

Player Name \_\_\_\_\_

Squeal 5 Barbarian 5 500  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
 Warforged Medium 6'3" 290LB Unaligned  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>4</b>	<b>2</b>	<b>2</b>	

CONDITIONAL MODIFIERS

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>6</b>			

**Speed (Squares)**

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>12</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>2</b>
<b>12</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>2</b>

SPECIAL SENSES

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>19</b>	<b>STR</b> Strength	<b>4</b>	<b>6</b>
<b>17</b>	<b>CON</b> Constitution	<b>3</b>	<b>5</b>
<b>14</b>	<b>DEX</b> Dexterity	<b>2</b>	<b>4</b>
<b>8</b>	<b>INT</b> Intelligence	<b>-1</b>	<b>1</b>
<b>10</b>	<b>WIS</b> Wisdom	<b>0</b>	<b>2</b>
<b>13</b>	<b>CHA</b> Charisma	<b>1</b>	<b>3</b>

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>AC</b>	<b>12</b>	<b>5</b>			<b>2</b>	<b>1</b>	<b>1</b>

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>FORT</b>	<b>12</b>	<b>4</b>	<b>2</b>		<b>2</b>		

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>REF</b>	<b>12</b>	<b>2</b>			<b>2</b>	<b>1</b>	<b>1</b>

CONDITIONAL BONUS

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>16</b>	<b>WILL</b>	<b>12</b>	<b>1</b>			<b>2</b>	<b>1</b>	

CONDITIONAL BONUS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Armblade Longsword +2

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

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+7</b>	<b>4</b>		<b>2</b>		<b>1</b>

ABILITY: Whirling Rend - Armblade Longsword +2

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

ABILITY: Whirling Rend - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+7</b>	<b>4</b>		<b>2</b>		<b>1</b>

ABILITY: Pressing Strike - Armblade Longsword +2

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

ABILITY: Pressing Strike - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+7</b>	<b>4</b>		<b>2</b>		<b>1</b>

ABILITY: Whirling Frenzy - Armblade Longsword +2

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

ABILITY: Whirling Frenzy - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+1d8+7</b>	<b>4</b>		<b>2</b>		<b>1</b>

ABILITY: Bloodhunt Rage - Armblade Longsword +2

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

ABILITY: Bloodhunt Rage - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>3d8+7</b>	<b>4</b>		<b>2</b>		<b>1</b>

ABILITY: Whirling Step - Armblade Longsword +2

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

ABILITY: Whirling Step - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d8+7</b>	<b>4</b>		<b>2</b>		<b>1</b>

ABILITY: Vengeful Storm Rage - Armblade Longsword +2

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

ABILITY: Vengeful Storm Rage - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>2d8+7</b>	<b>4</b>		<b>2</b>		<b>1</b>

ABILITY: Rage Strike - Armblade Longsword +2

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

ABILITY: Rage Strike - Armblade Longsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>As Above</b>					

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
<b>56</b>	<b>28</b>	<b>14</b>	<b>14</b>	<b>11</b>

1/2 HP      1/4 HP

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER  USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against ongoing damage

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>6</b>	<b>vs AC</b>	Unarmed (Melee)	1d4+4

### SKILLS

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





### Whirling Lunge

KEYWORDS Primal, Weapon		USED
Free	* ↓ ↻	Melee 1
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
vs		
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Trigger:** Your attack reduces an enemy to 0 hit points  
**Effect:** You shift 2 squares and then deal 1[W] damage (off-hand weapon) to an enemy adjacent to you that you can see.

ADDITIONAL EFFECTS

CLASS Barbarian	LEVEL	BOOK <i>pp</i>
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### Whirling Frenzy

KEYWORDS Primal, Weapon		USED
Standard	↓ ↻	Close burst 1
<b>ACTION</b>	1 ↶ ↷	<b>RANGE</b>
11	vs AC	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Requirement:** You must be wielding two melee weapons.  
**Attack:** Strength vs. AC (main weapon)  
**Whirling Slayer:** The attack can target Reflex instead of AC.  
**Hit:** 1[W] + 1[W] (off-hand weapon) + Strength modifier (+4) damage.  
**Miss:** You take 1d6 damage.

Armsblade Longsword +2: +11 attack, 1d8+1d8+7 damage  
Distance Trident +1: +9 attack, 1d8+1d8+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian	LEVEL 1	BOOK <i>pp</i>
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### Whirling Step

KEYWORDS Primal, Weapon		USED
Standard	* ↓ ↻	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
11	vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Requirement:** You must be wielding two melee weapons.  
**Attack:** Strength vs. AC (main weapon)  
**Hit:** 1[W] + Strength modifier (+4) damage.  
**Effect:** You shift 2 squares. If the attack hit, you deal 1[W] damage (off-hand weapon) to one or two enemies that are adjacent to you at some point during the shift.  
**Whirling Slayer:** The number of squares you shift equals your Dexterity modifier (+2).

Armsblade Longsword +2: +11 attack, 1d8+7 damage  
Distance Trident +1: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian	LEVEL 3	BOOK <i>pp</i>
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### Bloodhunt Rage

KEYWORDS Primal, Rage, Weapon		USED
Standard	* ↓ ↻	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
11	vs AC	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+4) damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the bloodhunt. Until the rage ends, you gain a bonus to melee damage rolls equal to your Constitution modifier (+3) if either you or your target is bloodied.

Armsblade Longsword +2: +11 attack, 3d8+7 damage  
Distance Trident +1: +9 attack, 3d8+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian	LEVEL 1	BOOK <i>PH2</i>
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### Vengeful Storm Rage

KEYWORDS Lightning, Primal, Rage, Weapon		USED
Standard	↓ ↻	Close burst 1
<b>ACTION</b>	1 ↶ ↷	<b>RANGE</b>
11	vs AC	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier (+4) lightning damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the vengeful storm. Until the rage ends, at the start of each of your turns, each enemy adjacent to you takes 3 lightning damage.

Armsblade Longsword +2: +11 attack, 2d8+7 damage  
Distance Trident +1: +9 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian	LEVEL 5	BOOK <i>PH2</i>
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### Rage Strike

KEYWORDS Primal, Weapon		USED
Standard	* ↓ ↻	Melee weapon
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
11	vs AC	One creature
<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)  
20th 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.

Armsblade Longsword +2: +11 attack, As Above damage  
Distance Trident +1: +9 attack, As Above damage

ADDITIONAL EFFECTS

CLASS Barbarian	LEVEL	BOOK <i>PH2</i>
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### Shrug It Off

KEYWORDS Primal		USED
Imm React	↓ ↻	Personal
<b>ACTION</b>	↶ ↷	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Trigger:** You are subjected to an effect that a save can end  
**Effect:** You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

ADDITIONAL EFFECTS

CLASS Barbarian	LEVEL 2	BOOK <i>pp</i>
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### Adventurer's Kit

AC BONUS	CHECK	SPEED	QUANTITY 1
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PROPERTIES

This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

NOTES

ITEM SLOT	WEIGHT 33	PRICE 15	BOOK <i>PH</i>
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### Backpack (empty)

AC BONUS	CHECK	SPEED	QUANTITY 1
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PROPERTIES

NOTES

ITEM SLOT	WEIGHT 2	PRICE 2	BOOK <i>PH</i>
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**UTILITY POWER**

**ITEM**

**ITEM**

### Flint and Steel

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT	WEIGHT 0	PRICE 1	BOOK PH
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**ITEM**

### Belt Pouch (empty)

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT	WEIGHT 0	PRICE 1	BOOK PH
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**ITEM**

### Hempen Rope (50 ft.)

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

NOTES

ITEM SLOT	WEIGHT 10	PRICE 1	BOOK PH
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**ITEM**

### Sunrod

AC BONUS	CHECK	SPEED	QUANTITY
			1

PROPERTIES

This minor magic item sheds bright light to a radius of 20 squares for 4 hours before burning out.

NOTES

ITEM SLOT	WEIGHT 2	PRICE 4	BOOK PH
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**ITEM**

### Armsblade Longsword +2

DAMAGE	PROFICIENT	GROUP	RANGE
1d8	3	Heavy Blade	

+2 attack rolls and damage rolls

ENHANCEMENT	LEVEL 7	CRITICAL	+2d6 damage
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PROPERTIES

You gain a +2 item bonus to opportunity attacks made with this weapon.  
Versatile

Melee Basic Attack: +11 attack, 1d8+7 damage

AT-WILL  ENCOUNTER  DAILY

POWER

**Requirement:** You must have the living construct racial trait to use this item.  
**Component:** attached

ITEM SLOT	One-hand	WEIGHT 4	PRICE 2600	BOOK PH
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**MAGIC WEAPON**

### Distance Trident +1

DAMAGE	PROFICIENT	GROUP	RANGE
1d8	2	Spear	3/6

+1 attack rolls and damage rolls

ENHANCEMENT	LEVEL 1	CRITICAL	
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PROPERTIES

Increase the weapon's normal range by 5 squares and the long range by 10 squares.  
Heavy Thrown, Versatile

Melee Basic Attack: +9 attack, 1d8+6 damage  
Ranged Basic Attack: +9 attack, 1d8+6 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	One-hand	WEIGHT 4	PRICE 360	BOOK AV
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**MAGIC WEAPON**

### Badge of the Berserker +2

AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will			1

ENHANCEMENT	LEVEL 7	TYPE	Neck Slot Item
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PROPERTIES

When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT	Neck	WEIGHT 0	PRICE 2600	BOOK AV2
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**MAGIC ITEM**

### Marauder's Hide Armor +2

AC BONUS	CHECK	SPEED	QUANTITY
3	-1	-	1

ENHANCEMENT	LEVEL 7	TYPE	Armor
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PROPERTIES

When you charge, you gain a +1 bonus to AC until the end of your next turn.

AT-WILL  ENCOUNTER  DAILY

POWER

**Level 12 or 17:** +2 bonus.  
**Level 22 or 27:** +3 bonus.  
**Power (Daily \* Healing):** Free. Trigger: You hit with a charge attack. Effect: You make a saving throw with a bonus equal to the armor's enhancement bonus, or you spend a healing surge and regain additional hit points equal to the armor's enhancement bonus.

ITEM SLOT	Body	WEIGHT 25	PRICE 2600	BOOK PH
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**MAGIC ITEM**