

WARDER [ARCANE DEFENDER]

"I can handle the power!"

CLASS TRAITS

Role: Defender. You protect your allies with complex magical wards.

Power Source: Arcane. You rip raw power from the Elemental Chaos to form your wards.

Key Abilities: Constitution, Intelligence and Wisdom.

Armour Proficiencies: Cloth, Leather.

Weapon Proficiencies: Dagger, Quarterstaff.

Implement: Staffs.

Bonus to Defence: +1 Fortitude and +1 Willpower.

Hit Points at 1st Level: 10 + Constitution score.

Hit Points per level Gained: 4

Healing Surges per Day: 6 + Constitution modifier.

Trained Skills: Arcana. From the class skills listed below choose three more trained skills at 1st level. **Class Skills:** Arcana (Int), *Dungeoneering* (Int), Endurance (Con), History (Int), Nature (Int), Religion (Int)

Build Options: War Warder, Warding Specialist

Class Features: Elemental Atonement, Warding

Warders wield one of the most primal powers, that of the Elemental Chaos itself, and channel it through their bodies to create powerfully warded areas for short periods of time.

The practice of this magic is highly dangerous
<Need More Input>

WARDER OVERVIEW

Characteristics: Unlike most defenders you cannot afford to wade into melee, instead you need to remain behind the front line, using your wards to defend your allies while they in turn defend you.

Religion: <Need More Input>

Races: <Need More Input>

CREATING A WARDER

Warders are all capable defenders but, according to their elemental preference, some are better at hindering their foes while others inflict more raw destruction.

WAR WARDER

War Warders specialise in devastating their foes as much as they do defending their allies. They rely on Fire and Lightning to damage their enemies and need a high Constitution and Intelligence score.

Suggested Elemental Attunement: Fire

Suggested Feat: Defensive Mobility (Human Bonus: Human Perseverance)

Suggested Skills: Arcana, Dungeoneering, Endurance and Nature.

Suggested At-Will Powers: Exploding Ward, Shocking Ward

Suggested Encounter Power: Ignite Circle

Suggested Daily Power: Fire Mephits

WARDING SPECIALIST

Warding Specialists can place powerful effects on their wards to hinder the enemies ability to attack. They usually use Acid or Cold based powers and need a high Constitution and Wisdom score.

Suggested Elemental Attunement: Cold

Suggested Feat: Burning Blizzard (Human Bonus: Human Perseverance)

Suggested Skills: Arcana, Endurance, History and Religion.

Suggested At-Will Powers: Consumptive Ward, Chill Shield

Suggested Encounter Power: Draining Circle

Suggested Daily Power: Ice Ward

IMPLEMENT

Warders make use of staffs to help channel and direct their arcane powers. Without an implement, a warder can still use his or her powers. A Warder wielding a magic staff can add its enhancement bonus to the attack rolls and the damage rolls of Warder powers, as well as Warder paragon path powers that have the implement keyword.

WARDER CLASS FEATURES

You have the following class features.

ELEMENTAL ATTUNEMENT

You must choose one of the following four elements you are most attuned to:

- Acid
- Cold
- Fire
- Lightning

When you use a power with that keyword you inflict +1 damage. This bonus increases to +2 at 11th level and +3 at 21st level.

WARDING

Most of a Warder's powers are channelled through the magical wardings they weave, as described in the Warding power below.

WARDER POWERS

Warder powers are called spells. They create powerful zones that trap and damage the enemy.

CLASS FEATURES

Warders have just one Class Feature that works like a power: Warding.

WARDING

WARDER FEATURE

You form a magical circle to hinder your foes. However, it can be disrupted easily unless you use your own life force to power it.

At-Will ♦ Arcane, Implement, Zone; Acid, Cold, Fire or Lightning.
Minor Action Area Burst 1 within 4 squares

Effect: You create a warded zone till the end of your next turn. Attacks may be levelled against the Warding and will affect you instead, although you can drop the Ward after an attack as an immediate reaction.

The ward has the following defences:

Armour Class	14 + ½ level + intelligence
Fortitude	11 + ½ level + constitution
Reflex	11 + ½ level + intelligence
Willpower	11 + ½ level + wisdom

Add an extra +2 to armour class at levels 11 and 21. You also add any enhancement bonus from your implement (if any) to all these defences.

All damage to the ward is halved before it affects the Warder but status conditions are translated in full.

All enemies in the zone become marked by the zone till they end a turn outside the zone. Additionally, while in the zone they take damage equal to your Constitution modifier if they move one or more squares. This damage can only be inflicted upon an enemy once per round.

Sustain Minor: The warding zone persists till the end of your next turn.

Special: The keyword and damage type of this power matches your choice for the Elemental Attunement class feature.

LEVEL 1 AT-WILL SPELLS

EXPLODING WARD

WARDER ATTACK 1

You increase the flow of magic into your ward, causing it to explode.

At-Will ♦ Arcane, Implement, Fire
Standard Action Range 10
Target: One enemy you have marked.

Attack: Intelligence vs. Reflex.

Hit: 1d10 + Intelligence fire damage.

Effect: The ward immediately ends.

SHOCKING WARD

WARDER ATTACK 1

You send a pulse of electrical power into a ward, overloading one of the occupants.

At-Will ♦ Arcane, Implement, Lightning
Standard Action Range 10
Target: One enemy you have marked.

Attack: Intelligence vs. Fortitude.

Hit: 1d8 + Intelligence lightning damage and they suffer -2 to hit till the end of your next turn.

CONSUMPTIVE WARD WARDER ATTACK 1

Your ward eats away at your foes, using the energy they consume to expand.

At-Will ♦ Arcane, Implement, Acid
Standard Action Range 10
Target: One enemy you have marked.

Attack: Wisdom vs. Will.

Hit: 1d6 + Wisdom modifier acid damage and increase the Burst size of the ward to 2.

CHILL SHIELD WARDER ATTACK 1

You weave a protective shield of cold into your ward, letting your allies seek shelter within.

At-Will ♦ Arcane, Implement, Cold
Standard Action Range 10
Target: One ward you created.

Effect: If any allies within the targeted ward are hit the attacker takes cold damage equal to your Wisdom modifier. You do not gain this benefit yourself if you are within the ward.

LEVEL 1 ENCOUNTER SPELLS

ARC LIGHTNING WARDER ATTACK 1

You create an arc of lightning that fires between two wards.

Encounter ♦ Arcane, Implement, Lightning
Standard Action Range 10
Target: One enemy you have marked.

Attack: Intelligence vs Reflex.

Hit: 2d6+Intelligence lightning damage and all other enemies within the same ward take damage equal to your Intelligence modifier.

COLLAPSE WARDS WARDER ATTACK 1

You draw all the energy you have expended on your ward back within yourself.

Encounter ♦ Arcane, Implement
Standard Action Range 10
Target: One enemy you have marked.

Attack: Constitution vs Reflex.

Hit: 2d8+Constitution force damage.
Effect: You may use a healing surge, the ward containing the target ends and your turn ends immediately.

DRAINING CIRCLE WARDER ATTACK 1

You modify the circle to drain the heat from those within it.

Encounter ♦ Arcane, Implement, Cold
Standard Action Range 10
Target: One enemy you have marked.

Attack: Wisdom vs Fortitude.

Hit: 2d6+Wisdom cold damage.

Effect: The target is Slowed till the end of your next turn.

Sustain Minor: The warding zone persists and one enemy within the ward is slowed till the end of your next turn.

FLOWING CIRCLE WARDER ATTACK 1

You imbue your ward with acidic power, damaging your foes and letting the ward flow like water.

Encounter ♦ Arcane, Implement, Acid
Standard Action Range 10
Target: One ward you have created.

Effect: You can move the Ward up to two squares. Make a secondary attack against one enemy who is in the ward before or after the movement.

Secondary Attack: Wisdom vs Reflex.

Secondary Hit: 2d8 + wisdom acid damage.

Sustain Minor: The warding zone persists till the end of your next turn and you can move the Ward up to two squares.

IGNITE CIRCLE WARDER ATTACK 1

You channel elemental energy into your ward, setting those within on fire.

Encounter ♦ Arcane, Implement, Fire
Standard Action Range 10

Target: One enemy you have marked.

Attack: Intelligence vs Fort.

Hit: Take 5 ongoing Fire damage (save ends).

Effect: Anyone attacking the ward takes 2 fire damage.

Sustain Minor: The warding zone persists till the end of your next turn and anyone attacking the ward takes 2 fire damage.

LEVEL 1 DAILY SPELLS

BLASTING CIRCLE

WARDER ATTACK 1

You open a gateway to the Elemental Chaos within your ward, unleashing a wave of raw energy that knocks your foes back.

Daily ♦ Arcane, Implement, Lightning
Standard Action
Target: One ward you have created. Range 10

Attack: Intelligence vs Reflex. One attack against each enemy within the ward.

Hit: 2d6 + intelligence damage and pushed back 4 squares from the centre of the ward.

Miss: Half damage and targets are pushed 2 squares.

FIRE MEPHITS

WARDER ATTACK 1

Tiny fire mephitis appear within your ward and attack those within it before disappearing again.

Daily ♦ Arcane, Implement, Fire

Standard Action
Target: One ward you have created. Range 10

Attack: Intelligence vs Armour Class. One attack against each enemy within the ward.

Hit: 2d6 + Intelligence fire damage and the target is dazed until the end of your next turn.
Miss: Half damage and no daze effect.

ICE WARD

WARDER ATTACK 1

You freeze all those within the ward to the spot.

Daily ♦ Arcane, Implement, Cold
Standard Action
Target: One ward you have created. Range 10

Attack: Wisdom vs Reflex. One attack against each enemy within the ward.

Hit: 2d6 + wisdom cold damage.
Effect: Targets are immobilised (save ends).

ACID BUBBLE

WARDER ATTACK 1

You form a bubble of acid around your ward, damaging those that leave. It continues to get bigger and bigger till you choose to 'pop' it.

Daily ♦ Arcane, Implement, Acid
Standard Action
Range 10

Target: One ward you have created.

Effect: Anyone leaving the ward takes a secondary attack.

Secondary Attack: Wisdom vs Reflex.

Secondary Hit: 2d6 + wisdom acid damage.

Sustain Minor: The warding zone persists till the end of your next turn and the damage inflicted increases by 1d6. You may not use this action if the damage is up to 5 dice.

Sustain Standard: All those within the Ward take a secondary attack at +2 to hit and the ward immediately ends.

LEVEL 2 UTILITY SPELLS

REACTIVE WARD

WARDER UTILITY 2

You teleport a ward to you or yourself into a ward.

Encounter ♦ Arcane
Immediate Interrupt
Range 10

Trigger: An ally within range is attacked.

Effect: You may immediately use your Warding power, centred on the attacker.

TWIN WARDS

WARDER UTILITY 2

You can sustain two wards at once.

Daily ♦ Arcane
Minor Action
Range 10

Effect: Two wards you have created will last till the end of your next turn.

Sustain Minor: Two wards you have created will last till the end of your next turn.

WARD SHIFT

WARDER UTILITY 2

You teleport a ward to you or yourself into a ward.

Encounter ♦ Arcane

Move Action

Personal

Effect: Either move one of your wards so you are within its zone or teleport to within one of your wards.

LEVEL 3 ENCOUNTER SPELLS**CLEANSING ACID**

WARDER ATTACK 3

Acid fills the Ward, damaging foes but healing allies.

Encounter ♦ Arcane, Implement, Acid

Standard Action

Range 10

Target: One enemy you have marked.

Attack: Wisdom vs Reflex

Hit: 2d6 + Wisdom acid damage and all allies in the same ward heal 5 + your Constitution modifier hit points.

FLARES

WARDER ATTACK 3

Sudden fires ignite without your wards.

Encounter ♦ Arcane, Implement, Fire

Standard Action

Range 10

Target: One or Two enemies you have marked.

Attack: Intelligence vs Reflex. Make two attacks against one target or one attack against two targets.

Hit: 1d8 + Intelligence fire damage.

GRASPING COLD

WARDER ATTACK 3

You draw an enemy into your ward.

Encounter ♦ Arcane, Implement, Cold

Standard Action

Range 10

Target: One enemy within 3 squares of a ward.

Attack: Wisdom vs Fortitude

Hit: 2d8 + Wisdom cold damage and target is pulled 3 squares into the Ward.

Miss: Target is pulled 1 square towards the ward.

THUNDEROUSBLAST

WARDER ATTACK 3

A might bolt of lightning strikes the target.

Encounter ♦ Arcane, Implement

Standard Action

Range 10

Target: One ward you have created.

Attack: Intelligence vs Reflex. One attack against each enemy within the ward.

Hit: 1d8 + Intelligence lightning damage and Thunder damage equal to your Constitution modifier.