

Character Name

Shadar-Kai

Race

Swordmage 9

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

18 CON **+4**

16 DEX **+3**

Initiative

+12

Level + Dex

20 INT **+5**

10 WIS **0**

11 CHA **0**



Hit Points

220

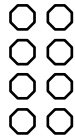
Maximum

Current

Recoveries

8

9d8+12



Death
Saves



PD



10 + Level +
Str/Con/Dex

AC



16 + Level +
Con/Dex/Wis

MD



12 + Level +
Int/Wis/Cha

Icon Relationships

Arch Mage (positive 1)

Lich King (conflicted 2)

Shadow Prince (positive 2)

One Unique Thing

Backgrounds

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

Born into a disgraced noble family +4

Class Features

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 17 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.

Sigil of Vengeance (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: Teleport to engage the sigil target and make a basic melee attack against it.



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.

Talents & Basic Attacks

Infused Body (Talent)

Whenever you cast a spell that is not an at-will spell, you heal 12 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.
Epic Feat: You can expend a daily spell to reroll a death save with a bonus equal to your Constitution modifier.

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+14 vs. AC
Hit: 9d8+15 damage
Miss: 7 damage

Longbow (Ranged attack)

Attack: 1d20+14 vs. AC
Hit: 9d8+9 damage
Miss: -

Feats

Adventurer Feat (4): Channel Life, Infused Body, Ghost Strike, Vampiric Blade

Champion Feat (3): Sigil of Blood, Channel Life, Infused Body

Epic Feat (2): Animated Clone, Infused Body

Gear, Equipment & Money

Magic Items

Spells

Vampiric Blade (Lvl 7 Spell)

Melee attack; Daily

Attack: 1d20+12 vs AC

Hit: 9d8+15 damage. Spend a recovery to heal and deal extra negative energy damage equal to the healed amount.

Miss: 9 damage

7th level spell: On a natural 16+, the recovery is free.

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

Burning Leash (Lvl 9 Spell)

Close-quarters spell; Once per battle

Target: One nearby enemy

Attack: 1d20+12 vs PD

Hit: 10d6+15 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 7d6 fire damage.

Miss: 9 damage

Ghost Strike (Lvl 7 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: 9d8+15 force damage

Natural even hit: You become insubstantial until the end of your next turn and gain resist physical damage 17+.

Miss: Half damage (Adventurer Feat)

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 9d8+15 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

Blade Guardian (Lvl 7 Spell)

Close-quarters spell; Daily

Target: One weapon

Effect: You enchant the weapon to stand guard until the next dusk or dawn. When the condition set by you is met, for example when a creature other than you or an ally steps within a marked area, the weapon will sound an alarm and rush to attack. It has a +7 initiative, +12 attack and deals 35 damage on a hit. If it rolls a natural 1-5 on attack, the spell ends.

Chain Breaker (Lvl 7 Spell)

No action (you can use this spell even if stunned or otherwise unable to take actions); Daily

Effect: End any effects on you that impose the following conditions: grabbed, stuck, stunned, and petrified. Until the end of the battle, you gain a +5 bonus to saving throws against any effects that include those conditions.

Channel Life

(Lvl 9 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+14 vs. MD

Hit vs. an enemy: 10d12+15 negative energy damage, and the healing target can heal using a recovery.

Hit vs. an ally: 30 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.

Animated Clone (Lvl 9 Spell)

Close-quarters spell; Standard action; Daily

Effect: You create a clone of yourself. Spend a recovery without healing; the result of the recovery roll is your clone's hit point total. All other stats of the clone are the same as yours. Your clone acts after you on the same initiative. Both of you have a separate set of actions.

However, the clone and you share the same power pool; if your clone uses once per battle or daily power, that power is expended for you too, and vice versa. If you or the clone is reduced to zero hit points, the spell ends and the surviving body is the new you. The other body vanishes.

Epic Feat: Double the initial hit point total of your clone.