

**NAME:** \_\_\_\_\_

**XP:** \_\_\_\_\_

**EX ERADICUS  
MODEL BUILDER**

Concept: \_\_\_\_\_

Tags: \_\_\_\_\_

**MODEL LIMITS**

- Double Activation (1.5x)
- Triple Activation (2x)

**MODEL THRESHHOLDS**

(Combine Model Tacticals & Armor Tacticals)

Speed Defense \_\_\_\_\_  
Power Defense \_\_\_\_\_  
Magic Defense \_\_\_\_\_

**MODEL SKILLS DICE XP**

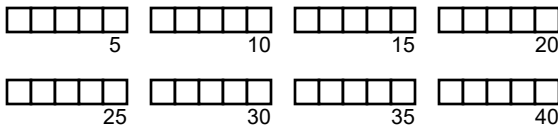
Speed Attack \_\_\_\_\_  
Power Attack \_\_\_\_\_  
Magic Attack \_\_\_\_\_  
Damage \_\_\_\_\_  
Heal (+3) \_\_\_\_\_

**MODEL TACTICALS VALUE XP**

Walk (+0) \_\_\_\_\_  
Ride (+2) \_\_\_\_\_  
Climb (+3) \_\_\_\_\_  
Phase (+4) \_\_\_\_\_  
Teleport (+4) \_\_\_\_\_  
Fly (+4) \_\_\_\_\_  
  
Speed Defense \_\_\_\_\_  
Power Defense \_\_\_\_\_  
Magic Defense \_\_\_\_\_

**MODEL HEALTH POOL**

Max Health \_\_\_\_\_ XP \_\_\_\_\_



**ATTACKS**

**TOTAL XP**

**LIMITS**

**RANGE/AREA**

**SKILLS**

**DAMAGE**

ATTACKS	TOTAL XP	LIMITS	RANGE/AREA	SKILLS	DAMAGE

**DEFENSES**

**TOTAL XP**

**LIMITS (ARMOR 1/2X ALWAYS)**

**TACTICALS**

DEFENSES	TOTAL XP	LIMITS (ARMOR 1/2X ALWAYS)	TACTICALS

VALUE	XP	DIE SIZE	XP	ITEM SKILLS	ITEM TACTICALS	ITEM LIMITS
1	1	1d4	9	Speed Attack	Range (+0)	Item/Power (1/2x)
2	4	1d6	16	Power Attack	Line (+1)	Armor (1/2x)
3	9	1d8	25	Magic Attack	Wall (+1)	Enemy Only (1.5x)
4	16	1d10	36	Damage	Cone 45 (+2)	Ally Only (1.5x)
5	25	1d12	42	Heal (+3)	Cone 90 (+3)	Ongoing Damage 1d6 (2x)
6	36	1d20	121	Create Hazard (+5)	Radius (+4)	Disable 3 (1.5x)
7	42	1d100	2601	Enhance Speed	Push (+0)	Kamikaze (1/3x)
8	64	$1dX \Rightarrow ((X/2)+1)^2$		Enhance Power	Pull (+0)	Single Use (1/4x)
9	81			Enhance Magic		All Models (10x)
10	100			Enhance Damage		Recharge 6 (1/3x)
X	X <sup>2</sup>			Reduce Speed		Recharge 5+ (1/2)
				Reduce Power		Once Per Turn (3/4x)
		Reduce Magic				
		Reduce Damage				

**Stat Offsets:** Whenever a stat lists a bonus in parentheses, add that number to the stat value before calculating the XP for that stat.

**Calculating Item XP:** Sum up all XP values for stats on the Item. Then multiply that subtotal by each Limit modifier on the Item to get the Item Total.

**Calculating Total XP:** Sum up all model stats and tactical XP values and the XP of each item. Then multiply that subtotal by each Model Limit modifier to get the final total.