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Wikia

PC:Rujah Neth(Theroc)

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Summary



Rujah Neth

Dragonborn Warden (unaligned)

Player Theroc

Level 5 (XP 6199)

Initiative +3

Passive Insight 12 **Passive Perception** 12; **Senses** normal

HP 62 **Bloodied** 31 **Surge Value** 18; **Surges Per-Day** 12

AC 21 **Fortitude** 17 **Reflex** 15 **Will** 15

Speed 6 **Size** Medium

Str 19 (+4) **Dex** 12 (+1) **Wis** 10 (+0)

Con 17 (+3) **Int** 8 (-1) **Cha** 14 (+2)

Racial Abilities Dragonborn Fury, Draconic Heritage, Dragon Breath

Class Features Font of Life, Guardian Might: , Nature's Wrath

 **Basic Attack** Lightning Warhammer +1: +9 vs AC 1d10+5 damage

 **Ranged Basic Attack** None

Feats Storm's Lightning, Hurl Breath, Primal Breath

Skills Acrobatics -2, Arcana -1, Athletics +7, Bluff +0, Diplomacy +0, Dungeoneering 1, Endurance +12, Heal 0, History 1, Insight +1, Intimidate +10, Nature +5, Perception +0, Religion 0, Stealth -2, Streetwise +0, Thievery -2

Languages Allarian

Powers

Warden's Fury (At Will Immediate Interrupt Melee weapon ♦ Primal, Weapon)

Target: The triggering enemy

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

Attack: +9 vs Fortitude

Hit: 1d10+5 damage, and the target grants combat advantage to **Rujah** and his allies until the end of Rujah's next turn (EONT).

Warden's Grasp (At Will Immediate Reaction Close burst 5 ♦ Primal)

Target: The triggering enemy in burst

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

Effect: **Rujah** slides the target 1 square. The target is slowed and cannot shift until the end of it's turn.

Warden's Lunge (At Will Standard Melee weapon ♦ Primal Weapon)

Target: One creature

Attack: +9 vs. AC

Hit: 1d10+5 damage, and **Rujah** marks the target until the end of his next turn.

Special: **Rujah** may use this at-will in place of a Melee Basic Attack when charging

Tempest Assault (At Will Standard Melee weapon ♦ Primal, Weapon)

Target: One Creature

Attack: +9 vs AC

Hit: 1d10+5 lightning damage, and and one enemy within 2 squares of **Rujah** that is marked by **Rujah**, other than the target, takes thunder damage equal to Rujah's Constitution modifier.

Dragon Breath (Encounter Minor Close Blast 3 ♦ Lightning)**Target:** All enemies in Area**Attack:** +6 vs. Reflex**Hit:** 1d6 + 3**Gale Strike** (Encounter Standard Melee Weapon ♦ Primal, Weapon, Zone)**Target:** One Creature**Attack:** +9 vs AC**Hit:** 1d10+5 damage, and each enemy marked by **Rujah**, other than the target, takes damage equal to his Constitution modifier. **Rujah** also slides each enemy marked by him 1 square.**Violent Bolt** (Encounter Standard Melee Weapon ♦ Lightning, Primal, Weapon)**Target:** One creature**Attack:** +9 vs AC**Hit:** 1d10+5 lightning damage, and one enemy marked by **Rujah**, other than the target, must choose either to fall prone or to take 5 lightning damage. Whatever its choice, the marked enemy takes lightning damage equal to Rujah's Constitution modifier.**Form of Winter's Herald Attack** (Encounter Standard Close burst 1 ♦ Cold, Polymorph, Primal, Weapon)**Requirement:** **Rujah** must be under the effect of the Form of the Winter's Herald power.**Target:** All enemies in burst**Attack:** +9 vs AC**Hit:** 1d10+5 cold damage, and the target is immobilized (save ends).**Miss:** Half damage, and the target is immobilized until the end of Rujah's next turn (EONT).**Form of Winter's Herald** (Daily Minor Personal ♦ Cold, Polymorph, Primal)**Effect:** **Rujah** assumes the guardian form of the winter's herald until the end of the encounter. While **Rujah** is in this form, he gains a +1 (untyped) bonus to AC and he gains resist 5 cold. In addition, each square within 2 squares of **Rujah**, wherever he moves (i.e. centered on him), is difficult terrain for his enemies.**Special:** Once during this encounter, **Rujah** can use the Form of the Winter's Herald Attack power while he is in the form of the winter's herald.**Erupting Font** (Encounter No Action Close burst 5 ♦ Primal)**Effect:** You mark each target until the end of your next turn.**Thunder Step** (Daily Standard Melee Weapon ♦ Primal, Weapon, Teleportation, Thunder)**Target:** One Creature**Attack:** +9 vs Reflex**Hit:** 2d10+5 thunder damage, and the target is dazed (save ends).**Miss:** Half damage and the target is dazed until the end of Rujah's next turn.**Effect:** Before the Attack, **Rujah** teleports 5 squares.

Fluff

"I remember little of my homeland, except that my parents had sent me away at a young age due to prejudices of my kind, based on differences between myself and other dragonborn. Most notably, my colorations are more akin to our Dragon progenitors and that I possess a tail. The journey by ship was arduous as I became extremely ill... the rocking motion of a boat does not suit my nature... however, on solid ground and amongst the storms, I am quite at home. Perhaps it is because dragons are almost a force of nature themselves, that I feel so at home channeling the wrath of nature itself. Perhaps it is not. I do know one thing, however.

Anything that seeks to harm my compatriots will face a reckoning... the wrath of the world itself, the fury of the storm!"

-Rujah Neth-

Background

Occupation - Dragon Totem Warrior: (From Primal Power) *In the way that some barbarians adopt totem animals that embody the qualities they aspire to, you look to the qualities of drakes and dragons as a model for your own ferocity. You might come from a tribe of dragonborn that serves a living dragon ruler, or perhaps you venerate a long-dead dragon spirit that once ruled your ancestors. Gray dragons and cobalt dragons are the most common totem dragons for dragonborn characters, because they are the most rapacious hunters among dragonkind.*

Background Benefit: +2 to Endurance

Appearance

Age: 20 years

Gender: Male

Height: 6'8"

Weight: 300 lbs.

Alignment: Unaligned

Physical Description:

Hooks

- Atypical: Unlike many Dragonborn, Rujah's scales directly mirror a chromatic dragons, even though his breath weapon doesn't entirely match... and he even has a tail. Anything that might provide an explanation as to why he'd differ in such ways from others is something **Rujah** would be interested in, as it may explain why he was all but exiled from his homeland.

Kicker

- Alone: **Rujah** cannot help oftentimes but feel that he is alone in this world, due to this he tends to guard his companions zealously, flying into a fury if they are attacked. This also means anything that may be more likely to lead him to a place where he might belong, is more than likely where he'd be heading.
- Raw Power: **Rujah** has never undergone any form of training in the ways of the Warden, nor has he even heard of one as of yet. His connection with the raging storms and nature itself is something the dragonborn is unsure of, and anything that may help explain this connection is something he would most certainly be interested in.

Show Math

Ability Scores

Attributes						
Ability	Cost	Initial	Racial	Level	Final	Mod
Str	9	16	2	0	18	4
Con	9	16	0	0	16	3
Dex	2	12	0	0	12	1
Int	0	8	0	0	8	-1
Wis	0	10	0	0	10	0
Cha	5	14	2	0	16	3
Totals	25					10

Attacks

Basic Attacks													
Attack Type	Attrib	Attrib Type	Class	Class Feature	Feat	Feat Name	Equip	Equip Name	Misc	Misc Name	Level	Total	vs?
Basic Melee	4	str					3	Lightning Warhammer +1			2	9	AC
Basic Ranged	0	dex	0	0			2	0			2	4	AC

Defenses

Defenses												
Defense	Attrib	Attrib Type	Class	Racial	Feat	Feat Name	Equip	Equip Name	Misc	Misc Name	Level	Total
Armor Class	+1/-1	dex/int	3				5	Hide Armor/Heavy Shield	0	0	2	21
Fortitude	+4/+3	str/con	1						0	0	2	17
Reflex	+1/-1	dex/int					2	Heavy Shield	0	0	2	15
Will	+0/+3	wis/cha	1						0	0	2	16

NOTE:The +3 Class bonus to AC is from Rujah's Guardian Might (Stormheart) class feature, since this template will not calculate his Con Mod as the attribute for AC.

Senses and Reactions

Senses and Reactions

Sense/Reaction	Attrib mod	Class	Class Feature	Racial	Feat	Feat Name	Equip	Equip Name	Level	Other/Trained	Total
Initiative	1	0	0	0	0	0	0	0	2	0	3
Passive Insight	0	0	0	0	0	0	0	0	2	0	12
Passive Perception	0	0	0	0	0	0	0	0	2		12

Health

Health												
--	Base Class	Con	Per Level	Racial	Feat	Feat Name	Equip	Equip Name	Other	Total	Bloodied	Surge
Hit Points	17	17	7	0	0		0			55	27	13

Surges per Day 12 (Class 9 + Con 3) **Surge Value:** 16 (The thingy won't calculate the Dragonborn Racial in.)

Speed and Movement

Speed: 6 (Race 6 - Equipment 0)

Racial Features

- Skill Bonuses: +2 History, +2 Intimidate
- Dragonborn Fury: **Rujah** get +1 to attack rolls while bloodied.
- Draconic Resilience: Rujah's Healing Surge Value is 1/4 max HP+ his Con modifier
- Dragon Breath: **Rujah** can use the Dragon's Breath Racial Power as an encounter power.
- +2 Charisma, +2 Strength
- Size: Medium
- Speed: 6
- Vision: Normal
- Languages: Allarian, Draconic

Class Features

- Font of Life: At the start of Rujah's turn, he can roll a saving throw against one effect that a save can end. He rolls saving throws at the end of his turn as normal.
- Guardian Might (Stormheart): **Rujah** can add his Con mod to AC instead of Dex or Int while not in heavy armor. Using Second Wind causes lightning damage equal to his Con mod to all enemies marked by him.
- Nature's Wrath: On Rujah's turn, he can mark each adjacent enemy as a free action until the end of his next turn.

Feats

- Storm's Lightning: When **Rujah** uses his second wind, each enemy marked by him takes lightning damage equal to his Constitution modifier.
- Hurl Breath: When **Rujah** uses his dragon breath power, he can hurl it as an area attack instead of using it as a close blast. He creates an orb of energy that explodes in a burst 2 with a range of 10 squares
- Primal Breath: When **Rujah** uses his dragon breath racial power, he can choose to mark each target.

Skills and Languages

Languages Allarian, Draconic

Skills										
Skill	Trained	Attrib	Attrib Type	Racial	Feat	Feat Name	Equip	Equip Name	Level	Total
Acrobatics		1	dex				-3	Armor Penalty	2	0
Arcana		-1	int						2	1
Athletics	5	4	str				-3	Armor Penalty	2	8
Bluff		+3	cha						2	5
Diplomacy		+3	cha						2	5
Dungeoneering		0	wis						2	2
Endurance	5	3	con	0	2	Dragon Totem Warrior Background	-3	Armor Penalty	2	9
Heal		0	wis						2	2
History		-1	int	+1					2	2
Insight		0	wis						2	2
Intimidate	5	+3	cha	1					2	11
Nature	5	0	wis						2	7
Perception		0	wis						2	2
Religion		-1	int						2	1
Stealth		1	dex				-3	Armor Penalty	2	0
Streetwise		+3	cha						2	5
Thievery		1	dex				-3	Armor Penalty	2	0

Powers**Powers Known**

- Warden
 - At-Will - 1st Level
 - Warden's Fury
 - Warden's Grasp
 - Strength of Stone
 - Earth Shield Strike

- Encounter - 1st Level
 - Roots of Stone
- Encounter - 3rd Level
 - Earthgrasp Strike
- Daily - 1st Level
 - Form of Winter's Herald
- Utility - 2nd Level
 - Nature's Abundance
- Racial
 - Encounter
 - Warforged Resolve

Powers to Hit

Power To-Hit													
Attack Type	Attrib	Attrib Type	Class	Class Feature	Feat	Feat Name	Equip	Equip Name	Misc	Misc Name	Level	Total	vs?
Warden's Fury	+4	Str					+3	Lightning Warhammer +1	0	0	2	9	Fortitude
Warden's Lunge	+4	Str					+3	Lightning Warhammer +1	0	0	2	9	AC
Tempest Assault	+4	Str					+3	Lightning Warhammer +1	0	0	2	9	AC
Gale Strike	+4	Str					+3	Lightning Warhammer +1	0	0	2	9	AC
Violent Bolt	+4	Str					+3	Lightning Warhammer +1	0	0	2	9	AC
Form of Winter's Herald Attack	+4	Str					+3	Lightning Warhammer +1	0	0	2	9	AC

Equipment

Equipment Name	Price	Weight	Notes
Hide Armor	30gp	25 lbs	Purchased at character creation.
Heavy Shield	10gp	15 lbs	Purchased at character creation.

Warhammer	15gp	5 lbs	Purchased at character creation
Hammer Shield Heavy	3,400gp	15 lbs	From Iguyo Di Wer Gorvisv, see treasure section
Adventurer's Kit	15gp	33 lbs	Purchased at character creation.
Lightning Warhammer +1	520gp	4 lbs	Collected from the Bandit Lair, see treasure section
Hide Armor of Durability +1	840gp	25 lbs	From Iguyo Di Wer Gorvisv, see treasure section
Gloves of Piercing	680gp	--lbs	From Iguyo Di Wer Gorvisv, see treasure section
3 Suppression Crystals	120gp	--lbs	From Iguyo Di Wer Gorvisv, see treasure section
Coins	616 gp	1 lb	
Weight Carried	---	122/180 lbs	
Total wealth	6231 gp	---	(616gp is spendable currency)

Tracking

Treasure

- Treasure from Hey, that's not Wayne's basement!:
 - Lightning Warhammer: The stone is ornately chiseled, and the grip is made of fine leather. The around the pommel is a runic inscription. Blue, fiery light seems to glisten across the surface of the hammer's head. (PHB)
 - 126 gp Reward from Wayne.
- A Simple Errand:
 - Crag's share of a bunch of treasure was:
 - 500gp
 - 1 gem worth 267gp (3 months of Level 2 Time Gold)

Wish List

1. Inescapable Weapon + 2(Lvl 8 Item in AV)
2. Deathcut Armor +1 (Level 5 item in PHB)
3. Collar of Recovery (Level 4 item in AV)
4. Iron Armbands of Power (level 6 item in AV)
5. Jade Macetail (Level 8 item in AV)

XP

Fire and Ice

Encounter Name	Total XP	# of Party Members	XP Multiplier	XP for Crag
Encounter 1	750	5	1	150

We Need a Bigger Boat - Skill Challenge Complexity 2	300	5	1	60
Time XP 2 months x 83 = 166	83/month	1	2 months	166
Fire and Ice Final XP (Judge Approval)	See Below	See Below	See Below	See Below
Encounter 3	825	5	2	330
Quest XP - Save the Monks	25/monk * 6 monks	5	2	60
Encounter 4	1045	5	2	418
Quest XP - Prevent Rigas' Plans	500	5	2	200
Time XP	83/month	1	2 months	166
---	---	---	Total XP:	1550

A Simple Errand

(Judge Approval)

Encounter Name	Total XP	# of Party Members	XP Multiplier	XP for Crag
Dragons	500	5	2	200
Mud Men Part 1	1190	5	2	476
Mud Men Redux	752	5	2	301
Primordial Fun	800	5	2	320
Seal the Hole	250	5	2	100
Time XP	104/month	1	3 months	312
---	---	---	Total XP:	1709

■ Total XP: 3259

Changes

Taking advantage of the "redo" rules that allows you to well...redo all of your mechanics one time before (or as) you get to level 2, I have had Crag switch out a couple of powers that I thought weren't working for him. Here are my changes:

- Changed Thorn Strike to Earth Shield Strike.
- Changed Earth Spikes to Hungry Earth (I realized that the extra damage was...okay, but I'm not there to deal

damage... I'm there to keep badguys on me and away from my friends. This should help)

- Changed Form of the Willow Sentinel to Form of Winter's Herald. (This should REALLY make my warden "sticky". Exactly what he's been lacking!)
- Made level 2 updates and added treasure from Fire and Ice.

■ Level 3 changes:

- Retraining: Changed Hungry Earth to Roots of Stone (Primal Power)
- Made level 3 updates and added treasure from A Simple Errand

Judge Comments

Approval 1

Approval from renau1g

Approval 2

Approval from TwoHeadsBarking:

Approved

Status

Approved for level 3 with 3259 xp by renau1g and TwoHeadsBarking.

Read more

Summary Grigo Stickbug
Player On Puget Sound
Gnome Wizard (good)
Level 2 (XP 1548) Initiative
PC:Grigo Stickbug (On Puget
Sound)

Summary== ==Fluff==
Description:text goes here
Background:text goes
here Hooks:text goes here
PC:Jericho Fletcher (Ironblue)
Kick

Summary Fluff
Background Born into the
Stoneburner clan of
Dwarves, Georg was the
PC:Georg Stoneburner
honored child of h
(Johnnie)

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