

Player Name

Uthal

5

Barbarian

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

5,500

Goliath

Medium

Male

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	
CONDITIONAL MODIFIERS			

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	12	3			1		1
CONDITIONAL BONUSES								

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
21	STR Strength	5	7
17	CON Constitution	3	5
11	DEX Dexterity	0	2
10	INT Intelligence	0	2
10	WIS Wisdom	0	2
8	CHA Charisma	-1	1

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	12	5	2		1	
CONDITIONAL BONUSES							

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

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

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2
12	Passive Perception	10 +	2
SPECIAL SENSES			

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Greatsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	2	5		3		2	1

ABILITY: Melee Basic Attack - Greatsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	5		3			1

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Greatsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	5	1	2		

ABILITY: Melee Basic Attack - Greatsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	5	1			

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Dynamic Greatsword +2	1d10+8
11	vs AC	Greatsword	1d10+6
7	vs AC	Unarmed (Melee)	1d4+5
2	vs AC	Unarmed (Range)	1d4

### FEATS

**Weapon Expertise (Heavy Blade)** - Gain bonus to attack rolls with Heavy Blades.**Weapon Focus (Heavy Blade)** - Gain +1 damage per tier with Heavy Blades.**Long Jumper** - Make standing jumps as if from a running start, +1 to Athletics

### HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
56	28	14	11
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			

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3
ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS		

### RACE FEATURES

**Mountain's Tenacity** - +1 racial bonus to Will**Powerful Athlete** - Roll twice and use either result when making Athletics check to jump or climb**Stone's Endurance** - Have the stone's endurance power

### CLASS / PATH / DESTINY FEATURES

**Barbarian Agility** - Gain +1 AC and Reflex when not

wearing heavy armor. (+2 at 11th level, +3 at 21st)

**Feral Might** - Choose a Feral Might option.**Rageblood Vigor** - Swift charge power; temporary hp equal to Con mod (+5 at 11th, +10 at 21st) when you drop enemy to 0 hp**Rage Strike** - Gain the rage strike power at 5th level**Rampage** - Critical hit grants free melee basic attack; once per round, barbarian attack power only

### LANGUAGES KNOWN

Common, Giant

### SKILLS

BONUS	SKILL NAME	DEX	INT	STR	CHA	WIS	CON	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
1	Acrobatics	DEX						2	0	-1	
2	Arcana	INT						2	0	n/a	
14	Athletics	STR						7	5	-1	3
1	Bluff	CHA						1	0	n/a	
1	Diplomacy	CHA						1	0	n/a	
2	Dungeoneering	WIS						2	0	n/a	
9	Endurance	CON						5	5	-1	
2	Heal	WIS						2	0	n/a	
2	History	INT						2	0	n/a	
2	Insight	WIS						2	0	n/a	
1	Intimidate	CHA						1	0	n/a	
9	Nature	WIS						2	5	n/a	2
2	Perception	WIS						2	0	n/a	
2	Religion	INT						2	0	n/a	
1	Stealth	DEX						2	0	-1	
1	Streetwise	CHA						1	0	n/a	
1	Thievery	DEX						2	0	-1	

## POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### AT-WILL POWERS

Recuperating Strike	
Howling Strike	

### ENCOUNTER POWERS

Stone's Endurance	<input type="checkbox"/>
Swift Charge	<input type="checkbox"/>
Avalanche Strike	<input type="checkbox"/>
Blade Sweep	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### DAILY POWERS

Rage Strike	<input type="checkbox"/>
Swift Panther Rage	<input type="checkbox"/>
Frost Wolf Rage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### UTILITY POWERS

Primal Vitality	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

### OTHER EQUIPMENT

Hide Armor
Greatsword
Adventurer's Kit

### COINS AND OTHER WEALTH

Money on hand: 840 gp  
Stored money: 0 gp  
Encumbrance: 115 / 210

## MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

### MAGIC ITEMS

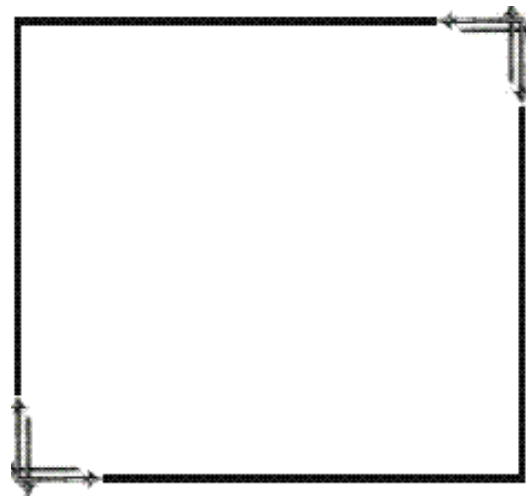
WEAPON	Dynamic Greatsword +2 (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Barkskin Hide Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input type="checkbox"/>
HEAD		<input type="checkbox"/>
NECK	Healer's Brooch +1 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

### Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20)	<input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone	<input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

### RITUALS / ALCHEMY


## CHARACTER PORTRAIT



### PERSONALITY TRAITS


### MANNERISMS AND APPEARANCE


### CHARACTER BACKGROUND


### COMPANIONS AND ALLIES


### SESSION AND CAMPAIGN NOTES


CHARACTER NAME  
Uthal

PLAYER NAME

RACE  
Goliath

CLASS  
Barbarian

LEVEL  
5

HP  
56

Spd  
6

Init  
+2

21 STR

17 CON

11 DEX

10 INT

10 WIS

8 CHA

AC  
17

Fort  
20

Ref  
14

Will  
14

12 Passive Insight

12 Passive Perception



Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK  
PH

PLAY DATA

DUNGEONS & DRAGONS

Recuperating Strike

KEYWORDS  
Primal, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a two-handed weapon.  
Attack: Strength vs. AC  
Hit: 1[W] + Strength modifier (+5) damage, and you gain temporary hit points equal to your Constitution modifier (+3). If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier (+3).  
Level 11: 1[W] + 1d6 + Strength modifier (+5) damage.  
Level 21: 2[W] + 2d6 + Strength modifier (+5) damage.  
  
Dynamic Greatsword +2: +13 attack, 1d10+8 damage

ADDITIONAL EFFECTS

CLASS  
Barbarian

LEVEL  
1

BOOK  
PH2

AT-WILL POWER

DUNGEONS & DRAGONS

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Howling Strike

KEYWORDS  
Primal, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a two-handed weapon.  
Attack: Strength vs. AC  
Hit: 1[W] + 1d6 + Strength modifier (+5) damage.  
Level 11: 1[W] + 2d6 + Strength modifier (+5) damage.  
Level 21: 2[W] + 3d6 + Strength modifier (+5) damage.  
Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.  
  
Dynamic Greatsword +2: +13 attack, 1d10+1d6+8 damage

ADDITIONAL EFFECTS

CLASS  
Barbarian

LEVEL  
1

BOOK  
PH2

AT-WILL POWER

DUNGEONS & DRAGONS

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Stone's Endurance

KEYWORDS

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You gain resist 5 to all damage until the end of your next turn.  
Level 11: Resist 10 to all damage.  
Level 21: Resist 15 to all damage.

ADDITIONAL EFFECTS

CLASS  
Racial Power

LEVEL  
\*

BOOK  
PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Swift Charge

KEYWORDS  
Primal

USED

Free

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Trigger: Your attack reduces an enemy to 0 hit points  
Effect: You charge an enemy.

ADDITIONAL EFFECTS

CLASS  
Barbarian

LEVEL

BOOK  
PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Avalanche Strike

KEYWORDS  
Primal, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 3[W] + Strength modifier (+5) damage.  
Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier (+3).  
Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.  
  
Dynamic Greatsword +2: +13 attack, 3d10+11 damage

ADDITIONAL EFFECTS

CLASS  
Barbarian

LEVEL  
1

BOOK  
PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Blade Sweep

KEYWORDS  
Primal, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 2[W] + Strength modifier (+5) damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier (+3).  
Rageblood Vigor: Each enemy adjacent to you that is not bloodied also takes damage equal to your Constitution modifier (+3).  
  
Dynamic Greatsword +2: +13 attack, 2d10+8 damage

ADDITIONAL EFFECTS

CLASS  
Barbarian

LEVEL  
3

BOOK  
PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Rage Strike

KEYWORDS

Primal, Weapon

USED

Standard

\* ⬇ ⬆ ⬇

Melee weapon

ACTION

⬅ ⬆ ⬇

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be raging and have at least one unused rage power.

Attack: Strength vs. AC. To make this attack, you expend an unused barbarian rage power.

Hit: You deal damage based on the level of the rage power you expend:  
1st level 3[W] + Strength modifier (+5)  
5th level 4[W] + Strength modifier (+5)  
9th level 5[W] + Strength modifier (+5)  
15th level 6[W] + Strength modifier (+5)  
19th level 7[W] + Strength modifier (+5)  
25th level 8[W] + Strength modifier (+5)  
29th level 9[W] + Strength modifier (+5)  
Miss: Half damage.

Special: You can use this power twice per day.

Dynamic Greatsword +2: +13 attack, As Above+3 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

BOOK

PH2

DAILY POWER



Swift Panther Rage

KEYWORDS

Primal, Rage, Weapon

USED

Standard

\* ⬇ ⬆ ⬇

Melee weapon

ACTION

⬅ ⬆ ⬇

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC  
Hit: 3[W] + Strength modifier (+5) damage.  
Miss: Half damage.  
Effect: You enter the rage of the swift panther.  
Until the rage ends, you gain a +2 bonus to speed and can shift 2 squares as a move action.

Dynamic Greatsword +2: +13 attack, 3d10+8 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

1

BOOK

PH2

DAILY POWER



Frost Wolf Rage

KEYWORDS

Cold, Primal, Rage, Weapon

USED

Standard

\* ⬇ ⬆ ⬇

Melee weapon

ACTION

⬅ ⬆ ⬇

RANGE

13

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Effect: Before the attack, the target can make a melee basic attack against you as a free action. If it does so, your attack deals 1[W] extra cold damage.

Attack: Strength vs. AC  
Hit: 3[W] + Strength modifier (+5) cold damage.  
Miss: Half damage.

Effect: You enter the rage of the frost wolf. Until the rage ends, any enemy that hits you with a melee attack takes cold damage equal to 3 + your Constitution modifier.

Dynamic Greatsword +2: +13 attack, 3d10+8 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

5

BOOK

PH2

DAILY POWER



Primal Vitality

KEYWORDS

Primal

USED

Minor

⬇ ⬆ ⬇

Personal

ACTION

⬅ ⬆ ⬇

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier (+3). If you are raging, the number of temporary hit points you gain equals one-half your level + twice your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

2

BOOK

PH2

UTILITY POWER



Dynamic Greatsword +2

1d10	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls	6	+2d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Melee Basic Attack: +13 attack, 1d10+8 damage

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Encounter • Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

ITEM SLOT

Two-Hands

WEIGHT

8

PRICE

1800

BOOK

MAGIC WEAPON



Barkskin Hide Armor +1

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		5	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

AT-WILL

ENCOUNTER

DAILY

POWER

Power (Daily): Minor Action. Gain a +2 power bonus to AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).

ITEM SLOT

Body

WEIGHT

25

PRICE

1000

BOOK

MAGIC ITEM



Healer's Brooch +1

			1
AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

AT-WILL

ENCOUNTER

DAILY

POWER

Item Slot: Neck

ITEM SLOT

Neck

WEIGHT

0

PRICE

840

BOOK

MAGIC ITEM

