Character Shee

Hildegarde Barbarian Epic Destiny Character Name Level Class Paragon Path Total XP Berronar Truesilver Ziruna's group Dwarf Medium 42 Female 4' 5" 180 lbs Good Race Size Age Gender Height Weight Alignment Adventuring Company RPGA Number INITIATIVE **DEFENSES MOVEMENT Initiative** Speed (Squares) **17** 12 1 CONDITIONAL BONUSES **ABILITY SCORES SENSES** SCORE STR 18 6 13 **Passive Insight** 10 2 12 CONDITIONAL BONUSES CON 5 16 3 18 **Passive Perception** 10 SPECIAL SENSES Low-light Vision DEX 12 14 12 1 ATTACK WORKSPACE INT CONDITIONAL BONUSES ABILITY: Melee Basic Attack - Mordenkrad ATT BONUS 2 4 2 WIS 12 WILL 12 ABILITY: Melee Basic Attack - Unarmed 14 ABII + 6 2 4 **ACTION POINTS HIT POINTS** MAX HP **HEALING SURGES DAMAGE WORKSPACE** LOODIED **Action Points** ABILITY: Melee Basic Attack - Mordenkrad 55 27 13 11 ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS 1/2 HI CURRENT HIT POINTS CURRENT SURGE USES 2d6+6 4 2 **RACE FEATURES** ABILITY: Melee Basic Attack - Unarmed **Dwarven Weapon Proficiency** - Proficient with hammers. Cast-Iron Stomach - +5 bonus to saving throws against 1d4+4 4 USED TEMPORARY HIT POINTS **BASIC ATTACKS Encumbered Speed** - Armor or heavy load doesn't reduce **DEATH SAVING THROW FAILURES** your speed. (Other effects still can.) SAVING THROW MODS +5 Racial bonus against poisor vs ACMordenkrad 2d6 **Dwarven Resilience** - Second wind is minor action. RESISTANCES 6 ACUnarmed (Melee) 1d4 Stand Your Ground - Can move 1 less when forced to 3 ACUnarmed (Range) 1d4 vs CURRENT CONDITIONS AND EFFECTS move. Immediate saving throw to avoid being knocked prone. **SKILLS** CLASS / PATH / DESTINY FEATURES ARMOR PENALTY MISC Barbarian Agility - Gain +1 AC and Reflex when not **FEATS** SKILL NAME wearing heavy armor. (+2 at 11th level, +3 at 21st) Dwarven Weapon Training - +2 damage and proficie -1 3 0 2 **Acrobatics** Feral Might - Choose a Feral Might option. with axes and hammers 0 n/a Arcana TNT Rageblood Vigor - Swift charge power; temporary hp Weapon Expertise (Hammer) - Gain bonus to attack 10 6 5 -1 **Athletics** equal to Con mod (+5 at 11th, +10 at 21st) when you drop with Hammers. 0 4 Bluff n/a СНА enemy to 0 hp Powerful Charge - +2 damage, +2 to bull rush on a 4 0 n/a **Diplomacy** СНА Rage Strike - Gain the rage strike power at 5th level charge 5 0 **Dungeoneering** n/a WIS Rampage - Critical hit grants free melee basic attack; once 11 5 **Endurance** CON per round, barbarian attack power only 3 3 0 n/a Heal WIS 0 1 History n/a INT 0 3 3 n/a Insight WIS 0 4 n/a **Intimidate** СНА 3 0 n/a Nature WIS 5 8 3 n/a Perception WIS 1 1 0 Religion n/a INT **LANGUAGES KNOWN** 2 0 -1 Stealth DFX Common, Dwarven 4 4 0 n/a Streetwise СНА 3 0 -1 Thievery DEX

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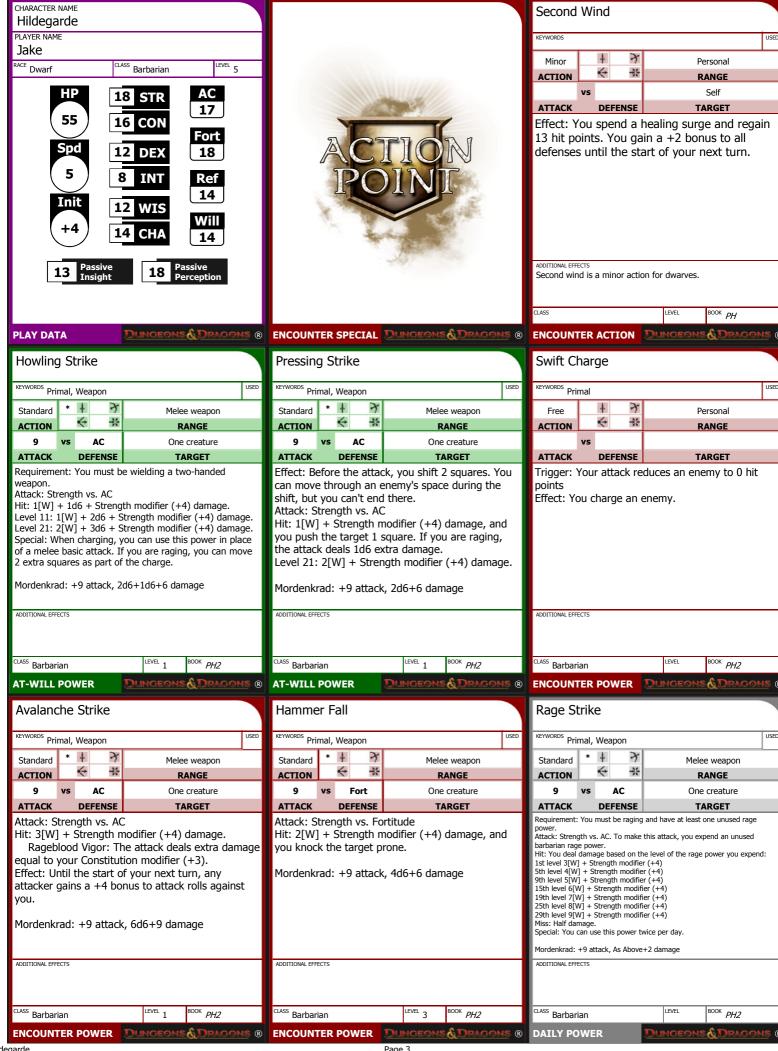
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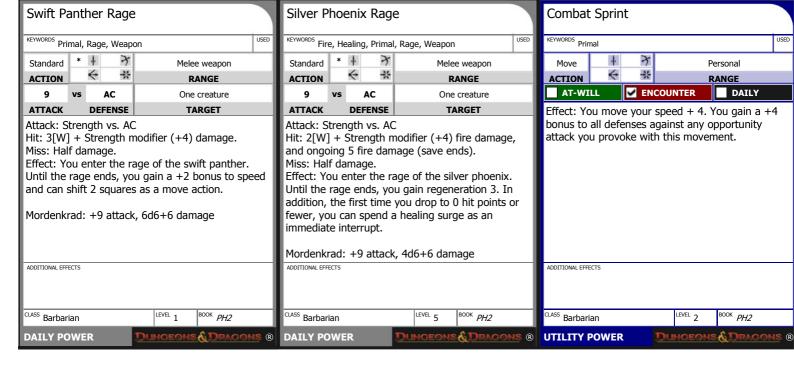
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