

# STORMSMITHS

MECHANIK ARCHETYPE

MR-JACK.09

# CALL THE STORM

Stormsmiths advance slowly as clouds gather above them, rising up in bruise-black thunderheads, and the smell of ozone surrounds them like the miasma of impending doom.

A blast of cold air precedes their march as they approach. Then, standing alone before the enemy, they raise their dire countenance and electrical light flickers in their eyes. They carry neither arrow nor bow, neither pistol nor long-barreled rifle. They do not need such weapons, for in their mortal hands they hold stormcallers and lightning rods, mechanikal staves of power able to call down fire from the heavens.

Planting their feet in the earth, they raise their lightning rods high. They cannot be heard over the rising gale, but their lips move as they form the words of arcane power and call upon the latent charges in the air. Suddenly the sky splits in fury. Dark clouds are rent apart by incandescent bolts that lance down to blast asunder those foolish enough to remain when stormsmiths are abroad. Do not think it sufficient to duck from view and hide. The stormsmiths need not see the flesh of the enemy to sear it from their bones. The sky is their eyes, and the twisting forks of light, their wrath.

## HEART OF THE STORM

Stormsmiths are a specialized cadre of soldiers who originated in Cygnar. Initially deployed as companions of the Storm Knights, they proved to be a critical support element in ongoing battles against Cygnar's many rivals.

After being recruited for their aptitude and then trained by the Strategic Academy, stormsmiths immerse themselves in the fields of weather manipulation and galvanic thaumaturgy. Study is a gradual and deliberate process because the forces stormsmiths command are potentially devastating, if not properly controlled. Their first attempts at deploying the stormcaller and lightning rod take place far from population centers, on hilltops bristling with conductors to capture and redirect errant lightning bolts. Between field exercises, stormsmiths spend the rest of their days poring over books on weather projections, calculating advanced geometric theorems, learning the mechanikal functions of their tools, and exploring further applications of Cygnar's storm technology.

Though many spend the bulk of their time engaged in theoretical research, the ultimate testing ground for stormsmiths' lethal work is the battlefield. Thus, most of them are only too happy to be summoned to march with the army, where they take pride in supporting both their research and their comrades using the practical application of galvanic force.

Since their initial rollout in the later reign of Vinter Raelthorne IV, stormsmiths have proven useful in the field against enemy 'jacks. The voltaic blasts of lightning they call down not only bypass the naturally thick armor of warjacks, but the surge of electricity through a steamjack's cortex can interfere with the connection between the machine and its



commanding warcaster for a short time.

Following the initial deployment of stormsmiths, Master Mechanik Lassiter Polk of the Cygnaran Armory began to explore other methods of deployment for the technology they use. In a few years, new innovations like storm tower support artillery and massive Storm Striders began to take the field, allowing stormsmiths to fulfill newer battlefield roles.

## OTHER SKIES

While stormsmithing is considered by most to be a Cygnaran tradition, there are others who command the ability to summon the tempest and call down lightning. The elven electromancers of House Vyre use remarkably similar techniques to bring lightning down upon their foes, and following the Claiming, a few errant stormsmiths have introduced the practice to both Ord and Llael.

These derived practices of stormsmithing have begun to develop their own techniques that are similar to those of the original Cygnaran practice but emphasize different methods. In Ord, the Maritime Order of the Trident has started its own school of stormsmithing, blending the magical practice of Trident Arcanists with the mechanikal techniques of the stormsmiths. While they remain most common in Cygnar, stormsmiths can now be found in most of the lands of the Iron Kingdoms.

Not every stormsmith uses this unusual skill for warfare. Some focus on the “soft” art of weather manipulation to benefit their fellows. In the parched Bloodstone Marches, for instance, wandering stormsmiths bring much-needed rain to communities suffering drought, and during wild storms, stormsmiths can help temper the weather to limit flooding.

## STORMSMITHS IN THE CLAIMING

Like all of Cygnar’s forces, stormsmiths were deployed during the Claiming to help protect the lives of citizens threatened by infernal horrors. Their electrical blasts proved effective against the lighter infernal horrors and especially against the ranks of mortal cultists who marched against them. Groups of stormsmiths were deployed atop the battlements of many fortresses and cities, creating a constant electrical storm to crash against the battlefields below.

The artillery of the stormsmiths, the Storm Towers and the Storm Striders, also proved vital in clearing cities of deep infernal infestation. These mechanikal wonders produced near-constant curtains of destructive lightning that burned the infernals out of their hiding places. Columns of storm striders marched down the streets of numerous cities, rendering the infernal invaders to dust.

## STORMSMITH

A stormsmith is an undisputed master of the elements. With barely contained exhilaration, the stormsmith marches alongside the Cygnaran army using sophisticated mechanika to call down thunder and lightning to consume the enemies of the nation or to manipulate the temper of the skies.

### THE STORMSMITH

#### Mechanik

#### Level

3rd	Stormsmithing, Electromancer
7th	Eye of the Storm
10th	Storm Booster
15th	Storm Shield
18th	Maestro

Recruited for mechanical aptitude and a keen scientific mind, the stormsmith uses the battlefield as a laboratory in which to manifest the full strength of knowledge and skill in the form of fire from the heavens. Most stormsmiths begin their training by mastering the mighty stormcaller, a device capable of harnessing the wrath of the storm with remarkable precision. Holding the lightning rod aloft and working the complex dials of the caller, a stormsmith can summon storms from the clearest skies to scorch the earth with raw voltaic power.

## STORMSMITHING

At 3rd level, you learn the mechanical theory of stormsmithing and some of the secrets of nature—typical for practitioners of this tradition. You gain proficiency with the meteorspex and lightning rod and the Nature skill, and you learn the *shocking grasp* cantrip. You use Intelligence as your spellcasting ability for these cantrips and can only cast them while you have your meteorspex and lightning rod equipped.

## ELECTROMANCER

At 3rd level, you also learn to wield the stormcaller and lightning rod to call down bolts of lightning. As an action, you can use one of the following Stormsmithing options of your choice. You can use only one Stormsmithing option per turn. You must be outdoors to use this feature.

**Disruption.** You can expend one use of your Tinkering to produce an electrical charge to distort the cortex of a hostile steamjack. The steamjack must make a Dexterity saving throw. The DC of the save is  $8 + \text{your Intelligence modifier} + \text{your proficiency bonus}$ . On a failed save, the steamjack loses any focus currently allocated to it and cannot have focus allocated to it until the end of your next turn.

**Lightning Strike.** You call down a bolt of lightning targeting a creature you can see within 100 feet of you. The creature must make a Dexterity saving throw. The DC of the save is  $8 + \text{your Intelligence modifier} + \text{your proficiency bonus}$ . On a failed save, the creature takes lightning damage equal to two rolls of your Tinkering die. You can expend one use of your Tinkering to increase the damage to three rolls of your Tinkering die.

**Weather Manipulation.** You can expend one use of your Tinkering to take control of the weather in an area within 100 feet of you. You can change precipitation, temperature, and wind. The kind of weather changes you can impose are determined by the roll of your Tinkering die. Changes in the weather fade after 1 minute, but you can maintain the

## WEATHER MANIPULATION TABLE

Tinkering Die Roll	Result
1	Summon storm clouds, cause storm clouds to crack with thunder, produce light rain, or cause a mild rain to stop.
2	Summon heavy winds to blow in the direction you choose or cause or halt an immediate downpour.
3	Call up an obscuring mist; creatures in the affected area are lightly obscured.
4+	Summon hurricane-force winds, hail, or a blizzard.

weather effect by using a bonus action on each of your turns. See the Weather Manipulation Table for the kinds of changes you can affect.

## EYE OF THE STORM

At 7th level, your command over elements is such that you can manipulate your stormsmithing strikes in more refined ways. You can choose one of the following options when you use your lightning strike Electromancer feature:

**Amplifier.** When you perform a lightning strike, your attack ignores resistance to lightning damage.

**Flashover.** When you perform a lightning strike, the range of the lightning strike increases by 60 feet.

**Lightning Strikes Twice.** When you perform a lightning strike, as a part of the attack you cast *shocking grasp*. The target of your shocking grasp does not have to be the same as your initial attack.

## STORM BOOSTER

At 10th level, you are able to call upon your manipulation of the storm to supercharge nearby steamjacks. As an action while outdoors and exposed to the elements, you can give a power token to each friendly steamjack within 30 feet of you. At the start of each steamjack's turn, allocate it 1 focus for each power token it has, and then remove its power tokens.

Additionally, the damage of your lightning strikes increases by one roll of your Tinkering die.

## STORM SHIELD

At 15th level, you are able to fully protect someone from the wrath of your lightning. As a bonus action when operating a stormcaller and lightning rod, you can choose a number of creatures within 30 feet of you equal to your Proficiency bonus. A chosen creature can use its reaction when it is hit by an attack that causes lightning damage to become immune to lightning damage until the beginning of its next turn. After granting immunity to lightning damage in this way, you must finish a short or long rest before you can use it again.

## MAESTRO

At 18th level, you have a refined mastery over electrical storms and can tailor the effects of your lightning strikes to your needs. When you make a Stormsmithing lightning strike skill roll, you can choose one of the following effects.

**Ball Lightning.** Attacks you make that deal lightning damage gain AOE (10).

**Big One.** When rolling damage for your lightning strike, roll all of the attack's damage dice twice and add them together.

**Lightning Generator.** After hitting a creature with the lightning strike, choose another target within 5 feet of the creature you originally hit. The creature must make a Dexterity saving throw against your lightning strike, taking lightning damage equal to the damage taken by the initial target on a failed save.

## NEW FEAT

### ELECTRICIAN

**Prerequisite:** Intellectual Essence

You have mastered the art of wielding electricity as a weapon, granting you the following benefits.

- Increase your Intelligence or Wisdom by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an attack that deals lightning damage, you can reroll one of the attack's damage dice, and you must use the new roll.
- When you score a critical hit that deals lightning damage to a creature, the creature cannot use reactions until the end of your next turn.

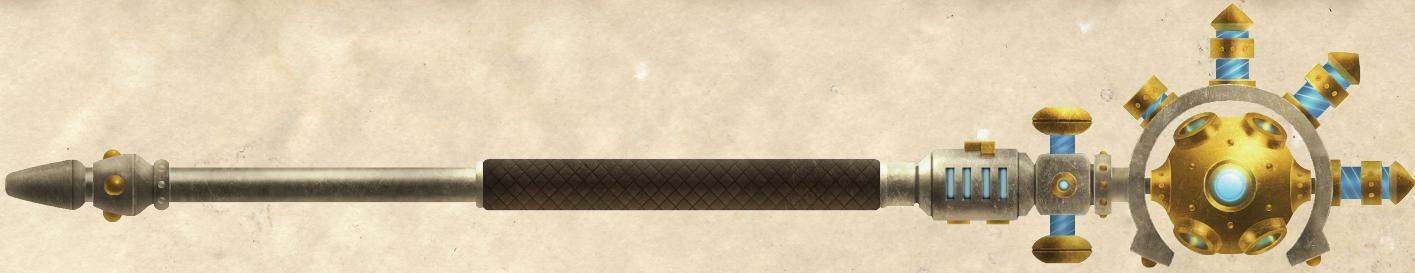
## NEW GEAR

### ARMOR

Name	Armor Class (AC)	Strength	Stealth	Weight	Cost
Stormsmith Armor	+1	—	—	11 lb.	35 gp

### WEAPONS

Name	Cost	Damage	Weight	Properties
Grenade, stormsmith	42 gp	4d10 lightning	2 lb.	AOE (5), grenade (range 20/60), special
Lightning Rod	115 gp	1d4 bludgeoning	9 lb.	Light



## NEW GEAR

In order to practice the stormsmithing art, stormsmiths rely on technological marvels that allow them to call down the power of the storm—and to shield them from harm caused by the flashing storms they summon.

**Stormsmith Armor.** This is effectively an insulated armored greatcoat that protects the wearer from the galvanic fury of the storm. A character wearing stormsmith armor gains +1 AC. An armored greatcoat can be worn over light armor. A character wearing stormsmith armor has resistance to lightning damage.

**Storm Grenades.** Storm grenades use experimental storm chamber technology to create volatile electrical fields able to take on different properties of electromagnetism and kinetic force. In addition to dealing damage, a character proficient with a stormcaller can choose for the grenade to have one of the following effects:

**Galvanic Blast Field.** The grenade's AOE becomes difficult terrain for one round. When a creature moves into or within the area, it takes 2d4 lightning damage for every 5 feet it travels.

**Kinetic Grip.** The movement speed of a creature damaged by the grenade is halved until the end of its next turn.

**Stormcaller.** The stormcaller is a handheld device roughly the size of a large pocket watch and is powered by the ambient energy of a lightning rod.

### ADVENTURING GEAR

Name	Cost	Weight
Stormcaller	50 gp	—

### DEDICATED MECHANIKA

Name	Cost	Weight
Lightning Rod	115 gp	5 lb.
Storm Tower	1,150 gp	120 lb.
Storm Strider	10,000 gp	25 tons

## DEDICATED MECHANIKAL DEVICES

The stormsmiths make use of a number of specialized mechanikal devices.

### LIGHTNING ROD

*Rune Points 4, Capacitor (Storm Chamber)*

Not a true melee weapon, the lightning rod is stout enough to deliver a blow in combat but is intended for use as an amplifier for a meteorspex. The rod is powered by a storm chamber. While it is operational, a lightning rod consumes 4 charges from its capacitor for each hour of operation.

A character must have a meteorspex in one hand and the lightning rod in the other to use the Stormsmithing feature to manipulate weather or to call down lightning strikes. A lightning rod can be used as a simple melee weapon with the following profile:

### STORM TOWER

*Rune Points 5, Capacitor (Storm Chamber)*

The Storm Tower is one of the most potent applications of storm technology. When activated, the tower mechanically aggravates the atmosphere above. Storm clouds coalesce instantly as lightning arcs downward, creating a circuit between the tower and the sky. With a blinding flash, the generator disgorges bolts of power that arc through the enemy ranks.

A creature proficient with a lightning rod within 5 feet of a Storm Tower can expend 5 charges from its capacitor to cast *lightning bolt* (save DC 15) as a 3rd level spell. A creature can expend additional charges to increase the level of the spell at a rate of 5 charges for each slot above 3rd level.





## STORM STRIDER

**Rune Points 10, Capacitor (Nemo- Class Storm Chamber)**

Towering above its enemies, the lightning-wreathed Storm Strider moves across the battlefield raining voltaic death down upon all who stand against Cygnar. Its lightning cannon is one of the most potent weapons in the Cygnaran arsenal and represents the pinnacle of stormsmith achievement. More devastating still is the Storm Strider's ability to capture and store the energy of enemy attacks, adding this deadly kinetic force to its withering lightning blasts.

A Storm Strider is typically crewed by two stormsmiths, one pilot and one gunner, but up to 2 additional Medium-sized creatures can ride on the Storm Strider.

A Storm Strider is a Huge object with the following statistics:

**Armor Class:** 20

**Hit Points:** 200

**Speed:** 25 ft.

**Damage Immunities:** lightning, poison, psychic

To be used as a vehicle, the Storm Strider requires one pilot.

**Pilot.** The pilot operates the Storm Strider's control levers. As a bonus action, the pilot can make the Storm Strider move up to its speed.

Additionally, as an action, the pilot can make the Storm Strider perform a stomp attack against a creature within 10 feet of the Storm Strider by making an Intelligence check with land vehicles against a target creature's AC, dealing 2d10 bludgeoning damage on a successful check.

**Gunner.** As an action, the gunner can fire the Storm Strider's lightning cannon to make the following attacks:

**Ranged Weapon Attack:** +gunner's Dexterity modifier and Proficiency bonus to hit, range 80/240 ft., one target. **Hit:** 22 (3d10) lightning damage and creatures within 10 feet of the target must make a DC 15 Dexterity saving throw or take 11 (2d10) lightning damage on a failed save.

**Superconduction.** When an attack within 60 feet of the Storm Strider would deal lightning damage, the attack deals a bonus 5 (1d10) lightning damage.

# NPC STATISTICS

This section contains statistics for various nonplayer characters (NPCs) that characters might encounter during a campaign.

## STORMSMITH GRENADIER

Medium humanoid (human), lawful neutral

**Armor Class** 14 (padded armor, stormsmith armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	14 (+2)	12 (+2)

**Skills** Nature +4, Perception +4

**Damage Resistances** lightning

**Senses** passive Perception 14

**Languages** Cygnaran

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The stormsmith's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *shocking grasp*

**Storm Tuning.** When the stormsmith makes a storm grenade attack, it chooses one of the following:

**Galvanic Blast Field.** The grenade's AOE becomes difficult terrain for one round. When a creature moves into or within the area, it takes 2d4 lightning damage for every 5 feet it travels.

**Kinetic Grip.** The movement speed of a creature damaged by the grenade is halved until the end of its next turn.

### ACTIONS

**Short Sword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) piercing damage.

**Storm Grenade.** Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 11 (2d10) lightning damage. Other creatures within 10 feet of the target must succeed on a DC 12 Dexterity saving throw, taking half damage on a failed save.

## STORMSMITH STORMCALLER

Medium humanoid (human), lawful neutral

**Armor Class** 14 (padded armor, stormsmith armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	14 (+2)	12 (+2)

**Skills** Nature +4, Perception +4

**Damage Resistances** lightning

**Senses** passive Perception 14

**Languages** Cygnaran

**Challenge** 1 (200 XP)

**Eye of the Storm.** When the stormsmith uses its lightning strike, it can choose one of the following effects:

**Amplifier.** The lightning strike ignores resistance to lightning damage.

**Flashover.** The range of the lightning strike increases by 60 feet.

**Lightning Strikes Twice.** As a part of the lightning strike attack, the stormsmith casts *shocking grasp*. The target of *shocking grasp* does not have to be the same as the initial attack.

**Innate Spellcasting.** The stormsmith's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *shocking grasp*

### ACTIONS

**Lightning Rod.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 -1) bludgeoning damage.

**Lightning Strike.** The stormsmith calls down lightning to strike one creature it can see within 100 feet. The creature must make a DC 13 Dexterity saving throw. The creature takes 7 (3d4) lightning damage on a failed save or half as much on a successful one. If the target is a steamjack, it also loses all focus points allocated to it on a failed save.

**Reactions**

**Triangulate.** If a friendly stormsmith within 100 feet of the stormsmith uses its lightning strike, the stormsmith can use its reaction to cause the lightning strike to deal an extra 5 (2d4) lightning damage. Up to two stormsmiths can use this reaction on the same lightning strike attack.



# NOTABLE STORMSMITHS

## TECH-SPECIALIST FIRST CLASS ARMIN WHISKER

Armin Whisker is an oddity, even by the standards of the stormsmiths. Quick with an electricity-based pun and always spasming as if undergoing mild electric shocks, Whisker fought with distinction in the campaign against the Northern Crusade in Llael alongside the then-fledgling warcaster Allison Jakes. From there he followed her in actions across the Bloodstone Marches in an effort to repel an ever-increasing insurgency of zealots and Protectorate forces. Whisker possesses an almost unheard-of control over his lightning strikes, a talent that he is never shy about demonstrating. While in recent years he has moved from the battlefield to the Strategic Academy, where he instructs new generations of stormsmiths, he will on occasion join with the Storm Division in larger military operations, acting as the eye of the storm for cadres of stormsmiths.



## TECH-SPECIALIST FIRST CLASS ARMIN WHISKER

*Medium humanoid, chaotic good*

**Armor Class** 15 (padded armor, stormsmith armor)

**Hit Points** 63 (14d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	18 (+4)	15 (+2)	12 (+1)

**Skills** Arcana +6, Nature +4, Perception +4

**Damage Resistances** lightning

**Senses** passive Perception 14

**Languages** Cygnaran

**Challenge** 3 (700 XP)

**Eye of the Storm.** When Whisker uses his lightning strike, he can choose one of the following effects:

**Amplifier.** The lightning strike attack ignores resistance to lightning damage.

**Flashover.** The range of the lightning strike increases by 60 feet.

**Lightning Strikes Twice.** As a part of the lightning strike attack, Whisker casts *shocking grasp*. The target of *shocking grasp* does not have to be the same as the initial attack.

**Innate Spellcasting.** Whisker's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *shocking grasp*

**Thunder Follows Lightning.** When a creature within 100 feet of Whisker makes a saving throw against a spell or effect that deals lightning damage, the creature makes the saving throw with disadvantage.

### ACTIONS

**Multiattack.** Whisker makes two attacks with his lightning strike.

**Lightning Rod.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Lightning Strike.** Whisker calls down lightning to strike one creature it can see within 100 feet. The creature must make a DC 14 Dexterity saving throw. The creature takes 18 (4d8) lightning damage on a failed save or half as much on a successful one. If the target is a steamjack, it also loses all focus points allocated to it on a failed save.

### REACTIONS

**Triangulate.** If a friendly stormsmith within 100 feet of Whisker uses its lightning strike, Whisker can use its reaction to cause the lightning strike to deal an extra 13 (3d8) lightning damage. Up to two stormsmiths can use this reaction on the same lightning strike attack.

# STORM CHASER ADEPT CAITLIN FINCH

Storm chasers join major battles to coordinate stormsmiths across multiple fronts. Adept Caitlin Finch rose to prominence as a protégé of Artificer General Sebastian Nemo. Nemo quickly recognized Finch as one of the most brilliant minds of her generation when she came to his attention while contributing to the prototype of the Squire. Demonstrating keen insight, she developed a unique mechanikal improvement that greatly improved the mechanism assisting a warcaster with spell targeting. Once Finch was selected to assist Nemo, her duties expanded with the scope of the artificer general's position.

Finch possesses a reserved nature Nemo respected—even if her stubborn adherence to military protocol occasionally irritated the artificer general, who held no love for bureaucracy. Finch was utterly devoted to Nemo until his death and delighted in the opportunities she had to test experimental devices in the field alongside the prestigious warcaster.

Since Nemo's death, Finch has made her own way forward in the Storm Legion. She was behind several adaptations to storm weaponry and assisted in the development of Cygnar's new, more modern, army. When she is not in a workshop testing out designs, Finch commands a cohort of fellow stormsmiths as a senior storm chaser.



## STORM CHASER ADEPT CAITLIN FINCH

Medium humanoid (human), neutral good

**Armor Class** 16 (infantry armor, stormsmith armor)

**Hit Points** 63 (14d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1) <sup>*</sup>	14 (+2)	10 (0+)	17 (+3)	14 (+2)	15 (+2)

**Saving Throws** Dex +5, Int +6

**Skills** Arcana +5, Perception +4, Nature +4

**Damage Resistances** lightning

**Senses** passive Perception 14

**Languages** Cygnaran, Llaelesse

**Challenge** 4 (1,100 XP)

**Eye of the Storm.** When Finch uses her lightning strike, she can choose one of the following effects:

**Amplifier.** The lightning strike attack ignores resistance to lightning damage.

**Flashover.** The range of the lightning strike increases by 60 feet.

**Lightning Strikes Twice.** As a part of the lightning strike attack, Finch casts *shocking grasp*. The target of *shocking grasp* does not have to be the same as the initial attack.

**Fine Tuning.** While within an allied warcaster's control range, Finch can maintain concentration on one spell cast by the friendly warcaster.

**Innate Spellcasting.** Finch's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *shocking grasp*

### ACTIONS

**Multiattack.** Finch makes three attacks, two with her tuning fork and one with her electrical bolt. She can replace one of these attacks with a lightning strike.

**Tuning Fork.** *Melee Weapon Attack:* +1 to hit, reach 10 ft., one target. *Hit:* 3 (1d8 -1) piercing damage plus 9 (2d8) lightning damage.

**Electrical Bolt.** *Ranged Weapon Attack:* +5 to hit, range 40 ft., one target. *Hit:* 18 (4d8) lightning damage. Finch can choose another target within 5 feet of the creature originally hit and make the same type of attack roll against the chosen target. On a hit, that target takes 9 (2d8) lightning damage.

**Lightning Strike.** Finch calls down lightning to strike one creature she can see within 100 feet. The creature must make a DC 14 Dexterity saving throw. The creature takes 22 (4d10) lightning damage on a failed save or half as much on a successful one. If the target is a steamjack, it also loses all focus points allocated to it on a failed save.

### REACTIONS

**Power Booster.** When a friendly steamjack within 30 feet of Finch that she can see receives a focus point, she can use her reaction to give the steamjack an additional focus point. This focus can exceed the normal maximum focus the steamjack's cortex can have allocated to it.

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