

Player Name

Uthal

5

Barbarian

Character Name

Level

Class

Paragon Path

Epic Destiny

5,500

Goliath

Medium

Male

Unaligned

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

HIT POINTS

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

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

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Greatsword +2

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

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

SKILLS

BONUS	SKILL NAME	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	

CLASS / PATH / DESTINY FEATURES

Barbarian Agility
Feral Might - Choose Rageblood Vigor or Thaneborn Triumph

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

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

LANGUAGES KNOWN

Common, Giant

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:
Encumbrance: 115 lb. / 210 lb.

MAGIC ITEM INDEX

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

MAGIC ITEMS

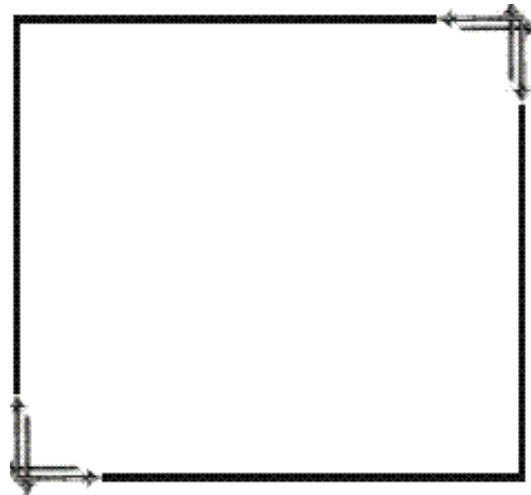
WEAPON	Dynamic Greatsword +2 (Two-Hands) (E)	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Barkskin Hide Armor +1 (E)	<input type="checkbox"/>
ARMS		<input type="checkbox"/>
FEET		<input type="checkbox"/>
HANDS		<input 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"/>
		<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	21 STR	AC 17
Spd 6	17 CON	Fort 20
Init +2	11 DEX	Ref 14
	10 INT	Will 14
	10 WIS	
	8 CHA	
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



ENCOUNTER SPECIAL



ENCOUNTER ACTION



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



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



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



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



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+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

ENCOUNTER POWER



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







Rage Strike

KEYWORDS Primal, Weapon		USED
Standard	*  	Melee weapon
ACTION	 	RANGE
13	vs	AC
ATTACK		DEFENSE
13		One creature
ATTACK		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
ATTACK		DEFENSE
13		One creature
ATTACK		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
ATTACK		DEFENSE
13		One creature
ATTACK		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
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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

	+2 attack rolls and damage	+2d6 damage
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> 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/TYPE Two-Hands	LEVEL 6	PRICE 1800
		BOOK PH

MAGIC ITEM



Healer's Brooch +1

	+1 Fortitude, Reflex, and \	
BONUS	ENHANCEMENT	CRITICAL
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.		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
POWER		
Item Slot: Neck		
ITEM SLOT/TYPE Neck	LEVEL 4	PRICE 840
		BOOK AV

MAGIC ITEM



Barkskin Hide Armor +1

	+1 AC	
BONUS	ENHANCEMENT	CRITICAL
PROPERTIES		
KEYWORDS		
USED		
ACTION		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> 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/TYPE Body	LEVEL 5	PRICE 1000
		BOOK PH

MAGIC ITEM

