

Character Name

Shadar-Kai

Race

Swordmage 3

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

Initiative

18 INT **+4**

17 CON **+3**

+5

Level + Dex

10 WIS **0**

14 DEX **+2**

10 CHA **0**



Hit Points

50

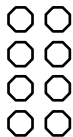
Maximum

Current

Recoveries

8

3d8+3



Death

Saves



PD

15

10 + Level +
Str/Con/Dex

AC

21

16 + Level +
Con/Dex/Wis

MD

15

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. Triggering the sigil does not end it; your target remains marked.

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 6 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+7 vs. AC

Hit: 3d8+4 damage

Miss: 3 damage

Longbow (Ranged attack)

Attack: 1d20+5 vs. AC

Hit: 3d8+2 damage

Vampiric Blade (Lvl 3 Spell)

Melee attack spell; Daily

Attack: 1d20+7 vs AC

Hit: 3d8+4 damage. Spend a recovery to heal and deal extra negative energy damage equal to the healed amount.

Miss: Half damage

Adventurer Feat: On a miss, you don't expend the spell.

Keen Blade (Lvl 1 Spell)

Melee attack spell; 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+7 vs AC

Hit: 3d8+4 damage.

Natural even hit: 2 extra force damage.

Miss: 3 damage

Ghost Strike (Lvl 3 Spell)

Melee attack; Once per battle

Target: One nearby enemy; you can pop free to engage the enemy as part of the attack. You can pass through solid objects while moving.

Attack: 1d20+7 vs PD

Hit: 3d8+4 force damage.

Natural even hit: You become insubstantial until the end of your next turn and gain resist physical damage 13+.

Miss: 3 damage

Adventurer Feat: Vampiric Blade, Infused Body, Lingerin Shield

Additional Spells

Lingerin Shield (Lvl 3 Spell)
Close-quarters spell; Interrupt action; Recharge 16+
Trigger: You are hit by a melee attack.
Effect: Take half damage from the attack. Until the end of battle, you convert critical hits against you into normal hits.
Adventurer Feat: You can trigger the spell even if you already used your interrupt action for a sigil.