

ANCESTRY AND GENERAL FEATS

CLASS ABILITIES

INVENTORY


Level 1	Ancestry and Heritage Abilities <i>Automaton Core, Constructed Body</i>		Class Feats and Features <i>Arcane Bond (Drain Bonded Item), Arcane School (School of Unified Magical Theory), Arcane Thesis (Spell Substitution), Wizard Spellcasting (Cast a Spell)</i>
	Ancestry Feat <i>Reinforced Chassis</i>		
	Background Skill Feat <i>Assurance (Arcana)</i>		
2	Skill Feat <i>Quick Repair</i>		Class Feat <i>Familiar</i>
3	General Feat <i>Toughness</i>		Class Feature
4	Skill Feat		Class Feat
5	Ancestry Feat	Boosts	Class Feature
6	Skill Feat		Class Feat
7	General Feat		Class Feature
8	Skill Feat		Class Feat
9	Ancestry Feat		Class Feature
10	Skill Feat	Boosts	Class Feat
11	General Feat		Class Feature
12	Skill Feat		Class Feat
13	Ancestry Feat		Class Feature
14	Skill Feat		Class Feat
15	General Feat	Boosts	Class Feature
16	Skill Feat		Class Feat
17	Ancestry Feat		Class Feature
18	Skill Feat		Class Feat
19	General Feat		Class Feature
20	Skill Feat	Boosts	Class Feat

Held Items	Bulk

Consumables <i>3 Healing Potion (Lesser) + Healing Potion (Minor) +</i>	Bulk <i>0.1 0.1</i>
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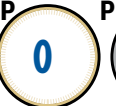

Worn Items	Invested	Bulk
<i>Backpack Bedroll 10 Chalk Flint and Steel Rope Soap Spellbook (Blank) 5 Torch Waterskin Dagger Everlight Crystal + Gold Ring (Bonded Item) Hand of the Mage + Reinforced Chassis</i>		<i>0.1 0.1 0 0 0.1 0 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0.1 0</i>
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BULK



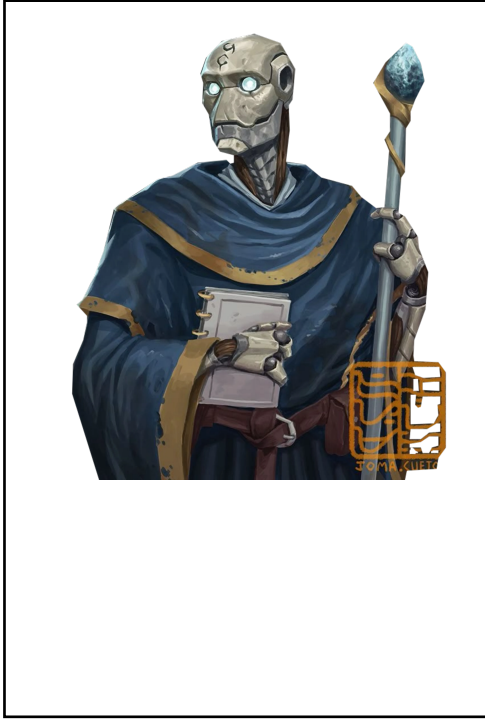
Light Items 10 light Bulk items = 1 Bulk
 Encumbered Bulk 5 + Str
 Maximum Bulk 10 + Str
 Maximum Invested 10

WEALTH

CP  SP  GP  PP 

Gems and Artwork	Price	Bulk

CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity Machine	Nationality Platium	Birthplace Khorvaire: El ...	Age 23	Gender & Pronouns It	Height	Weight
Appearance						

PERSONALITY

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIGN NOTES

Notes

Allies
Enemies
Organizations

ACTIONS AND ACTIVITIES

➤➤ **Activation: Hand of the Mage**
Auditory, Concentrate, Invested

FREE ACTIONS AND REACTIONS

◆ **Drain Bonded Item** **PC**
Arcane, Wizard **1/day**

MAGICAL TRADITION

Arcane Occult
 Primal Divine

Prepared Caster
 Spontaneous Caster

SPELL STATISTICS

Spell Attack **5** **3 + 2** **15** **10 + 3 + 2**
 Key Prof Base Key Prof

CANTRIPS

Cantrips per Day **5** Cantrip Rank **2**
1/2 your level rounded up

Name	Actions	Prep
Caustic Blast	→→	
Detect Magic	→→	
Electric Arc	→→	
Ignition	→→	
Light	→→	
Message	→	
Phase Bolt	→→	
Prestidigitation	→→	
Ray of Frost	→→	
Read Aura	1m	
Void Warp	→→	

FOCUS SPELLS

Focus Points Focus Spell Rank **2**
1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions
Hand of the Apprentice	→

INNATE SPELLS

Name	Actions	Freq

SPELL SLOTS

Spells per Day **3** **2**

Spell Rank **1** **2** **3** **4** **5** **6** **7** **8** **9** **10**

Spells Remaining

SPELLS

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
Ant Haul	→→	1	0				
Force Barrage	→-→→	1	0				
Goblin Pox	→→	1					
Grease	→→	1	0				
Hydraulic Push	→→	1					
Noxious Vapors	→→	1					
Sleep	→→	1					
Summon Undead	→→→	1					
Gecko Grip	→→	2	0				
Hydraulic Push	→→	2					
Knock	→→	2	0				
Noise Blast	→→	2					
Noxious Vapors	→→	2					
Telekinetic Maneuver	→→	2					

RITUALS

Name	Rank	Cost	Name	Rank	Cost