

Player Name Jonathan McDowell

Ka'Thuk		1	Warden				0
Character Name		Level	Class		Paragon Path		Epic Destiny
Half-Orc	Medium	26	Male	6'3"	236	Good	Total XP
Race	Size	Age	Gender	Height	Weight	Alignment	Deity
				Adventuring Company		RPGA Number	

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	2		
CONDITIONAL MODIFIERS			

### DEFENSES

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

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT +2 Speed when charging				

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	<b>STR</b> Strength	4	4
16	<b>CON</b> Constitution	3	3
14	<b>DEX</b> Dexterity	2	2
8	<b>INT</b> Intelligence	-1	-1
12	<b>WIS</b> Wisdom	1	1
10	<b>CHA</b> Charisma	0	0

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	FORT	10	4	1				
CONDITIONAL BONUSES								

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	WILL	10	1	1				
CONDITIONAL BONUSES								

CONDITIONAL BONUSES

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
33	16	8	12	
	1/2 HP	1/4 HP		

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
1	<b>Acrobatics</b>	DEX	2	0	-1	0
-1	<b>Arcana</b>	INT	-1	0	n/a	0
3	<b>Athletics</b>	STR	4	0	-1	0
0	<b>Bluff</b>	CHA	0	0	n/a	0
0	<b>Diplomacy</b>	CHA	0	0	n/a	0
1	<b>Dungeoneering</b>	WIS	1	0	n/a	0
4	<b>Endurance</b>	CON	3	0	-1	2
6	<b>Heal</b>	WIS	1	5	n/a	0
-1	<b>History</b>	INT	-1	0	n/a	0
1	<b>Insight</b>	WIS	1	0	n/a	0
7	<b>Intimidate</b>	CHA	0	5	n/a	2
7	<b>Nature</b>	WIS	1	5	n/a	1
7	<b>Perception</b>	WIS	1	5	n/a	1
-1	<b>Religion</b>	INT	-1	0	n/a	0
1	<b>Stealth</b>	DEX	2	0	-1	0
0	<b>Streetwise</b>	CHA	0	0	n/a	0
1	<b>Thievery</b>	DEX	2	0	-1	0

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
1	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

- Furious Assault** - Have the furious assault power
- Half-Orc Resilience** - Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter
- Swift Charge** - +2 bonus to speed when charging

### CLASS / PATH / DESTINY FEATURES

- Font of Life** - At the start of your turn, roll a saving throw
- Guardian Might** - Choose a Guardian Might option
- Stormheart**
- 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, Giant

### SENSES

SCORE	PASSIVE SENSE	BASE	ARMOR	ITEM	MISC
11	Passive Insight	10	+	1	

SPECIAL SENSES

Low-light Vision

SCORE	PASSIVE SENSE	BASE	ARMOR	ITEM	MISC
17	Passive Perception	10	+	7	

SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Execution axe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	6	0	4	2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	4	0	4				

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Execution axe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Execution axe	1d12+4
4	vs AC	Unarmed (Melee)	1d4+4
2	vs AC	Unarmed (Range)	1d4+2
	vs		

### FEATS

- Weapon Proficiency (Execution axe)** - Gain proficiency with the Execution axe.



CHARACTER NAME  
**Ka'Thuk**

PLAYER NAME  
**Jonathan McDowell**

RACE Half-Orc CLASS Warden LEVEL 1

SCORE	ABILITY	MOD
<b>HP</b> 33	<b>18 STR</b>	<b>+4</b>
<b>Spd</b> 6	<b>16 CON</b>	<b>+3</b>
<b>Init</b> +2	<b>14 DEX</b>	<b>+2</b>
	<b>8 INT</b>	<b>-1</b>
	<b>12 WIS</b>	<b>+1</b>
	<b>10 CHA</b>	<b>+0</b>

<b>AC</b> 16
<b>Fort</b> 15
<b>Ref</b> 12
<b>Will</b> 12

**11** Passive Insight    **17** Passive Perception


### Skills

1	Acrobatics	DEX
-1	Arcana	INT
3	Athletics	STR
0	Bluff	CHA
0	Diplomacy	CHA
1	Dungeoneering	WIS
4	Endurance	CON
6	Heal	WIS (Trained)
-1	History	INT
1	Insight	WIS
7	Intimidate	CHA (Trained)
7	Nature	WIS (Trained)
7	Perception	WIS (Trained)
-1	Religion	INT
1	Stealth	DEX
0	Streetwise	CHA
1	Thievery	DEX

ADDITIONAL EFFECTS

### 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.

PLAY DATA **DUNGEONS & DRAGONS**

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ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

### Second Wind

KEYWORDS

Standard  Personal

**ACTION**

AT-WILL  ENCOUNTER  DAILY

**Effect:** You spend a healing surge and regain 8 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

### Warden's Fury

KEYWORDS Primal, Weapon

Imm Interr \*

**ACTION**

**6** 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.

Execution axe: +6 attack, 1d12+4 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

### Warden's Grasp

KEYWORDS Primal

Imm React

**ACTION** **5**

vs Close burst 5

ATTACK	DEFENSE	TARGET

The triggering enemy in burst

**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

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

### Thorn Strike

KEYWORDS Primal, Weapon

Standard \*

**ACTION**

**6** 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.

Execution axe: +6 attack, 1d12+4 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

### Strength of Stone

KEYWORDS Primal, Weapon

Standard \*

**ACTION**

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

ATTACK	DEFENSE	TARGET

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage, and you gain temporary hit points equal to your Constitution modifier (+3).  
Level 21: 2[W] + Strength modifier (+4) damage.

Execution axe: +6 attack, 1d12+4 damage

ADDITIONAL EFFECTS

CLASS Warden LEVEL 1 BOOK PH2

### Furious Assault

KEYWORDS

Free  Personal

**ACTION**

vs

ATTACK	DEFENSE	TARGET

**Trigger:** You hit an enemy  
**Effect:** The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Gale Strike			
KEYWORDS Primal, Weapon			USED
Standard	* ↓ ↘	Melee weapon	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
6	vs	AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Strength vs. AC  <b>Hit:</b> 2[W] + Strength modifier (+4) damage, and each enemy marked by you, other than the target, takes damage equal to your Constitution modifier (+3).  <b>Stormheart:</b> You also slide each enemy marked by you 1 square.</p> <p>Execution axe: +6 attack, 2d12+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Warden	LEVEL 1	BOOK	PP
<b>ENCOUNTER POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>	

Form of Mountain's Thunder Attack			
KEYWORDS Lightning, Polymorph, Primal, Thunder, Weapon			USED
Standard	↓ ↘	Close burst 1	
<b>ACTION</b>	1 ↶ ↷	<b>RANGE</b>	
6	vs	Reflex	Each enemy you can see in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Attack:</b> Strength vs. Reflex  <b>Hit:</b> 1[W] + Strength modifier (+4) thunder damage, and you knock the target prone.  <b>Miss:</b> Half damage.  <b>Effect:</b> Each enemy marked by you takes lightning damage equal to your Strength modifier (+4).  <b>Requirement:</b> The Form of Mountain's Thunder power must be active in order to use this power.</p> <p>Execution axe: +6 attack, 1d12+4 damage</p>			
ADDITIONAL EFFECTS			
CLASS Warden	LEVEL	BOOK	PP
<b>ENCOUNTER POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>	

Form of Mountain's Thunder			
KEYWORDS Lightning, Polymorph, Primal, Thunder			USED
Minor	↓ ↘	Personal	
<b>ACTION</b>	↶ ↷	<b>RANGE</b>	
	vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
<p><b>Effect:</b> You assume the guardian form of mountain's thunder until the end of the encounter. While you are in this form, you gain resist 3 to all damage and a +1 bonus to AC. Once per round when you hit an enemy with a melee attack, each enemy marked by you takes thunder damage equal to your Strength modifier (+4).</p> <p>Once during this encounter, you can use the Form of Mountain's Thunder Attack power while you are in this form.</p>			
ADDITIONAL EFFECTS			
CLASS Warden	LEVEL 1	BOOK	PP
<b>DAILY POWER</b>		<b>DUNGEONS &amp; DRAGONS</b>	