



RIPPER

MALE PERSONALITY WARFORGED WARDEN



LEVEL 3 GOOD

“Get behind me! They’ll break on my blade!”

<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
STRENGTH	18	+5	ARMOR CLASS	18
CONSTITUTION	16	+4	FORTITUDE DEFENSE	17
DEXTERITY	13	+2	REFLEX DEFENSE	13
INTELLIGENCE	10	+1	WILL DEFENSE	14
WISDOM	12	+2	INITIATIVE	+2
CHARISMA	11	+1	SPEED (SQUARES)	6
HIT POINTS	52	HEALING SURGE HP HEALED	13	SECOND WIND <input type="checkbox"/>
BLOODIED	26	HEALING SURGES/DAY	12	(Use second wind up to 1/encounter)

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
+1 wounding halberd	+8 vs. AC	1d10 + 5	Reach
Crossbow	+4 vs. AC	1d8 + 1	Range 15/30, load minor

FEATS

Improved Warforged Resolve
Toughness

RACE AND CLASS FEATURES

Living Construct (+2 to ongoing damage saving throws)
Living Construct (take 10 or die roll - death saving throws)
Font of Life (can make saving throw at the start of your turn and at the end of your turn)
Earthstrength (on second wind action, gain an extra +3 AC)
Nature’s Wrath (once on each of your turns, you can mark each adjacent enemy as a free action)

SKILLS (For skills not listed, bonus is ability modifier + 1)

Passive Insight	12
Passive Perception	17
Endurance	+10
Heal	+7
Intimidate	+3
Insight	+2
Nature	+7
Perception	+7

Languages: Common
Normal Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

EQUIPMENT

+1 wounding halberd, +1 hide armor, +1 amulet of protection, crossbow, 20 bolts, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days’ trail rations, 50 ft. of hempen rope, waterskin

POWERS

Warden's Fury Warden Feature

You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.

At-Will ♦ Primal, Weapon

Immediate Interrupt Melee weapon

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

Target: The triggering enemy

Attack: +8 vs. Fortitude

Hit: 1d10 + 5 damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Warden's Grasp Warden Feature

Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.

At-Will ♦ Primal

Immediate Reaction Close burst 5

Trigger: An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target

Target: The triggering enemy in burst

Effect: You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.

Earth Shield Strike Warden Attack 1

Primal power flows from the ground to give the weight of stone to your strike and to your skin, shielding you from attack for a moment.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 5 damage, and you gain a +1 power bonus to AC until the end of your next turn.

Thorn Strike Warden Attack 1

Spectral thorns sprout from your weapon and grasp at your foe, pulling it closer.

At-Will ♦ Primal, Weapon

Standard Action Melee 2

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 5 damage, and you pull the target 1 square.

Warforged Resolve Warforged Racial Power

It's difficult to take you down, even when you're faltering.

Encounter ♦ Healing

Minor Action Personal

Effect: You gain 9 temporary hit points. You can make an immediate saving throw against one effect that deals ongoing damage and can be ended with a save. In addition, if you are bloodied, you regain 4 hit points.

Thunder Ram Assault Warden Attack 1

As your attack hits, you channel the spirit of the thunder ram to knock your foe and its companions away from you.

Encounter ♦ Primal, Thunder, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: +8 vs. AC

Hit: 1d10 + Strength modifier thunder damage. Make a secondary attack that is a close blast 3. You also push the primary target 3 squares.

Secondary Target: Each creature in blast

Secondary Attack: +8 vs. Fortitude

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

Thundering Strike Warden Attack 3

You channel the essence of a storm into your weapon. As your strike hammers home, a peal of thunder crashes over your enemy.

Encounter ♦ Primal, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 5 thunder damage, and the target is dazed and deafened until the end of your next turn.

Form of the Relentless Panther Warden Attack 1

You take on the bestial fangs, sleek fur, and hunting grace of a panther. At the time you choose, you can make a nimble attack, darting across the battlefield to deal a bleeding wound to one of your foes.

Daily ♦ Polymorph, Primal

Minor Action Personal

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.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: +8 vs. Reflex

Hit: 2d10 + 5 damage, and ongoing 5 damage (save ends).

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

Triumphant Vigor Warden Utility 2

One victory gives you strength to achieve the next.

Daily ♦ Healing, Primal

Minor Action Personal

Requirement: You must have reduced an enemy to 0 hit points during this turn.

Effect: You regain 1d6 + 3 hit points.

+1 Wounding Halberd Level 4

This weapon tears through an enemy's flesh, creating wounds that bleed profusely.

Critical: +1d6 damage

Property: When an attack with this weapon deals untyped ongoing damage, the target of the attack takes a -1 penalty to the saving throw.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target also takes ongoing 5 damage (save ends).