

Player Name Ann Woody

Adria  
Character Name  
Goliath  
Race  
Medium  
Size  
20  
Age  
Female  
Gender  
7'2"  
Height  
280 lbs.  
Weight  
Unaligned  
Alignment  
Dol Arrah  
Deity

3  
Level  
Warden|Rogue  
Class

Paragon Path

Epic Destiny

Dusk Wardens

2,250  
Total XP

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	3	1	

CONDITIONAL MODIFIERS

### 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

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
44	22	11	11	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				

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
4	Acrobatics	DEX	4	0	n/a
3	Arcana	INT	3	0	n/a
12	Athletics	STR	5	5	n/a
3	Bluff	CHA	3	0	n/a
8	Diplomacy	CHA	3	5	n/a
10	Dungeoneering	WIS	5	5	n/a
5	Endurance	CON	5	0	n/a
5	Heal	WIS	5	0	n/a
3	History	INT	3	0	n/a
10	Insight	WIS	5	5	n/a
3	Intimidate	CHA	3	0	n/a
7	Nature	WIS	5	0	n/a
10	Perception	WIS	5	5	n/a
3	Religion	INT	3	0	n/a
4	Stealth	DEX	4	0	n/a
3	Streetwise	CHA	3	0	n/a
4	Thievery	DEX	4	0	n/a

### DEFENSES

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

CONDITIONAL BONUSES

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

### 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

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
20	Passive Insight	10	+

20	Passive Perception	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



CHARACTER NAME  
**Adria**

PLAYER NAME  
**Ann Woody**

RACE **Goliath** CLASS **Hybrid** LEVEL **3**

	SCORE	ABILITY	MOD
<b>HP</b> 44	<b>19</b>	<b>STR</b>	<b>+4</b>
<b>Spd</b> 6	<b>18</b>	<b>CON</b>	<b>+4</b>
<b>Init</b> +4	<b>16</b>	<b>DEX</b>	<b>+3</b>
	<b>14</b>	<b>INT</b>	<b>+2</b>
	<b>18</b>	<b>WIS</b>	<b>+4</b>
	<b>15</b>	<b>CHA</b>	<b>+2</b>

**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

**ACTION** 7 vs **Fort** The triggering enemy

**ATTACK** DEFENSE TARGET

**Effect:** You spend a healing surge and regain 11 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

**ACTION** 7 vs **AC** One creature

**ATTACK** DEFENSE TARGET

**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

**ACTION** 7 vs **Fort** The triggering enemy

**ATTACK** DEFENSE TARGET

**Trigger:** An enemy marked by you makes an attack that does not include you as a target  
**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

**ACTION** 6 vs **AC** One creature

**ATTACK** DEFENSE TARGET

**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

**ACTION** 5 vs **Fort** The triggering enemy in burst

**ATTACK** DEFENSE TARGET

**Trigger:** An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target  
**Effect:** You slide the target 1 square. 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

**ACTION** vs **AC** One creature

**ATTACK** DEFENSE TARGET

**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

**Primary Attack:** Strength vs. AC  
**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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⬇

⬅

⬇

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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

Brutal Trick

KEYWORDS

Martial, Rattling, Weapon

USED

Standard

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⬇

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⬆

Melee weapon

ACTION

⬅

⬆

⬇

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding a light blade.

**Attack:** Dexterity vs. AC. This attack provokes an opportunity attack from the target. If the target misses with the opportunity attack, you target the lower of its AC or Reflex.

**Ruthless Ruffian:** If the target misses or does not make the opportunity attack, you can target the lower of its AC, Fortitude, or Reflex.  
**Hit:** 3[W] + Dexterity modifier (+3) damage.

ADDITIONAL EFFECTS

CLASS

Rogue

LEVEL

3

BOOK

MP2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Form of the Relentless Panther

KEYWORDS

Polymorph, Primal

USED

Minor

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⬇

⬅

⬇

⬅

⬆

Personal

ACTION

⬅

⬆

⬇

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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⬅

⬇

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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