

Player Name Ann Woody

Petra

Character Name

2

Level

Warden|Rogue

Class

Paragon Path

Epic Destiny

1,018

Total XP

Goliath

Race

Medium

Size

20

Age

Female

Gender

7'2"

Height

280 lbs.

Weight

Unaligned

Alignment

Dol Arrah

Deity

Dusk Wardens

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	3	1	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
16	AC	11	5					

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
19	STR Strength	4	5
18	CON Constitution	4	5
16	DEX Dexterity	3	4
14	INT Intelligence	2	3
18	WIS Wisdom	4	5
15	CHA Charisma	2	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	11	4	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	REF	11	3	1				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	WILL	11	4				1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10 +	10

20	Passive Perception	10 +	10
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SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Heavy flail

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	4		2			

ABILITY: Melee Basic Attack - Handaxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	1	4		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Heavy flail

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+4	4				

ABILITY: Melee Basic Attack - Handaxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Heavy flail	2d6+4
7	vs AC	Handaxe (Melee)	1d6+4
7	vs AC	Handaxe (Range)	1d6+4
5	vs AC	Unarmed (Melee)	1d4+4

FEATS

Backstabber - Sneak Attack dice increase to d8s

Street Thug - Treat mace as light blade

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
38	19	9	11

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Mountain's Tenacity - +1 racial bonus to Will

Powerful Athlete - Roll twice and use either result when

making Athletics check to jump or climb

Stone's Endurance - Have the stone's endurance power

CLASS / PATH / DESTINY FEATURES

Nature's Wrath (Hybrid) - On your turn, you can mark

one adjacent enemy as a free action until the end of your

next turn

Hybrid Warden Fortitude

Sneak Attack (Hybrid) - When using rogue powers, deal

bonus damage when you have combat advantage

LANGUAGES KNOWN

Common, Dwarven

CHARACTER NAME
Petra

PLAYER NAME
Ann Woody

RACE **Goliath** CLASS **Hybrid** LEVEL **2**

	SCORE	ABILITY	MOD
HP 38	19	STR	+4
Spd 6	18	CON	+4
Init +4	16	DEX	+3
	14	INT	+2
	18	WIS	+4
	15	CHA	+2

AC 16 **Fort** 16 **Ref** 15 **Will** 16

20 Passive Insight **20** Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Standard, Primal, Weapon, USED

Standard **ACTION** **ENCOUNTER** **DAILY**

Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS **Warden** LEVEL **1** BOOK **PH**

UTILITY POWER **DUNGEONS & DRAGONS**

Thorn Strike

KEYWORDS Primal, Weapon, USED

Standard **ACTION** **ENCOUNTER** **DAILY**

7 vs AC One creature

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you pull the target 1 square.
Level 21: 2[W] + Strength modifier (+4) damage.

Heavy flail: +7 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS **Warden** LEVEL **1** BOOK **PH2**

AT-WILL POWER **DUNGEONS & DRAGONS**

Skills

4	Acrobatics	DEX
3	Arcana	INT
12	Athletics	STR (Trained)
3	Bluff	CHA
8	Diplomacy	CHA (Trained)
10	Dungeoneering	WIS (Trained)
5	Endurance	CON
5	Heal	WIS
3	History	INT
10	Insight	WIS (Trained)
3	Intimidate	CHA
7	Nature	WIS
10	Perception	WIS (Trained)
3	Religion	INT
4	Stealth	DEX
3	Streetwise	CHA
4	Thievery	DEX

ADDITIONAL EFFECTS

PLAY DATA **DUNGEONS & DRAGONS**

Warden's Fury

KEYWORDS Primal, Weapon, USED

Imm Interr * **ACTION** **ENCOUNTER** **DAILY**

7 vs Fort The triggering enemy

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+4) damage, and the target grants combat advantage to you and your allies until the end of your next turn.
Level 21: 2[W] + Strength modifier (+4) damage.

Heavy flail: +7 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS **Warden** LEVEL **1** BOOK **PH2**

AT-WILL POWER **DUNGEONS & DRAGONS**

Probing Strike

KEYWORDS Martial, Weapon, USED

Standard **ACTION** **ENCOUNTER** **DAILY**

6 vs AC One creature

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+3) damage. Increase damage to 2[W] + Dexterity modifier (+3) at 21st level.
Effect: You gain a +1 power bonus to your next attack roll against the target before the end of your next turn.

Heavy flail: +6 attack, 2d6+3 damage

ADDITIONAL EFFECTS

CLASS **Rogue** LEVEL **1** BOOK **PHS1**

AT-WILL POWER **DUNGEONS & DRAGONS**

Action Point

ADDITIONAL EFFECTS

Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Warden's Grasp

KEYWORDS Primal, USED

Imm React **ACTION** **ENCOUNTER** **DAILY**

5 vs The triggering enemy in burst

Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier (+4) damage, and the target is slowed and cannot shift until the end of its turn.

ADDITIONAL EFFECTS

CLASS **Warden** LEVEL **1** BOOK **PH2**

AT-WILL POWER **DUNGEONS & DRAGONS**

Stone's Endurance

KEYWORDS Minor, Primal, Weapon, USED

Minor **ACTION** **ENCOUNTER** **DAILY**

Effect: You gain resist 5 to all damage until the end of your next turn.
Level 11: Resist 10 to all damage.
Level 21: Resist 15 to all damage.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL ***** BOOK **PH2**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Thunder Ram Assault

KEYWORDS

Primal, Thunder, Weapon

USED

Standard

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⬆

⬅

↘

Melee weapon

ACTION

⬅

⬆

RANGE

7

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Hit: 1[W] + Strength modifier (+4) thunder damage. Make a secondary attack that is a close blast 3.

Earthstrength: You also push the primary target a number of squares equal to your Constitution modifier (+4).

Secondary Target: Each creature in blast

Secondary Attack: Strength vs. Fortitude

Hit: 1d6 thunder damage, and you push the secondary target 1 square.

Heavy flail: +7 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS

Warden

LEVEL

1

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Form of the Relentless Panther Attack

KEYWORDS

Polymorph, Primal, Weapon

USED

Standard

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Melee weapon

ACTION

⬅

⬆

RANGE

7

vs

Reflex

One creature

ATTACK

DEFENSE

TARGET

Requirement: The Form of the Relentless Panther power must be active to use this power.

Effect: Before the attack, you shift your speed.

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier (+4) damage, and ongoing 5 damage (save ends).

Miss: Half damage, and ongoing 2 damage (save ends).

Heavy flail: +7 attack, 4d6+4 damage

ADDITIONAL EFFECTS

CLASS

Warden

LEVEL

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Form of the Relentless Panther

KEYWORDS

Polymorph, Primal

USED

Minor

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Personal

ACTION

⬅

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RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You assume the guardian form of the relentless panther until the end of the encounter. While you are in this form, you gain a +2 bonus to Reflex and a +1 bonus to attack rolls against enemies marked by you. In addition, you can shift 2 squares as a move action.

Special: Once during this encounter, you can use the Form of the Relentless Panther Attack power while you are in this form.

ADDITIONAL EFFECTS

CLASS

Warden

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS

Guardian Thorns

KEYWORDS

Primal

USED

Minor

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Close burst 5

ACTION

5

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Target: One ally in burst

Effect: Until the end of your next turn, when any enemy marked by you hits or misses the target, that enemy takes 5 damage.

ADDITIONAL EFFECTS

CLASS

Warden

LEVEL

2

BOOK

PP

UTILITY POWER

DUNGEONS & DRAGONS