

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

12

Level

Grazhad Bloodborn

Unaligned male Half-Orc Barbarian (Berserker)

18 Age 6'2" Height 210lbs. Weight Medium Size Deity

32000

Total XP

39000

Defenses

27 AC

32 FORT

24 REF

20 WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 47) 95

Temp HP

Current Hit Points

Healing Surges

Surge Value 24 Surges/Day 11

Current Conditions:

Combat Statistics and Senses

Initiative 14

Conditional Modifiers:

Speed 6

+2 Speed when charging

Passive Insight 16

Passive Perception 16

Special Senses: Low-light

Action Points

Action Points	Milestones	Action Points
<div></div>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

☐ Used

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

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods 0

+2 Saving Throws against effects that apply the slowed, immobilized, or restrained condition

Resistances/Vulnerabilities

Resist 5 Cold, Resist 6 Ongoing

Current Conditions and Effects

Basic Attacks

Melee

Giantslayer Execution axe +3

19

Strength vs. AC

1d12+11

Damage

Ranged

Unarmed

11

Dexterity vs. AC

1d4+5

Damage

Languages

Common, Giant



Abilities

		Check
STR	Strength	22 12
CON	Constitution	14 8
DEX	Dexterity	20 11
INT	Intelligence	9 5
WIS	Wisdom	11 6
CHA	Charisma	11 6

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	5
Athletics	Strength	✓ 18
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	6
Endurance	Constitution	✓ 14
Heal	Wisdom	6
History	Intelligence	5
Insight	Wisdom	6
Intimidate	Charisma	✓ 13
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	5
Stealth	Dexterity	10
Streetwise	Charisma	6
Thievery	Dexterity	10



Grazhad Bloodborn

Player Name

Character Name

Character Details

Background

Geography - Mountains

Theme

Reaver

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Horned Helm (heroic tier)

Neck

Amulet of Protection +3

Arms

Iron Armbands of Power (heroic...

Hands

Gauntlets of Blood (heroic tier)

Rings

Rings

Off Hand

Main Hand

Giantslayer Execution axe +3

Waist

Belt of Vigor (heroic tier)

Armor

Bestial Earthhide Armor +3

Feet

Boots of Free Movement

Tattoo

Demonskin Tattoo (heroic tier)

Ki Focus

Other Equipment

Adventurer's Kit
Grappling Hook
Hammer
Pitons (10)
Cask of Liquid Gold

Total Weight (lbs.)

84

Carrying Capacity (lbs.)

Treasure

8 pp; 80 gp

Normal

220

Heavy

440

Max

1100

Grazhad Bloodborn



Player Name

Character Name

Racial Features

Furious Assault

Have the furious assault power

Half-Orc Resilience

Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

Swift Charge

+2 bonus to speed when charging

Class/Other Features

Berserker Fury

Enter berserker fury until end of encounter when you use a barbarian primal attack power or as a minor action when bloodied: defender's aura ends, melee basic attacks deal 1d8 extra damage (2d8 at 11th, 3d8 at 21st)

Frozen Land

Gain +1 to Fortitude and Will; gain resist 5 cold at 4th level, resist cold 10 at 14th and resist cold 15 at 24th

Heartland

Gain benefit from heartland terrain

Poised Defender

Gain +2 bonus to AC while defender aura is active and not wearing heavy armor

Reaver Starting Feature

Gain the vicious assault power

Vengeful Guardian

Gain the vengeful guardian power

Reaver Level 5 Feature

Gain +1 bonus to melee attack rolls when you reduce an enemy below 1 HP

Reaver Level 10 Feature

Gain 10 temp HP when you use vicious assault or score a critical hit

Berserker's Action

When you spend an action point to make a melee weapon attack, you deal 1d12 extra damage to each target you hit

Reaping Fury

Gain your Str mod bonus to weapon damage after you miss with an at-will or encounter attack power while you are under the effect of Berserker Fury

Feats

Two-Handed Weapon Expertise

+1/2/3 (by tier) to attack rolls with two-handed melee weapons, +1/2/3 (by tier) to damage rolls of charge attacks with two-handed melee weapons

Weapon Proficiency (Execution axe)

Gain proficiency with the Execution axe.

Power Attack

Take -2 to melee attack; gain +2/3/4 by tier to damage roll, or +3/6/9 for two-handed weapon

Thirst for Battle

+3 to initiative and one additional healing surge

Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

Berserk Vitality

Gain temporary hit points when you enter berserker fury

Devastating Critical

Deal additional 1d10 damage on a critical hit

Punishing Axe

Treat rolls of 1 or 2 on critical hit and high crit dice as 3s

Grazhad Bloodborn

Level 12 Half-Orc Barbarian (Berserker)

HP	SCORE	ABILITY	MOD	AC
95	22	STR	6	27
Spd	14	CON	2	Fort
6	20	DEX	5	32
Init	9	INT	-1	Ref
+14	11	WIS	0	24
	11	CHA	0	Will
				20

16 Passive Insight

16 Passive Perception

Skills

Acrobatics	Dexterity	10
Arcana	Intelligence	5
Athletics	Strength	• 18
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	6
Endurance	Constitution	• 14
Heal	Wisdom	6
History	Intelligence	5
Insight	Wisdom	6
Intimidate	Charisma	• 13
Nature	Wisdom	6
Perception	Wisdom	6
Religion	Intelligence	5
Stealth	Dexterity	10
Streetwise	Charisma	6
Thievery	Dexterity	10

• indicates a trained skill.

Action Point

Base action points: 1

Berserker's Action: When you spend an action point to make a melee weapon attack, you deal 1d12 extra damage to each target you hit with that attack.

Demonskin Tattoo (heroic tier): When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

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.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Giantslayer Execution axe +3: +19 vs. AC, 1d12+11 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage.

Level 21: 2[W] + Str modifier (+6) damage.

Additional Effects

+2d8 to damage rolls while in Berserker Fury.
1d6 extra to damage rolls when charging.
+2 to damage rolls when you charge - Two-Handed Weapon Expertise.
+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +11 vs. AC, 1d4+5 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Basic Attack

Vengeful Guardian

At-Will ♦ Opportunity Action

Personal

Your nearby enemies learn the hard way that it is unwise to ignore you.

Keyword: Martial

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours, without targeting you or an ally who has an active defender aura.

Effect: You make a melee basic attack against the triggering enemy and deal 1d8 extra damage to it.
Level 11: 2d8 extra damage.

Additional Effects

Barbarian Attack

Aggressive Lunge

At-Will ♦ Standard Action

Giantslayer Execution axe +3: +19 vs. AC, 1d12+11 damage

Melee weapon **Target:** One creature

You lunge forward at your enemy, hoping to send it reeling.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage, and you push the target 1 square. You then shift 1 square into the space the target just left.

Berserker Fury: This attack gains the primal keyword and deals 1d6 extra damage.
Level 11: 2d6 damage.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 1

Howling Strike

At-Will ♦ Standard Action

Giantslayer Execution axe +3: +19 vs. AC, 1d12+2d6+11 damage

Melee weapon **Target:** One creature

With a blood-freezing scream, you throw yourself into the fray.

Keywords: Primal, Weapon

Requirement: You must be wielding a melee weapon in two hands.

Attack: Strength vs. AC

Hit: 1[W] + 1d6 + Str modifier (+6) damage.
Level 11: 1[W] + 2d6 + Str modifier (+6) 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

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 1

Vicious Assault

Encounter ♦ No Action

Special

Building on the savagery of your initial assault, you lash out in all directions.

Keywords: Fear, Primal, Weapon

Trigger: You hit an adjacent enemy with a melee weapon attack.

Effect: Each creature other than you that is adjacent to the enemy takes 1[W] damage. In addition, you and each enemy within 2 squares of you grant combat advantage until the end of your next turn.

Reaver Level 10 Feature: gain 10 temporary hit points.

Additional Effects

Reaver Attack

Used ☐

Great Cleave

Encounter ♦ Standard Action

Giantslayer Execution axe +3: +17 vs. AC, 1d12+9 damage

Close burst 1

Target: Each enemy in the burst you can see

The numbers arrayed against you mean nothing. You swing your weapon in a great arc, stopped by nothing so trivial as flesh and bone.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+6) damage + 1 damage for each enemy adjacent to you.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 1

Used ☐

Implacable Advance

Encounter ♦ Standard Action

Giantslayer Execution axe +3: +19 vs. AC, 2d12+11 damage

Melee weapon

Target: One creature

You advance on your enemy and strike, continuing to close with your foe even if it tries to flee.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage. In addition, the first time the target moves before the end of your next turn, you can shift up to your speed to a square adjacent to the target as a free action after its movement.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 3

Used ☐

Deny Escape

Encounter ♦ Standard Action

Giantslayer Execution axe +3: +19 vs. AC, 2d12+11 damage

Melee weapon

Target: One creature

In your bloodlust, letting an enemy go isn't an option. You attack with great force, preventing your foe from escaping your fury.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage, and the target is immobilized until the end of your next turn.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 7

Used ☐

A Thousand Ways to Die

Encounter ♦ No Action

Special

Target: The creature you hit

Your prowess in battle is well earned, and whether you're raging at your enemies or in full control of your body, you have many ways to bring down your foe.

Keywords: Martial, Primal, Weapon

Trigger: You hit a creature with a melee basic weapon attack or a barbarian at-will weapon attack power.

Effect: The target takes 1[W] extra damage from the triggering attack. Additionally, choose one of the following effects.

- ♦The target is immobilized until the end of your next turn.
- ♦The target falls prone.

Additional Effects

Deadly Berserker Attack 11

Used ☐

Sweeping Cut

Daily ♦ Standard Action

Giantslayer Execution axe +3: +17 vs. AC, 2d12+9 damage

Close burst 1

Target: Each enemy you can see in the burst

You sweep your weapon in a wide arc, driving your foes to the ground where they will be at your mercy.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+6) damage, and you knock the target prone.

Miss: Half damage.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 1

Used ☐

Dangerous Presence

Daily ♦ Standard Action

Giantslayer Execution axe +3: +19 vs. AC, 3d12+11 damage

Melee weapon

Target: One creature

You strike quickly and decisively, showing your deadly skill to your enemies and causing them to cower in fear.

Keywords: Fear, Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage.

Miss: Half damage.

Effect: Until the end of the encounter, enemies grant combat advantage while subject to your defender aura.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 5

Used ☐

Eye of the Maelstrom

Daily ♦ Standard Action

Giantslayer Execution axe +3: +19 vs. AC, 3d12+11 damage

Melee weapon

Target: One creature

You attack your foes with incredible speed and strength, becoming a vortex of whirling strikes that seek out any foe that unwisely ignores you.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+6) damage.

Miss: Half damage.

Effect: Until the end of the encounter, your defender aura expands to an aura 2, and you can shift 1 square as a free action before making a melee basic attack granted by your vengeful guardian power.

Additional Effects

+3 item bonus to damage rolls against Large or larger humanoids - Giantslayer Weapon +3.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

Barbarian Attack 9

Used ☐

Defender Aura

At-Will ♦ Minor Action

Personal

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

Keyword: Aura

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Additional Effects

Multiple Class Utility

Furious Assault

Encounter ♦ Free Action

Personal

Your monstrous wrath burns inside you, giving strength to your attack.

Trigger: You hit an enemy with an attack.

Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it is not a weapon attack.

Additional Effects

Half-Orc Racial Power

Used ☐

Driven to Kill

Encounter ♦ Free Action

Personal

One kill is never enough. Before your foe hits the ground, you leap to make the next attack.

Keyword: Primal

Trigger: You drop a creature below 1 hit point.

Effect: You shift up to a number of squares equal to your speed + 2.

Prerequisite: Reaver

Additional Effects

Reaver Utility 2

Used ☐

Reactive Surge

Encounter ♦ Immediate Reaction

Unarmed:

Personal

The attack was well placed, but you choose not to let it affect you.

Keyword: Healing

Trigger: An attack bloodies you

Effect: You spend a healing surge.

Prerequisite: You must be trained in Endurance.

Additional Effects

Endurance Utility 10

Used ☐

Surge of Strength

Encounter ♦ Minor Action

Personal

Even as your strength wanes and your health flags, you find a reserve of internal strength to continue the fight.

Keywords: Martial, Primal

Effect: You gain temporary hit points equal to your healing surge value. If you are under the effect of your Berserker Fury, you gain the following benefit instead: When you make your next attack roll before the end of your next turn, roll twice and use either result.

Additional Effects

Deadly Berserker Utility 12

Used ☐

Cull Weakness

Daily ♦ Minor Action

Personal

Only the strong survive, and you let your enemies know that you are a survivor as you strike down the weakest among them with ease. The others quail before you as their wounds mount.

Keywords: Primal, Stance

Effect: You assume the cull weakness stance. Until the stance ends, bloodied enemies grant combat advantage to you, and you gain a +4 power bonus to damage rolls against them.

Additional Effects

Barbarian Utility 6

Used ☐

Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to your healing surge value.

Giantslayer Execution axe +3

Weapon ♦ Level 12

Damage: 1d12

Proficiency Bonus: 2

Properties: High Crit, Brutal

Enhancement: +3 attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against Large or larger humanoids

Properties

You gain an item bonus to damage rolls against Large or larger humanoids. The bonus equals the weapon's enhancement bonus.

Utility Power ♦ Encounter (Immediate Interrupt)

Trigger: A giant tries to push you, stun you, or knock you prone.

Effect: You are immune to the push or the stun and do not fall prone.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Demonskin Tattoo (heroic...)

Wondrous Item ♦ Level 3

Properties

When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

Horned Helm (heroic tier)

Head Slot Item ♦ Level 6

Properties

Your charge attacks deal 1d6 extra damage.

Boots of Free Movement

Feet Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

Power ♦ Encounter (Minor Action)

Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

Gauntlets of Blood (heroic...

Hands Slot Item ♦ Level 4

Properties

You gain a +2 bonus to damage rolls against bloodied targets.

Cask of Liquid Gold

Wondrous Item ♦ Level 3

Properties

At the start of each day, the cask fills to its full volume with dwarven ale. Any ale taken from the cask evaporates if it has not been consumed when the cask refills.

Bestial Earthhide Armor +3

Armor ♦ Level 13

Armor Bonus: 3

Check: -1

Special: +1 Fortitude

Enhancement: +3 AC

Power ♦ Daily (Free Action)

Use this power when you hit a target after a charge. Make a melee basic attack with a +2 power bonus against the same target.

Amulet of Protection +3

Neck Slot Item ♦ Level 11

Enhancement: +3 Fortitude, Reflex, and Will