

<b>Mage of the Sanguine Order</b>		<b>Level 5 Controller</b>	
Medium natural humanoid		XP 200	
<b>Initiative</b> +1		<b>Senses</b> Perception +4	
<b>HP</b> 62; <b>Bloodied</b> 31			
<b>AC</b> 20; <b>Fortitude</b> 18; <b>Reflex</b> 18; <b>Will</b> 19			
<b>Speed</b> 6			
⌚ <b>Blood Curse</b> (standard; at-will) ♦ <b>Necrotic</b>			
Ranged 10; +12 vs. Fortitude; 1d6+4 necrotic damage, and the target is slowed and dazed (save ends both).			
⬅ <b>Exsanguinate</b> (standard; encounter) ♦ <b>Necrotic</b>			
Close burst 3; +9 vs. Fortitude; 3d6+4 necrotic damage, and the target takes ongoing 5 necrotic damage and is dazed (save ends both).			
<b>Blood Surge</b> (minor; at-will) ♦ <b>Healing, Necrotic</b>			
The mage deals 5 necrotic damage to a living creature it has afflicted with the blood curse (see above). The mage regains 5 hit points.			
<b>Alignment</b> Evil		<b>Languages</b> Common, Primordial	
<b>Skills</b> Arcana +11, History +11, Insight +9			
<b>Str</b> 10 (+0)	<b>Dex</b> 13 (+1)	<b>Wis</b> 15 (+2)	
<b>Con</b> 14 (+2)	<b>Int</b> 18 (+4)	<b>Cha</b> 13 (+1)	
<b>Equipment</b> robes, dagger			