

Character Name

**Shadar-Kai**

Race

**Swordmage 7**

Class & Level

Height & Weight

Age & Sex

**8** STR **-1**

Initiative

**+10**

Level + Dex

**18** CON **+4**

**16** DEX **+3**

**20** INT **+5**

**10** WIS **0**

**11** CHA **0**



Hit Points

**132**

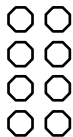
Maximum

Current

Recoveries

**8**

**7d8+8**



Death Saves



PD

**20**

10 + Level +  
Str/Con/Dex

AC

**26**

16 + Level +  
Con/Dex/Wis

MD

**19**

12 + Level +  
Int/Wis/Cha

Icon Relationships

**Arch Mage (positive 1)**

**Lich King (conflicted 2)**

**Shadow Prince (conflicted 1)**

One Unique Thing

Backgrounds

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

**Born into a disgraced noble family +4**

Race & Class 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 15 negative energy damage to the attacker, and heal hit points equal to that amount.

**Blurring Sigil (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: The sigil target must roll twice on the attack and take the lower result.



Talents & Basic Attacks

**Infused Body (Talent)**

Whenever you cast a spell that is not an at-will spell, you heal 8 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.

*Champion Feat:* You can rally as a quick action after casting a daily spell.

**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.

**Saber (Melee attack)**

Attack: 1d20+12 vs. AC

Hit: 7d8+10 damage

Miss: 7 damage

**Longbow (Ranged attack)**

Attack: 1d20+10 vs. AC

Hit: 7d8+6 damage

Miss: -

## Feats

Adventurer Feat (4): Viper Bite, Channel Life, Infused Body, Vampiric Blade

Champion Feat (3): Channel Life, Death's Seal, Infused Body

## Gear, Equipment & Money

## Magic Items

## Spells

### Viper Bite (Lvl 5 Spell)

Melee attack spell; Daily

Attack: 1d20+12 vs AC

Hit: 7d8+10 damage, plus 15 ongoing poison damage and the target is weakened (save ends both)

Miss: 7 damage, and the spell is not expended

*Adventurer Feat:* If the target is engaged with an ally, you can roll twice on the attack and take the better result.

### Vampiric Blade (Lvl 5 Spell)

Melee attack; Daily

Attack: 1d20+12 vs AC.

Hit: 7d8+10 damage. Spend a recovery to heal and deal extra negative energy damage equal to the healed amount.

Miss: 7 damage.

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

### Burning Leash (Lvl 7 Spell)

Close-quarters spell; Once per battle

Target: One nearby enemy.

Attack: 1d20+12 vs PD.

Hit: 7d6+10 fire damage, and you engage the target. The target takes a -5 penalty to disengage from you, and it can't pop free or teleport.

When the target attempts to disengage, it takes 5d6 fire damage.

Miss: 7 damage.

### Ghost Strike (Lvl 5 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+12 vs PD

Hit: 7d8+10 force damage.

Natural even hit: You become insubstantial until the end of your next turn and gain resist physical damage 15+.

Miss: 7 damage

### Ghoul Form

#### (Lvl 3 Necromancer Spell)

Ranged spell; Daily

Target: You or one willing nearby ally

Effect: Until the end of the battle, the target gains a +4 melee attack bonus. In addition, enemies engaged with the target are vulnerable to its melee attacks.

The target also only gains half the normal amount from healing effects, no matter the source.

### Death's Seal (Lvl 7 Spell)

Melee attack; Daily

Attack: 1d20+12 vs AC.

Hit: The target loses any temporary hit points, and then takes 7d8+10 damage and 25 ongoing negative energy damage. While the target is taking ongoing damage, it cannot be healed, regain hit points, or gain temporary hit points.

Miss: 15 ongoing negative energy damage.

*Champion Feat:* Gain a +2 bonus to hit against staggered enemies.

### Channel Life

#### (Lvl 7 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+12 vs. MD

Hit vs. an enemy: 7d10+10 negative energy damage, and the healing target can heal using a recovery.

Hit vs. an ally: 20 negative energy damage, and the healing target can heal using a recovery.

Miss: The spell is not expended.

*Adventurer Feat:* You can now cast this spell twice per battle.

*Champion Feat:* Staggered allies can no longer be an attack target of the spell.