Origin of the Mind

Weapon Proficiency: Wand or Exotic

Starting Package: Weapon (D10 damage), 6 Healing Potions, 83 copper and 1 Silver, 3 days rations, Cloak Pin, Hanging Tint, Jinx Potion

Level Advantage

1 – Plus 1 to HP, Plus 1 to Intelligence

2 – Discern Magic – Can discern what type of magic or spell used on items

3 – Fate’s Fortune – Doubles all loot rolls

4 – 3 Stat Points

5 – Gem Hardy – Adds Fortitude to all Magic Attack damage

6 – Casterize – Heal yourself up to 5 HP per level

7 – Defense Prowess increased by 1 Die

8 – Doubles all Healing: Powers, Abilities, Magic, Etc cast or used by you

9 – Attack Prowess increased by 1 Die

10 - Fey Burn – Adds D6 damage to all successful magic attack hits

11 – Bonus Focus Power

12 – Arcane Shield – Create a magical floating shield that takes up to 30 HP once per encounter

13 – 5 Stat Points

15- Magicka Blood– Adds 5HP everytime you level up in addition to standard roll HP

16 - Shake it Off – Immune to Critical Attacks

17 – Brainiac – Add Double Intelligence instead of standard intelligence to Damage Rolls

18 – Fist of the Ghost Giant – Hit a target with a translucent giant fist doing D20 damage. Any critical attack will also make the target lose a turn

19 – Bonus Focus Power

20 – Arch Archanist– 10 Stat Points, Attack and Defense Prowress increases to D20, HP increased by 40, Can Ascend to Erelim Status.