

MECH NAME

10.000-10.000

MECHCRAFT DC

MECH SCHEMATIC SHEETS

DRAGODMECH™

SIZE	POWER SOURCE	PAYOUT UNITS	HEIGHT	SPACE/REACH
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
GREEN	YELLOW	RED	FIRING PORTS	CREW
Critical Thresholds			WEAPONS	
HP HIT POINTS	TOTAL	<input type="text"/>	WOUNDS/CURRENT HP	<input type="text"/>
AC ARMOR CLASS	TOTAL	<input type="text"/>	= 10+	<input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>
			ARMOR BONUS	<input type="text"/>
			SHIELD BONUS	<input type="text"/>
			SIZE MODIFIER	<input type="text"/>
			MISC MODIFIER	<input type="text"/>
			INITIATIVE BONUS	<input type="text"/>
			TOTAL	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/>
			MECH DEX BONUS	<input type="text"/>
			PILOT DEX BONUS	<input type="text"/>
			MISC MODIFIER	<input type="text"/>
			SPEED	<input type="text"/>
			MANEUVERABILITY	<input type="text"/>

TOTAL		MECH ATTACK BONUS	MECH STR MODIFIER	MECH SIZE MODIFIER	GUNNER DEX MOD	TOTAL	DAYS	BASE COST	LABOR TIME	CONSTRUCTION TIME	TOTAL COST	GOLD PIECES
MELEE ATTACK BONUS												
RANGED ATTACK BONUS												
TOTAL		MECH ATTACK BONUS	MECH DEX MODIFIER	GUNNER DEX MOD	MISC MODIFIER	TOTAL	MAN HOURS	DAY(S)	LABOR	CONSTRUCTION	DAYS	AVERAGE ARBORERS

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

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OPTIONS

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.

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MECH NAME

ANSWER

MECHCRAFT DC

MECH SCHEMATIC SHEETS

DRAGONMECH

SIZE	POWER SOURCE	PAYOUT UNITS	HEIGHT	SPACE/REACH
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
GREEN	YELLOW	RED	<input type="text"/> FIRING PORTS	<input type="text"/> CREW <input type="text"/> WEAPONS
Critical Thresholds				
HP HIT POINTS	TOTAL <input type="text"/>	WOUNDS/CURRENT HP <input type="text"/>	DAMAGE REDUCTION <input type="text"/>	HIT DICE <input type="text"/>
AC ARMOR CLASS	TOTAL <input type="text"/>	= 10+ <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	SIZE MODIFIER <input type="text"/>	HARDNESS <input type="text"/>
		ARMOR BONUS <input type="text"/>	MISC MODIFIER <input type="text"/>	INITIATIVE BONUS <input type="text"/>
		SHIELD BONUS <input type="text"/>		SPEED <input type="text"/>
				MANEUVERABILITY <input type="text"/>
				TOTAL <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>
				MECH DEX BONUS <input type="text"/> PILOT DEX BONUS <input type="text"/> MISC <input type="text"/>

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				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						
REFLEX (DEXTERITY)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						
WILL	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						

OPTIONS					
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	NOTE: Mechs do not have Constitution, Intelligence, Wisdom or Charisma scores.
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

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