

CHARACTER NAME CHAIR		
PLAYER NAME		
RACE Dwarf	CLASS Warden	LEVEL 1
HP 37	STR 16	AC 16
Spd 5	CON 20	Fort 16
Init +2	DEX 14	Ref 13
	INT 13	Will 13
	WIS 14	
	CHA 13	
12	Passive Insight	12
		Passive Perception
PLAY DATA		

Form of the Willow Sentinel		
KEYWORDS Polymorph, Primal		USED
Minor	↓	Personal
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Effect: You assume the guardian form of the willow sentinel until the end of the encounter. While you are in this form, you can negate being pulled, pushed, or slid. In addition, any ally gains a +2 power bonus to Fortitude while adjacent to you. Special: Once during this encounter, you can use the Form of the Willow Sentinel Attack power while you are in this form.		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
DAILY POWER		

Form of the Willow Sentinel Attack		
KEYWORDS Polymorph, Primal, Weapon		USED
Imm Intern	↓	Melee 1
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Requirement: The Form of the Willow Sentinel power must be active to use this power. Trigger: An enemy adjacent to you makes an attack roll against your ally Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+3) damage, and the target takes a -4 penalty to the triggering attack roll. Miss: Half damage, and the target takes a -2 penalty to the triggering attack roll. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS	LEVEL	BOOK
ENCOUNTER POWER		

Warden's Fury		
KEYWORDS Primal, Weapon		USED
Imm Intern	↓	Melee weapon
ACTION	←	RANGE
5	vs	Fort
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 (+3) 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 (+3) damage. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL	BOOK PH2
AT-WILL POWER		

Warden's Grasp		
KEYWORDS Primal		USED
Imm React	↓	Close burst 5
ACTION	5	RANGE
5	vs	AC
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

Earth Shield Strike		
KEYWORDS Primal, Weapon		USED
Standard	↓	Melee weapon
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+3) damage, and you gain a +1 power bonus to AC until the end of your next turn. Level 21: 2[W] + Strength modifier (+3) damage. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
AT-WILL POWER		

Thunder Ram Assault		
KEYWORDS Primal, Thunder, Weapon		USED
Standard	↓	Melee weapon
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Hit: 1[W] + Strength modifier (+3) 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 (+5). Secondary Target: Each creature in blast Secondary Attack: Strength vs. Fortitude Hit: 1d6 thunder damage, and you push the secondary target 1 square. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
ENCOUNTER POWER		

Strength of Stone		
KEYWORDS Primal, Weapon		USED
Standard	↓	Melee weapon
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+3) damage, and you gain temporary hit points equal to your Constitution modifier (+5). Level 21: 2[W] + Strength modifier (+3) damage. Club: +5 attack, 1d6+3 damage		
ADDITIONAL EFFECTS		
CLASS Warden	LEVEL 1	BOOK PH2
AT-WILL POWER		

Second Wind		
KEYWORDS		USED
Minor	↓	Personal
ACTION	←	RANGE
5	vs	AC
ATTACK	DEFENSE	TARGET
Effect: You spend a healing surge and regain 9 hit points. You gain a +2 bonus to all defenses until the start of your next turn.		
ADDITIONAL EFFECTS		
Second wind is a minor action for dwarves.		
CLASS	LEVEL	BOOK
ENCOUNTER ACTION		