

# Example stat block

Note: Mechs do not expend Energy unless otherwise stated, and if mechs do run out of energy they are restricted to basic actions and movement

**Mechs are Huge sized**

## Speed sniper

Large Vehicle

HP: 80

Energy: 60

STR: 12(1) (20 points)

CON: 14(2) (80)

DEX: 18(4) (120)

Fort: 12

Ref: 14

AC: 18

Aegis: 4

Speed: 60 (20) (10 for every 10 feet)

Integrated weapons

Riflekind

2xpistolKind

## Basic Stats

STR, 10 points per increase

CON 20 points per increase

DEX 15 points per increase

Base score is 10 per stat

Base HP is  $40 + 20 \times \text{CON}$  mod for large mechs

Base Aegis is Equal to  $P/2$

Base AC is 14+DEX or STR

Base speed is 40 feet

## Energy

**Base energy is 30 and it is restored on long rest**

Energy can be increased by 10 for 20 points

Half energy is restored on a short rest.

## Integrated weapons

Integrated weapons are scaled up regular weapons and are able to use all of basic and advanced abilitechs.

While in a mech with the correct integrated weapon you are considered proficient with the weapon and use the mechs stats, unless you're using an esoteric weapon in which case your stats are used.

Integrated weapons increase their DD by 2 and increase their range by 5 for melee and 10 for ranged

All mechs start with a single integrated weapon for free. If you wish to add more you must spend 80 points.

## Abilitech costs

Basic Abilitechs have no energy cost.

Major actions cost 20 energy

Minor actions cost 15 energy

Full round actions cost 30 energy

Reactions cost 5 energy

## Basic Traits

**Quick:** Every purchase of a speed upgrade adds another 5 feet to movement speed./30

**Twitchy:** Gain an extra reaction/40

**Tough:** When you increase HP Add 5 more HP/40  
(If taken with Ultralite your HP formula will become CON\*15)

## Basic actions

(can be added to specibi at cost)

**Charge Beam:** Full round/ 2Qd8+DEX/ make a ranged attack against every foe in a 60x 10 foot line./T0 25/T1 50

**Scatter shot:**Major/Qd6+DEX/ Make up to 4 ranged attacks against separate foes within a 60 foot radius./ **T0 30/ T1 60**

**Snapshot:**Reaction/Qd6+DEX/ When an enemy enters or leaves a 60 foot radius around you make a ranged attack against them./ **T0 20/T1 40**

**Strike:** Major/ Qd12+STR/ Make a melee attack against an enemy within 10 ten feet/ **T0 10/T1 20**

**Combo Strike:**Major/Combo/Qd10+STR/ Make a Melee attack against an enemy within 10 feet./ **T0 20/ T1 40**

**Sweeping strike:**Major/Qd10+STR/ Make a Melee attack against all enemies within 10 feet./ **T0 25/T1 50**

## Movement

**Ground:** Allows you to move on solid ground, unlocked for free at mech creation with a base speed of 40. **Costs 10 pts to increase speed by 10.**

**Aquatic:**Allows you to move through fluids such as water or similarly viscous fluids at high speed./**Unlock 60** with base speed of 30/ **10 feet costs 15 pts**

**Flight:**Allows you to soar through the air, whether by mechanical wings or a jetpack of sorts./**Unlock costs 80 Pts**, Base speed of 50///**10 feet increase costs 20 Pts.**  
(Flight costs 10 energy to maintain for a minute)

**Note: Speed is capped at 300 for any type of movement**

## Note: Actions and traits

If your pillar matches you may purchase actions and traits at half price

Example: **Sniper mode** costs 60 points to purchase for a sentinel or a Strategist, But it costs 30 for a Slayer.

## Slayer Actions and Traits

### Actions

**Sniper Mode:** You may enter Sniper Mode as a standard action and exit it as a free action at any time. When in Sniper Mode, all of your move speeds are halved, but your range doubles./60

**Submission Hold(B):**Major/Qd12+STR/ Make a melee attack against a grappled Foe with advantage/T0 **60** /T1 **120**

**Missile Massacre:**Full round/Qd10+DEX/ make a ranged attack against all targets within a 20 ft. radius, targeting Reflex resistance./T0 **80**/T1 **160**

**Beam Shot:(30)**Full round/Qd10+DEX/ Make a ranged attack against all targets within a 30 foot cone./T0 **70**/T1 **140**

**Knockdown:(20 Energy)** Major action/ Qd8+STR/ Make a melee attack against 3 enemies Fort, if you hit the enemies are knocked prone./T0 **40**/T1 **80**

**Slamdown:(20 energy)** Major action/2Qd10+STR/ Make a melee action against all prone foes within range./T0 **60**/T1 **120**

### Traits

**Do it again:** When you land a critical hit, gain another major action. Procs once per turn/**80**

**Real American Football:** Add your Athletics skill and STR mod to Grapple attempts./**80**

**Wide Berth:** Your Melee attacks gain +5 to their range. May be taken twice/**50**

**Momentum:** For every 30 feet you move towards an enemy during your turn, you may add your STR to a melee attack again./**60**

**More Dakka:** You may choose to make a ranged attack three times in a major action rather than just one, but all three are at disadvantage (Energy of 3 attacks is used)./70

## Sentinel Actions and Traits

### Actions

**Bunker Mode:** Reduce all speeds to 0, Gain P to AC and Fort, Gain an Extra 20 Feet to range./100

**Parry(B):** Free action/ Qd4+STR/ After successfully blocking an attack automatically deal damage to the enemy./T0 40/T1 80

**Self Repair:**By spending 25 Energy, you may spend a full round action to recover Q\*20 Mech HP./T0 80/T160

**Magnetic Mode:** As a minor action, you may enter Magnetic Mode. This causes all attacks against your mech to gain advantage and all attacks against anything else to gain disadvantage. You may leave Magnetic Mode as a free action./ 100

### Traits

**Ablative Shield:** Every time your Mech is summoned, it begins with 10 Temp HP, further upgrades increase Temp HP by 10. T0 30/ T1 60

**I'm Fucking Invincible:** Aegis Increases to P\*2/ 80

**How'd you do that?:** You may use your Block and Avert actions to boost any resistance./100

**Dazzle Paint:** Gain +2 to AC and Reflex, at the cost of disadvantage to Stealth rolls. This makes your mech brightly colored with confusing patterns./ 100

**Heavy Duty:** Gain +2 to AC and Fort at the cost of -15 to all move speeds./70  
*Cannot stack with Ultralite*

# Strategist Actions and Traits

## Actions

**Flare:** 20 energy Major/ Make a ranged attack against a target's reflex, if it hits the target is marked for 3 rounds. Has a 3 round cooldown./50

**Assist:** As a Minor action, you may give another person in the fight advantage. As a full-round action, you may give yourself advantage for the following 2 turns./100

**Ejection:** You may deploy from the mech without taking it out of the fight. Choose one way to do this:

- **Violent ejection:20 energy** As a major action, you are violently expelled from your mech. Perform a basic attack. If you hit, the enemy takes full damage and you take half damage. If you miss, you take half damage. This can throw you up to 40 feet at base./150
- **Stealthy ejection:20 energy** As a major action, you are dropped quietly behind your mech. It is not evident to your enemy that you've left your mech unless they're specifically looking for it./150
- **Defensive ejection:20 energy** As a major action, you eject with all the safety features so many mechs lack. You may be thrown up to 20 feet at base, and for the remainder of the turn, any damage against you is halved./150

You may take this Action ability again to learn another type of ejection.

**Boost Mode:** You may enter this mode as a minor action. Gain +30 to all owned move speeds and +2 to Reflex, but -2 to Fort and 4 temporary rupture. You may exit this mode as a free action, and doing so removes the rupture./100

## Traits

**Ultralite:** Speed upgrades have their cost halved, HP is decreased to  $40+10 \times \text{CON mod}$ . **100**  
*Cannot Stack with Heavy Duty*

**Stealth Mode:** By spending 20 energy, you may activate Stealth Mode. In this mode, your mech is nearly invisible, and you get advantage to stealth rolls. You exit this mode if you attack someone or if you take damage./100

**Automatic Enhancement:** Choose one of the A actions (Aim, Assail, Avert). You can now use this action as a free action once per turn. **60**

**Triple-A System:** You may use your free A action on any of them. **60**

**Body block:** You may use your Block reaction or avert to assist an ally in a 30 foot radius./50

**Multimodal:** Your mech may be in two Modes at once./600

**Critical Sensors:** whenever you make an attack roll Add 1d3 to your crit range./80

**Auto pilot:** (*Prerequisite: Ejection*) While you are Ejected from your mech it can Perform Basic and Strategist actions without your Proficiency bonus. This also makes it less obvious that you are not in the mech./200

(you won't really be able to afford these with your first mech, but they're something to look forward to.)

## Advanced Traits and actions

### Actions

**Warp:10 energy** move action/ Warp to a point within 150 feet/ Recharges every 2 turns. (200)

### Traits

**AI Buddy:** Adds an AI buddy that can pilot your mech while you're ejected. This only needs to be purchased once and can be Transferred to other Mechs with the **AI Support** trait./1000

**AI Support:** Allows the mech to support your **AI Buddy**/500

**I got one just like this!:** So long as you and your mech wield the same weaponKind, your mech benefits from your weapons alchemy ability./150

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