

Character Name

Shadowborn

Race

Swordmage N1

Class & Level

Height & Weight

Age & Sex

7 STR **-2**

16 CON **+3**

13 DEX **+1**

Initiative

+1

Level + Dex

17 INT **+3**

9 WIS **-1**

9 CHA **-1**

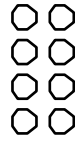


Hit Points

15	Current
Maximum	Current

Recoveries

4
1d8+3



Death Saves



PD

11

10 + Level + Str/Con/Dex

AC

17

16 + Level + Con/Dex/Wis

MD

11

12 + Level + Int/Wis/Cha

Icon Relationships

Lich King (conflicted 1)

One Unique Thing

Backgrounds

Bodyguard for the ambassador to Necropolis +2

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 3 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.



Attacks and Attack Spells

Saber (Melee attack)

Attack: 1d20+3 vs. AC

Hit: 1d8+3 damage

Miss: —

Longbow (Ranged attack)

Attack: 1d20+1 vs. AC

Hit: 1d8+1 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+3 vs AC

Hit: 1d8+3 damage.

Natural even hit: 2 extra force damage.

Miss: —