AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

GEAR

ITEM	WT.
TOTAL WEIGHT	

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

MONEY

DOLLARS

DIMES

CENTS

RACIAL FEATURES

FEATS

CLASS FEATURES

EXPERIENCE POINTS

NEXT LEVEL

SPELLS

KNOWN	SAVE DC	LEVEL	PER DAY	BONUS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

ORGANIZATION / SPECIALIZATION / DOMAINS

0 ☐☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐☐

GEARHEAD

CONTRAPTIONS CONSTRUCTED

LEVEL	TARGET SCHEMATIC	EFFECT SCHEMATIC(S)	SLOT

SCIENTIFIC SPECIALTY

SPECIALTY SOURCES

OPPOSITION SOURCES

CONTRAPTIONS

SAVE DC	LEVEL	CONTRAPTIONS PER DAY		ACTIVATIONS PER DAY	BONUS
	0				
	1st		+1		
	2nd		+1		
	3rd		+1		
	4th		+1		
	5th		+1		
	6th		+1		
	7th		+1		
	8th		+1		
	9th		+1		

DRAFT BOOK

0

1st

2nd

3rd

4th

5th

6th

7th

8th

9th