

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

## INITIATIVE

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

## DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	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

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

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

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

## HIT POINTS

MAX HP	BLOODED	SURGE VALUE	SURGES/DAY
55	27	13	11
1/2 HP		1/4 HP	

CURRENT HIT POINTS	CURRENT SURGE USES

## ACTION POINTS

Action Points	MILESTONES	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.

## 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

## SENSES

SCORE	PASSIVE SENSE	BASE	SKILL B
13	Passive Insight	10 +	3

18	Passive Perception	10 +	8
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**SPECIAL SENSES**  
Low-light Vision

## ATTACK WORKSPACE

**ABILITY:** Melee Basic Attack - Mordenkrad

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	2	4		2			

**ABILITY:** Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	2	4					

## DAMAGE WORKSPACE

**ABILITY:** Melee Basic Attack - Mordenkrad

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+6	4	2			

**ABILITY:** Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

## BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Mordenkrad	2d6
6	vs AC	Unarmed (Melee)	1d4
3	vs AC	Unarmed (Range)	1d4
	vs		

## FEATS

**Dwarven Weapon Training** - +2 damage and proficient with axes and hammers

**Weapon Expertise (Hammer)** - Gain bonus to attack with Hammers.

**Powerful Charge** - +2 damage, +2 to bull rush on a charge



Hildegarde

PLAYER NAME

Jake

RACE Dwarf	CLASS Barbarian	LEVEL 5
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<b>HP</b> 55	<b>18 STR</b>	<b>AC 17</b>
<b>Spd</b> 5	<b>16 CON</b>	<b>Fort 18</b>
<b>Init</b> +4	<b>12 DEX</b>	<b>Ref 14</b>
	<b>8 INT</b>	<b>Will 14</b>
	<b>12 WIS</b>	
	<b>14 CHA</b>	
<b>13 Passive Insight</b>	<b>18 Passive Perception</b>	

## PLAY DATA

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## Howling Strike

KEYWORDS Primal, Weapon USED

Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>9</b>	<b>vs</b>	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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.

Mordenkrad: +9 attack, 2d6+1d6+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 1

BOOK PH2

## AT-WILL POWER

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## Avalanche Strike

KEYWORDS Primal, Weapon USED

Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>9</b>	<b>vs</b>	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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.

Mordenkrad: +9 attack, 6d6+9 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 1

BOOK PH2

## ENCOUNTER POWER

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## Pressing Strike

KEYWORDS Primal, Weapon USED

Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>9</b>	<b>vs</b>	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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.

Mordenkrad: +9 attack, 2d6+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 1

BOOK PH2

## AT-WILL POWER

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## Hammer Fall

KEYWORDS Primal, Weapon USED

Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>9</b>	<b>vs</b>	<b>Fort</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

Mordenkrad: +9 attack, 4d6+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 3

BOOK PH2

## ENCOUNTER POWER

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## Second Wind

KEYWORDS USED

Minor		Personal
<b>ACTION</b>		<b>RANGE</b>
<b>vs</b>		Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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

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## Swift Charge

KEYWORDS Primal USED

Free		Personal
<b>ACTION</b>		<b>RANGE</b>
<b>vs</b>		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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 &amp; DRAGONS®

## Rage Strike

KEYWORDS Primal, Weapon USED

Standard	*	Melee weapon
<b>ACTION</b>		<b>RANGE</b>
<b>9</b>	<b>vs</b>	<b>AC</b>
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

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.

Mordenkrad: +9 attack, As Above+2 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL

BOOK PH2

## DAILY POWER

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Swift Panther Rage

KEYWORDS

Primal, Rage, Weapon

USED

Standard

\*

↓

↘

Melee weapon

ACTION

↶

✱

RANGE

9

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.

Mordenkrad: +9 attack, 6d6+6 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

9

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.

Mordenkrad: +9 attack, 4d6+6 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

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