

# Dragonmech

V 0.7 – A whole huge whooping chunk of stuff added, very poorly left mostly dangling.

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Dragonmech and its discussion forum are located at:  
<http://www.goodman-games.com/forums/>

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### Contributors:

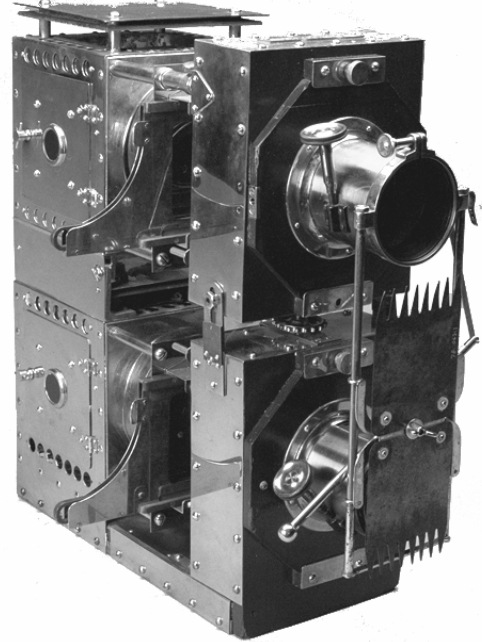
Joe Goodman - creator of Dragonmech, Guild Master Cogulor, and don't call him "Mr. Goodman."

"Reese," "Shadtree" - contributing coglayers

Chuck Smith - [smythe@kingkong.me.berkeley.edu](mailto:smythe@kingkong.me.berkeley.edu) - contributing coglayer & editor. Please put "EPIC" in the subject!

Paul Vorvick – [swordguy1245@comcast.net](mailto:swordguy1245@comcast.net) – contributing coglayer & editor.

And lotsa people on the dragonmech forum (for the FAQ and Campaign>People sections). PLEASE PLEASE PLEASE let me know if I have misattributed material!



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# 1. Characters

## Core Class: Artillerist

The artillerists are a small subsection of mech jockeys who downplay learning the intricacies of mech maneuvering in favor of becoming a much better shot. Because of this, they are only used as secondary pilots. Rarely, outside of an emergency, is an artillerist given the controls of the mech in its entirety. They are mostly entrusted to simply fire at the enemy. Artillerists receive a bit more training in melee combat, as they are trained to protect the pilot against boarders. The largest group of artillerists, and also their place of origin, is *The Cannoneers* on the city-mech Nedderpik.

The artillerist lacks the mech jockey's Extraordinary Pilot, Push the Envelope, and Roll with the Punches abilities. But, to compensate, the artillerist gets more bonus feats, proficiency with shields, additional class skills, and two extra skill points per level.

**Adventures:** (Still in progress)

**Characteristics:** (Still in progress)

**Alignment:** (Still in progress)

**Religion:** (Still in progress)

**Background:** (Still in progress)

**Races:** (Still in progress)

**Other Classes:** (Still in progress)

## Game Rule Information

Artillerists have the following game statistics. **Abilities:** Dexterity is the most important, because it is the crucial skill for weapons fired from a mech. A high Dexterity means a high chance to hit, which is the entire point of having an artillerist on board. Intelligence is also useful, simply because any artillerist worth his cannon ought to be able to fix it.

**Alignment:** Any

**Hit Die:** d6

### CLASS SKILLS

The artillerist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (mechcraft) (Int), Craft (blacksmithing) (Int), Jump (Str), Knowledge (mechs) (Int), Knowledge (steam engines) (Int), Knowledge (architecture & engineering) (Int), Listen (Wis), Mech Pilot (Dex), and Spot (Wis).

**Skill Points at 1st Level:**  $(6 + \text{Int modifier}) \times 4$ .

**Skill Points at Each Additional Level:**  $6 + \text{Int modifier}$ .

### CLASS FEATURES

All of the following are class features of the artillerist.

**Weapon and Armor Proficiency:** Artillerists are proficient with all simple weapons, plus the rapier, short sword, all crossbows, and the steam gun. They are proficient with light and medium armor, and shields (except the tower shield). They also gain automatic proficiency with all mech weapons, identical to the mech jockey.

**Bonus Feats:** At each of the indicated levels, an artillerist may take one of the following feats for free, provided the feat's prerequisites are met: Cleave, Great Cleave, Greater Weapon Focus (any mech weapon), Improved Critical (any mech weapon), Improved Trip, Weapon Focus (any mech weapon), Weapon Specialization (any mech weapon).

**Lethal Specialization:** Weapon Specialization is terrifying when translated to weapons of city-mech size. Instead of the normal damage bonus of +2, the bonus is +1 per die of damage in the weapon, or +2, whichever is greater. For example, a Colossal steam cannon (base damage 4d10) would do 4d10+4 damage directed by the hands of a specialized artillerist. This **ONLY** applies to weapons wielded by a mech.

Chuck Note: This class may be slightly underpowered relative to the mechjock, so it might be better suited for NPCs. I took the Forum's advice, and lowered the base attack bonus and added more bonus feats. The "lethal specialization" is new and gives interesting flavor. Paul's note: This class, in many of its abilities, is redundant compared to the mech jockey class. If

using the artillerist in a campaign, please be sure to iron out with the PCs beforehand how the special abilities and multiclassing penalties will work out. It may also be useful to build the artillerist as a prestige class, instead of a core class. Just a thought.

**Table 1: The Artillerist**

| Lvl | BaB | MaB | Fort | Ref | Will | Special                |
|-----|-----|-----|------|-----|------|------------------------|
| 1   | 0   | 1   | 0    | 2   | 0    | Hand Speed, Bonus Feat |
| 2   | 1   | 2   | 0    | 3   | 0    | Patchwork Repairs      |
| 3   | 2   | 3   | 1    | 3   | 1    | Bonus Feat             |
| 4   | 3   | 4   | 1    | 4   | 1    | Lethal Specialization  |
| 5   | 3   | 5   | 1    | 4   | 1    | Bonus Feat             |
| 6   | 4   | 6   | 2    | 5   | 2    | Skill Transfer         |
| 7   | 5   | 7   | 2    | 5   | 2    | Bonus Feat             |
| 8   | 6   | 8   | 2    | 6   | 2    |                        |
| 9   | 6   | 9   | 3    | 6   | 3    | Bonus Feat             |
| 10  | 7   | 10  | 3    | 7   | 3    |                        |



## **NPC Classes: Expert Variants**

The Standard Reference Document (or the Dungeon Master's Guide) defines the expert NPC class, and says that the expert defines any 10 skills as class skills. Below are some DragonMech specific variants.

### **Mechanized Merchant**

Plying trade routines in inherited, stolen, or thoroughly mortgaged mechs, these entrepreneurs can keep their pilot their mechs, make patchy repairs, and haggle like a gnomish gem-merchant. When it comes to shooting, they are far worse than their mechjock friends, as they don't have a mech attack bonus progression!

The mechanized merchant's class skills are:

- 1) Appraise (Int).

- 2) Craft (any) (Int) – including mechcraft and blacksmithing.
- 3) Profession (merchant) (Int).
- 4) Bluff (Cha).
- 5) Diplomacy (Cha).
- 6) Gather Information (Cha).
- 7) Knowledge (any) (Int), including steam engines.
- 8) Sense Motive (Wis).
- 9) Speak Language (n/a).
- 10) Survival (Wis).

### **Grease Goblin**

Grease goblin is a vaguely derogatory term applied to all of the staff who keep mechs up and running, but lack the vision, insight, or drive to become coglayers, steamborgs or mech jockeys. For a smart grease goblin, taking the Field Maintenance feat allows them to maintain steam powers.

The grease goblin's class skills are:

- 1) Balance (Dex).
- 2) Climb (Str).
- 3) Craft (blacksmithing) (Int).
- 4) Craft (mechcraft) (Int).
- 5) Disable Device (Int).
- 6) Escape Artist (Dex).
- 7) Knowledge (any) (Int).
- 8) Listen (Wis).
- 9) Mech Pilot (Dex).
- 10) Open Lock (Dex).

## **New Feats**

### **Field Maintenance (General) (Reese)**

You can maintain a number of steam powers in the field. This feat does not allow you to create or modify steam powers.

**Prerequisite:** Int 13+, 2+ ranks in Knowledge (steam engines), membership in an organization that regularly uses steam powers

**Benefit:** You can maintain 1 steam power, +1 per five character levels, + your Intelligence Bonus, for one week without any of them ceasing to function. For each day after the first week, make a Knowledge (steam engines) check (DC 10 + the number of powers being maintained + the number of days without proper maintenance by a character with steam powers). If you succeed, all functioning powers continue to function for another day. If you fail, one randomly selected power ceases to function. If you fail by 5 or more, one randomly selected power breaks and must be repaired at a cost of 50% of the base cost to make.

If the power that stops functioning or breaks is part of a larger device, the entire device malfunctions in some way appropriate to the part that malfunctioned (half power, complete non-function, or loss of only the single part's contribution to the whole)

Any steam power that ceases to function (or is broken) can only be restored by a character who has steam powers as a class ability (restoring a non-functional steam power counts against a character's normal maximum maintainable steam powers, when a character restores a steam power, he must choose one of his own to allow to stop functioning)

**Special:** This feat cannot be taken by a character who gains steam powers because of class levels, and steam powers that a character can maintain through normal means because of class levels gained after taking this feat count against the number of powers this feat allows the maintenance of (each power that can be properly maintained replaces a power that can be field maintained. field maintenance can't replace proper maintenance).

#### **Self-Maintaining (General)** (Reese)

You can construct steam powers that do not take up a steam power slot because they are self-maintaining

**Prerequisite:** Coglayer or Steamborg level 6+

**Benefit:** Any steam power constructed using this feat is 50% bigger in size units (rounded up), weighs twice as much, and costs 100 times as much to construct as would a normal power of it's type.

**Special:** A clockwork puppet does **not** increase in size category through the use of this feat, even though the number of power size units would indicate otherwise – [Chuck Addition to follow] but they cost 120x normal. Any power constructed using this feat requires double assistants (or 2, if normally 0) but otherwise follows all normal rules in terms of construction and normal usage

The power requires no regular maintenance from a steam power user, but must have any consumable parts replaced as normal to continue functioning (charges for a pilot light, for instance).

The use of this feat doubles the number of hit points a power with hit points has, as the power's parts are better constructed and require more damage cease functioning

Such items also gain a heal rate of 1 hp/week per size category above medium, minimum 1hp/week, as the auto-correcting nature of the design repairs some damage over time.

#### Design Notes:

I was thinking about how mages can make magic items, and I figured that, if anything, coglayers and other steam power users should be able to make lasting items as well, hence this idea.

I modeled the feat after the craft wondrous item feat, but doubled the minimum level to learn it, I am also considering adding a craft (mechcraft) or knowledge (steam engines) pre-requisite to the feat. The x100 price was supposed to bring the prices of items up to that of comparable magic items - but the nature of the costs of magic items mean that steam powers cost more than comparable magic items that imitate low-level spells, but are much cheaper than magic items that imitate high-level spells (it's a flat curve for technology and an exponential curve for magic items).

## **Old Spells, New Uses**

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**Chill Metal, Cone of Cold:** Temporarily stall a small piece of steam powered equipment?

**Darkness, Deeper Darkness:** Cast 'em over the fireports of the enemy mech. Presto,

**Fabricate:** If the caster has Craft (mechcraft) 5 ranks or Knowledge (steam engines) 5 ranks,

this spell may be used to instantly repair 5d8 + caster level HP of damage to a mech or steam device. Nice for those steam mages out there.

**Paul's Note:** This may be too powerful as written, because of the idea that mechs should not be repairable in the middle of battle.

**Fire Seeds:** a particular nasty GM may allow for a variation of this spell to work as steam gun ammo! 10d6 damage from a rifle anyone?

**Heat Metal:** Using this spell gets 1 round of steam power out of an item that has lost normal source of steam due to lack of coal, wood, or other combustible materials.

**Gaseous Form:** sneaky way to get onboard or off a mech with ease.

**Grease:** A small casting of this spell on your mech's outer surface (near the pilot's hatch) may be VERY helpful if you expect to be fighting rust riders.

**Insect Plague:** While flamers may be particularly effective against locust swarms, if you can get close enough to cast the spell so the insects immediately get into the mech, this could be a good way of eliminating the mech pilot while leaving the valuable mech intact. It has a range of 720 feet for an 8<sup>th</sup> level druid! GM might require a usual Spot check to see the crew, or a Knowledge (mechs) check in order to get the swarm to appear in the cockpit. Remember, a swarm is IMMUNE to normal physical attacks! This sounds like the perfect elven anti-mech tactic.

**Ironwood:** If a coglayer has a druid friend casting this spell, fabrication times of parts for steam powers may be drastically reduced.

**Jump:** A few *combined castings* of this spell on a small mech could provide for some unexpected maneuvers in mech combat.

**Mending:** If the caster has Craft (mechcraft) 1 rank or Knowledge (steam engines) 1 rank, this may be used to instantly repair 1 HP of damage to a mech or steam device.

**Passwall:** Instant access to cheaper mechs lacking iron (or better) armor.

**Permanency:** all kinds of fun with permanent spells like Alarm and Symbol of Death. Kinda pricy though.

**Protection from Arrows:** As mentioned in the main sourcebook, this is pretty easy to do on the smaller mechs with just a couple of combined spells.

**Quench:** Heheh. More fun for druids – I would rule that this spell, coupled with a Knowledge (steam engines or mechs) or Craft (mechcraft) check, would simply extinguish a steam powered mech's boiler, bringing it to a grinding halt 1d4 rounds after the spell is cast. It could take HOURS to get the boiler back up to full steam.

**Repel Metal:** This could stop a colossal steam cannon ball cold!

**Resist Energy:** You could wade into a flame nozzle with ease.

**Rusting Grasp:** too easy.

**Soften Earth and Stone:** this could quickly help to fortify an area against mech attacks.

**Spectral Hand:** could be used to deliver touch attacks to mech \*\*\*

## Handy Combine Spell Reference Chart (future work)

## 2. Mechs

### New Mech Rules

#### Shabby Mechs<sup>1</sup>

*Rebirth* – the Legion's first city-mech, is an example of a shabby mech. This works like the opposite of gearwright maintenance, and thus can't be taken in conjunction with it. There are two levels of 'shabby':

- Shabby – Mech gets a discount of 15% of its base value, and its critical thresholds WORSEN by 5%. Approximately once a month, the mech inflicts a green critical on itself (GM determines randomly when, but a mean GM like myself will inflict it on the players when most dramatically appropriate)

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<sup>1</sup>Inspiration: Han Solo smacking the controls to get the Hyperdrive to work on the Millennium Falcon.

- Very Shabby - Mech gets a discount of 30% of its base value, and its critical thresholds **WORSEN** by 10%. Approximately once a month, the mech inflicts a *yellow* critical on itself.

Undead and animated mechs may not be 'shabby'. Shabby mechs may be upgraded to a normal mech for a cost of 20% of the base cost and a time determined suitable by the GM. Very shabby mechs may be upgraded to shabby mechs for 35% of the base cost, or to normal for 35% of the base cost.

## **New Engine Types**

**Clockwork w/o Steam Engine:** Created in coal-scarce regions, these clockwork mechs have **NO** steam engine. Their mainspring is instead wound at base station - a wind mill, a waterwheel, or donkeys trodding in circles around a central shaft. Caste Turing is like this if you've ever read the post-cyberpunk book 'Diamond Age' by Neil Stephenson.

They fixed and base costs are only 80% of a clockwork (no engine to build), have a 10% bonus to PU, as they don't have engines taking up space, but the big penalty would be no steam! So you can't mount steam breathers or steam cannons.

## **Beasts of Burden<sup>2</sup>**

(future work)

## **Undead Legion Mech by ???**

Need to get from forum, replace living slaves with zombie rowers!

## **Turret Mechs**

These mech no longer have legs or arms! These mechs are cheaper, 'emplacement' style turrets mounting mech weapons, covered with mech armor. Main weapons are often linked.

- Increase the base PU of the mech by 50% (round down),
- Man-hours of labor goes down by 50% (much simpler design).
- Design DC is decreased by 10!

- Ordinarily, this prevents these mechs from making **ANY** close combat attacks, and certain weapons cease to make sense (like a sword). See the "tortog" class turret mech for ways to get around this.

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<sup>2</sup> Not to be confused with Cattletech

## New Mechs

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### “Tortog” Turret

|                  |   |
|------------------|---|
| Size:            | Gargantuan, Turret Mech                                   |
| Power Source:    | Manpowered  |
| Payload Units:   | 17 (+2 Mounts, +5 turret)                                 |
| Height:          | 15ft.   |
| Space/Reach:     | 15ft / 15ft   |
| Crew:            | 5 (4 weapons)   |
| Firing Ports     | 12  |
| Hit Dice:        | 20  |
| Hit Points:      | 110   |
| Crit Thresholds: | Grn, Yel 66, Org 39, Red 22                               |
| Base Initiative: | -1  |
| Speed:           | Rotate Only!  |
| Maneuver:        | Poor  |
| AC:              | 6   |
| Hardness:        | 12  |
| Base Melee Atk:  | 0   |
| Base Range Atk:  | -5  |
| Unarmed Damage:  | 1d10+1d6+4 (Spikes)                                       |
| Trample Dam:     | 3d6 Max:Med, Safe:Sml                                     |
| Save:            | Fort 0, Ref -2, Will -<br>Str 18, Dex8, Con -, Int -, Wis |
| Abilities:       | -, Cha -  |
| Mechcraft DC:    | 22  |
| Base Plan Time:  | 14 w/ Mechcraft 30  |
| Base Cost:       | \$771   |
| Total Cost:      | \$5,229   |
| Labor Time:      | 672 manhours  |
| Const Time:      | 8.4 days w/ 80 MH/day labor &<br>overseers                |
| Options:         | Extra Weap Mounts(2), Thick<br>Armor Plate, Spikes,       |
| Payload Usage:   |   |
|                  | 5 Crew  |
|                  | 12 Weaponry   |

**Description:** This style of mech is often made in communities that lack accomplished coglayers, money, or both. This is only the most rudimentary anti-dragon defense.

The central concept is to impale a dragon with the tentacle, and drag in down onto the spikes. Treat this as allowing the turret mech to make an unarmed attack against anything it has managed to pull towards itself with the Tentacle. For an extra 500 gold, the turrets are often build on top of large vertical shafts (or dried up wells), and the ground end of the chain tentacle is attached to a massive boulder. The boulder gets released down the shaft when the tentacle scores

a hit, which adds a +5 bonus to the contest of strength. However, once the boulder is used, it takes 1 full minute to raise the boulder. The tentacle itself may fire more often, but the bonus to strength contests can't be used.

Huge Buzzsaw, Left Shoulder, Damage:2d8, Critical: 19-20 x3, (ignores 1st 10 hardness), Reach 10, Crew:1

Gargantuan Chain Tentacle, Right Shoulder, Damage: 2d8 Critical:x2 OR 1AP and grapple, Range Increment:100 feet, Crew:3

## Death's Embrace (aka Knee Mech)

by Reese

Colossal

Steam Powered

PU: 24 (extra weapon mounts)

Height: 35'

Crew: 4 (weapons 6)

Firing ports: 19

Hit Dice: 48

Hit Points: 264

Critical Thresholds: yellow 132, orange 66, red 26

Base Initiative: -1

Speed: 60 (fast legs, armor plating)

Manuverability: Average

AC: 1

Hardness: 15 (steel, colossal size, armor plating)

Base Melee Attack: +4

Base Ranged Attack: -1

Unarmed Damage: 1d12+12

Trample: Largest Large; Safe Large; Damage 4d6

Saves: Fort 0, Ref -4, Will -

Abilities: Str 34, Dex 8, Con -, Int -, Wis -, Chr, -

Mech Craft DC: 41

Base Planning Time: 82

Base Cost: 7639

Total Cost: 15359

Construction time 95 days

(10 avg. laborors + 1 overseer)

Special: Fast legs , Extra weapon mounts ( 4x2 ),

Steady feet, Armor Plating

This mech is generally humanoid in appearance, it has a barbed blade in each hand and a buzz saw connected in the front of each knee joint.

Crew consists of one pilot, two gunners and a cannon monkey. The pilot fires the steam cannon, and the cannon monkey re-loads it every round.

The two gunners each control a buzz saw and a barbed blade, tactics are for a gunner to snag an opponent with a barbed blade, and then drag them onto a buzz saw in following rounds. Unlike most mech weapons, the buzz saws are mounted such that they can only be used to attack adjacent enemies in front of the mech, and only one may be employed in any one turn, as one leg minimum is necessary to support the mech.

Alternately, a skilled pilot can control both barbed blades, and the remaining crew can aim and fire the steam cannon at any target within range in the front 90° of the mech or tend to any internal boarders.

on board weaponry:

| weapons       | size | damage | crit     | cost | location           | PU | crew |
|---------------|------|--------|----------|------|--------------------|----|------|
| Buzzsaw       | Huge | 2d8    | 19-20/x3 | 2000 | right knee         | 4  | 1    |
| Buzzsaw       | Huge | 2d8    | 19-20/x3 | 2000 | left knee          | 4  | 1    |
| Blade, barbed | Huge | 2d8+12 | 19-20/x3 | 360  | right hand         | 4  | 1    |
| Blade, barbed | Huge | 2d8+12 | 19-20/x3 | 360  | left hand          | 4  | 1    |
| Steam Cannon  | Huge | 2d10   | 20/x3    | 3000 | torso, forward 90° | 4  | 2    |
| Totals        |      |        |          |      |                    | 20 | 6    |



## Scourge Field Support Mech

Size: Colossal  
 Power Source: Steam  
 Payload Units: 24, Extra Weap(8)  
 Height: 35ft.  
 Space/Reach: 15ft / 15ft  
 Crew: 4 (4 weapons)  
 Firing Ports: 21  
 Hit Dice: 48  
 Hit Points: 264  
 Crit Thresholds: Yel 119, Org 53, Red 13  
 Base Initiative: -1  
 Speed: 50ft/rnd, 6mph  
 Maneuver: Average  
 AC: 2  
 Hardness: 13  
 Base Melee Attack: 2  
 Base Range Attack: -9  
 Unarmed Damage: 1d12+10  
 Trample Dam: 4d6 Max:Lrg, Safe:Med  
 Save: Fort 0, Ref -4, Will -  
 Abilities: Str 30, Dex8  
 Mechcraft DC: 39  
 Base Plan Time: 48 w/ Mechcraft 30  
 Base Cost: \$2,862  
 Total Cost: \$15,660  
 Labor Time: 3840 manhours  
 Construction Time: 48 days w/ 80 MH/day  
 labor & overseers  
 Payload Usage:

---

4 Crew  
 18 Weaponry  
 1 Extra Ammo  
 1 Coglayer Workshop

A self-spotting indirect fire artillery piece developed by the Order Involute - a militaristic branch of the Gearwright Guild. At least one of the crew has enough levels in coglayer to maintain the steam powers. Sometimes equipped with exploding shells.

Options/Powers: GearWright Maint, 2x optical orbs (attached to signal flares, used to spot indirect fire!), image maker (used to view from flares), ranger (on steam cannon).

The Mech looks like a helmeted dwarf in plate armor with an integral bazooka on its right shoulder.



(Chaos Dwarf w/ Bazooka from [www.ifelix.co.uk](http://www.ifelix.co.uk))

| Weapons          | Location     | Damage  | Rng Inc | crew |
|------------------|--------------|---------|---------|------|
| Signal Flare Med | Left Forearm | 1d6/x2  | 100     | 1    |
| Steam Cannon Col | Right Shldr  | 4d10/x3 | 900     | 3    |

## Beetleback AFM

|                  |   |
|------------------|---|
| Size:            | Gargantuan                                      |
| Power Source:    | Steam   |
| Payload Units:   | 15, Extra Weap Mounts(5)                        |
| Height:          | 25ft.   |
| Space/Reach:     | 10ft / 10ft                                     |
| Crew:            | 3 (3 weapons)                                   |
| Firing Ports:    | 15  |
| Hit Dice:        | 24  |
| Hit Points:      | 132   |
| Crit Thresholds: | Yel 66, Org 33, Red 13                          |
| Base Initiative: | -1  |
| Speed:           | 50ft/rnd, 6mph                                  |
| Maneuver:        | Average   |
| AC:              | 6   |
| Hardness:        | 10  |
| Base Melee Atk:  | 4   |
| Base Range Atk:  | -5  |
| Unarmed Damage:  | 1d10+8  |
| Trample Dam:     | 3d6, Max:Med, Safe:Med                          |
| Save:            | Fort 0, Ref -2, Will -                          |
| Abilities:       | Str 26, Dex8                                    |
| Mechcraft DC:    | 36  |
| Base Plan Time:  | 42 w/ Mechcraft 30                              |
| Base Cost:       | \$1,391   |
| Total Cost:      | \$5,017-500 (no arms)= 4017.                    |
| Labor Time:      | 1920 manhours<br>24 days w/ 80 MH/day labor     |
| Const Time:      | & overseers                                     |
| Options:         | Extra Weap Mounts(5),<br>Steady Feet, Fast Legs |
| Payload Usage:   |   |
|                  | 3 Crew  |
|                  | 5 Weaponry                                      |
|                  | 7 Passengers                                    |

Notes: Armored Footman Mech (AFM) - Carries six member of the footman guard into battle with their sergeant. Crew is pilot and two gunners. Rather than legs and arms the mech as two large wheels with extending spokes that mech the mech very sturdy and fast on level terrain (+10 ft/rnd +1 mph) and can turn on a dime (-10ft to turning costs). However, the design suffers from the 'flipped over turtle' problem, if it IS knocked down it suffers -4 to piloting checks to right itself, and when moving at max speed its like riding on a jackhammer (double all penalties for wearing armor and a -2 to all ranged attacks while moving at max speed).

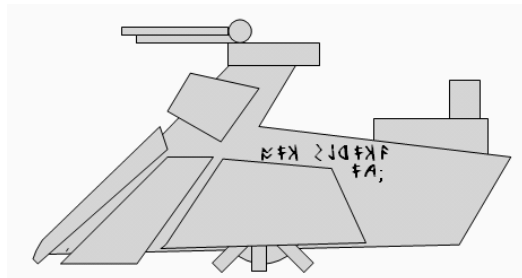
Favored tactic is to plow into enemy soldiers (trample), while blasting them with the forward mounted steam breather. The twin mounted steamguns are mostly useless against mechs, but provide additional standoff power vs. infantry. They may both fire every round as they draw from the DMech's source instead of their own. Some models replace the linked steam guns with one steam cannon.

A 10% discount on the cost is assigned due to the lack of arms.

Weapons:

2x Steamgun, linked, 360 turret

1x Steambreather, 180 forward turret



## Garion Training Mech

|                  |                                     |
|------------------|-------------------------------------|
| Size:            | Large                               |
| Power Source:    | Steam                               |
| Payload Units:   | 3                                   |
| Height:          | 10ft.                               |
| Space/Reach:     | 5ft / 5ft                           |
| Crew:            | 1 (1 weapons)                       |
| Firing Ports     | 3                                   |
| Hit Dice:        | 6                                   |
| Hit Points:      | 33                                  |
| Crit Thresholds: | Yel 17, Org 8, Red 3                |
| Base Initiative: | 0                                   |
| Speed:           | 40ft/rnd, 5mph                      |
| Maneuver:        | Good                                |
| AC:              | 9                                   |
| Hardness:        | 10                                  |
| Base Melee Atk:  | 3                                   |
| Base Range Atk:  | -1                                  |
| Unarmed Dmg:     | 1d6+4                               |
| Trample:         | 1d6 Max:Tiny, Safe:Sml              |
| Save:            | Fort 2, Ref -2                      |
| Abilities:       | Str 18, Dex10                       |
| Mechcraft DC:    | 31                                  |
| Base Plan Time:  | 30 w/ Mechcraft 30                  |
| Base Cost:       | \$348                               |
| Total Cost:      | \$2,430                             |
| Labor Time:      | 480 manhours<br>6 days w/ 80 MH/day |
| Const Time:      | labor & overseers                   |
| Options:         | Steady Feet                         |
| Payload Usage:   | 1 Crew, 2 Weaponry                  |

Combat ready mechs are too valuable to be used during training. The mech is named for the gearwright who first built mechs especially for training purposes. Garion came up with the design after witnessing a trainee jock walk one of his far more expensive creations right off of a cliff.

The mech looks like a slightly more bloated form on Hydraulic Armor, with chicken like talons extending three in front and one in back of each foot to help keep new jocks from falling over. It is built as inexpensively as possible, and made to be as easy to repair as possible (+2 to any Craft checks to repair, added one to overall MechCraft DC to get this).

Lance Large (2d6+4/x3 piercing, double on charge.) is the only weapon mounted on the right arm.

## 3. Equipment

### Bullets of Rending

These are treated as ‘Single use, use-activated items’ created by a spell caster of 5<sup>th</sup> level (needed for the arms & armor creation feat). The 3.5SRD says the cost is:

Spell level x caster level x 50 gp

Lesser Bullet of Rending does normal bullet damage (d8 for cogling size, d10 otherwise) bless unleashes a inflict light wounds spell on impact for an additional d8+5 damage. Cost: 250gp per bullet.

Bullet of Rending normal damage plus 2d8+5 from a inflict moderate wounds spell. Cost: 500gp per bullet.

Due to the massive expense of these bullets and their one-shot nature, they are usually only used by very skilled snipers or sharpshooters.

These become VERY scary when coupled with sneak attack damage ability.

### Coilbow

The coilbow is a crossbow that has replaced the crosspiece and bowstring with a heavy-duty spring. The bolt is dropped into the center of the spring, rather than laid into a notch. The coilbow has a couple of advantages:

- It can be carried around cocked for long periods of time (bowstrings stretch and go bad).
- It is much easier to conceal without the crosspiece.

The disadvantage is the spring will happily rust if not maintained. Coilbows cost 10% more than crossbows.

### Stainless Steel

Recently, Gurlingum Throttlebrush (gnome wizard / coglayer) accidentally spilled some brilliant red ore, usually ground into pigment for his oil paintings,<sup>3</sup> into his smelter when brewing

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<sup>3</sup> Amusing story: In my campaign, stainless steel was invented by a wizard who painted as a hobby. Later I found that stainless steel is made by mixing iron with chromium and a dash of carbon. In reality, Chromium ore is a dye in paints! Ask your art local supply store for “Chromium Red.”

up a new batch of steel. Much to his surprise, the resulting batch of steel ended up being virtually immune to rust!

Stainless steel rusts only 1% as fast as normal steel, and has a 75% chance of resisting rust monster and rust bomb attacks. Stainless steel doubles the cost of any weapon or armor (mech or character sized!). Depending on the whims of the GM it may not be commonly available.

### Quicklime Dust Grenade

About the size of a soccer ball, this is stitched up leather bag full of very fine powdered quicklime. When thrown, a small cord tied to the thrower's wrist undoes some stitching, causing the powder to spill out and create a 10x10 cloud. Anyone caught inside the cloud must make a DC 12 fortitude save or become **sickened** (-2 all d20 rolls) as the quicklime causes intense burning sensation to your eyes. Goggles will prevent the effects. The DC goes up to 15 if in an enclosed space (say a mech's cockpit).

Water: Quicklime clumps up when moist, so if the packet isn't kept dry, it will become useless. Cost: 10gp

Earth Historical Note: Huge bags of powdered quicklime were dumped from the crow's nest of sailing vessels, to allow the dust to float downwind into your enemy's eyes.

### Clipper Steamgun Ammo

Take a 5" metal rod that just barely fits into your steamgun barrel, and cut it in half. Then rivet one end, so the thing can now spin. Shove into your barrel, shoot. The two halves will spin wildly around the rivet.

Game effect: +3 damage, range increment is only ¼ normal.

A natural 1 on the attack roll means the rod has seized in the barrel, and a backblast of steam does d2 damage to the wielder, and the gun is broken until repaired (DC 15 of the appropriate skill).

Earth Historical Note: This kind of contraption was used in Flintlocks during the age of sail for slicing enemy sailing ship rigging, or enemies for that matter.

### Redry's Cog-Mart (by Shadetree)

Reddry and his assistants are here to serve your Coglayer needs. Here is a small selection of Equipment to help you through your day. Discount on bulk orders available.

**Sparkgoggles:** 50gp These goggles made of the same material as the visor shades of hydraulic armor, giving a +4 to saves vs. blindness and allowing saves against attacks not normally allowed one. If you are using our Sparkjoiner (see below) It isn't even an option, you gotta have these.

**Toesaver Boots:** 10gp These boots are your toes' guardian angels. Made from heavy leather that protects against the wayward sparks from the forge or the Sparkjoiner (see below), the Toesaver boots are also reinforced with iron bands over the foot. A good added precaution for when those assistants get a bit clumsy with the materials. If you plan on keeping you feet facing forward these little gems need to go on your tab today. The weight of these boots gives a +1 stability bonus to balance checks. You'll webble and you'll wobble but you won't fall down!

**Guildwright Apron:** 70gp This is a heavy leather apron with a multitude of pockets and loops for storing all those tools. A former exclusive item for the Gearwrights Guild, it is now available to the public.

It is treated as leather armor. If a full set of Artisans tools is secured to the loops and pockets of the Guildwright Apron, its armor bonus increases to +3. These tools will need to be replaced if the wearer takes a critical hit. So stay outta trouble.

**Fumehelm:** 150gp Working with dangerous materials? You definitely need the Fumehelm. Much like hydraulic armor, this little lifesaver will give you a +4 bonus to saves against gasses and airborne poison. For double the price, we'll integrate a custom set of Sparkgoggles. The small boiler on these works off perspiration and body heat (sorry Kobold friends, ya gotta be warm

---

Crap, I just checked my wife's paints, its "Cadmium Red"  
– never mind.

-Chuck

blooded). Needs virtually no maintenance. A Must Have!

(more to add)

## 4. FAQ

The FAQ has been done much much much better by Adam Lyod (funny, I thought there were two l's in lyod...) at:

<http://www.geocities.com/magusrogue/FAQ.pdf>

## 5. Steam Powers

### Rule Variants

**Shoddy workmanship** – your powers cost you less money, but have a chance not to work. For every 1% discount, the device has a 1% chance to have the device simply not work every time you use it. There is a maximum 50% off. For additional fun, if you roll under one fifth of the shoddiness percent, you get some spectacular ‘gnome-tech’ failure that is up to the GM (e.g. you have a 20% shoddy steam power, and you roll a 4% or less, the device blows up, attacks random target, melts, or goes into some bizarre overdrive, eating up all of the coglayer’s coal reserves.

(Future Work: find link to tinker failure table)

GMs may also assign a ‘shoddiness percent’ if new steam powers are built without access to proper raw materials or tools.

**Small Powers** – simple powers that only occupy ½ slot of your allowable powers. If you want to slightly bulk up steam borgs & coglayers and such, change their steam power progression tables to allow for more ‘small power’ purchases, for example, increase a coglayers steam powers total by ½ at levels 8,11,14,17, and 20.

**Smart Steamborgs** – if you have a very smart steamborg, he may get a few steam powers at low level. Change the early steamborg steam powers progression to:

| Level       | 1     | 2     | 3     |
|-------------|-------|-------|-------|
| Power Count | Int-2 | Int-1 | Int-1 |

## New Steam Powers

### Calculator

cost: 1000gp

assistants: 0

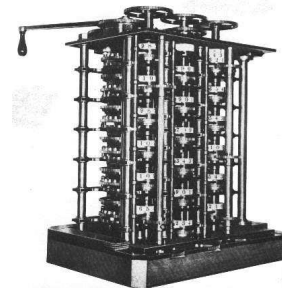
Size: small

Weight 6lb

By Reese

A calculator is a specialized form of an animator that takes available data and calculates a probable outcome based on this data by itself, it can do little, as it needs other devices to give it input when connected to a device that can receive input (such as an optical orb or other animating device) the calculator can provide a +1 intuition bonus on attack rolls or a +2 bonus on some skill checks (at the DMs discretion) the calculator can also negate 1 point of dodge bonus (or 5% of miss change from certain spells such as blink or blur form)

A calculator must have a form of output (image maker or wave maker) easily viewable by the user in order for a human to take advantage of the bonuses provided; an object animated by steam powers can take advantage of this power without such aids.



(WWW.ORICOMTEHC.COM)

**Chuck commentary:** The calculator must be built to a SPECIFIC skill task at the time of its construction. The coglayer building the device must have a total skill of at least 6 in the appropriate skill. If the device does something other than a skill bonus

For a small power variation (600gp, 0 assist, 4lb), the device is limited to a +1 bonus to a ‘scientific’ or ‘engineering’ skill – such as Craft (MechCraft), Knowledge (Steam Engines), or Alchemy.

Consider it a deluxe calculator tailored towards a particular task. The small device has additional changes as follows:

- No input steam is needed; levers and dials enter numbers or select modes of calculation.
- No output wavemaker or image maker is needed, as the

Sometime's called a Babbage's Reckoner, after the gnomish coglayer Crumbottle Babbage, who built the first calculator to aid him in recording & retrieving the vast amount of data he had accumulated regarding pressure, temperature, and volume of water in steam engines.

### **Extender**

Cost: 500 (was 1000 – Chuck)

Assistants: 2

Size: small (16)

Weight: 1/2 of subject

Author: Reese

An extender works on the same principles as the Folder, except in reverse. It allows an object to extend (such as an arm or leg) to double it's normal length. The number of extenders added to an object can be doubled to add one time again the base reach to the object (so 2x with 1 extender, 3x with 2, 4x with 4, and so on)

On weapons, this extends the weapon's reach to double normal, (hafted weapons, such as spears, pole arms, axes, and maces only) though any attack made with the weapon past 10 feet incurs a -1 penalty per 10 feet of distance. While an extender is extended, the apparatus can be attacked seperately. the apparatus has a combined HP of 10 per extender, hardness as the material that it is made out of, and loses 5 feet from it's ability to extend per 5 damage dealt to it. in the case of a weapon, a readied action can be taken to attack the apparatus when an attack is made with it. if the apparatus is extended past the new maximum extension distance, it loses the ability to retract to closer than the extra distance it is past this limit

(for instance, if a extender extends something by 20 feet, and it loses 10hp while fully extended, it can now only retract by 10 feet)

weapons that get stuck extended either function as a weapon of it's new length (a short spear fully extended functions as long as a long spear). if the weapon is not the size of any weapon, it gives the user a -4 for non-proficiency

repairing a damaged extender costs 50gp per hitpoint repaired

### **Filter**

cost: 80

Assistants: 0

Size: tiny (4)

Materials: 100gp of extremely fine silk for the filter

Author: Reese

A filter removes impurities from any liquid or gas that passes through it.

It can clean 20 gallons of water of impurities such as salt or silt before the filter must be replaced, or allow one medium sized creature to breath for 8 hours in conditions where breathing would normally be hampered (or fatal). A large creature can use a filter for half as long before replacing, a small creature twice as long.

Replacing the silk component in a filter is a full round action (provided a replacement silk component is already prepared)

Unlike other steam powers, the filter's size does affect its performance. Each size increase doubles the amount of water that can be cleaned and the amount of air that can be passed through the filter before it must be replaced. The filter's material cost likewise doubles with each size increase (in other words 200gp of fine silk for a small filter, 400gp for a medium filter)

The silk used in the filter can be cleaned for re-use by a process that costs 10% of its original price (essentially, you must pay 10% of the original cost of the silk component to clean it).

### **Froster (future work)**

Side Effect: Heat dump?

### **Gill (future work)**

Steam gills create enough oxygen for 1 medium or two small sized creatures when held underwater. Has the amusing side effect creating hydrogen bubbles vented into a different tube and usually just wasted.

### **Hydraulic Jaws**

cost: 60gp

Assistants: 0

Size: small (12)

Weight: 12 lbs

Author: Chuck Smith

This is a set of gripping jaws with 6 inches of travel. While it has strength of 24, its jaws move much too slow for combat, but are perfectly useful for prying open stubborn mech hatches or breaking & bending bars in a prison cell.

Revision: It takes 4 rounds to position, activate, and get a pry or crush attempt out of the jaws, they are that slow!

### Magnetic Clamp

cost: 150gp

Assistants: 0

Size: Tiny (6)

Weight: 5 lbs

Author: Chuck Smith

There are two flavors: one that is permanently magnetized, and one that can be turned on and off. The permanent magnet continues to function even if the steam engine stops, but the on/off version must have a live steam engine to operate.

One clamp secures up to 200 lbs to an iron surface.

May be taken as a small power for 100gp, Size (3), weight 3 lbs, max secure of 100lbs

### Navigation Tools

cost: 300gp

assistants: 0

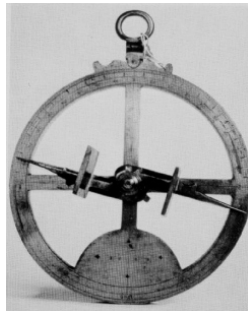
Size: tiny (4)

Weight 2 lbs

By Chuck

This contains a chronometer, an astrolabe, a compass, and a miniature dedicated reckoner (see Calculator).

The chronometer is simply a mechanical clock that is accurate to within 5 seconds per day, and is very resistant to being knocked out of synch by jostling. The basis for clock technology that worked sitting on a bench in a dwarven hold has existed for centuries, but the advent of the highly mobile confederacy demanded accurate timekeeping for navigational purposes.



Latitude (how far north or south of the equator) can easily be calculated by knowing the day of the year, and the north-south angle to the sun at noon. Longitude (the east-west position) is more complicated. In order to calculate longitude and latitude, first enters the time into the reckoner. Next, they use the astrolabe & compass to measure the current East-West angle to the sun.<sup>4</sup> These values are entered into the reckoner. The reckoner then outputs the longitude and latitude. Coglayers with this power can pinpoint their location to within X miles given line of sight to the sun or clear night sky.

The clock may be purchased as a small power on its own (1/3 cost). The astrolabe may also be purchased on its own as a small power (1/3 cost) – but the user will only be able to calculate their north-south position.

### Sockets – Small Power

(Future work)

This allows other steam powers to rapidly connect and disconnect. Each end of a connection counts as 1 socket. Every four connections count as one small steam power.

For example, a coglayer with 7 steam powers may have:

- spark generator
- pilot light
- light generator
- \*\*\*nozzle\*\*\*
- 2x amplifier.
- One ‘leftover’ slot

He could have them all hooked up together using a \*\*\*vane\*\*\*, and the thing would weigh ??? lbs, and the user would be able to switch on the fly between flashlight, flame thrower, and electrical gun.

If the coglayer instead uses sockets, the nozzle gets a ‘female’ socket, and \*\*\*

It takes one full round action to disconnect a socket, and one full round action to connect a new one.

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<sup>4</sup> A clearly visible constellation at night also works. I don't think the moon works.

## Trigger – Small Power

(future work)

Something to turn on a steam power based on some external event: a trip wire, light sensor, vibration detector, pressure place, or temperature sensor.

A particularly paranoid mechjock, after having an enemy's flamer blast catch him full in the face through his porthole, can have their cockpit rigged to be blasted by a Frost Maker if the temperature rises past a certain point.

## Winch<sup>5</sup>

cost: 50gp

Assistants: 0

Weight 5lbs

Size: small (12)

Author: Chuck Smith

This is simply one or more wheels that can be attached to a rope, chain, or conveyor belt. Possibilities: Grampling Hook, conveyor belt. It pulls 5ft per round and lifts 200 lbs. Speed and weight can be changed at an even ratio (twice as fast, half the weight or double the weight and half the speed). A common variation (for smaller coglayers) would be 10ft / round and 100 lb weight limit.



One of the many routes up the cliff at Edge is a series of chains hanging down from the top. The merchant sizes up your weight, strap a winch on your back, hooks it up to the chain, and off you go! Pay extra for a flywheel enhanced model that moves twice as fast.

## Wired Controls – Small Power

cost: 25gp

Assistants: 0

Weight: 1 lb / 30 ft extension

Size: Tiny (4) / 30 ft extension

Author: Chuck Smith

Rather than using expensive voice commands and wavemakers to control steam powers at a distance, this is simple bundle of wires, tubes, and flexible steam hoses that allow the control box to be put at a distance from whatever is being controlled. This extends the range of a control box up to 40ft per level of coglayer.

The cables themselves have hardness 5 and 5 HP to sever.

## Zeppelin

Cost: 400gp

Assistants: 0

Size: large (30)

Weight: 5 lbs deflated, non inflated (see below)

Author: Chuck Smith

This is a simple hot air balloon, with built in heating elements to help control altitude. A default zeppelin lifts 200 lbs plus its own weight. The operator can raise or lower the zeppelin by 15ft a round. If you want to move horizontally, add a rotor arm!

Zeppelins have an AC of 12, a hardness of 10. (multiple overlapping layers of canvas), and 10 hp. With 1-3 points of damage starts descending 10ft/round (no damage from impact). With 4-9 points of damage, its falls at 30 ft/round (treat falls as if from 30ft if impacts). If all HP are lost, the cargo is dropped from whatever height it is currently at – ouch! Slashing damage that gets past hardness is DOUBLED!

Zeppelins are normally built rigid, but due to the fact that they are mostly air, if the coglayer wishes to incorporate Folder, it only costs ¼ as much

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<sup>5</sup>Pic: <http://www.kopalnia.pl/english/galeria.htm>

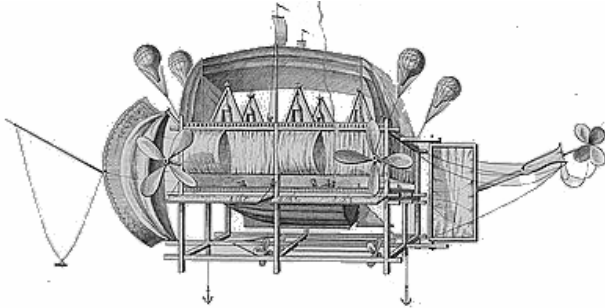


gold as usual, it folds down TWO size categories (large to small) and the folder counts as a 'small' power (occupy 1/2 steam power slot).

Future work: Hydrogen filled zeppelins.

## Interesting Combinations

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### Ariel Observer

Zeppelin + rotor (propeller) + fin + wired controls, eyeball + Viewer

Great for artillery support!

### Autopryer

Hydraulic Jaws + iron arm + discriminator + automater

This rig is often lent out to anklebiters. Strapped on as a backpack, the wearer clammers up a mech near to one of its closed firepots or hatches, and flick the on switch. The discriminator locates the hatch, and moves the iron arm into position for the hydraulic jaws to pry open the hatch – while the wearer can either concentrate on holding on. Better yet, add a magnetic clamp and just drop the whole package next to the hatch and toss bombs into the nearest fireport while waiting for the hatch to be ripped open.

### Cockpit Security

Animator + Shocker + Shocker

Installed on the crew compartment door of any mech - deals 2d4 non-leathal to anyone touching the hatch themselves or with something metal (like a crowbar!).

### Doc Oc

By Unlocated Forum member

Legs + Arm + Arm + Targeter + Discriminator + weapons

### Dragon Taser

Chain tentacle + Wired + As many shockers as you can muster.

Attached to a chain tentacle, this would let you score an automatic hit with the shocker damage every round that the tentacles barb was still attached to your target.

Stack the shockers in series for lethal damage, or in parallel for slightly more none-lethal damage.

### Grappling Gun

Magnetic Clamp + Winch + Modified Heavy Crossbow

RangeInc is 1/5 normal for the crossbow when firing the magnetic clamp. Fire the crossbow, hit the target, activate the clamp. Then hook the crossbow to your belt, activate the integral winch, and haul yourself up.

### 'Lectric Lash

Shocker+Shocker+Schocker+Specially Constructed Conductive Whip (10gp) + specially constructed gauntlet(10gp)

This is rather useful way of delivering a lot of damage even if the coglayer in question is whimpy. The shockers are worn on the back or on a belt, and a conductive cable with thick insulation snakes up to a special glove. The glove has two metal studs which match up with metal indents on the handle of the whip. The whip is woven with conductive fibers that carry the damage from the shockers to the whips target.

Even though people with an ARMOR ac bonus of +1 or more are immune to

Great for crowd control.

You get to do melee attacks up to 15feet away, for d3+3d4 non-lethal damage. An average of 9 pts of damage for a strength 10 gnome coglayer is pretty cool, in my opinion.

Having backup whips never hurts, especially if someone yanks the whip away.

Variations include:

- Add a vane to allow the user to vary the damage.
- Add extra shockers to up the non-lethal damage.

- Swap out two shockers for some amps to start REALLY hurting people.

Read China Melville’s “The Scar” for the inspiration for this clever device.

### Night Watchman

Range Weapon + targeter +autoloader

Setup in the middle of camp, it will ‘shoot at anything that moves’ outside of a radius hardwired into the system when built.

### Vertical Repairman

a medium clockwork puppet that can climb most mechs at it's speed (magnetic clamps on it's feet) either to perform repair work or to cause some damage (say, give it a sack of magnet bombs )

## Steam Power Summary

Table 2: Steam Powers (future work)

| Name                | Gp Cost | Assist | Size        | Weight      | Notes  |
|---------------------|---------|--------|-------------|-------------|--|
| Amplifier           | 200     | 2      | Tiny 6      | 1 lb        | Energy magnifier, adds one range inc, ups damage progress, saves +2DC                          |
| Animator            | 400     | 0      | Small 16    | 6 lbs       | Brain, knowledge of task, but not physical means   |
| Automator           | 20      | 0      | ½ of object | ½ of object | Simple actuators, up to three steps, e.g. load crossbow, pull water from well & dump in trough |
| Billows             |         |        |             |             |  |
| Boiler              |         |        |             |             |  |
| Calculator*         |         |        |             |             |  |
| Calculator (small)* |         |        |             |             |  |
| Clock*              |         |        |             |             |  |
| Extender*           |         |        |             |             |  |
| Filter*             |         |        |             |             |  |
| Froster*            |         |        |             |             |  |
| Gill*               |         |        |             |             |  |
| Hydraulic Jaws*     |         |        |             |             |  |
| Magnetic Clamp*     |         |        |             |             |  |
| Trigger*            |         |        |             |             |  |
| Winch*              |         |        |             |             |  |
| Zepplin*            |         |        |             |             |  |

\* From Netbook of Dragonmech

### Lingo!

I lost the link, but I came across a list of sailor lingo from the early days of steamers crossing the Atlantic / Pacific ocean. Use them when writing lyrics to your favorite “Steam Chanties.”

**DYNAMOES** - Electrical generators

**FLYWHEEL GOVERNOR** – A pair of spinning metal spheres that for the basis for an RPM regulator on a steam powered device.

**SPINDLE GUIDE** - is a component of the one-way valve through which steam flows from the

boiler to the main steam line which supplies the engine throttle valve.

**SCALE** – A buildup of solid material on the inside of water and steam lines that must be cleaned periodically.

**TURNS** - Speed of any shaft, in revolutions per minute.

## 6. Skirmish Rules

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Ever play the D&D miniatures rules or the Star Wars miniatures rules by Wizards of the Coast? Well, here is a version adapted for large scale battles in the DragonMech universe. These are only bare bones rules, and you might want to download a free copy of the DND minis rules to have this make more sense.

Here are the DND mini rules:

<http://www.wizards.com/default.asp?x=dnd/mi/20031023x>

Here are the Star Wars mini rules:

<http://www.wizards.com/default.asp?x=swminis/article/faq>

### Mech Card

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The weapon block looks like this:

[insert pic]

**Name** – This is the name of the Mech. If it has a ‘U’ it is a unique mech and you may only have one in your army.

**Ldr** (Leadership): many mechs will have 0, positive values indicate the presence of combatants with lots of experience, skill, charisma, etc on board the mech. This will give you a higher initiative and perhaps other benefits (if I think of them)

**Trip** (Trip modification): Bonus for the mech to trip a unit, based on its agility AND size.

**Spd** (Speed): This is the base movement of the mech in inches. The second number is the price the unit must pay in movement in order to turn 90 degrees, this may be 0 for very agile mechs.

**HPc** (Hit Point Clumps): These are like ‘mega hit points’ and each one represents approximately 10 ‘normal’ hit points. Two more numbers are given for the **YELLOW CRITICAL THRESHOLD** and **RED CRITICAL THRESHOLD**. As soon as your HPc are reduced to or lower than these levels, you must roll on the critical table. It’s possible to have a single attack to cause you to roll both criticals at the same time (yowch!). When you are reduced to 0 HPc’s you’re dead.

**H** (Hardness): This is the overall hardness for the mech in HPc’s.

**AC** (Armor Class): This is the unit’s armor class. These aren’t straight up DND AC, they are approximately DND AC+5

**MP**: Mech Piloting Skill of the pilot used for navigating difficult terrain, tripping mechs, getting up while fallen, etc.

**Dodge**: Infantry units and very nimble mechs sometimes may avoid some damage from area attacks (fireballs, steambreathers, etc). Roll a d20, add the dodge, beat a 15 for ½ damage.

**Sk** (Skill): This is the skill of the PILOT and GUNNERS on your mech.

**Arc**: This is a pictorial representation of the fire arc the weapon can shot into. For cone weapons, the **CENTERLINE** of the cone must be within the arc.

**Range**: The ranges in inches of the weapon. If there are **TWO** numbers, the first number is a **LOWER LIMIT** on the range.

**Dam**: The weapons damage in HPc. If there are **TWO** numbers, the first is the damage done to mechs, and the 2<sup>nd</sup> is the damage done to **INFANTRY** and **MONSTERS**.

**Letter / Number** (Ally / Cost) – In the upper right hand is a letter indicating the ally group of the Mech and a point cost. Ally letter codes are: (S)tenian, (L)egion, (R)ust Riders, (G)eneral, (O)rc, and (N)ation L’Arile. The cost is *roughly* equal to thousands of GP cost.

### Basic Rules

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Roll d20 for initiative, and add the highest **LEADER** score from your side. Winner decides who does the first phase of the turn.

Each turn consists of players alternating phases, during a player’s phase they must trigger two of their mechs. **SPECIAL NOTE**: The mechs triggered in the last phase at the end of a turn may not be one of the first mechs triggered in the first phase of the subsequent turn.

During your phase, a triggered mech may do one of the following:

- Normal: one move, each **GUNNER** may make one attack, **PILOT** may make one attack at -2.
- Run: two moves, each **GUNNER** may make one attack at -2 to hit.

- Bombard: no move, each GUNNER and the PILOT may make one attack.
- Nothing – The mech doesn't move or attack. Some Special Abilities require the mech to do nothing, or you simply may want to react to the other player's moves.

For each move, simple move the mech up to the first SPD number on the data card. If you want to turn up to 90 deg, you have to 'sacrifice' the number of inches in the second SPD number.

To attack, roll a d20, and add the SKILL of the crewman. If you beat the target's AC you hit. Subtract your targets Hardness from your damage, and the lower your target's HPc by the result. If you roll a natural 20, damage is doubled.

## Special Rules

### Tripping Attack

Step 1: Attacker makes a pilot SKILL check to hit target's AC.

Step 2: Trip contest, each mech rolls d20+TRIP. If attacker wins, defender FALLS. If defender wins, defender MAY go on to Step 3.

Step 3: Defender retaliation. Roll another d20+TRIP for each mech. If attacker wins, no effect, if defender wins, attacker falls.

### Falling

Whether you stumbled in rough terrain or were tripped, when you fall you inflict the mechs OWN HtH damage on itself – with H protecting as usual. Infantry are immune to falling. Fallen mechs are -4 to hit with ranged weapons at a distance, but +4 to hit with any weapons if you stand next to them. Fallen mechs MAY NOT ATTACK. You may stand and attack during your triggering. You may stand and fail, and try a 2<sup>nd</sup> time during your triggering (a double move).

**Standing** – in order to stand up, pilot must make a DC XX skill check. This takes one move to attempt.

### Terrain

| Type                | Move   | Line of Sight |
|---------------------|--------|---------------|
| Normal (Grasslands, | Normal | clear         |

|                       |   |   |
|-----------------------|---|---|
| plains, barrens)      |   |   |
| Rough (Rocky, marshy) | Move costs double, make a DC 10 pilot SKILL every 4" or FALL. |   |
| Difficult (forest)    | Move Cost Double  | Shooting into forest is -4 to hit. Shooting from edge of forest is normal |
| Cliff                 | Impassible  | Blocks  |

## Special Abilities:

**Coglayer** – there is a coglayer on board who may attempt to repair the mech. If the mech DOES NOTHING on its TRIGGER, the coglayer may remove a damage token (50% chance) OR repair d3 damage (50% chance).

**Infantry** – This applies to groups of small creatures. Infantry has a couple of special abilities: they MAY attack after a double move (at no penalty), they may also make a TRIPLE MOVE if they don't attack at all.

**Monster** - This applies to VERY LARGE creatures. Monsters have a couple of special abilities: they MAY attack after a double move (at no penalty), they may also make a TRIPLE MOVE if they don't attack at all. If they don't MOVE at all, they may attack with EVERY WEAPON they have. Monsters may be tripped, but don't take damage from falling.

**Conceal** - Good at hiding. Attacks from 12" must roll at or above the conceal number in order to attack the unit.

**Iron Way** ('cause MechFu sounds silly) - May counter any melee attack made against you if the pilot makes a SKILL check higher than the attack roll. A natural 19-20 inflicts your mech's HtH damage against the attacker.

**MechDex** – The pilot is exceptionally skilled, and may move the mech AND make an attack on the same turn. (the attack will be at the usual -2).

**Nimble** – May reroll any d20 rolls for bad terrain or trying to stand.

**Phalanx** – identical units with this ability that start within 1” of each other may be triggered as a GROUP and only use up one trigger slot. They all must take the same type of action, but may move in different directions and shoot at different targets.

### Suggested Miniatures

| Size # | Size  | 'real' base size | Sugeseted Base Size | Sample Miniatures              |
|--------|-------|------------------|---------------------|--------------------------------|
| 2      | large | 0.5              | 0.5                 | Star Wars Mini: Clone Strike - |

|    |          |           |     | Battle Droid 30/60      |
|----|----------|-----------|-----|-------------------------|
| 4  | huge     | 1         | 1   | 28mm ent / treant minis |
| 6  | garg     | 1.5       | 1   |                         |
| 8  | colossal | 2         | 1   |                         |
| 10 | col 2    | 3         | 1.5 |                         |
| 12 | col 3    | 4         | 1.5 |                         |
| 14 | col 4    | 6         | 2   |                         |
| 16 | col 5    | 9.5 (!!!) | 4   |                         |

### Critical

Yellow Critical Table (add 5 for red crits)

| Roll  | Effect   | Record damage by...   | Doubled effect                            |
|-------|--|---|---|
| 1-5   | OK   | n/a   | n/a                                       |
| 6-8   | Gyro Wacked, make immediate DC 15 pilot SKILL check or FALL  | n/a   | n/a                                       |
| 9-11  | Driveshaft Damage - speed reduced by two.  | Put token next to the SPD on the card for the mech.           | Speed lowered by 4 (if <0, immobilized!)  |
|       | Random Weapon Destroyed (Cannot Destory Hand to Hand)  | Cover Weapon  |   |
| 12-15 | Guidance malfunction, move d6 inches in random direction, if hit solid object, stop & inflict HtH dam to self. If hit another mech, both take malf-mech's HtH. Rough terrain still counts. | n/a   | n/a                                       |
| 16-17 | Steam leaks injure crew, -2 all skill rolls  | Put token left side of the weapons section on the mech card.  | All skill rolls at -4                     |
| 18-19 | Hydraulics Damage - EVERY attack has a 50% chance of failing.  | Put token right side of the weapons section on the mech card. | Weapons have only a 25% chance of firing. |
| 19    | Shrapnel! One random crewman killed (in a pilotless mech with gunners, gunners may still shot, but no MechPilot Skill roles may be made)   | Lineout crew.   |   |
| 20+   | Boiler Explodes! Mech Destroyed  | Remove mech from play.  | n/a                                       |

## 7. Campaigning – GMs Only!

**Don't look unless you are a GM!**

## Background & Color

### Confederate Organization, Ranks & Insignias

All members of the confederate military have badges of office, worn proudly. The shape of the badge is determined by the branch, and the metal is determined by the rank. For Mechanized Assault and the Dragon Corps, the table lists the smallest size mech that soldier would be allowed to lead. An Iron ranked mechjockey could certainly be a on colossal III mech, but he would not be the main pilot. Members of the Dragon Corp, aka pilots & gunners on the dragon mechs, are usually treated with more respect than merits their station – ESPECIALLY if they have a recent

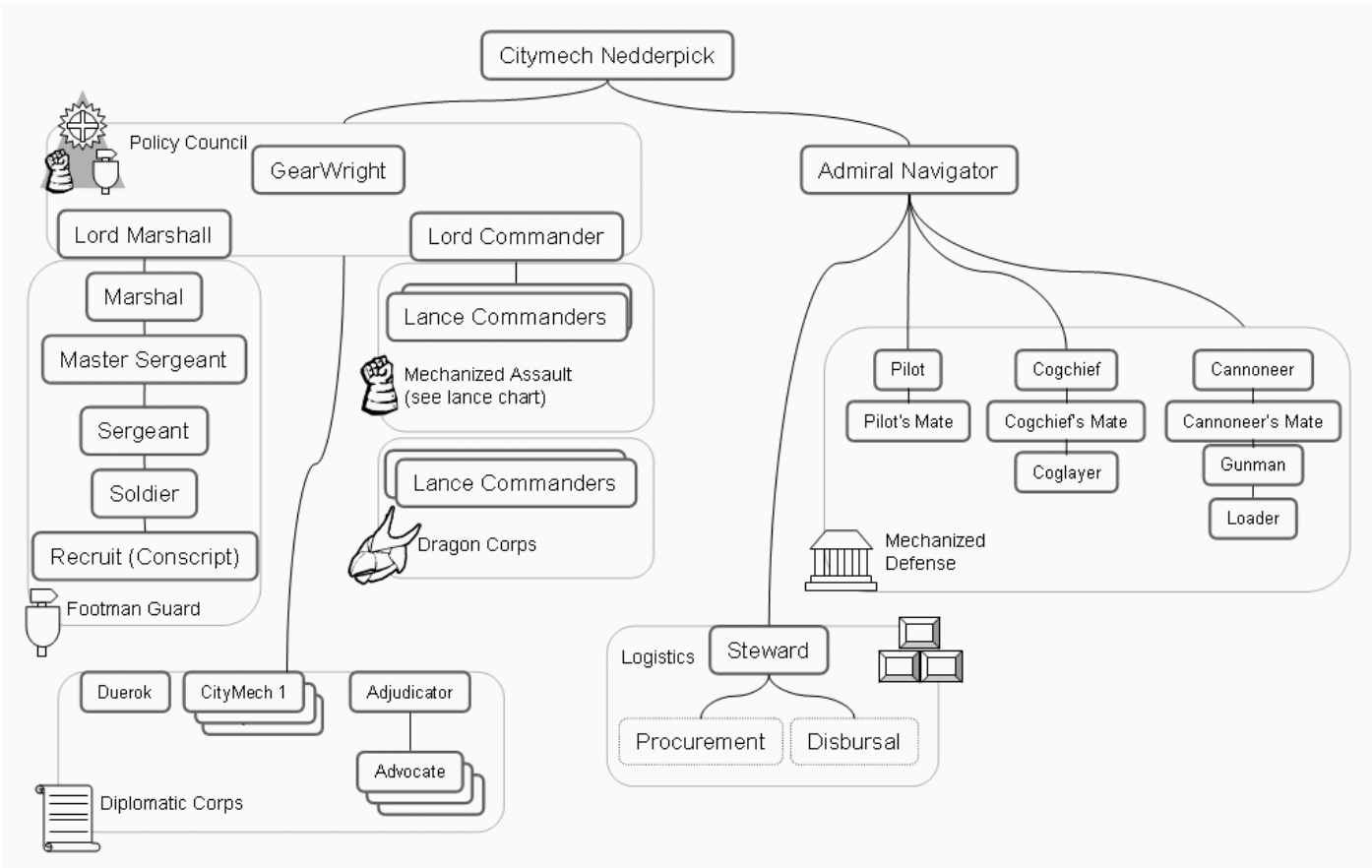
kill under their belts. Technically a gold ranked Mech Assault officer could pull rank on a silver ranked dragon corps member, but he better have a damn good reason for it.

For Mechanized Defence, the table list the size of mech in which they could be in charge of a major gun battery, or pilot. Many of the gunners on City Mechs are Artillerists (see Core Class: Artillerist) as they lack the finesse or tenacity necessary to be in Mechanized Assault.

For the Footman Guard, the metal dictates the number of soldiers under their command. A sergeant can command 10 soldiers, a master sergeant 10 seagents, and so on.

| Metal      | Dragon Corps              | Mech Assault    | Mech Defense      | Footman Guard     | Diplomatic Corps               | Logistics   |
|------------|---------------------------|-----------------|-------------------|-------------------|--------------------------------|-------------|
| Tin        | N/A                       |                 | Loader            | Recruit / Trainee | Apprentices                    |             |
| Copper     | N/A                       | N/A             | Loader            |                   |                                |             |
| Bronze     | N/A                       | Large           | CityMech A        | Soldier           | Thorps                         |             |
| Brass      | N/A                       | Huge            |                   |                   |                                |             |
| Iron       | Huge                      | Gargantuan      | CityMech B        | Sergeant          | Vilalges                       |             |
| Low Steel  | Huge                      | Colossal        | CityMech C        |                   | Towns                          | City Mech A |
| High Steel | Gargantuan                | Colossal I      |                   | Master Sergeant   | Small Cities                   | City Mech B |
| Silver     | Colossal                  | Colossal II     | CityMech D        |                   | Individual Citymechs or Cities | Citymech C  |
| Electrum   | Colossal I                | Colossal III    | CityMech E        |                   |                                | City Mech D |
| Gold       | Colossal II               | Lance Commander |                   | Marshall          | Nation                         | City Mech E |
| Platinum   | Colossal III              |                 |                   |                   | Nations                        |             |
| Mithril    | Honored Dead <sup>6</sup> | Lord Commander  | Admiral Navigator | Lord Marshall     | N/A                            | N/A         |

<sup>6</sup> Some of the Dragon Corps are awarded this rank post-humously for valorous etc. etc.





## House Rules

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### Spotting crew from outside a mech

Know (mechs) 5 ranks gives a +2 synergy bonus to spot when looking for specific crew members during a called shot.

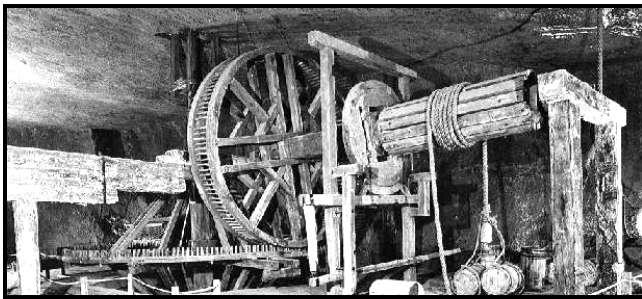
If you know how to pilot the mech type, +2 bonus on spot as well.

### Secure Cockpit

Mechs that have this option come with periscopes for the crew member that make it impossible to shoot them from the outside with a called shot, but the restricted field of view gives -2 to any spot or search checks, as well as -1 to any attacks. Macho pilots eschew periscopes.

## Adventure Sites / Game Themes

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### The Enclave<sup>7</sup> by Chuck Smith

Not long before Moonfell, a small group of Clan Thurm Gurder dwarves, set out from Duroek, crossed the Flatlands, to the edge of the endless plains, in search of rich ore-lands. The dwarves started a small delving in secret, and the only humans who knew the location of the dig were oathsworn Wisps who had been hired to help with the dig. As the lunar rains began, the Wisps brought tales of the suffering of other tribes back to the delving, but the dwarves kept to themselves. But when the rains worsened, and the dragons came, the Gurders took pity and went out with the Wisps to find those in need and bring them back to the cave.

A pair of dragons pursued the final group of refugees, and the dwarves prepared to collapse the only known entrance to the cave. The Wisps peeled off at the last minute, harrying the dragons, to give the refugees time to make it into the

caverns. The entrance was collapsed. Soon after, a major meteor storm struck, collapsing all of the entrance tunnels, as well as the at least a mile and a half of rock, killing the two clerics who had come with those escaping the surface.

Water is scarce. Over the years there have been times when a great deal of effort has been made to dig back to the surface, and other times when nothing has been done. The huge meteor strikes have left much of the rock surrounding 'the way back' unstable and unfit for tunneling.

Key areas include:

- A vast underground lake provides a steady supply of fish, but the water is too heavily mineral laden to drink safely. Goin' swimming in it can get you a NASTY rash. The water is ice-cold, never warmed by the sun or volcanic heat.
- A small spring that provides 95% of the freshwater.
- A series of interconnected caves that is rich in fungal growth.
- The original mines, foundry & smithy set up by the dwarves to test the iron ore vein.

Of course, there is a vast maze (The Writhings) of mostly uncharted passages connecting these areas which are key to the survival of the 'villagers'. The villagers have divided into 'thorpes' clustered around the key resources, with guard posts and traps at key intersections. Armed patrols go through the 'in-between' areas in order to ensure no buildup of unfriendlies.

Goblins (from the writhings) & spiders (from a rift caused by a long ago earthquake) regularly must be driven off.

Major NPCs:

- **Prophet** – Orlando is a young human having visions of the surface.
- **Elven sorcerer/bard** – Fenoran's pent up 100 years of depression and loss has led him to alcoholism, and mushroom brew gives a nasty hangover. He has educated the humans who have never seen the surface of the wonders of the world Before the Apocalypse. His boozing is tolerated by the fact he produces light spells used by the patrols.

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<sup>7</sup> pic: <http://www.muzeum.wieliczka.pl/pl/gallery.html>

- **Clan Lord** (Character by Benjamin Schindewolf)– Brindorin Thurm Gurder was an old dwarf before the lunar rain started, and financier of the original expedition. He has been the de facto leader of the group and is very skilled at diplomacy. His strength has ebbed lately, and he always seems to have a hacking cough. If the rumors of Scale Lung are true, he won't live out the year, and there's no telling how much things will fall apart without his leadership.

#### Adventure Hooks:

- The campaign begins with the characters IN the enclave, unaware of the state of the surface world, a nice way to gradually introduce the characters to Dragonmech. Let the players think they are going to be doing some kind of 'underdark' game, have strange rhythmic boomings occur (drow war-drums? Nope, Nedderpick is marching overhead!), and get them to the surface somehow.
- The members of the enclave have started interacting with the outside world. It ends up there are vast veins of coal or chromium ore - thought relatively worthless by the Thurm Gurders - in the Enclave's caverns. Do Rust Riders come to seize the material? Shyster merchant / wizards try to charm the inhabitants out of their valuables?
- The enclave itself is located in a frontier area equidistant between Legion and Steinein controlled areas. The PCs can be representatives trying to convince the suddenly very wealthy 'newborns' to join them, while diplomats from the other side try the same. Both of the petitioners have very powerful mechs backing them up, so the PCs must use diplomacy to work things out. Alternatively, if it is a hack n' slash campaign, you can have the enclave's inhabitants (who after decades of day by day survival believe 'might makes right') demand a mech duel to pick who they will negotiate with.<sup>8</sup>

- The Enclave's tunnels hook up to anything you want from Goodman Game's "Complete Guide to the Drow" (plug plug plug)

### Lunar City

For a surprisingly appropriate description of what a lunar city inhabited by nasty other-worldly creatures, read H.P. Lovecraft's "DreamQuest of Unkown Kadath." I'll dig up the chapter a bit later, Dronogs & Skinstealers would totally fit in.

### Working for the Stone

#### FORUM MEMBER CONTRIBUTION

One side campaign was doing a job for a forboding mob-like boss named Stone. He was a heavy player in Edge. The adventure gave a good feeling of an Edge underground. We were hired to serve as security on a big transport mech carrying a delivery for Stone. We started in Edge and get glimpse of the underworld to get hired for the job. Then we trek out on a big transport and fight off all manner of raiders and intrigue of a plot twist on board the transport.

The adventure had a number of good elements and characters. First was the smuggler underworld with henchmen like a buzzaxe toting right hand man in charge of the transport mech. A group of NPC security is along for the ride as well as us with a clockwork ranger, a sorceress, and a barbarian. We also meet the strange crew of the transport mech. A Pilot, some twins that are gunners, a crew of dwarves shoveling coal, a crazy engineer dwarf with no legs that moves around the boiler room and mech suspended from a harness on rails, and others. The transport mech is huge and gives a good environment for the adventure. It being a mech keeps it on the move, it's not as large as a city mech, it's not as small as a normal combat mech. Mech battles focused on boarding parties trying to get on the transport and steal our goods.

As a bard/rogue I had a lot of fun playing diplomat with all the different towns and mechs we encountered.

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<sup>8</sup> There was a first generation Star Trek episode that dealt with this scenario. I remember it because Bones actually says "I'm a doctor, not an escalator" in this episode ;-)

## People – Developed NPCs

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### Hugrul Stintrock - Confederate Soldier

Male Dwarf Fighter 1 CR 1; Size: M Type HUMANOID; HD (1d10)+1; hp 11; Init +1 Dex, Spd Walk 20'; AC 16 (flatfooted 15, touch 11), Handaxe +2/S (1d6+1 20/x3) or Steamgun +3 200'/P (1d10 20/x2) ; SA: +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal., +2 racial bonus on saving throws against poison., +2 racial bonus on saving throws against spells and spell-like effects., +4 Dodge bonus to Armor Class against monsters of the giant type., Stability, Stonecunning; Vision: Normal, Darkvision (60') AL: LN; Sv: Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 8

*Skills and Feats:* Climb -2, Craft (Weaponsmithing) +2, Heal +1, Intimidate +0, Spot +1; Exotic Weapon Proficiency & Focus (Steamgun)

*Possessions:* Breastplate, Handaxe, Soldier's Uniform Outfit, Steamgun

Born into what was Duerok's most powerful family before Moonfell, Hugrul's family fortunes have slide steadily in the advent of mechs. Father bitterly held onto waning power to the point where he is nearly insane. He grew frustrated at his family's adherence to the old ways and inability to be more flexible (Dad quote: "FLEXIBLE?! You sound like a *halfling* now!").

Description: Green eyes, wears his beard in the old 'long' fashion, smallish nose for a dwarf, brown hair. His face seems bent into a scowl even when he's not particularly upset.

### Sartalome (Saidie) Greenback

Female Green Hag/Adept8 CR 6; Size: M Type MONSTROUS HUMANOID; HD (9d8)+(8d6)+51; hp 122; Init +1, Spd Walk 30', Swim 30'; AC 24 (flatfooted 23, touch 11), \*Claw +17/+17 (1d4+4 19-20/x2); SA: Mimicry (Ex), Spell Resistance 18 (Ex), Weakness (Ex); Vision: Normal, Darkvision (90') AL: LE; Sv: Fort +8, Ref +9, Will +18; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 14

Skills and Feats: Appraise +2, Concentration +7, Craft (Alchemy) +11, Diplomacy +4, Handle Animal +3, Heal +13, Hide +3, Intimidate +3, Knowledge (Arcana) +8, Knowledge (Local) +3, Knowledge (Nature) +9, Listen +6, Sense Motive +7, Spellcraft +7, Spot +8, Survival +7, Swim +12; Brew Potion, Improved Critical (Claw), Iron Will, Negotiator, Quicken Spell-Like Ability (invisibility), Self Sufficient

Possessions: 1 Amulet of Health +4, Bracers of Armor +2, 1 Monk's Outfit

Innate: Dancing Lights, Disguise Self, Ghost Sound, Invisibility, Pass without Trace, Tongues, Water Breathing,

Adept Spells Usually Prepared:

Level 0: Create Water, Detect Magic, Mending

Level 1(DC14): Command, 3x Cure Light Wounds

Level 2 (DC15): Cure Moderate Wounds, Delay Poison, See Invisibility

Level 3: Continual Flame

Sadie is an old school witch, boiling cauldron and all who saw in the tea leaves the ascension of the Mechsdoms. Her appearance is that of a late forties human woman, round head, round body, a small mouth & a big smile.<sup>9</sup> She has thick black hair streaked with gray that is pulled back into a series of small buns running from one ear, over the top of her head, to the other ear. She pushes with her charisma to feel like a grandma to the customers, and always has oatcakes or honeycomb on hand to entertain customers.

She run's the Root & Patch – an apothecary / alchemical supply on a city-mech of your choice. Steady business making continual light torches for the city-mech's non-dwarven population.

The shop has a 75% chance of having any of the standard SRD/Player's Handbook alchemical supplies at a 25% markup. She also has a large variety of incense, teas, and medicinal herbs. She used to stock poisons, but after befriending the constable (see below), she thought it best to get out of that business. If convinced that there is no danger to herself, she can arrange for PCs to meet

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<sup>9</sup> Too big sometimes. When she gets really drunk or is really having a good belly laugh, her disguise self may evaporate opening her mouth to a slightly disconcerting size.

with a poison selling representative of the thieves guild for a modest 'finders fee'.

Her bed is a wooden box filled with dirt (from her old swamp) in the lab behind the main shop. She has access through a forgotten fire evacuation passage to an abandoned area with a gaping hole in the side of the mech that has yet to be repaired from a battle with a pack of lunar dragons. It smells HORRIBLE there, as the vents from a tannery and fat rendering workshops on the deck below empty nearby. It kind of reminds her of the swamp back home - she really misses swimming. The view is looking out the rear of the mech, and if you can stand the smell, it is rather nice to watch the world slowly falling behind you. She has decorated the area with a few personal items: candles, totem string of twine woven through a variety of small animal skulls swinging from a hook in the ceiling, and a barracuda like fish skeleton mounted on a plaque (her old familiar from the hut-in-the-swamp days).

She continually uses disguise self to hide her claws and pointed teeth, and plays down her spell casting ability (many people know that she can cast continual flame, but no-one on the mech knows she can throw lightning bolts and go invisible at will).

The head constable of the Footman Guard has become an occasional drinking buddy of hers at the Rivet & Tong, and has told the soldiers under his command that she has healing powers if need be.

She is a bit of an enigma on the promenade, well regarded by many, but those with good intuition often get severely creeped out by her.

She has weaned herself of her taste for the flesh of sentients (it took some 20 years to get over it completely). She still dreams of an old family recipe for gnome stew, and will be especially touchy-feeling-sniffy around gnomes she thinks she won't see a whole lot in the future.

Spiritually, she pays homage what she calls the Utter Beast – a chaotic nature over-spirit.

## People – NPC Snippets

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All of the below NPCs are culled from the Dragonmech forums.

**Gilmer Guddengut**, a talented coglayer, was the first dwarf to ever create the Spark Generator. His workshop is filled with fine cloths, amber rods, and as many failed attempts at his device as you can name. There are many chairs and benches around, but all of them support equipment, not a place to sit. Coils of wire sit around the workshop, their combined efforts making the floor seem more like a metal spiderweb than stone tiles.

**Lucidah Steeleaf** is an orphaned elf raised by dwarven Cog Layers. She has followed in the tradition of her guardians, and is an accomplished Cog Layer herself (or so she'll tell you).

**Mecha-Woss-Zilla** (don't ask) is a human Steam-Borg. His buzzaxe is built into his mechanical arm. The player has already declared his goal of 99.9% mechanical parts, leaving only his brain organic, and only that if he must..

????? He was a regular ranger raised by a tinkerer. Because the ranger's father spent all his time tinkering with his constructs -- instead of paying attention to his kid, the ranger-to-be -- the ranger grew up with a jealous hatred of all things mechanical, and declared constructs to be his first favored enemy!

**Thariliss** was an elven warrior, or so he would say anyways. In reality he was a 1st level transmuter, with the ambition of gaining ranger levels and perhaps some day become an eldritch knight. While a good guy when all came to all, he was proud to the point of arrogance of his elven heritage, and he didn't much like the changes brought by the Lunar Rain or the coming of mechs for that matter. He especially abhors steamtech.

**Kesskahn** was a dwarf, who took pride in his clan and name. The coming of mechs and steam his in his opinion challenged the rightful place of religion and clans. However, one fateful night he was hit by a meteor. To save what was left of him his family had to hire a coglayer to transform Kesskahn into his current form as a steamborg. Kesskahn was furious and decided to leave his family and clan...

**Lau** came from the Endless Plains where his tribe of Stavians had traveled since the dawn of time. Lau had aspired to become tribal shaman, but the increasing failure of the gods to improve the world left him filled with doubt. The tribes head

shaman felt this and commanded Lau to travel the world to gain certainty of his religious dedication. So Lau, currently a ranger, ended up with the rest of the party...

**Atin** was a human kid whose town had been wiped out by a severe Lunar Rain followed by a Lunar attack. Luckily, the Stenian Confederacy reached the town in time to save the boy, whom they brought aboard the Nedderpik. Here Atin reach adulthood among machines and mech, and like every other kid he wanted to be a mech jockey. The Stenian requirement officer found Atin too random and chaotic in his behavior, so Atin set into the world to prove, that he had what was needed to become a mech jockey. Atin started the session a first level stalker to reflect his tech interest without making him a gadgeteer.

**Chuck's Favorite (kudos to the gamer who made her): Gertrude Gubbins** is a cogling who was forced to leave her gear forest home. This wandering Ranger uses the trappings of her mechanical origins to join in battle. She throws handfuls of sharpened gears like shuriken. Nuts and bolts are launched from her sling. Two broken fan blades are pressed into service as short swords. Gertrude is the only member of the trio without any serious technical training. Every time she pulls out one of her tools with which to bludgeon a foe, the other two are quick to admonish her that "that's not a weapon!"

## Plot Hooks

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Future work...

