Proficiencies

Weapons Dagger, sickle, club, quarterstaff

Armor None

Wands ☑ _____ ☑ _____ ☑ _____

Equipment

☑ Any weapon: _____

☑ Any wand: _____

☑ Any wand: _____

☑ Any wand: _____

☑ Cloth *(+0 AC, already included)*

☐ 20gp of ritual components

OR ☐ pen that belonged to an archdevil

OR ☐ scribe's kit

☑ Dungeoneer's pack *(backpack, bedroll, flint & steel, belt pouch, 10 days rations, waterskin, 2 glowbaskets, 50' rope)*

Loot and Plunder

_____

_____

_____

_____

_____

_____

_____

gold pieces silver pieces copper pieces

In Play

Current HP / Max HP

Bloodied

Recoveries

Recovery Value

Impetus Level 3 Level 7

Short rest (5 mins) *Regain Impetus, spend recoveries to heal*

Stamina Level 5 Level 9

Action Points

Long rest (6 hours) *Regain Stamina, heal to maximum HP, regain all spent recoveries, set Action Points to 1*

Welcome to the ...

Mindfire Adept

Arcane Controller

Colorless fire burns through the Mindfire Adept and leaks into the receptive world.

Name _____ Faith _____

Party _____ Class Wizard

Abilities and Skills

*Distribute **+3, +2, +1, +0 and -1** between abilities, then **add +1 to any one ability**.*

*Train **4 more** skills of your choice. Arcana is already trained.*

Strength

☐ Athletics
☐ Endurance

Dexterity

☐ Acrobatics
☐ Initiative
☐ Sleight of Hand
☐ Stealth

Intelligence

☑ Arcana
☐ History
☐ Religion

Wisdom

☐ Dungeoneering
☐ Heal
☐ Insight
☐ Nature
☐ Perception

Charisma

☐ Bluff
☐ Diplomacy
☐ Intimidate
☐ Streetwise

Feats

At levels 4, 7 and 10, add a feat from any you meet the requirements for.

Arcane Armor +2 feat bonus to AC while you wear cloth or no armor (already included).

Ancestry

Level 4

Level 7

Level 10

Other

Other

Talents

At levels 2, 6 and 10, add a talent from any skill you have proficiency in.

Fine Control WIZARD Any power you use that targets creatures can instead target enemies if you wish.

Ancestry

Level 2

Level 6

Level 10

Other

Other

Other

Level	Attack (weapon / spell)	AC 🛡	Fort	Reflex 🛡	Will	Skills* (trained / untrained)	HP (bloodied) / recovery	Other	XP for next
1	+7 / +5	15	12	13	15	+5 / +0	25 (12) / 6		1,000
2	+8 / +6	16	13	14	16	+6 / +1	29 (14) / 7	Talent	2,250
3	+9 / +7	17	14	15	17	+6 / +1	33 (16) / 8	Impetus Power	3,750
4	+10 / +8	18	15	16	18	+7 / +2	37 (18) / 9	Feat	5,500
5	+11 / +9	19	16	17	19	+7 / +2	41 (20) / 10	Stamina Power	7,500
6	+12 / +10	20	17	18	20	+8 / +3	45 (22) / 11	Talent	10,000
7	+13 / +11	21	18	19	21	+8 / +3	49 (24) / 12	Feat, Impetus Power	13,000
8	+14 / +12	22	19	20	22	+9 / +4	53 (26) / 13		16,500
9	+15 / +13	23	20	21	23	+9 / +4	57 (28) / 14	Stamina Power	20,500
10	+16 / +14	24	21	22	24	+10 / +5	61 (30) / 15	Talent, Feat	25,500

🛡 +2 AC and Reflex if equipped with a shield. Adjust AC if unarmored.
* Add the relevant ability, for example Strength for Athletics.

Current XP

Class Features

Morning Study After a long rest, you can replace one impetus or stamina power you know with a impetus or stamina power from the original list of options for that power, or replace one Arcana talent you know with one you are eligible to learn.

Fiery Soul +1 feat bonus to your damage with any fire attack and ignore the first 5 points of a target's fire resistance. *Level 11:* +2 instead. *Level 21:* +3 instead.

Powers

Ⓔ *Bomber*, ▲ *Heighten spell*, ○ ☐ *Fireball* or ☐ *Drowsy*.

▲ Levels 3 and 7 – choose one

☐ *Burning sheet*
☐ *Fiery eruption*
☐ *Force bludgeon*
☐ *Sinister control*
☐ *Illusory enemies*
☐ *Gravity warp*

○ Levels 5 and 9 – choose one

☐ *Quagmire*
☐ *Fireball*
☐ *Burned over*
☐ *Drowsy*
☐ *Moths to a flame*

Ancestry

Paste your ancestry here

Bomber — Encounter

Free Action

Trigger You make a melee or ranged attack

Effect If a melee attack, the attack instead becomes Near burst 1 (all creatures in area). If a ranged attack, the attack instead becomes Far spray 2 within 10 squares (all creatures in area).

Wizard
• Arcane — 1/26

Rally — Encounter

Standard Action

Effect Spend a recovery and heal your recovery value. You are fortified until the end of your next turn.

2/26

Drowsy — ○ Daily

A few lilting words, and eyes grow heavy.

Standard Action ○ Stamina

Far burst 2 within 20, all creatures

Attack vs Will

Hit The target is slowed (save ends). On their first failed save, the target falls unconscious instead until they take damage or makes a successful save, whichever happens sooner.

Miss The target is slowed (save ends).

Special Creatures still unconscious at the end of the encounter sleep for an hour or until disturbed.
You can use *drowsy* multiple times a day, spending 1 Stamina each time.

Cantrip You can enter a sleeping creature's dreams by lightly touching them. You are expelled when they wake.

Wizard Level 1
• Arcane, Psychic, Spell — 3/26

Fireball — ○ Daily

Standard Action ○ Stamina

Far burst 2 within 10, all creatures

Attack vs Reflex

Hit 4d8 + your level fire damage.

Miss Half damage.

Effect The area becomes a zone until the end of the encounter. Any creature that ends its turn in the zone takes 5 fire damage.

Special You can use *fireball* multiple times a day, spending 1 Stamina each time.

Cantrip You can cause flames within 6 squares to flicker, brighten, dim, or change color as a swift action or create light as bright as a lantern from your hand or forehead.

Wizard Level 1
• Arcane, Fire, Spell, Zone — 4/26

Heighten Spell — ▲ Encounter

Free Action ▲ Impetus

Trigger You make an at-will spell attack

Effect Choose one additional target for the attack, within 5 squares of another target of the attack. All targets of the attack take +1d10 damage if they are hit by the attack.

Level 17 +2d10 damage instead and you gain your choice of (a) 5 temporary HP, (b) shift up to 3 squares or (c) fortified until the end of your next turn. *Level 21* +3d10 damage instead, and you gain all three instead of choosing.

Special You can use *heighten spell* multiple times an encounter, spending 1 Impetus each time.

Wizard Level 1
• Arcane — 5/26

Careful Slice — At-Will

Standard Action

Melee weapon, one target

Attack vs Reflex

Hit 1dW + level damage.

Level 21 2dW + level damage instead.

☑ *Dagger* 1d6 damage
(Melee 1 or Ranged 5/10)

☐ *Misericorde* 1d8 damage
(Melee 1 or Ranged 5/10)

☐ *Rapier* 1d10 damage

Armament Level 1
• Light Blades, Weapon — 6/26

Cleaving Slice — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage. An enemy adjacent to the target takes 1dW damage.

Level 21 3dW + double level damage instead. An enemy adjacent to the target still takes 1dW damage.

☑ *Sickle* 1d8 damage

☐ *Scythe* 1d10 damage

☐ *Longsword* 1d10 damage

☐ *Greatsword* 1d12 damage

Armament Level 1
• Heavy Blades, Weapon — 7/26

Double Attack — At-Will

Standard Action

Requirement Must have a melee weapon in each hand

Melee weapon, two targets

Attack vs AC

Hit 1dW + level damage.

Level 21 2dW + level damage.

Special Each attack must be with a different melee weapon and against a different target.

Armament Level 1
• Weapon — 8/26

Shillelagh — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + double level damage and the target is dazed until the end of their next turn.

Level 21 3dW + double level damage instead.

☑ *Club* 1d8 damage
☐ *Greatclub* 1d10 damage
☐ *Light mace* 1d10 damage
☐ *Heavy mace* 1d12 damage

Armament Level 1
• Maces and Clubs, Weapon
9/26

Staff Sweep — At-Will

Standard Action

Melee weapon, one target

Attack vs AC

Hit 2dW + level damage. Target must save or fall prone.

Level 21 3dW + level damage instead.

☑ *Quarterstaff* 1d10 damage

Armament Level 1
• Staffs, Weapon
10/26

Blur — Daily

Move Action

Effect You become incorporeal until the end of your next turn.

Maintain Move

Skill (Arcana) Level 2
• Arcane
11/26

Feather Fall — Encounter

Counter Action

Target a falling creature (including yourself) within 10 squares

Effect The target floats to earth, taking no damage from the fall and not falling prone afterwards.

Skill (Arcana) Level 2
• Arcane
12/26

Force Shield — Encounter

Counter Action

Trigger An attack would hit you.

Effect You are fortified until the end of your next turn.

Skill (Arcana) Level 2
• Arcane
13/26

Sculpt Spell — Encounter

Free Action

Trigger You use a Near or Far power.

Effect The spell only targets creatures of your choice within the area of effect.

Skill (Arcana) Level 2
14/26

Suggestion — Encounter

Free Action

Trigger You are about to make a Bluff, Diplomacy or Intimidate check.

Effect Use your Arcana modifier for the check instead.

Skill (Arcana) Level 2
15/26

Burning Sheet — Encounter

Standard Action Impetus

Near burst 3, all creatures

Attack vs Fortitude

Hit 2d8 + level fire damage and 5 persistent fire damage (save ends).

Wizard Level 3
• Arcane, Fire, Spell
16/26

Fiery Eruption — Encounter

Standard Action Impetus
Far burst 2 within 20, all creatures
Attack vs Reflex
Hit 4d6 + level fire damage.
Miss Half damage.

Wizard Level 3
• Arcane, Fire, Spell — 17/26

Force Bludgeon — Encounter

Standard Action Impetus
Near spray 5, all creatures
Attack vs Will
Hit 2d6 + level force damage and the target is dazed until the end of their next turn.

Wizard Level 3
• Arcane, Force, Spell — 18/26

Gravity Warp — Encounter

Standard Action Impetus
Far burst 1 within 10, all creatures
Attack vs Will
Hit 2d6 + level damage and the target is slowed until the end of their next turn. Shunt the target 2 squares.

Wizard Level 3
• Arcane, Spell, Teleportation — 19/26

Illusory Enemies — Encounter

Standard Action Impetus
Far burst 1 within 10, all creatures
Attack vs Will
Hit Immobilized and rattled until the end of their next turn.
Miss Slowed until the end of their next turn.

Wizard Level 3
• Arcane, Illusion, Spell — 20/26

Lightning Spheres — Encounter

Standard Action Impetus
Far burst 2 within 10, all creatures
Attack vs Reflex
Hit 3d6 + level lightning damage.
Miss Half damage.

Wizard Level 3
• Arcane, Lightning, Spell — 21/26

Sinister Control — Encounter

Standard Action Impetus
Ranged 10, one creature
Attack vs Will
Hit The target makes a basic attack against an eligible target of your choice.
Effect Shunt the target 2 squares.

Wizard Level 3
• Arcane, Charm, Spell — 22/26

Burned Over — Daily

Standard Action Stamina
Far burst 2 within 10, all creatures
Attack vs Fortitude
Hit The target takes your level in fire damage. They are dazed and slowed (save ends both).
Miss Half damage and the target is slowed until the end of their next turn.
Cantrip You can spend 1 minute to remove a memory from the mind of a helpless or willing creature. Each creature can only lose one memory in this way.

Wizard Level 5
• Arcane, Fire, Spell — 23/26

Moths to a Flame — Daily

Standard Action Stamina
Far burst 3 within 10, all creatures
Attack vs Fortitude
Hit Shunt the target 2 squares. If the target ends this unwilling movement next to another creature, both take 1d8 + level lightning damage. Each creature only takes this damage once even if they are affected multiple times.
Cantrip You can take a standard action to create up to four torch-sized lights within 24 squares. You can move the lights up to 6 squares with a swift action. The lights disappear after one hour.

Wizard Level 5
• Arcane, Fire, Spell — 24/26

Quagmire

Daily

Standard Action Stamina

Far burst 2 within 20, all creatures

Attack vs Reflex

Hit The target is immobilized (save ends).

Effect The area becomes a zone of difficult terrain until the end of the encounter. If a creature ends their turn in the zone, they are immobilized until the end of their next turn.

Cantrip You can cast *quagmire* without spending 1 Stamina if you take 10 minutes to cast it.

Wizard Level 5

• Arcane, Spell, Zone

25/26

Dimension Door

Daily

Swift Action

Ranged 20

Effect Choose two unoccupied squares. Until the end of your next turn, a creature standing on either square can spend 1 square of movement to move to the other.

Maintain Swift

Skill (Arcana) Level 10

• Arcane, Teleportation

26/26

Wizard Feats

Improved Initiative
+4 feat bonus to Initiative checks.

Maelstrom If you hit two or more creatures with a spell attack, the attack gets a +2 feat bonus to damage. *Level 11,* +3 instead. *Level 21*, +4 instead.

Wand Proficiency REPEATABLE
Proficient with a wand: _____

Wand Proficiency REPEATABLE
Proficient with a wand: _____

Skill Training REPEATABLE
Become trained in a skill of your choice.

Skill Training REPEATABLE
Become trained in a skill of your choice.

Skill Training REPEATABLE
Become trained in a skill of your choice.

Skill Training REPEATABLE
Become trained in a skill of your choice.

Seize Advantage Treat immobilized and slowed targets as off-guard. *Level 11,* Deafened and weakened targets are also off-guard.

Spiteful Energies You do +2 damage to creatures taking persistent damage. *Level 11,* +3 instead. *Level 21*, +4 instead.

Touch of Grace You get a +1 bonus on all saving throws. *Level 11,* +2 instead. *Level 21*, +3 instead.

Mindfire Adept



Arcana Talents

Blur ARCANA
Add *Blur* to your powers. *Requires Level 6 or higher*

Dimension Door ARCANA Add *Dimension door* to your powers. *Requires Level 10 or higher*

Feather Fall ARCANA
Add *Feather fall* to your powers.

Force Shield ARCANA
Add *Force shield* to your powers.

Sculpt Spell ARCANA
Add *Sculpt spell* to your powers.

Suggestion ARCANA
Add *Suggestion* to your powers.

Detect Supernatural ARCANA As a swift action, you know how many elemental, how many fey and how many shadow creatures are within 12 squares of you. They are not identified.

Nephilim — Ancestry

Medium outsider humanoid

Speed 6 squares

Languages ☑ Common, one of:
☐ Primordial ☐ Draconic ☐ Abyssal

Relentless Endurance The first time in an encounter that you are bloodied, you gain temporary HP equal to your level.

Ancestry Feat Add a nephilim feat.

Ancestry Talent Add a nephilim talent.



Nephilim Feats

Energy Resistance REPEATABLE Resist equal to 5 + your level: ☐ acid, ☐ cold, ☐ fire, ☐ force, ☐ lightning, ☐ necrotic, ☐ poison, ☐ psychic, ☐ radiant or ☐ thunder.

Energy Resistance REPEATABLE Resist equal to 5 + your level: ☐ acid, ☐ cold, ☐ fire, ☐ force, ☐ lightning, ☐ necrotic, ☐ poison, ☐ psychic, ☐ radiant or ☐ thunder.

Darkvision
You can see in darkness or dim light as if it were bright light.

Made of Metal You do not make death saving throws. You still die if reduced to negative hit points equal to your maximum hit points. You do not sleep, breathe, eat or drink.

Nephilim Talents

Psychic Leap NEPHILIM
Add *Psychic leap* to your powers.

Vengeance of the Pits NEPHILIM
Add *Vengeance of the pits* to your powers.

Breath Weapon NEPHILIM
Add *Breath weapon* to your powers.

Gargoyle's Rest NEPHILIM
Add *Gargoyle's rest* to your powers.

Poisonous Nip NEPHILIM
Add *Poisonous nip* to your powers.

Ingenuity NEPHILIM
Add *Ingenuity* to your powers.

Breath Weapon — Encounter

Swift Action

Near spray 3, all creatures in area

Attack vs Reflex

Hit 2d6 + level damage.

Special On gaining this power, choose which type of damage it does: ☐ acid, ☐ cold, ☐ fire, ☐ force, ☐ lightning, ☐ necrotic, ☐ poison, ☐ psychic, ☐ radiant or ☐ thunder.

Nephilim
• [Energy]
Ψ 1/6

Gargoyle's Rest — Encounter

Move Action

Self

Effect Your turn ends immediately. You gain resistance to all damage 5 (10 at level 11, 15 at level 21) until the end of your next turn. At the beginning of your next turn, you may use your standard action to make a charge attack. If you do, increase your speed by 2 for the charge.

Nephilim
Ψ 2/6

Ingenuity — Encounter

Swift Action

Near burst 5, one creature

Hit Choose one: the target may shift up to 2 as a free action, make a saving throw, become honed until the end of their next turn or become guided until the end of their next turn.

Nephilim
Ψ 3/6

Poisonous Nip — Encounter

Swift Action

Melee 1, one creature

Attack vs AC

Hit 2d8 + level poison damage.

Nephilim
• Poison
Ψ 4/6

Psychic Leap — Encounter

Move Action

Near burst 5, self or one ally

Effect The target jumps up to 3 squares. This movement does not provoke opportunity attacks.

Nephilim
Ψ 5/6

Vengeance of the Pits — Encounter

Free Action

Near burst 10, one enemy

Trigger An attack by that enemy hits you.

Effect The target takes 2d6 + level fire damage.

Nephilim
• Fire
Ψ 6/6