

Character Name

Shadar-Kai

Race

Swordmage 1

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

Initiative

18 INT **+4**

17 CON **+3**

+3

Level + Dex

10 WIS **0**

14 DEX **+2**

10 CHA **0**



Hit Points

30

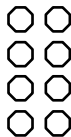
Maximum

Current

Recoveries

8

1d8+3



Death
Saves



PD

13

10 + Level +
Str/Con/Dex

AC

19

16 + Level +
Con/Dex/Wis

MD

13

12 + Level +
Int/Wis/Cha

Icon Relationships

Arch Mage (positive 1)

Lich King (conflicted 1)

Shadow Prince (positive 1)

One Unique Thing

Backgrounds

**Bodyguard for the ambassador to
Necropolis +4**

Born into a disgraced noble family +4

Talents & Features

Shadow Jaunt (Racial Power)

As a quick action once per battle, gain resist all 16+ and +5 to disengage checks until the end of your next turn.

Mark with Sigil (Class Feature)

Close-quarters spell; Quick action; At-will
Special: When you cast this spell, you end any other sigils you previously cast this battle.

Target: One nearby enemy

Effect: You mark the target with one sigil you know, until the end of combat.

Sigil of Blood (Class Feature)

Interrupt action; At-will

Trigger: The marked enemy makes an attack against an ally, and that attack does not also target you.

Effect: Deal 4 negative energy damage to the attacker, and heal hit points equal to that amount.

Infused Body (Talent)

Whenever you cast a spell that is not an at-will spell, you heal 3 hit points. You gain any hit points above your maximum as temporary hit points that stack.

Adventurer Feat: Heal extra hit points equal to the spell level.

Skullblade (Talent)

Switch one spell for a necromancer spell.

Spell Recall (Talent)

The first time you rally in a battle, regain one expended once per battle spell OR make a recharge roll for a spell.



Channel Life

(Lvl 1 Necromancer Spell)

Ranged spell; Once per battle

Attack Target: One random nearby creature other than the healing target

Healing Target: One nearby ally

Attack: 1d20+5 vs. MD

Hit vs. an enemy: 2d6 + 4 negative energy damage, and the healing target can heal using a recovery.

Hit vs. an ally: 5 negative energy damage, and the healing target can heal using a recovery.

Miss: The spell is not expended.

Attacks and Attack Spells

Saber (Melee attack)

Attack: 1d20+5 vs. AC

Hit: 1d8+4 damage

Miss: 1 damage

Longbow (Ranged attack)

Attack: 1d20+3 vs. AC

Hit: 1d8+2 damage

Miss: -

Flying Blade (Lvl 1 Spell)

Ranged attack; Once per battle

Special: Use your melee weapon for this spell.

Target: One nearby enemy, or a far away enemy at a -2 attack penalty

Attack: 1d20+5 vs AC

Hit: 1d8+4 damage

Natural even hit: Deal 1d6 extra thunder damage.

Miss: —

Keen Blade (Lvl 1 Spell)

Melee attack; Once per battle

Special: If the target has a swordmage Sigil placed on it, roll twice to attack and choose the roll you prefer.

Attack: 1d20+5 vs AC

Hit: 1d8+4 damage.

Natural even hit: 2 extra force damage.

Miss: 1 damage.

Thunder Blade (Lvl 1 Spell)

Melee attack; Once per battle

Attack: 1d20+5 vs AC

Hit: 1d8+4 damage. If the target attempts to disengage, pop free or teleport away from you before the end of your next turn, it takes 1d8+3 thunder damage.

Miss: 1 damage