

Hildegarde			5	Barbarian						7.200
Character Name			Level	Class			Paragon Path		Epic Destiny	Total XP
Dwarf	Medium	42	Female	4' 5"	180 lbs	Good	Berronar Truesilver	Ziruna's group		
Race	Size	Age	Gender	Height	Weight	Alignment	Deity	Adventuring Company	RPGA Number	

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

DEFENSES							
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC
17	AC	12	4				1

CONDITIONAL BONUSES

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
5	Speed (Squares)	5		
SPECIAL MOVEMENT				

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	6
16	CON Constitution	3	5
12	DEX Dexterity	1	3
8	INT Intelligence	-1	1
12	WIS Wisdom	1	3
14	CHA Charisma	2	4

10 +							
DEFENSE	1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	FORT	12	4	2			

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10 +	3
18	Passive Perception	10 +	8

SPECIAL SENSES


Low-light Vision

ATTACK WORKSPACE

DAMAGE WORKSPACE

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
10	vs AC	Reckless Craghammer +1	1d10+8
8	vs AC	War Pick	1d8+5
6	vs AC	Unarmed (Melee)	1d4+4
3	vs AC	Unarmed (Range)	1d4+1

<h2 style="margin: 0;">HIT POINTS</h2>			
<div style="text-align: center; margin-bottom: 5px;">MAX HP</div> <div style="border: 1px solid black; padding: 10px; text-align: center; font-size: 24px; margin: 5px;">55</div>	<div style="text-align: center; margin-bottom: 5px;">BLOODIED</div> <div style="border: 1px solid black; padding: 10px; text-align: center; font-size: 24px; margin: 5px;">27</div> <div style="text-align: center; font-size: 12px; margin-top: 5px;">1/2 HP</div>	<div style="text-align: center; margin-bottom: 5px;">HEALING SURGES</div> <div style="text-align: center; margin-bottom: 5px;">SURGE VALUE</div> <div style="border: 1px solid black; padding: 10px; text-align: center; font-size: 24px; margin: 5px;">13</div> <div style="text-align: center; font-size: 12px; margin-top: 5px;">1/4 HP</div>	<div style="text-align: center; margin-bottom: 5px;">SURGES/DAY</div> <div style="border: 1px solid black; padding: 10px; text-align: center; font-size: 24px; margin: 5px;">11</div>
<div style="text-align: center; margin-bottom: 5px;">CURRENT HIT POINTS</div> <div style="border: 1px solid black; height: 150px; margin: 5px;"></div>		<div style="text-align: center; margin-bottom: 5px;">CURRENT SURGE VALUES</div> <div style="border: 1px solid black; height: 150px; margin: 5px;"></div>	
<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center; flex-grow: 1;"> SECOND WIND 1/ENCOUNTER </div> <div style="text-align: center; flex-grow: 1;"> USED <div style="display: flex; justify-content: space-around; width: 100px;"> <div style="border: 1px solid black; width: 20px; height: 20px; background-color: white;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; background-color: white;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; background-color: white;"></div> </div> </div> </div>			
<div style="text-align: center; margin-bottom: 5px;">TEMPORARY HIT POINTS</div> <div style="border: 1px solid black; height: 100px; margin: 5px;"></div>			
<div style="text-align: center; margin-bottom: 5px;">DEATH SAVING THROW FAILURES</div> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 20px; height: 20px; background-color: white;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; background-color: white;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; background-color: white;"></div> </div>			
<div style="text-align: center; margin-bottom: 5px;">SAVING THROW MODS</div> <div style="text-align: center; font-size: 18px; margin: 5px;">+5 Racial bonus against poison</div>			
<div style="text-align: center; margin-bottom: 5px;">RESISTANCES</div> <div style="border: 1px solid black; height: 100px; margin: 5px;"></div>			
<div style="text-align: center; margin-bottom: 5px;">CURRENT CONDITIONS AND EFFECTS</div> <div style="border: 1px solid black; height: 100px; margin: 5px;"></div>			

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

RACE FEATURES

Dwarven Weapon Proficiency - Proficient with hammers.
Cast-Iron Stomach - +5 bonus to saving throws against poison.
Encumbered Speed - Armor or heavy load doesn't reduce your speed. (Other effects still can.)
Dwarven Resilience - Second wind is minor action.
Stand Your Ground - Can move 1 less when forced to move. Immediate saving throw to avoid being knocked prone.

[illegible]

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

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, Dwarven

CHARACTER NAME
Hildegarde

PLAYER NAME
Jake

RACE Dwarf

CLASS Barbarian

LEVEL 5

HP

55

STR

18

AC

17

CON

16

Fort

18

Spd

5

DEX

12

Ref

14

INT

8

Will

14

WIS

12

CHA

14

Init

+4

Passive Insight

13

Passive Perception

18

PLAY DATA

DUNGEONS & DRAGONS

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Minor

+

→

✱

Personal

ACTION

↶

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 13 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS
Second wind is a minor action for dwarves.

CLASS

LEVEL

BOOK PH

ENCOUNTER ACTION

DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon

USED

Standard

*

↑

→

Melee weapon

ACTION

↶

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage.
Increase damage to 2[W] + Strength modifier (+4) at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Reckless Craghammer +1: +10 attack, 1d10+8 damage
War Pick: +8 attack, 1d8+5 damage
Unarmed: +6 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon

USED

Standard

↑

*

→

Ranged weapon

ACTION

↶

✱

RANGE

3

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier (+1) damage.
Increase damage to 2[W] + Dexterity modifier (+1) at 21st level.
Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Unarmed: +3 attack, 1d4+1 damage

ADDITIONAL EFFECTS

CLASS

LEVEL *

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS

Howling Strike

KEYWORDS Primal, Weapon

USED

Standard

*

↑

→

Melee weapon

ACTION

↶

✱

RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding a two-handed weapon.
Attack: Strength vs. AC
Hit: 1[W] + 1d6 + Strength modifier (+4) damage.
Level 11: 1[W] + 2d6 + Strength modifier (+4) damage.
Level 21: 2[W] + 3d6 + Strength modifier (+4) 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.

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 1

BOOK PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Pressing Strike

KEYWORDS Primal, Weapon

USED

Standard

*

↑

→

Melee weapon

ACTION

↶

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+4) damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.
Level 21: 2[W] + Strength modifier (+4) damage.

Reckless Craghammer +1: +10 attack, 1d10+8 damage
War Pick: +8 attack, 1d8+5 damage
Unarmed: +6 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 1

BOOK PH2

AT-WILL 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

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+4) 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.

Reckless Craghammer +1: +10 attack, 3d10+11 damage
War Pick: +8 attack, 3d8+8 damage
Unarmed: +6 attack, 3d4+7 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 1

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS

Hammer Fall

KEYWORDS

Primal, Weapon

USED

Standard

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↗

Melee weapon

ACTION

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✱

RANGE

10

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. Fortitude
Hit: 2[W] + Strength modifier (+4) damage, and you knock the target prone.

Reckless Craghammer +1: +10 attack, 2d10+8 damage
War Pick: +8 attack, 2d8+5 damage
Unarmed: +6 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

3

BOOK

PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Age Strike

KEYWORDS

Primal, Weapon

USED

Standard

*

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↗

Melee weapon

ACTION

↶

✱

RANGE

10

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 (+4)
5th level 4[W] + Strength modifier (+4)
9th level 5[W] + Strength modifier (+4)
15th level 6[W] + Strength modifier (+4)
19th level 7[W] + Strength modifier (+4)
25th level 8[W] + Strength modifier (+4)
29th level 9[W] + Strength modifier (+4)
Miss: Half damage.
Special: You can use this power twice per day.

Reckless Craghammer +1: +10 attack, As Above+4 damage
War Pick: +8 attack, As Above+1 damage
Unarmed: +6 attack, As Above damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS®

Swift Panther Rage

KEYWORDS

Primal, Rage, Weapon

USED

Standard

*

↑

↗

Melee weapon

ACTION

↶

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 3[W] + Strength modifier (+4) 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.

Reckless Craghammer +1: +10 attack, 3d10+8 damage
War Pick: +8 attack, 3d8+5 damage
Unarmed: +6 attack, 3d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

1

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS®

Silver Phoenix Rage

KEYWORDS

Fire, Healing, Primal, Rage, Weapon

USED

Standard

*

↑

↗

Melee weapon

ACTION

↶

✱

RANGE

10

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) fire damage, and ongoing 5 fire damage (save ends).
Miss: Half damage.
Effect: You enter the rage of the silver phoenix. Until the rage ends, you gain regeneration 3. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

Reckless Craghammer +1: +10 attack, 2d10+8 damage
War Pick: +8 attack, 2d8+5 damage
Unarmed: +6 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

5

BOOK

PH2

DAILY POWER

DUNGEONS & DRAGONS®

Combat Sprint

KEYWORDS

Primal

USED

Move

↑

↗

Personal

ACTION

↶

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS®

Reckless Craghammer +1

1d10	2	Hammer	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Versatile, Brutal

Melee Basic Attack: +10 attack, 1d10+8 damage

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a −2 penalty to AC until the end of your next turn.

ITEM SLOT

One-hand

WEIGHT

6

PRICE

680

BOOK

MAGIC WEAPON

DUNGEONS & DRAGONS®