

Player Name

Character Name: **1** Warden
 Level: **1** Class: **Paragon Path** Epic Destiny: _____ Total XP: **0**
 Race: **Longtooth Shifter** Size: **Medium** Age: _____ Gender: _____ Height: _____ Weight: _____ Alignment: _____ Deity: _____
 Adventuring Company: _____ RPGA Number: _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	10	6				2	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	5
11	CON Constitution	0	0
10	DEX Dexterity	0	0
8	INT Intelligence	-1	-1
16	WIS Wisdom	3	3
10	CHA Charisma	0	0

FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	10	5	1				

CONDITIONAL BONUSES

REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	REF	10					2	

CONDITIONAL BONUSES

WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	10	3	1				

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	3
13	Passive Perception	10	3

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

DAMAGE WORKSPACE

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
5	vs AC	Unarmed (Melee)	1d4+5

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
28	14	7	9

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

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Longtooth Shifting - Use longtooth shifting as an encounter power

Athletics Bonus

Endurance Bonus

FEATS

Weapon Proficiency (Waraxe) - Gain proficiency with the Waraxe.

SKILLS

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

CLASS / PATH / DESTINY FEATURES

Font of Life - At the start of your turn, roll a saving throw

Guardian Might - Choose a Guardian Might option

Wildblood - Add Wis mod to AC instead of Dex or Int.

When you use second wind, marked enemies take a penalty on attacks.

Nature's Wrath - On your turn, you can mark each adjacent enemy as a free action until the end of your next turn

LANGUAGES KNOWN

Common, Goblin

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Warden's Fury	<input type="checkbox"/>
Warden's Grasp	<input type="checkbox"/>
Thorn Strike	<input type="checkbox"/>
Earth Shield Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Longtooth Shifting	<input type="checkbox"/>
Wildblood Frenzy	<input type="checkbox"/>
Form of the Relentless Panther Attack	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Form of the Relentless Panther	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Heavy Shield (E)
Hide Armor (E)
Adventurer's Kit
Climber's Kit
Waraxe (E)
Handaxe

COINS AND OTHER WEALTH

Money on hand: 8 gp
Stored money: 0 gp
Encumbrance: 64 / 200

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Auspicious Birth
I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood.
You substitute your highest ability score for Constitution to determine your initial hit points.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

PLAYER NAME

RACE Longtooth Shifter CLASS Warden LEVEL 1

HP	20	STR	AC
28		11	18
Spd		CON	Fort
6		10	16
Init		8	Ref
+0		16	12
		10	Will
		14	

13 Passive Insight 13 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS USED

Standard	+	+	+	Personal
ACTION	←	→	✳	RANGE
	vs			Self
ATTACK		DEFENSE		TARGET

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Warden's Fury

KEYWORDS Primal, Weapon USED

Imm Interr	*	+	+	Melee weapon
ACTION	←	→	✳	RANGE
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 (+5) 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 (+5) damage.

Waraxe: +7 attack, 1d12+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Warden's Grasp

KEYWORDS Primal USED

Imm React	+	+	+	Close burst 5
ACTION	5	←	→	RANGE
	vs			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 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Thorn Strike

KEYWORDS Primal, Weapon USED

Standard	*	+	+	Melee 2
ACTION	←	→	✳	RANGE
7	vs	AC		One creature
ATTACK		DEFENSE		TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage, and you pull the target 1 square.
 Level 21: 2[W] + Strength modifier (+5) damage.

Waraxe: +7 attack, 1d12+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Earth Shield Strike

KEYWORDS Primal, Weapon USED

Standard	*	+	+	Melee weapon
ACTION	←	→	✳	RANGE
7	vs	AC		One creature
ATTACK		DEFENSE		TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage, and you gain a +1 power bonus to AC until the end of your next turn.
 Level 21: 2[W] + Strength modifier (+5) damage.

Waraxe: +7 attack, 1d12+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Form of the Relentless Panther Attack

KEYWORDS Polymorph, Primal, Weapon USED

Standard	*	+	+	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 (+5) damage, and ongoing 5 damage (save ends).
Miss: Half damage, and ongoing 2 damage (save ends).

Waraxe: +7 attack, 2d12+5 damage

ADDITIONAL EFFECTS

CLASS LEVEL * BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Longtooth Shifting

KEYWORDS Healing USED

Minor	+	+	+	Personal
ACTION	←	→	✳	RANGE
	vs			
ATTACK		DEFENSE		TARGET

Requirement: You must be bloodied.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.
 Level 11: Regeneration 4.
 Level 21: Regeneration 6.

Unarmed: +0 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Wildblood Frenzy

KEYWORDS		USED	
Primal, Weapon			
Standard	* ↓ ↻	Melee weapon	
ACTION	↶ ↷	RANGE	
7	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+5) damage. Wildblood: The attack deals extra damage equal to your Wisdom modifier (+3). Effect: Make the attack one more time against the same target or a different one.</p> <p>Waraxe: +7 attack, 1d12+8 damage</p>			
ADDITIONAL EFFECTS			
CLASS	LEVEL	BOOK	
Warden	1	PH2	
ENCOUNTER POWER		DUNGEONS & DRAGONS ®	

Form of the Relentless Panther

KEYWORDS		USED	
Polymorph, Primal			
Minor	↓ ↻	Personal	
ACTION	↶ ↷	RANGE	
	vs		
ATTACK	DEFENSE	TARGET	
<p>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.</p>			
ADDITIONAL EFFECTS			
CLASS	LEVEL	BOOK	
Warden	1	PH2	
DAILY POWER		DUNGEONS & DRAGONS ®	