

MECH NAME

Empty text box for Mech Name

MECHCRAFT DC

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MECH SCHEMATIC SHEETS



SIZE: POWER SOURCE: PAYLOAD UNITS: HEIGHT: SPACE/REACH:

CRITICAL THRESHOLDS: GREEN YELLOW RED

FIRING PORTS: CREW: WEAPONS:

HP
HIT POINTS:

AC
ARMOR CLASS:

TOTAL:

WOUNDS/CURRENT HP:

DAMAGE REDUCTION:

HIT DICE:

HARDNESS:

SPEED:

MANEUVERABILITY:

INITIATIVE BONUS:

TOTAL: = + + + +

ARMOR BONUS: SHIELD BONUS: SIZE MODIFIER: MISC MODIFIER:

MECH DEX BONUS: PILOT DEX BONUS: MISC MODIFIER:

MELEE ATTACK BONUS: = + + + +

RANGED ATTACK BONUS: = + + + +

Mech Attack Bonus: Mech STR Modifier: Mech Size Modifier: Gunner Dex Mod: Temporary Modifier:

Mech Dex Modifier: Gunner Dex Mod: Misc Modifier: Temporary Modifier:

BASE PLANNING TIME: DAYS: GOLD PIECES:

BASE COST: TOTAL COST:

LABOR TIME: MAN HOURS:

CONSTRUCTION TIME:

DAYS: AVERAGE LABORERS: OVERSEER(S):

SAVING THROWS

FORTITUDE (CONSTITUTION): = + + + +

REFLEX (DEXTERITY): = + + + +

WILL (WISDOM): = + + + +

TEMPORARY MODIFIER:

CONDITIONAL MODIFIERS:

OPTIONS:

ABILITY NAME: ABILITY SCORE: ABILITY MODIFIER:

STR STRENGTH:

DEX DEXTERITY:

TEMPORARY SCORE: TEMPORARY MODIFIER:

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

| ONBOARD WEAPON LOCATION | ARC OF FIRE | WEAPON | DAMAGE | RANGE | OTHER | PU | CREW |
|-------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
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TOTAL:

UNARMED DAMAGE:

BASE:

TRAMPLE: LARGEST SAFE DAMAGE

PAYLOAD USAGE: PU USE

TOTAL:

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