



- ☐ Hit Points
- ☐ Skills +1
- ☐ Feat
- ☐ Extra Magic Item
- ☐ Spell
- ☐ Ability Scores

[illegible]

TALENTS

SIGILS

MARK WITH SIGIL

Close-quarters; At-will
Mark a nearby enemy with a sigil.

(EACH SIGIL)

Interrupt action; at-will
Trigger: The marked enemy attacks an ally but does not also target you.

☐ **BLURRING SIGIL**

Effect: The enemy rolls twice on the attack and takes the lower result.

☐ **SIGIL OF BLOOD**

Effect: Con + level negative energy damage, heal the same amount.

☐ **SIGIL OF SHIELDING**

Effect: Your ally takes half damage.

☐ **SIGIL OF VENGEANCE**

Effect: Teleport to engage the sigil target, make a melee basic attack against it.

FEATS

ADVENTURER

CHAMPION

EPIC

GEAR, EQUIPMENT & MONEY

gp

MAGIC ITEMS

ITEM

CHAKRA



Notes