUTION) TOTAL [] = [] + [] + [] + [] + []

REFLEX (DEXTERITY) TOTAL [] = [] + [] + [] + [] + []

WILL (WISDOM) TOTAL [] = [] + [] + [] + [] + []

CONDITIONAL MODIFIERS

ABILITY NAME [] ABILITY SCORE [] ABILITY MODIFIER [] TEMPORARY SCORE [] TEMPORARY MODIFIER []

STR STRENGTH [] DEX DEXTERITY []

NOTE: Mechs do not have Constitution, Intelligence, Wisdom or Charisma scores.

BASE PLANNING TIME [] DAYS [] BASE COST [] GOLD PIECES [] TOTAL COST []

LABOR TIME [] MAN HOURS [] CONSTRUCTION TIME [] DAYS [] AVERAGE LABORERS [] OVERSEER(S) []

ONBOARD WEAPONRY

LOCATION	ARC OF FIRE	WEAPON AND CODE	DAMAGE	RANGE	OTHER	PU	CREW
TOTAL							

PAYLOAD USAGE

PU	USE
TOTAL	

MECH CREW

POSITION (E.G., GUNNER, PILOT)	CREW MEMBER NAME	AC	HP	WEAPON CODE	MECH ATTACK BONUS	DEX MODIFIER	MECH PILOT MODIFIER	MECH CRAFT MODIFIER	MECH FEATS

SPECIAL ABILITIES

CARGO

OPTIONS

STEAM POWERS AND SPECIAL ABILITIES

ENCHANTMENTS