MECH SCHEMATIC SHEET

DragonMech™

MECH NAME | **CHASSIS/MODEL** | **FACTION** | **MECHCRAFT DC**

HARDNESS — TOTAL = MATERIAL + SIZE + MISC MODIFIER

INITIATIVE BONUS — TOTAL = MECH DEX BONUS + PILOT DEX BONUS + MISC MODIFIER

HP HIT POINTS — TOTAL; WOUNDS/CURRENT HP; DAMAGE REDUCTION; HIT DICE

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + SIZE MODIFIER + MISC MODIFIER

CRITICAL THRESHOLDS: YELLOW | ORANGE | RED

SIZE | POWER SOURCE

FIRING PORTS | CREW | WEAPONS | HEIGHT | SPACE/REACH

MOVEMENT

FEET PER ROUND	MPH	MANEUVERABILITY	REVERSE COST	TURN COST	TURN IN PLACE	MAX TURN	CLEARANCE	CLIMB	JUMP

MELEE ATTACK BONUS — TOTAL = MECH ATTACK BONUS + MECH STR MODIFIER + MECH SIZE MODIFIER + GUNNER DEX MOD + TEMPORARY MODIFIER

RANGED ATTACK BONUS — TOTAL = MECH ATTACK BONUS + MECH DEX MODIFIER + GUNNER DEX MOD + MISC MODIFIER + TEMPORARY MODIFIER

TRIP — TOTAL = STR/DEX/MECH PILOT BONUS + SPECIAL SIZE MODIFIER + MISC MODIFIER

UNARMED DAMAGE — BASE

TRAMPLE — LARGEST | SAFE | DAMAGE

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

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.*

	DAYS	GOLD PIECES	GOLD PIECES
BASE PLANNING TIME		**BASE** COST	**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

BASE PAYLOAD UNITS FOR SIZE

PAYLOAD UNITS	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

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