

Player Name

Grug 1 Barbarian 0
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Goliath Medium Male Unaligned Yerth
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
0			

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
14	AC	10	3					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
20	STR Strength	5	5
16	CON Constitution	3	3
10	DEX Dexterity	0	0
10	INT Intelligence	0	0
8	WIS Wisdom	-1	-1
11	CHA Charisma	0	0

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	10	5	2			

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	REF	10					1

CONDITIONAL BONUSES

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
11	WILL	10				1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Insight	10	+ -1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
9	Passive Perception	10	+ -1

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greatsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	0	5		3	1	0	

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 5	0	5				0	

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
31	15	7	7	11

 CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

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 - Greatsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	5		0		

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5		0		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Greatsword	1d10+5
5	vs AC	Unarmed (Melee)	1d4+5
0	vs AC	Unarmed (Range)	1d4
	vs		

SKILLS

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

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

FEATS

Weapon Expertise (Heavy Blade) - Gain bonus to attack rolls with heavy blades.

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

Foe to Foe	<input type="checkbox"/>
Devastating Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

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

DAILY POWERS

Thunder Hooves Rage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
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	<input type="checkbox"/>
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UTILITY POWERS

	<input type="checkbox"/>
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OTHER EQUIPMENT

Hide Armor (E)
Adventurer's Kit
Greatsword (E)

COINS AND OTHER WEALTH

Money on hand: 25 gp
Stored money: 0 gp
Encumbrance: 66 / 200

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	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
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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
Grug

PLAYER NAME

RACE Goliath CLASS Barbarian LEVEL 1

SCORE	ABILITY	MOD
HP 31	STR +5	AC 14
Spd 6	CON +3	Fort 17
Init +0	DEX +0	Ref 11
	INT +0	Will 11
	WIS -1	
	CHA +0	

9 Passive Insight 9 Passive Perception


Skills

4	Acrobatics	DEX	(Trained)
0	Arcana	INT	
6	Athletics	STR	
0	Bluff	CHA	
0	Diplomacy	CHA	
-1	Dungeoneering	WIS	
7	Endurance	CON	(Trained)
-1	Heal	WIS	
0	History	INT	
-1	Insight	WIS	
0	Intimidate	CHA	
6	Nature	WIS	(Trained)
-1	Perception	WIS	
0	Religion	INT	
-1	Stealth	DEX	
0	Streetwise	CHA	
-1	Thievery	DEX	

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

PLAY DATA DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard USED

Standard Personal

ACTION **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 7 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

Foe to Foe

KEYWORDS Primal, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

9 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage. If you have reduced at least one non-minion enemy to 0 hit points during this encounter, this attack deals 1d8 extra damage. While raging, you instead deal 1d10 extra damage. Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Greatsword: +9 attack, 1d10+5 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PHS1*

Devastating Strike

KEYWORDS Primal, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

9 vs AC One creature

ATTACK **DEFENSE** **TARGET**

Requirement: You must be wielding a melee weapon in two hands.
Attack: Strength vs. AC
Hit: 1[W] + 1d8 + Strength modifier (+5) damage. Level 11: 1[W] + 2d8 + Strength modifier (+5) damage. Level 21: 2[W] + 3d8 + Strength modifier (+5) damage.
Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

Greatsword: +9 attack, 1d10+1d8+5 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

UTILITY POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Stone's Endurance

KEYWORDS Minor 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*

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*

Avalanche Strike

KEYWORDS Primal, Weapon USED

Standard * Melee weapon

ACTION **RANGE**

9 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.

Greatsword: +9 attack, 3d10+8 damage

ADDITIONAL EFFECTS





CLASS Barbarian LEVEL 1 BOOK *PH2*

ENCOUNTER POWER DUNGEONS & DRAGONS

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ENCOUNTER POWER DUNGEONS & DRAGONS

Thunder Hooves Rage

KEYWORDS		Primal, Rage, Weapon	USED
Standard	*  	Melee weapon	
ACTION	 	RANGE	
9	vs	AC	One creature
ATTACK	DEFENSE	TARGET	
<p>Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+5) damage. Miss: Half damage. Effect: You enter the rage of the thunder hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1[W] extra damage.</p> <p>Greatsword: +9 attack, 3d10+5 damage</p>			
ADDITIONAL EFFECTS			
CLASS	Barbarian	LEVEL	1
		BOOK	PP
DAILY POWER		