

STEAMJACK

STEAMJACK NAME

CHASSIS TYPE

HEIGHT WEIGHT

MAX FUEL LOAD

FUEL CONSUMPTION

STATS

PHY	STR	SPD	AGI
PRW	POI	INT	PER

DAMAGE GRID

	1	2	3	4	5	6

Crippled Arc Node:
Cannot be used to channel spells.

Crippled Cortex:
Lose all focus points and cannot be allocated focus. Cannot spend focus points for any reason.

Crippled Movement:
DEF 7. Cannot run or charge.


Crippled Arm or Head:
Roll one fewer die on attack and damage rolls with weapons in the crippled location. Cannot make power attacks with weapons in crippled location.


RANGED WEAPONS

	NAME _____	RNG	RAT	POW
<input type="checkbox"/> LOC	NOTES _____	AMMO _____		

	NAME _____	RNG	RAT	POW
<input type="checkbox"/> LOC	NOTES _____	AMMO _____		

MELEE WEAPONS

	NAME _____	MAT	P+S
<input type="checkbox"/> LOC	NOTES _____		

	NAME _____	MAT	P+S
<input type="checkbox"/> LOC	NOTES _____		

ADDITIONAL WEAPON

NAME _____			
NOTES _____			

DEF	BASE DEF	+	MODIFIERS	=	TOTAL DEF
ARM	BASE ARM	+	MODIFIERS	=	TOTAL ARM

CATASTROPHIC DAMAGE

AREA DAMAGED	DESCRIPTION/NOTES

GEAR & UPGRADES

NAME	DESCRIPTION/NOTES

CORTEX

IMPRINT: _____

NOTES: _____

FIGHTING BONUS: _____

LANGUAGE: _____

GEAR & UPGRADES

NAME	DESCRIPTION/NOTES
WEAPON LOCK	Requirement: Open Fist Roll: MAT Effect: Target cannot attack with locked location Pg Ref: 312
HEAD-BUTT	Requirement: Attack equal or smaller size base Roll: MAT Effect: STR damage roll + Knockdown Pg Ref: 313
PUSH	Requirement: None Roll: Contested Roll STR + d6 Effect: Target pushed 1" directly away Pg Ref: 313
SLAM	Requirement: 3" + movement and charge capable Roll: MAT (-2 vs larger base) Effect: STR damage roll + Slammed Pg Ref: 313
THROW	Requirement: Open Fist Roll: MAT then contested STR + d6 Effect: STR damage roll + target thrown 1/2 STR inches Pg Ref: 313
DOUBLE HANDED THROW	Requirement: Two Open Fists Roll: MAT then contested: Attacker STR + 2d6, Defender STR + d6 Effect: As throw but STR inches. Targeted throw possible Pg Ref: 314
TRAMPLE	Requirement: Heavy steamjack and charge capable Movement: Straight line advance through small based models Roll: MAT Effect: Target cannot attack with locked location Pg Ref: 314
KNOCKOUT STRIKE	Requirement: Melee attack against living target Roll: MAT -1 Effect: POW+STR Damage Roll, Target must pass Willpower test versus STR +7 or be knocked out. Pg. Ref: 210
GRAPPLE	Requirement: Open Fist Roll: MAT Effect: Enter Grapple with Target Pg. Ref: 210