

Player Name Jake

Hildegarde Firehair

6

Barbarian

8,100

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Dwarf

Medium

42

Female

4'5"

180 lbs

Good

Berronar Truesilver

Ziruna's Troupe

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	1	3	1

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
18	AC	13	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	7
16	CON Constitution	3	6
12	DEX Dexterity	1	4
8	INT Intelligence	-1	2
12	WIS Wisdom	1	4
14	CHA Charisma	2	5

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES SURGE VALUE	SURGES/DAY
61	30	15	11

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +5 Racial bonus against poison

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

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 BONUS
14	Passive Insight	10 +	4

19	Passive Perception	10	+	9
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SPECIAL SENSES

Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Reckless Craghammer +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	3	4		2		1	1

ABILITY: Melee Basic Attack - War Pick

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 9	3	4		2			

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Reckless Craghammer +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	4	2	1	1	

ABILITY: Melee Basic Attack - War Pick

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	4			1	

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
11	vs AC	Reckless Craghammer +1	1d10+8
9	vs AC	War Pick	1d8+5
7	vs AC	Unarmed (Melee)	1d4+4
4	vs AC	Unarmed (Range)	1d4+1

FEATS

Dwarven Weapon Training - +2 damage and proficiency with axes and hammers**Powerful Charge** - +2 damage, +2 to bull rush on a charge**Weapon Expertise (Hammer)** - Gain bonus to attack rolls with hammers.**Spirits of Stone** - +2 to next attack roll when you use second wind

CHARACTER NAME
Hildegarde Firehair

PLAYER NAME
Jake

RACE Dwarf

CLASS Barbarian

LEVEL 6

HP

61

18 STR

16 CON

12 DEX

8 INT

12 WIS

14 CHA

AC

18

Fort

19

Ref

15

Will

15

Spd

5

Init

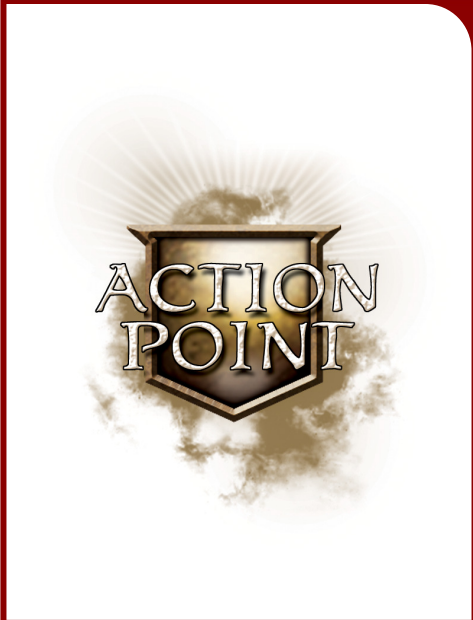
+5

14 Passive Insight

19 Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®



Second Wind

KEYWORDS

USED

Minor

+

↑

↗

Personal

ACTION

↶

✱

RANGE

vs

Self

ATTACK

DEFENSE

TARGET

Effect: You spend a healing surge and regain 15 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

PLAY DATA

DUNGEONS & DRAGONS®

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

ENCOUNTER ACTION

DUNGEONS & DRAGONS®

Melee Basic Attack

KEYWORDS Weapon

USED

Standard

*

↑

↗

Melee weapon

ACTION

↶

✱

RANGE

11

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: +11 attack, 1d10+8 damage
War Pick: +9 attack, 1d8+5 damage
Unarmed: +7 attack, 1d4+4 damage

ADDITIONAL EFFECTS

+2 to damage rolls when you charge - Powerful Charge.

CLASS

LEVEL *

BOOK

AT-WILL POWER

DUNGEONS & DRAGONS®

Ranged Basic Attack

KEYWORDS Weapon

USED

Standard

↑

*

↗

Ranged weapon

ACTION

↶

✱

RANGE

4

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: +4 attack, 1d4+1 damage

ADDITIONAL EFFECTS

+2 to damage rolls when you charge - Powerful Charge.

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 melee weapon in two hands.
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

11

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: +11 attack, 1d10+8 damage
War Pick: +9 attack, 1d8+5 damage
Unarmed: +7 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

11

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: +11 attack, 3d10+11 damage
War Pick: +9 attack, 3d8+8 damage
Unarmed: +7 attack, 3d4+7 damage

ADDITIONAL EFFECTS

CLASS Barbarian

LEVEL 1

BOOK PH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®



Hammer Fall

KEYWORDS

Primal, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

11

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: +11 attack, 2d10+8 damage
War Pick: +9 attack, 2d8+5 damage
Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

3

BOOK

PH2

ENCOUNTER POWER 



Swift Panther Rage

KEYWORDS

Primal, Rage, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

11

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: +11 attack, 3d10+8 damage
War Pick: +9 attack, 3d8+5 damage
Unarmed: +7 attack, 3d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

1

BOOK

PH2

DAILY POWER 



Silver Phoenix Rage

KEYWORDS

Fire, Healing, Primal, Rage, Weapon



USED

Standard

*  

Melee weapon

ACTION

RANGE

11

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: +11 attack, 2d10+8 damage
War Pick: +9 attack, 2d8+5 damage
Unarmed: +7 attack, 2d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

5

BOOK

PH2

DAILY POWER 



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 



Relentless Surge

KEYWORDS

Primal



USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You gain 5 + your Constitution modifier (+3) temporary hit points.

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

6

BOOK

PP

UTILITY POWER 

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: +11 attack, 1d10+8 damage

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): 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

AV

MAGIC WEAPON 

Bracers of Escape (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		7	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Immediate Interrupt. You can use this power when you are the target of a melee attack. You teleport 2 squares.

ITEM SLOT

Arms

WEIGHT

0

PRICE

2600

BOOK

Dragon 365

MAGIC ITEM 