

Player Name **Woo, Sung-hyun**

Gaashat	4	Warden	4,108
Character Name	Level	Class	Total XP
Goliath	Medium	23	Male
Race	Size	Age	Gender
	7' 6"	330 lb	Good
	Height	Weight	Alignment
			Deity
			GrayHawk 4th
			2
			Adventuring Company
			RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>3</b>	<b>1</b>	<b>2</b>	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>22</b>	<b>AC</b>	<b>12</b>	<b>7</b>			<b>1</b>	<b>2</b>	

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>19</b>	<b>STR</b> Strength	<b>4</b>	<b>6</b>
<b>18</b>	<b>CON</b> Constitution	<b>4</b>	<b>6</b>
<b>13</b>	<b>DEX</b> Dexterity	<b>1</b>	<b>3</b>
<b>9</b>	<b>INT</b> Intelligence	<b>-1</b>	<b>1</b>
<b>14</b>	<b>WIS</b> Wisdom	<b>2</b>	<b>4</b>
<b>9</b>	<b>CHA</b> Charisma	<b>-1</b>	<b>1</b>

### FORT

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>FORT</b>	<b>12</b>	<b>4</b>	<b>1</b>		<b>1</b>		

CONDITIONAL BONUSES

### REF

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>REF</b>	<b>12</b>	<b>1</b>			<b>1</b>	<b>2</b>	

CONDITIONAL BONUSES

### WILL

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>17</b>	<b>WILL</b>	<b>12</b>	<b>2</b>	<b>1</b>		<b>1</b>	<b>1</b>	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>14</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>4</b>

### Passive Perception

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>14</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>4</b>

SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+</b> <b>6</b>	<b>2</b>	<b>4</b>					

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d4+4</b>	<b>4</b>				

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
<b>61</b>	<b>30</b>	<b>15</b>
	1/2 HP	1/4 HP
		<b>13</b>
		SURGES/DAY

CURRENT HIT POINTS	CURRENT SURGE USES

### SECOND WIND 1/ENCOUNTER

TEMPORARY HIT POINTS

USED

### DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Poison

CURRENT CONDITIONS AND EFFECTS

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	3	0	-3
1	Arcana	INT	1	0	n/a
10	Athletics	STR	6	5	-3 2
1	Bluff	CHA	1	0	n/a
1	Diplomacy	CHA	1	0	n/a
9	Dungeoneering	WIS	4	5	n/a
8	Endurance	CON	6	5	-3
4	Heal	WIS	4	0	n/a
1	History	INT	1	0	n/a
4	Insight	WIS	4	0	n/a
1	Intimidate	CHA	1	0	n/a
11	Nature	WIS	4	5	n/a 2
4	Perception	WIS	4	0	n/a
1	Religion	INT	1	0	n/a
0	Stealth	DEX	3	0	-3
1	Streetwise	CHA	1	0	n/a
0	Thievery	DEX	3	0	-3

### 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

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

**Guardian Might** - Choose a Guardian Might option

**Earthstrength** - Add Con mod to AC instead of Dex or Int. When you use second wind, add your Con mod to AC.

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

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>10</b>	vs <b>AC</b>	Oathblade Longsword +1	1d8+5
<b>10</b>	vs <b>AC</b>	Lifedrinker Longsword +1	1d8+5
<b>6</b>	vs <b>AC</b>	Unarmed (Melee)	1d4+4
<b>3</b>	vs <b>AC</b>	Unarmed (Range)	1d4+1

### FEATS

**Toughness** - Gain 5 additional hit points per tier

**Sudden Roots** - Enemy hit by opportunity attack is slowed

**Blade Opportunist** - +2 to opportunity attacks with heavy blade or light blade

### LANGUAGES KNOWN

Common, Giant



Gaashat

PLAYER NAME

Woo, Sung-hyun

RACE Goliath CLASS Warden LEVEL 4

<b>HP</b> 61	<b>STR</b> 19	<b>AC</b> 22
<b>Spd</b> 6	<b>CON</b> 18	<b>Fort</b> 18
<b>Init</b> +3	<b>DEX</b> 13	<b>Ref</b> 16
	<b>INT</b> 9	<b>Will</b> 17
	<b>WIS</b> 14	
	<b>CHA</b> 9	

<b>14</b> Passive Insight	<b>14</b> Passive Perception
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PLAY DATA



ENCOUNTER SPECIAL



ENCOUNTER ACTION



Second Wind

KEYWORDS USED

Standard	+	↖	↗	Personal
<b>ACTION</b>	↖	↗	✳	<b>RANGE</b>
	vs			Self
<b>ATTACK</b>	<b>DEFENSE</b>			<b>TARGET</b>

Effect: You spend a healing surge and regain 15 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

Warden's Fury

KEYWORDS Primal, Weapon USED

Imm Interr	*	+	↖	↗	Melee weapon
<b>ACTION</b>	↖	↗	✳		<b>RANGE</b>
<b>10</b>	vs	<b>Fort</b>			The triggering enemy
<b>ATTACK</b>	<b>DEFENSE</b>				<b>TARGET</b>

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.

Oathblade Longsword +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL BOOK PH2

AT-WILL POWER



Warden's Grasp

KEYWORDS Primal USED

Imm React	+	↖	↗	Close burst 5
<b>ACTION</b>	↖	↗	✳	5
	vs			The triggering enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>			<b>TARGET</b>

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



Thorn Strike

KEYWORDS Primal, Weapon USED

Standard	*	+	↖	↗	Melee 2
<b>ACTION</b>	↖	↗	✳		<b>RANGE</b>
<b>10</b>	vs	<b>AC</b>			One creature
<b>ATTACK</b>	<b>DEFENSE</b>				<b>TARGET</b>

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.

Oathblade Longsword +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

AT-WILL POWER



Stone's Endurance

KEYWORDS USED

Minor	+	↖	↗	Personal
<b>ACTION</b>	↖	↗	✳	<b>RANGE</b>
	vs			
<b>ATTACK</b>	<b>DEFENSE</b>			<b>TARGET</b>

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



Form of the Relentless Panther Attack

KEYWORDS Polymorph, Primal, Weapon USED

Standard	*	+	↖	↗	Melee weapon
<b>ACTION</b>	↖	↗	✳		<b>RANGE</b>
<b>10</b>	vs	<b>Reflex</b>			One creature
<b>ATTACK</b>	<b>DEFENSE</b>				<b>TARGET</b>

Requirement: You must be under the effect of the Form of the Relentless Panther 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).

Oathblade Longsword +1: +10 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

ENCOUNTER POWER



Earthgrasp Strike

KEYWORDS Primal, Weapon USED

Standard	*	+	↖	↗	Melee weapon
<b>ACTION</b>	↖	↗	✳		<b>RANGE</b>
<b>10</b>	vs	<b>AC</b>			One creature
<b>ATTACK</b>	<b>DEFENSE</b>				<b>TARGET</b>

Attack: Strength vs. AC  
 Hit: 1[W] + Strength modifier (+4) damage, and you knock the target prone. The first time the target stands up before the end of your next turn, it takes 1d10 + your Strength modifier (+4) damage.

Earthstrength: The target can't stand up until the end of your next turn, and the first time it stands up before the end of the encounter, it takes 1d10 + your Strength modifier (+4) damage.

Oathblade Longsword +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 3 BOOK PH2

ENCOUNTER POWER



## Hungry Earth

KEYWORDS Primal, Weapon USED

Standard		Close burst 1
<b>ACTION</b>	1	<b>RANGE</b>
10 vs Fort	Each enemy in burst	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Attack: Strength vs. Fortitude  
Hit: 1[W] + Strength modifier (+4) damage.  
Effect: Until the end of your next turn, each square in the burst is difficult terrain for your enemies.

Oathblade Longsword +1: +10 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

**ENCOUNTER POWER** DUNGEONS & DRAGONS®

## Form of the Relentless Panther

KEYWORDS Polymorph, Primal USED

Minor		Personal
<b>ACTION</b>		<b>RANGE</b>
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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®

## Mountain Lion Step

KEYWORDS Primal USED

Minor		Personal
<b>ACTION</b>		<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You ignore difficult terrain until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Warden LEVEL 2 BOOK PH2

**UTILITY POWER** DUNGEONS & DRAGONS®

## Lifedrinker Longsword +1

1d8	3	Heavy Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		5	+1d6 necrotic damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES  
When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.  
Versatile

Melee Basic Attack: +10 attack, 1d8+5 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT One-hand WEIGHT 4 PRICE 1000 BOOK

**MAGIC WEAPON** DUNGEONS & DRAGONS®

## Oathblade Longsword +1

1d8	3	Heavy Blade	
<b>DAMAGE</b>	<b>PROFICIENT</b>	<b>GROUP</b>	<b>RANGE</b>
+1 attack rolls and damage rolls		4	+1d6 damage
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>CRITICAL</b>

PROPERTIES  
On a critical hit you deal +1d10 damage against a target marked by you.  
Versatile

Melee Basic Attack: +10 attack, 1d8+5 damage

AT-WILL  ENCOUNTER  DAILY

POWER

Power (Daily): Minor Action. Your next attack against a creature marked by you deals an extra 1d6 damage per plus.

ITEM SLOT One-hand WEIGHT 4 PRICE 840 BOOK

**MAGIC WEAPON** DUNGEONS & DRAGONS®

## Horn Tusk Hide Armor +1

3	-1	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+1 AC		2	Armor
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

Power (Encounter): Immediate Interrupt. Trigger: An enemy reduces you to 0 hit points or fewer.  
Effect: You make a melee basic attack with a bonus to the attack roll and the damage roll equal to the armor's enhancement bonus.

ITEM SLOT Body WEIGHT 25 PRICE 520 BOOK

**MAGIC ITEM** DUNGEONS & DRAGONS®

## Amulet of Health +1

			1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
+1 Fortitude, Reflex, and Will		3	Neck Slot Item
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES  
Gain resist 5 poison.

AT-WILL  ENCOUNTER  DAILY

POWER

Item Slot: Neck

ITEM SLOT Neck WEIGHT 0 PRICE 680 BOOK

**MAGIC ITEM** DUNGEONS & DRAGONS®

## Shield of Defiance Heavy Shield (hero)

2	-2	-	1
<b>AC BONUS</b>	<b>CHECK</b>	<b>SPEED</b>	<b>QUANTITY</b>
		8	Arms Slot Item
<b>ENHANCEMENT</b>		<b>LEVEL</b>	<b>TYPE</b>

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

Item Slot: Arms  
Power (Daily • Healing): Immediate Reaction. You can use this power when a critical hit is scored on you. You can spend a healing surge.

ITEM SLOT Off-hand WEIGHT 15 PRICE 3400 BOOK

**MAGIC ITEM** DUNGEONS & DRAGONS®