

Character Name

**Shadar-Kai**

Race

**Swordmage 5**

Class & Level

Height & Weight

Age & Sex

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

Initiative

**+7**

Level + Dex

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

**15** DEX **+2**

**19** INT **+4**

**10** WIS **0**

**10** CHA **0**



Hit Points

**88**

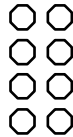
Maximum

Current

Recoveries

**8**

**5d8+8**



Death  
Saves



PD

**17**

10 + Level +  
Str/Con/Dex

AC

**23**

16 + Level +  
Con/Dex/Wis

MD

**17**

12 + Level +  
Int/Wis/Cha

Icon Relationships

**Arch Mage (positive 1)**

**Lich King (conflicted 2)**

**Shadow Prince (positive 1)**

One Unique Thing

Backgrounds

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

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

Class & Race 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 13 negative energy damage to the attacker, and heal hit points equal to that amount.

*Adventurer Feat:* If you are at full hit points, you can grant the healing to any nearby ally.

**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.

**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+9 vs. AC

Hit: 5d8+8 damage

Miss: 5 damage

**Longbow (Ranged attack)**

Attack: 1d20+7 vs. AC

Hit: 5d8+4 damage

Miss: -

## Feats

Adventurer Feat (4): Viper Bite, Channel Life  
Infused Body, Sigil of Blood

Champion Feat (1): Viper Bite

## Gear, Equipment & Money

## Magic Items

## Additional Spells

### Keen Blade (Lvl 3 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+9 vs AC

Hit: 5d8+8 damage

*Natural even hit:* 6 extra force damage

Miss: 5 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+9 vs PD

Hit: 5d8+8 force damage

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

Miss: 5 damage

### Viper Bite (Lvl 5 Spell)

Melee attack spell; Daily

Attack: 1d20+9 vs AC

Hit: 5d8+8 damage, plus 15 ongoing poison damage and the target is weakened (save ends both)

Miss: 5 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.

*Champion Feat:* On a natural 16+ attack roll, the save is a hard save (16+).

### Vampiric Blade (Lvl 3 Spell)

Melee attack; Daily

Attack: 1d20+9 vs AC

Hit: 5d8+8 damage. Spend a recovery to heal and deal extra negative energy damage equal to the healed amount.

Miss: 5 damage.

### Blade Guardian (Lvl 5 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 +5 initiative, +10 attack vs. AC and deals 25 damage on a hit. If it rolls a natural 1-5 on attack, the spell ends.

### Channel Life

#### (Lvl 5 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+9 vs. MD

Hit vs. an enemy: 5d10+8 negative energy damage, and the healing target can heal using a recovery.

Hit vs. an ally: 15 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.