

Steam Powers List – WIP 25 cp per 2. Steam powers can be used to upgrade other devices or items.

- **Amplifier:** You take any input that gives energy and boost it by one increment of its base value - if something had range 50, it's now range 100 with one amplifier, 150 with two, etc. If the effect causes damage, it increases by one die size per amplifier. The DC of any saves goes up by 2.
- **Animator:** A steam-work brain that can allow a device to move on its own to perform a specific but open-ended function, such as 'fight in melee' or 'shoot things' or 'pilot a mech.' However, the rudimentary AI can't, say, tell friend from foe on its own. You need another power for that.
- **Automater:** A device that performs a simple task on its own, such as 'reload a crossbow' or 'polish armor' or 'pick up a dropped object'. It isn't needed if you're making, say, an automaton that can already move on its own, but good if you want an auto-loading crossbow. What task it does is determined when you make it, and that's all it will ever do.
- **Adamantine Spine:** Allows a device to bend and flex. For Steambots it makes them less vulnerable to critical hits.
- **Air Generator:** Pretty much exactly what it says. It creates a small amount of pure air.
- **Artificial Liver:** Filters/purifies a liquid passing through it.
- **Autoforge:** Creates something at the level of an utterly ordinary person doing an utterly average job. Use other steam parts to improve the product.
- **Billows:** Turn a normal attack into a cone with a range equal to its previous edge, and width at its farthest point equal to its range. So, say you have a light that hits 20x20 square. Now it's a cone with a range of 20 feet.
- **Blood Pump:** A device that can fuel a steam engine with blood instead of water, and can slowly drain HP from someone or function as a particularly macabre artificial heart. They're illegal in most places.
- **Boiler:** A device that doubles the physical output of another effect. It can lift twice as much now or hit twice as hard, say. Like the Amplifier, all increases are based on the original effect.
- **Backup Engine:** Exactly what it says on the label. It allows a steam powered device to keep operating at a reduced level without the primary engine.
- **Balloon:** Exactly what it says. Bladder, flotation device, hot air balloon, etc
- **Bloodhound:** Allows a device to detect scents. Range is 30 feet, modified by whether the source is up-wind or down-wind.
- **Bouncer Springs:** Assists with jumps and cushions falls.
- **Cauterizer:** A rudimentary healing device that restores 1d4 HP, but can only be used on a given target once a day. It can stack with itself for multiple dice, but each additional Cauterizer makes it take one turn longer.
- **Clockwork Puppet:** A Tiny-size robot. Use two for Small, four for Medium, eight for Large, etc. It can't go over Huge. Unless given an Animator, it will just stand there; after that, it can mimic people if operated via its control box. Adding a Discriminator and Voice Command lets you tell it to attack stuff.
- **Clockwork Lock:** A special lock. It can be combined with other steam powers for various functionality.

- **Gogworm Cable:** A power extension cord
- **Cogworm Gear:** Allows a steam power to draw power from a much larger device. Stationary with respect to the large device it's installed on.
- **Cold Generator:** Reduces the temperature in a 20x20 foot square.
- **Cooler:** Helps a device cool faster and makes it resistant to heat and fire.
- **Darkness Generator:** Produces a 20x20 field of darkness centered on itself (barring a Pump or whatever). Dispel magic can't get rid of it, but darkvision works in it and a Light Generator can cancel it out.
- **Dehumidifier:** Produces half a pint of water every hour by pulling moisture from the air, or double that in rainy conditions, or half that in dry conditions. Extremely dry areas reduce it to a quarter but it still works.
- **Descrambler:** Shove it in a lock and it will pick the lock in rounds equal to the lock's DC, as long as the lock isn't magical.
- **Difuser:** Takes an energy output and spreads it out in a weaker form over a larger area.
- **Discriminator:** A steam-work brain that allows a device to make basic categorical decisions, such as determining friend from foe. It has effective Int 1 and, without an Animator, can't make anything actually do stuff without direct commands.
- **Drill:** A foot-long steel drill bit that is two inches wide at the base and can drill through six inches of stone per round and deals 1d4 damage, doubled against grappled foes. Adding more doubles all those values each time.
- **Environmental Control Unit:** General control of temperature within a 5 ft radius.
- **Exchanger:** Exchange one substance for another, such as air & water, creating either a pump or an airlock.
- **Expander:** The device can unfold to become one size larger
- **Extender:** The device can extend a part out, like a telescoping arm.
- **Fan:** Move gasses or liquids. Can be used as a propeller.
- **Filter:** Removes impurities from a substance. Frequently used for gas masks.
- **Fin Apparatus:** A device that can steer aerial or submarine vehicles or direct energy, such as making our flamethrower fire at a right angle. Adjusting the fire pattern is a free action once per round. Additional fins can make more complex patterns, like an S shape for two.
- **Flywheel:** Double the movement speed of whatever it's attached to. Can't be used more than once.
- **Fog Generator:** Make a 15x15x10 cloud centered on the device, expanding at 5 feet per round if you keep it going. It obscures all sight, even darkvision, beyond 5 feet and disperses in 1d4+1 rounds in normal conditions. It can be used four times before it runs out of water, and holds a gallon of water in its tank.
- **Folder:** A device that folds up another device, reducing its size by one increment but rendering it unusable while folded. And yes, if you stack more of them together, it shrinks things even more. Add enough and you can store your mech in your pocket.
- **Force Generator:** Creates a force barrier up to ten square feet in area in whatever shape you like as a full round action. The force field can float up to 3

feet off the ground and functions as per the spell Wall of force, except that it only takes 20 damage to puncture and has AC 10 and 10 Hardness. It can be used in combat to gain cover as per a large shield. You can't float the generator on the force field.

- **Fuel Maximizer:** Allows a device to perform the normal effect with half the fuel expenditure.
- **Fuel Tank:** Doubles the uses of a device that relies on fuel.
- **Gearbox:** Trade power and accuracy for speed & vice versa.
- **Hydraulic Arm:** Performs a single movement with great power.
- **Icebox:** Things placed inside this 2 ft cube will freeze within 24 hrs. Can be combined with a pump to create a cold-based weapon.
- **Identifier:** Can identify any non-magical, natural substance as if it had 20 ranks of the appropriate Knowledge skill, as long as it has an ounce of material to destroy.
- **Imagemaker:** Can produce or transmit silent images with a transmission and reception range of 5 miles on a clear day without obstructions, or a mile or less underground or in a mech.
- **Iron Arm:** A big robot arm with Strength 18 and Dexterity 8. It has Hardness 10 and 20 HP, and can attack for you. (If you use a Discriminator and Animator on it, it can attack on its own each round, so you get a free extra attack.)
- **Iron Jacket:** A mechanical exoskeleton for Medium or smaller creature, giving +2 AC, but a max of +1 AC from Dex and a -4 armor check penalty. It can be locked in place with a switch on the back to restrain people.
- **Light Generator:** Illuminates a 20x20 area centered on it. Can be used to blind people if mixed with a Pump and Amplifier.
- **Light Prism:** Makes something appear to be where it is not, and not where it is.
- **Lobber:** Turns an attack into an exploding glob - so a Pilot Light becomes an exploding fireball. The attacks have a burst radius equal to the attack's normal area and a range increment of 30 feet.
- **Magnet Bond:** An electro-magnet that can be turned on and off to bind to metal or release.
- **Metal Ear:** Can detect noises. If combined with a Wavemaker, can transmit what it hears.
- **Metal Legs:** Robot legs good enough to support up to a Large creature of no more than 1000 pounds.
- **Muffler:** Reduces the amount of noise a device generates.
- **Navigator:** Can store paths traveled up to 2 miles total. Often used with an Image Maker or a quill with an Automator to make maps.
- **Noisemaker:** Can record and play up to one hour of noise on storage units similar to a CD.
- **Nozzle:** Lets you swap what output source your device is using as a free action.
- **Nutrient Pack:** If implanted, it can provide up to 1 month of nutrition for a steamborg or living mech. In a mech or device it can be a bland food dispenser.

- **Optical Orb:** A glass eye that can see things but is easily broken.
- **Pilot Light:** Produces a small flame that illuminates a 5x5 area and deals 1d4 damage, but can't ignite a target unless it stays still for 2 rounds and has enough fuel to be fired 10 times. If the fuel source is ruptured it will explode, but requires a specific piercing attack, a long fall or extreme heat to rupture.
- **Pump:** Fires an input out in a line to a maximum range equal to the input's total area divided by 5.
- **Piston Ram:** Used to destroy immobile objects.
- **Randomizer:** Causes 1 element of another device to be completely randomized
- **Ranger:** Gives a +1 enhancement bonus to ranged attacks against targets more than 20 feet away. Does not stack with itself.
- **Rotor Arm:** A 5-foot steel rod that rotates at speed. It can be used to get a +1 shield bonus to AC or to attack the two corner squares in front of you for 1d8 damage, but not the square directly in front of you. Any attack made by a rotor arm automatically hits both those front corner squares without any penalty. If pointed upwards, it also produces 40 pounds of lift at a speed of 40 feet and clumsy maneuverability.
- **Refined Controls:** Allows a device to be operated much more precisely.
- **Release Valve:** Activates any number of other steam powers or weapons when a specific triggering event happens to the device it's installed in.
- **Scanner:** A detector that can detect any purely physical quality, such as 'is an elf' or 'is a dragon' or 'is made of gold.' It displays approximate location within 100 feet and approximate quantity. The thing detected is determined at construction and can't be changed.
- **Seal:** Prevents the escape or entry of gases or liquids.
- **Self Destruct:** Adds a self-destruct feature to your device.
- **Skill Box:** Allows a device to operate at a higher skill level.
- **Skill Recorder:** Allows a device to record new uses for a skill, or change the skill used.
- **Sonic Pods:** Launches a sphere that explodes in sonic damage.
- **Spark Generator:** Produces a steady electrical current that at its highest setting can deal 1d4 subdual damage and gets a +2 circumstance bonus against metallic creatures or people in metal armor. If amplified, it first becomes normal damage, then goes up to 2d4 or 3d4 or whatever rather than increasing die size. Its range on a pump is 5 feet.
- **Spring Box:** Allows a device, mech, or steamborg to use the Run feat.
- **Spring Winder:** Allows a clockwork-powered device to run at increased strength and speed for 60 seconds once per day.
- **Stabilizer:** Increases the balance of an object or person.
- **Steam Jet:** A steam rocket.
- **Steam Shovel:** Can dig up to 125 cubic feet per minute.
- **Steam Spigot:** A spigot and a store of rubber balloon that fill with boiling steam and then explode.
- **Targeter:** Automatically acquires a target for a weapon. Without a discriminator, this is always the nearest creature. With one, it's the nearest enemy, and with a scanner it will target the nearest scan result.
- **Timer:** A clock or timer.

- **Translator:** Translates sound from one language to another, both chosen at creation.
- **Trap Armature:** A small, spider-like device with fine tools for delicate work.
- **Treads:** Allows a device to move at a speed of 10 feet every 6 seconds, even over very difficult ground.
- **Trembler:** Detects ground movement as the tremorsense ability.
- **Trigger:** Allows a device to automatically activate when a given circumstance occurs.
- **Vocalizer:** Allows a device to give verbal feedback.
- **Voice Command:** Can detect its owner's voice at 5 feet, or 30 feet with a shout and allows verbal operation of controls. Will only respond to the owner's voice, determined at creation.
- **Wavemaker:** transmits and receives sound via radio waves within 5 miles on a clear day, or a few dozen yards underground.
- **Water Generator:** A reservoir connected to a mechanical distributor.
- **Water Wheel:** (25) small stationary power source.
- **Wheels:** Allows a device to move 20 ft every 6 seconds, but cannot handle rough terrain.

Steamborg Parts - WIP

Unlabeled parts cost 100 cp

- Adamantine Spine
- Air Reserve
- Armor Plating
- Arm Strength
- Artificial Liver
- Back-up Engine (50)
- Blood Engine (200)
- Centaur Chassis (200)
- Clockwork Engine (200)
- Extra Arm
- Implanted Device
- Implanted Melee Weapon
- Implanted Range Weapon
- Integrated Steam Power
- Kinetic Engine (50)
- Leg Strength
- Natural Weapon
- Necrotic Engine (150)
- Organ Replacement
- Running Speed
- Spellcasting Hands (25) Allows a steamborgs with artificial hands to be dexterous enough for spellcasting



without inducing a chance of failure.

- Steam Engine
- Steel Skeleton
- Super Jump
- Tail
- Tentacle
- Toxin Filter
- Wings

Mech Builder

Mechs are the foundation of this setting. I have also included a number of pre-built mechs from the setting, but I'm sure there are plenty of jumpers who will want to build their own mechs, which is what this section is for. A note to builders: these are not sleek anime mechs. Think Gutenberg and DaVinci. Big, clunky hand-built masterpieces of

Renaissance craftsmanship. You are not getting an Angel or a Gundam, at least not here. Note: Every mech will cost at least 25 cp. No mech has a negative cost.

Sizes:

Note: each generally human sized crew member takes up 1 space for their cockpit. If you choose for a mech to include sleeping quarters, each person takes up the same amount of space for a coffin-hotel sized bunk with a foot-locker. Only a mech with Perfect maneuverability (or with a pilot with the appropriate perk,) may make a mech climb, jump, or move in reverse without penalty. And only a mech with Perfect or Good maneuverability, (or a pilot with the appropriate perk) may even make an attempt to make a mech climb or move in reverse. Mechs with Poor or worse maneuverability may not attempt to jump or turn in place without the appropriate perk, and the less maneuverable the mech is, the smaller relatively an obstacle must be for a mech to simply step over it, or trample it into the ground safely.



Huge (-50 cp)

This mech is between 13 and 20 feet tall. It has 5 spaces that can be used to equip it. The entire crew can reach a firing port. Huge mechs do a base 1d8 unarmed damage and have Good maneuverability. Examples of a Huge mech include the Barbagula, the Rodwalker, and Verdant Fury.

Gargantuan (0 cp)

This mech chassis is between 20 and 30 feet tall. It has 10 spaces that can be used to equip it. It's small enough that the entire crew can get reach a firing port to use a personal weapon. Gargantuan mechs do a base 1d10 unarmed damage, and have a base Average maneuverability. Examples of Gargantuan mechs include the Fangbiter, the Incinerator, the Juggernaut, the Lancer, and Slaughtergore.

Colossal (100 cp)

This mech chassis stands between 30 and 42 feet tall. It has 16 spaces that can be used to equip it. 80% of the people on board can reach a firing port. Colossal mechs do a base 1d12 unarmed damage and have Average maneuverability and get +1 Hardness. Examples of Colossal mechs include the Bastion, the Daughter, and Talon.

Colossal II (200 cp)

This mech chassis stands between 43 and 62 feet tall. It has 32 spaces that can be used to equip it. 65% of the people on board can reach a firing port. Colossal II mechs do a base 3d6 unarmed damage and have Average maneuverability and have +2 Hardness. Examples of Colossal II mechs include the Dignitary, the Scale Hunter, the Scorpion and the Stormblade.

Colossal III (300 cp)

This mech chassis stands between 63 and 92 feet tall. It has 64 spaces that can be used to equip it. 55% of the people inside can reach a firing port. Colossal III mechs do a base 2d12 unarmed damage and have Poor maneuverability and get +4 Hardness. Examples of Colossal III mechs include the Iron Maiden, Janzeter's Amazing Mobile Cannon Mk I, and the Kabutoshi.

Colossal IV (400 cp)

This mech chassis stands between 93 and 137 feet tall. It has 128 spaces that can be used to equip it. 40% of the people inside can reach a firing port. Colossal IV mechs do a base 5d6 unarmed damage and have Poor maneuverability and get +6 Hardness. Examples of Colossal IV mechs include the Mother, the Skull Crusher, and Paladin.

Colossal V (500 cp)

This mech stands between 138 and 202 feet tall, and is the largest size of mech short of the enormous City-mechs. A Colossal V mech can hold enough people to be considered a village in it's own right. It has 256 spaces that can be used to equip it. 30% of the people inside can reach a firing port. Colossal V mechs do a base 3d12

unarmed damage and have Poor maneuverability and get +8 Hardness. Examples of Colossal V mechs include the Kabuto, Kappa, and Org XIII.

City-mech A (600 cp)

The smallest of the so-called City-mechs, this mech stands between 203 and 300 feet tall, and can hold the population of a small town. City mechs are not generally risked in combat except at great need, but they are the greatest mortal military forces of the age, and a potent symbol of the new age. If you, a private individual possesses a City-mech expect every terrestrial power to take notice. It has 512 spaces that can be used to equip it. 20% of the people inside can reach a firing port. City-mech As do a base 7d6 unarmed damage and have a base Clumsy maneuverability and get +10 Hardness.

City-mech B (700 cp)

This mech stands between 300 and 450 feet tall. It has 1,028 spaces that can be used to equip it. 18% of the population can reach a firing port. City-mech Bs do a base 4d12 unarmed damage, and have a base Clumsy maneuverability and get +12 Hardness. Sharlorn, the Undead City-mech is a City-mech B.

City-mech C (800 cp)

This mech stands between 450 and 675 feet tall. It has 2,056 spaces that can be used to equip it. 16% of the population can reach a firing port. City-mech Cs do a base 9d6 unarmed damage, and have a base Clumsy maneuverability and get +14 Hardness. Durgan-Lok is an example of a City-mech C.

City-mech D (900 cp)

This mech stands between 675 and 1,005 feet tall. It has 4,112 spaces that can be used to equip it. 14% of the population can reach a firing port. City-mech Ds do a base 5d12 unarmed damage, and have a base Clumsy maneuverability and get +16 Hardness.

City-mech E (1,000 cp)

This mech stands between 1,005 and 1,500 feet tall. It has 8,224 spaces that can be used to equip it. 12% of the population can reach a firing port. City-mech Es do a base 11d6 unarmed damage, and have a base Clumsy maneuverability and get +18 Hardness. Nedderpike is an example of of a City-mech E.

City-mech F (1,100 cp)

This mech stands between 1,500 and 2,200 feet tall, and is the largest type of mech possible under these rules. It has 16,448 spaces that can be used to equip it. 10% of the population can reach a firing port. City-mech Fs do a base 6d12 unarmed damage and have a base Clumsy maneuverability and get +20 Hardness. Currently, the only City-mech F is Tannaniel, the elven city-mech.

Power Source

Every mech must have a power source. The specific power source used makes significant differences in it's capabilities.

Steam-powered (0 cp)

Steam is the default assumption for mechs. A steam-powered mech is loud, and dotted with chimneys & smokestacks that constantly belch steam and smoke as long as the mech is running. Steam-powered mechs are sturdy, but they do have vulnerable points, and a hit that takes out the engine can leave the pilot with an awkwardly positioned statue. 25% of a steam-powered mech's spaces must be used for crew. For smaller mechs this includes the mech-jockey and one or more gunners, but as it gets bigger, it will add more and more stokers and engineers, as well as a commander, navigator, and assistant pilots. A pilot with the Mechidextrous fett may be able to serve as 2 crew members: a mech-jockey & a gunner. Steam-powered mechs do not modify maneuverability. Some example steam-powered mechs include the Bastion

Size	Str.	Dex	For t.	Ref.	Spd.	Hit Dice
Huge	22	10	2	-2	40ft	12
Gargantuan	26	8	2	-2	40ft	24
Colossal	30	8	0	-4	50ft	48
Colossal II	34	6	0	-4	50ft	96
Colossal III	38	6	0	-4	60ft	144
Colossal IV	42	4	0	-4	60ft	192
Colossal V	46	4	0	-4	80ft	240
City-mech A	50	2	-2	-8	100ft	336
City-mech B	54	2	-2	-8	120ft	432
City-mech C	58	0	-2	-8	140ft	528
City-mech D	62	0	-2	-8	160ft	624
City-mech E	66	0	-2	-8	180ft	718
City-mech F	70	0	-2	-8	200ft	814

Man-Powered (-100 cp)

Crude, slow, and awkward, but cheap and easy to build, only the Orcs use man-powered mechs in any quantity turning to the slavery that is an essential part of their culture, although the Legion makes limited use of Penal-mechs powered by

the labor of convicts. It is possible to make use of animal labor in some of the larger man-powered mechs. Man-Powered mechs are more vulnerable to critical hits than steam-powered ones, but not as much as clockwork-powered mechs. 50% of a man-powered mech's space must be given over to laborers, who may only labor, and cannot pilot or operate any device. Man-Powered mechs have a maneuverability class one increment lower than otherwise. Examples of man-powered mechs include the Skull Crusher

Size	Str.	Dex	Fort	Ref.	Speed	Hit dice
Huge	14	10	0	-2	30ft	10
Gargantuan	18	8	0	-2	30ft	20
Colossal	22	8	-2	-4	40ft	40
Colossal II	26	6	-2	-4	40ft	80
Colossal III	30	6	-2	-4	50ft	120
Colossal IV	34	4	-2	-4	50ft	160
Colossal V	38	4	-2	-4	70ft	200
City-mech A	42	2	-4	-8	80ft	280
City-mech B	46	2	-4	-8	100ft	340
City-mech C	50	0	-4	-8	120ft	420
City-mech D	54	0	-4	-8	140ft	500
City-mech E	58	0	-4	-8	160ft	580
City-mech F	62	0	-4	-8	180ft	660

Clockwork-Powered (100 cp)

Clockwork mechs are intricate, complex mechanisms, and are examples of the very finest non-magical craftsmanship on the face of Highpoint. They are faster, quieter, and more intricate than steam-powered mechs, but also more fragile. They are also sleeker. Once per week a clockwork-powered mech must activate it's smaller steam engine to wind the massive central spring, and at that time it belches smoke from a single central chimney. 10% of a clockwork-powered mech's space must be used for crew. A clockwork-powered mech has a maneuverability class one increment higher

than otherwise. Some examples of clockwork-powered mechs include the Daughter,

Size	Str.	Dex	Fort	Ref.	Speed	Hit dice
Huge	22	18	-2	2	50ft	12
Gargantuan	26	16	-2	2	50ft	24
Colossal	30	16	-4	0	60ft	48
Colossal II	34	14	-4	0	60ft	96
Colossal III	38	14	-4	0	70ft	144
Colossal IV	42	12	-4	0	80ft	192
Colossal V	46	12	-4	0	100ft	240
City-mech A	50	10	-8	-2	120ft	336
City-mech B	54	10	-8	-2	140ft	432
City-mech C	58	8	-8	-2	160ft	528
City-mech D	62	8	-8	-2	180ft	624
City-mech E	66	6	-8	-2	200ft	718
City-mech F	70	6	-8	-2	220ft	814

Animated Mechs (200 cp)

An animated mech is not a machine at all, but a golem animated by magic. The elves are the acknowledged masters of animated mechs, and so far all animated mechs are made of wood. As the magic of an animated mech flows through it's entire body, animated mechs are completely immune to critical hits. They are fast and maneuverable, but not as robust as steam-powered mechs. Animated mechs generally do not have steam powered weapons, as they don't have a source of steam to power them. An Animated mech has a maneuverability 1 increment better than normal. Examples of animated mechs include the Rodwalker

Size	Str.	Dex	Fort	Ref.	Speed	Hit dice
Huge	14	18	0	2	50ft	8
Gargantuan	18	16	0	2	50ft	16

Colossal	22	16	-2	0	60ft	32
Colossal II	26	14	-2	0	60ft	64
Colossal III	30	14	-2	0	70ft	96
Colossal IV	34	12	-2	0	80ft	128
Colossal V	38	12	-2	0	100ft	160
City-mech A	42	10	-4	-2	120ft	224
City-mech B	46	10	-4	-2	140ft	288
City-mech C	50	8	-4	-2	160ft	352
City-mech D	54	8	-4	-2	180ft	416
City-mech E	58	6	-4	-2	200ft	580
City-mech F	62	6	-4	-2	220ft	644

Undead (100cp)

Fused from a combination of hundreds or even thousands of corpses, undead mechs are grotesque, ugly and terrifying. Like any undead being, they are immune to Critical Hits, and they only need 1 person as crew; the necromancer in control. They are also extremely cheap (for mechs,) to make, so long as the necromancer has a sufficient supply of corpses. Fortunately, they are slow and clumsy, and generally can't use steam powered weapons, since they lack a source of steam power. The usual battle use of a larger undead mech is to lumber into position and disgorge a horde of regular undead. Naturally, undead mechs are unwelcome pretty much everywhere, but if you're a necromancer you need to be prepared for that. Undead mechs that are not purchased with cp can only be controlled by a mage with access to necromantic power or a cleric of an evil god. Examples of undead mechs include Slaughtergore

Size	Str.	Dex	Fort	Ref.	Speed	Hit dice
Huge	14	14	2	0	30ft	10
Gargantuan	22	12	2	0	30ft	20
Colossal	26	12	0	-2	40ft	40

Colossal II	30	10	0	-2	40ft	80
Colossal III	34	10	0	-2	50ft	120
Colossal IV	38	8	0	-2	50ft	160
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City-mech A	46	6	-2	-4	80ft	280
City-mech B	50	6	-2	-4	100ft	340
City-mech C	54	4	-2	-4	120ft	420
City-mech D	58	4	-2	-4	140ft	500
City-mech E	62	2	-2	-4	160ft	580
City-mech F	66	2	-2	-4	180ft	660

Armor

Material	Harness	Cost	Notes
Wood	5	0cp	Flammable
Bone	6	25cp	
Stone	8	50cp	
Iron	10	75cp	
Steel	12	100cp	
Mithral	15	150cp	Light
Adamantine	20	200cp	DR 15/Adamantine

Weapons

Note: Weapon sizes listed is for one sized for that sized mech. Mundane melee and ranged weapons cost 25 cp + 25 cp per size category above Huge, while powered weapons cost 50 cp + 50 cp per size category above Huge, so a Huge Axe Blade would cost 25cp.

Barbed Blade (25 cp)

Any slashing melee weapon can be designed with hooks and barbs. Doing so increases the damage from any Critical Hit, and also makes it easier to catch onto a part of an enemy, aiding in grapples and trips.

Axe Blade	Damage	Critical	Range	Weight	Crew	Space
Huge	2d8	X3		40 lbs	1	4
Gargantuan	2d12	X3		65 lbs	1	8
Colossal	3d12	X3		130 lbs	1	16
Colossal II	5d12	X3		230 lbs	1	32
Colossal III	7d12	X3		400 lbs	1	64
Flail/Nunchuck						
Huge	1d12	19-20/ x2		30 lbs	1	4
Gargantuan	3d6	19-20/ x2		45 lbs	1	8
Colossal	5d6	19-20/ x2		85 lbs	1	16
Colossal II	4d12	19-20/ x2		150 lbs	1	32
Colossal III	6d12	19-20/ x2		260 lbs	1	64
Hammer						
Huge	2d8	X3		40 lbs	1	4
Gargantuan	2d12	X3		65 lbs	1	8
Colossal	3d12	X3		130 lbs	1	16
Colossal II	5d12	X3		230 lbs	1	32
Colossal III	7d12	X3		400 lbs	1	64
Kusari-Gama						
Huge	2d6/1d8	X2		50 lbs	2	4
Gargantuan	2d8/2d6	X2		100 lbs	2	8
Colossal	4d6/2d	X2		200 lbs	2	16

	8					
Colossal II	4d8/4d 6	X2		300 lbs	2	32
Colossal III	8d6/4d 8	X2		400 lbs	2	64
Lance						
Large	2d6	X3		30 lbs	1	2
Huge	2d8	X3		50 lbs	1	4
Gargantuan	2d12	X3		85 lbs	1	8
Colossal	3d12	X3		160 lbs	1	16
Colossal II	5d12	X3		270 lbs	1	32
Colossal III	7d12	X3		450 lbs	1	64
Shield						
Large				30 lbs	1	2
Huge				50 lbs	1	4
Gargantuan				85 lbs	1	8
Colossal				160 lbs	1	16
Colossal II				270 lbs	1	32
Colossal III				450 lbs	1	64
Siege Shield						
Huge				100 lbs	1	4
Gargantuan				300 lbs	1	8
Colossal				400 lbs	1	16
Colossal II				600 lbs	1	32
Colossal III				800 lbs	1	64
Sword Blade						
Huge	2d8	19-20/ x2		30 lbs	1	4
Gargantuan	2d12	19-20/ x2		50 lbs	1	8
Colossal	3d12	19-20/ x2		100 lbs	1	16
Colossal II	5d12	19-20/ x2		175 lbs	1	32

Colossal III	7d12	19-20/ x2		300 lbs	1	64
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Alchemist's Catapult	Damage	Critical	Range	Weight	Crew	Space
Huge	2d6*	X2	100 ft	250 lbs	2	4
Gargantuan	3d6*	X2	140 ft	300 lbs	3	8
Colossal	4d6*	X2	180 ft	350 lbs	4	16
Ballista						
Huge	3d6	X3	120 ft	200 lbs	2	4
Gargantuan	5d6	X3	180 ft	250 lbs	2	8
Colossal	7d6	X3	250 ft	300 lbs	3	16
Colossal II	5d10	X3	300 ft	350 lbs	3	32
Colossal III	6d10	X3	350 ft	450 lbs	3	64
Catapult						
Huge	3d6	X2	150 ft	250 lbs	2	4
Gargantuan	5d6	X2	200 ft	300 lbs	5	8
Colossal	6d6	X2	250 ft	350 lbs	5	16
Colossal II	7d6	X2	300 ft	450 lbs	6	32
Colossal III	8d6	X2	400 ft	500 lbs	6	64
Javelin Rack						
Huge	2d6 (x3)	X2	200 ft	350 lbs	2	4
Gargantuan	2d8 (x5)	X2	200 ft	450 lbs	2	8
Colossal	2d10 (x8)	X2	200 ft	650 lbs	2	16
Ooze Launcher						
Large	16 or 1d6		225 ft	100 lbs	1	2
Huge (Black Pudding)	21 or 2d6		300 ft	200 lbs	2	4
Gargantuan (Elder Pudding)	21 or 3d6		400 ft	250 lbs	3	8

Bomb Launcher	Damage	Critical	Range	Weight	Crew	Space
Huge	Varies	Varies	40 ft max	30 lbs	1	4
City Killer	12d12	X3	1000	1200	6	128
Flame Nozzle						
Large	2d8	X2	15 ft	30 lbs	1	2
Huge	2d8	X2	30 ft	45 lbs	1	4
Gargantuan	2d8	X2	50 ft	90 lbs	1	8
Colossal	2d8	X2	80 ft	150 lbs	1	16
Colossal II	2d8	X2	120 ft	300 lbs	1	32
Colossal III	2d8	X2	180 ft	500 lbs	1	64
Net Cannon						
Large				20 lbs	2	2
Huge				40 lbs	2	4
Gargantuan				80 lbs	2	8
Colossal				150 lbs	2	16
Colossal II				300 lbs	2	32
Colossal III				500	2	64
Signal Flare	1d6	X2	100 ft	2 lbs	1	1
Sling Saw						
Huge	2d6	X3	180 ft	100 lbs	2	4
Gargantuan	4d6	X3	250 ft	150 lbs	2	8
Colossal	6d6	X3	300 ft	200 lbs	2	16
Colossal II	4d10	X3	350 ft	250 lbs	2	32
Colossal III	5d10	X3	400 ft	350 lbs	2	64
Springbow						
Huge	2d6	X3	60 ft	200 lbs	2	4
Gargantuan	4d6	X3	90 ft	250 lbs	2	8
Colossal	6d6	X3	120 ft	300 lbs	2	16
Colossal II	5d8	X3	180 ft	350 lbs	2	32
Colossal III	6d8	X3	210 ft	450 lbs	2	64
Steambreather						

Large	1d12	X2	20 ft	40 lbs	1	2
Huge	2d8	X2	30 ft	60 lbs	1	4
Gargantuan	2d12	X2	40 ft	120 lbs	2	8
Colossal	5d6	X2	50 ft	240 lbs	2	16
Steam Cannon						
Huge	2d10	X3	1,000 ft	200 lbs	2	4
Gargantuan	3d10	X3	950 ft	300 lbs	2	8
Colossal	4d10	X3	900 ft	400 lbs	3	16
Colossal II	6d12	X3	850 ft	500 lbs	3	32
Colossal III	8d12	X3	800 ft	600 lbs	3	64

Bore Puncher	Damag e	Critical	Range	Weight	Crew	Space
Huge	1d10	X2	M/5ft reach	35 lbs	1	4
Gargantuan	2d8	X2	M/10ft reach	45 lbs	1	8
Colossal	4d6	X2	M/15ft reach	60 lbs	2	16
Colossal II	3d12	X2	M/20ft reach	120 lbs	2	32
Colossal III	5d12	X2	M/30ft reach			
Buzzsaw						
Large	1d10	19-20/ x3		40 lbs	1	2
Huge	2d8	19-20/ x3		600 lbs	1	4
Gargantuan	2d12	19-20/ x3		1,200 lbs	1	8
Colossal	3d12	19-20/ x3		2,400 lbs	1	16
Colossal II	5d12	19-20/ x3		4,800 lbs	1	32
Colossal III	8d12	19-20/ x3		9,600 lbs	1	64

Chain Tentacle						
Gargantuan	2d8	X2	100 ft	1,000 lbs	3	8
Changler						
Huge (+4)	1d10	X2		150 lbs	1	4
Gargantuan (+6)	2d8	X2		225 lbs	1	8
Colossal (+8)	4d6	X2		425 lbs	1	16
Colossal II (+10)	3d12	X2		750 lbs	1	32
Colossal III (+12)	5d12	X2		1,300 lbs	1	64
Chattersword						
Large	2d6+1d3	X3		20 lbs	1	2
Lobster Claw						
Huge	2d8	19-20/ x2		30 lbs	2	4
Gargantuan	2d12	19-20/ x2		60 lbs	2	8
Colossal	3d12	19-20/ x2		90 lbs	2	16
Mass Borer						
Huge	2d12	X4		80 lbs	1	4
Gargantuan	3d12	X4		130 lbs	1	8
Colossal	5d12	X4		230 lbs	1	16
Colossal II	7d12	X4		400 lbs	1	32
Colossal III	9d12	X4		790 lbs	1	64
Mech Bite						
Huge	2d6	X2		80 lbs	1	4
Gargantuan	2d8	X2		130 lbs	1	8
Colossal	4d6	X2		230 lbs	1	16
Colossal II	4d8	X2		400 lbs	1	32
Colossal III	8d6	2x		760 lbs	1	64
Viper Fang	4d20	X4	M/20ft reach	900 lbs	1	128

Traits

Armor Plating (25 cp)

Add +2 to the mech's hardness, but -10ft from it's speed, -20ft if it's bigger than City-mech A size.

Combat Spikes (25 cp)

Increase unarmed damage by +1d6.

Combo Weapon (25 cp)

Two weapons can be combined so that they take up the same space, like a cannon barrel serving as the haft of an axe, or a sword blade sticking up between the blades of an axe (dwarves love axes.) Both weapons must be the same size, or else the space used is that of the larger, and only one weapon may be used at once, but the same crew can serve both weapons.

Camouflage (25 cp)

It may sound insane to try to camouflage something bigger than a house, but it can be done. You just need to think big enough. This mech has been designed so that, from a distance, it can appear to be something else of an appropriate size, possibly a giant dead tree or an enormous boulder. Of course, the closer an observer gets the easier it is to see through the disguise. Also, steam powered mechs are much too loud to hide, and undead mechs stink far too much, so most camouflaged mechs are either Clockwork-powered or Animated.

Engulf (25 cp)

This mech's hangar bay (it must have a hangar bay,) is designed to open up and scoop another mech in.

Extra Weapon Mounts (25 cp each)

Increase the mechs space by 2. Space can only be increased to a maximum of 150% of original.

Fast Legs (25 cp)

Increase speed by 10ft if Gargantuan and 20ft if larger.

Flying (50 cp)

This mech is designed to fly like an orthinopter, through purely mechanical means. Flight speed equals ground speed, but it's maneuverability is 2 categories less.

Guards & Wards (100 cp)

At will, this mech can be effected by a Guards & Wards spell as if cast by a 12th level caster. This has multiple effects, making it very hard for any invasion. First, fog fills

all corridors, completely obscuring sight past 5 feet. Secondly, every door or portal is secured by a magic Arcane Lock. Third, every stair is filled with webs (as the Web spell,) from top to bottom. For the duration of the effect the webs will grow back within 10 minutes. Fourth, enchantment means that unless they can resist it anyone has a 50% chance of thinking they are going in the opposite direction to where they are actually going. Fifth, you can choose 12 doors to be covered with an illusion of a blank wall. Anyone who the commander of the mech designates is immune to all these effects.

Hallowed/Unhallowed (100 cp)

This mech is under a permanent Hallow/Unhallow effect. This makes it very difficult for evil/good creatures to enter it also significantly weakens/strengthens undead.

Hangars (25 cp)

Large mechs, especially city-mechs, can carry a fleet of smaller mechs. A mech takes up space in a hanger equal to twice the space it contains.

Heavy Load (50 cp)

This mech has extra extra carrying capacity for cargo equal to the base amount of space it contained.

Holy Steam (200 cp requires steam-powered mech)

Wow. One of the Highpoint religions must really like you. Steam-powered mechs put out a lot of steam. It's something of a given. The water reservoir of this mech has been specially consecrated, turning all the water contained inside into Holy Water. Holy Water works like acid on Undead, and to Evil Outsiders, and now, Lunar creatures. Unfortunately in this case, the water loses its holiness soon after leaving the mech, so you can't harvest it. However, if a boiler or steam line is punctured or severed the gout of steam will cause holy damage to such creatures, in addition to any scalding. Also, any Steam Breathers connected to this engine are considered Holy for the purpose of overcoming damage reduction & do an additional 2d6 damage to anything vulnerable to holy damage. Finally, as long as the steam engine is running, the mech will contain a thin amount of steam, and any creature vulnerable to Holy damage will take one point of damage every 6 seconds, and may have any concentration or spellcasting disrupted.

Increased [Ability] (25 cp)

Increase either the Strength or Dexterity of the mech, (up to a maximum of half of the difference between this and the next size of mech.) Make your mech stronger or more manipulable.

Leg Anchors (25 cp)

This mech has special anchor spikes built into the legs that can be deployed to lock the mech in place, making it easier to resist tripping, and easier to trip or bind other mechs.

Mage's Magnificent Mansion (100 cp)

This mech contains a permanent portal to an extra-dimensional dwelling. The dwelling has an interior volume of up to 42,000 cubic feet. The dwelling comes per-furnished with furnishing up to mansion level in quality, although they vanish if you attempt to take them out, and re-appear in the dwelling. Alternatively you may furnish it yourself. You may create any floor plan you choose within the space limitations. Each day the dwelling contains enough food to furnish a 9-course banquet for up to 168 people or 3 nine course banquets for 56 people. It also contains a staff of up to 28 near-transparent servants. These are utterly mindless, completely incapable of attacking in any way, and completely incapable of leaving the dwelling. They can only do things that could be done by a completely average person with no training, and each can only lift up to 20 pounds. Multiple castings can either add another portal to another dwelling, or can increase size, food, and staff by the same amount.

Magical Immunity (200 cp Animated mechs only)

This mech is immune to all spells, spell-like abilities, and supernatural effects. It is not possible to build a mech with both magical effects and magical immunity.

Magic Weapon/Armor (50/+1)

Upgrade an existing mech or mech weapon with magic. The d20 system has a huge listing of potential enhancements. Each magic weapon has a base enhancement running from +1 to +5. Then there are special effects, each of which has a +_ equivalent. The max bonus is +10 equivalent, unless you also purchase the Epic perk, in which case it is uncapped. You can apply any ability that has is not exclusive to a different setting. Every magic weapon or mech must have at least a +1 enhancement before any special effects can be added. Enchanting the mech itself boosts it's defense in the manner of magic armor, and the enhancement bonus also applies to unarmed attacks.

Magic Item (Varies)

Any non-weapon or armor magic item that is given a price in a 3.5 book (or one for whatever edition you're using, see drawbacks,) that isn't specifically from another setting. The price is 75 CP per 10,000 gold of a regular item, rounded up to the nearest 10,000 gold, re-sized for your mech. <http://www.d20srd.org/indexes/magicItems.htm>
https://www.dandwiki.com/wiki/SRD:Magic_Items

Mobile Monastery (100 cp)

This mech has been set up, not simply for defense or combat, but as a place of training, meditation, and enlightenment. Those training in monastic and monk-related classes and abilities find their training more grueling, but also more rewarding, gaining insights more quickly and more completely. In future jumps, individuals residing in this mech may train in Monk or monk-related classes.

Poison (50+ cp)

A few mech builders have gone to the effort (and risk,) of supplying their mechs, especially those with Combat Spikes, with a naturally refilling supply of poison. Given that the poison poses a risk to the crew as well, it is not common. For poisons

from DnD supplements, the cost is 25 cp + 25 cp per 1,000 gp or fraction for the cost of a single dose. For out-of-context poisons it costs 100 cp, and you or a companion or follower must somehow supply 3 doses of the poison in question.

Precision Aiming (50 cp)

This mech's ranged weapons have exceptionally precise aiming mechanisms, giving it a significant boost to accuracy on ranged attacks.

Rad Styling (Varies)

Pimp my Ride: Mech edition. For 25 cp you may have a cool paint job or other purely cosmetic adjustments to your mech. This can be your own design or some-one else's. Additional cost means a higher quality job. For every 50 cp spent (to a maximum of 400cp), the pilot and crew receive a +1 bonus to interactions with those who are into such things if they can see the mech. (For a group with multiple mechs this can be up to 1200 for the group as a whole, but group bonuses are per 100 cp.)

Sensei Cockpit (25 cp)

One of the action stations of this mech has been modified to allow a person piloting a Sensei to sit there and operate it. You could also wear some other kind of (reasonably sized,) power armor, but most in this setting will seriously impair the fine manual dexterity needed to operate a mech.

Smooth Surface (25 cp)

Every exterior surface of this mech has been crafted to be as smooth and rounded as possible, making it much more difficult for enemy infantry to climb it and board.

Spells (Varies)

Any DnD spell can be made permanent for either the mech or it's crew. The cost is 25 cp x the level of the spell.

Spiritual Connection (150 cp)

This mech serves as a tangible connection to a higher power. Any mech with this trait MUST be dedicated to a specific higher power. Divine spellcasters devoted to that higher power experience several benefits. First, if they prepare their spells for the day inside it, they do not suffer the usual chance of not getting their spells, like other clerics of current Highpoint. Second, if they cast spells while within the mech they don't suffer the spell failure chance of other divine casters of Highpoint, except for resurrections, which instead suffer ½ the usual failure chance. In future jumps, individuals residing in the mech who are devoted to the correct higher power may train in any appropriate DnD casting class (Lawful Good gods of Justice & Truth don't empower Blackguards, & Chaotic Neutral gods of Theft & Trickery won't have Paladins.)

Steady Legs (25 cp)

This mech has been designed to be extra-stable, resistant to falls and trips.

Steam Powers (Varies)

Steam powers can be integrated into mechs as well. Use the prices of steam powers.

Zeppelins (75 cp)

This mech is equipped with 2 semi-rigid airships (not actual zeppelins,) which can be stowed inside the mech, or deployed on tethers up to 300 feet above the top of the attachment point. Each zeppelin has a single crewman, who is usually equipped with a steam gun for picking off infantry and a telescope for spotting. At such large heights the crew have an wonderful view, can spot targets, and even provide ranges to the ranged weapon crew, providing increased accuracy, particularly for indirect fire.