



Character Sheet

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
4	2	2	
CONDITIONAL MODIFIERS			

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		
SPECIAL MOVEMENT				

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
12	Passive Insight	10 +	2
12	Passive Perception	10 +	2
SPECIAL SENSES			

ABILITY SCORES

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

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ABIL	CLASS	FEAT	ENH	MISC	MISC
21	AC	12	5			2	1	1
CONDITIONAL BONUSES								
20	FORT	12	4	2		2		
CONDITIONAL BONUSES								
18	REF	12	2			2	1	1
CONDITIONAL BONUSES								
16	WILL	12	1			2	1	
CONDITIONAL BONUSES								

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
56	28	14		11
1/2 HP		1/4 HP		
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER USED <input type="checkbox"/>				
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
SAVING THROW MODS +2 Racial bonus against ongoing damage				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

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
+ 11	2	4		3		2	
ABILITY: Whirling Rend - Armblade Longsword +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	
ABILITY: Pressing Strike - Armblade Longsword +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	
ABILITY: Whirling Frenzy - Armblade Longsword +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	
ABILITY: Bloodhunt Rage - Armblade Longsword +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	
ABILITY: Whirling Step - Armblade Longsword +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	
ABILITY: Vengeful Storm Rage - Armblade Longsword +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	
ABILITY: Rage Strike - Armblade Longsword +2							
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	4		3		2	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4		2		1
ABILITY: Whirling Rend - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4		2		1
ABILITY: Pressing Strike - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4		2		1
ABILITY: Whirling Frenzy - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+1d8+7	4		2		1
ABILITY: Bloodhunt Rage - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
3d8+7	4		2		1
ABILITY: Whirling Step - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+7	4		2		1
ABILITY: Vengeful Storm Rage - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+7	4		2		1
ABILITY: Rage Strike - Armblade Longsword +2					
DAMAGE	ABIL	FEAT	ENH	MISC	MISC
As Above					

BASIC ATTACKS

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

SKILLS

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

CHARACTER NAME

Squeal

PLAYER NAME

RACE

Warforged

CLASS

Barbarian

LEVEL

5

HP

56

Spd

6

Init

+4

SCORE

19

STR

+4

17

CON

+3

14

DEX

+2

8

INT

-1

10

WIS

+0

13

CHA

+1

AC

21

Fort

20

Ref

18

Will

16

12

Passive

Insight

12

Passive

Perception

PLAY DATA

Skills

3

Acrobatics

DEX

1

Arcana

INT

10

Athletics

STR

(Trained)

3

Bluff

CHA

3

Diplomacy

CHA

2

Dungeoneering

WIS

11

Endurance

CON

(Trained)

2

Heal

WIS

1

History

INT

2

Insight

WIS

10

Intimidate

CHA

(Trained)

2

Nature

WIS

2

Perception

WIS

1

Religion

INT

3

Stealth

DEX

3

Streetwise

CHA

3

Thievery

DEX

ADDITIONAL EFFECTS

PLAY DATA

Action Point

ADDITIONAL EFFECTS

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

Second Wind

KEYWORDS

USED

Standard

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You spend a healing surge and regain 14 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL

BOOK

PH

UTILITY POWER

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.

Armblade Longsword +2: +11 attack, 1d8+7 damage

Distance Trident +1: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

+2 item bonus to attack rolls to opportunity attacks - Armblade +2.

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

Ranged Basic Attack

KEYWORDS

Weapon

USED

Standard

Ranged weapon

ACTION

RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier (+2) damage. Increase damage to 2[W] + Dexterity modifier (+2) 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.

Distance Trident +1: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

LEVEL

*

BOOK

PH

AT-WILL POWER

Whirling Rend

KEYWORDS

Primal, Weapon

USED

Standard

Melee weapon

ACTION

RANGE

11

vs

AC

One creature

ATTACK

DEFENSE

TARGET

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes 1[W] damage (off-hand weapon). If you are raging, add your Dexterity modifier (+2) to both damage rolls.

Level 21: 2[W] + Strength modifier (+4) damage, and 2 [W] damage (off-hand weapon).

Armblade Longsword +2: +11 attack, 1d8+7 damage

Distance Trident +1: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

1

BOOK

pp

AT-WILL POWER

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.

Armblade Longsword +2: +11 attack, 1d8+7 damage

Distance Trident +1: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

1

BOOK

PH2

AT-WILL POWER

Warforged Resolve

KEYWORDS

Healing

USED

Minor

Personal

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +2 attack

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL

*

BOOK

EPG

ENCOUNTER POWER

Whirling Lunge

KEYWORDS

Primal, Weapon

USED

Free

*

↓

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Melee 1

ACTION

↩

✱

RANGE

vs

ATTACK

DEFENSE

TARGET

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

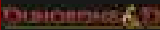
Barbarian

LEVEL

BOOK

pp

ENCOUNTER POWER



Whirling Frenzy

KEYWORDS

Primal, Weapon

USED

Standard

*

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Close burst 1

ACTION

1

↩

✱

RANGE

11

vs

AC

ATTACK

DEFENSE

TARGET

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.

Armblade Longsword +2: +11 attack, 1d8+1d8+7 damage

Distance Trident +1: +9 attack, 1d8+1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Barbarian


LEVEL

1

BOOK

pp

ENCOUNTER POWER



Whirling Step

KEYWORDS

Primal, Weapon

USED

Standard

*

↓

↖

Melee weapon

ACTION

↩

✱

RANGE

11

vs

AC

ATTACK

DEFENSE

TARGET

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).

Armblade Longsword +2: +11 attack, 1d8+7 damage

Distance Trident +1: +9 attack, 1d8+6 damage

ADDITIONAL EFFECTS

CLASS

Barbarian


LEVEL

3

BOOK

pp

ENCOUNTER POWER



Bloodhunt Rage

KEYWORDS

Primal, Rage, Weapon

USED

Standard

*

↓

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Melee weapon

ACTION

↩

✱

RANGE

11

vs

AC

ATTACK

DEFENSE

TARGET

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.

Armblade Longsword +2: +11 attack, 3d8+7 damage

Distance Trident +1: +9 attack, 3d8+6 damage

ADDITIONAL EFFECTS

CLASS

Barbarian


LEVEL

1

BOOK

PH2

DAILY POWER



Vengeful Storm Rage

KEYWORDS

Lightning, Primal, Rage, Weapon

USED

Standard

*

↓

↖

Close burst 1

ACTION

1

↩

✱

RANGE

11

vs

AC

ATTACK

DEFENSE

TARGET

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.

Armblade Longsword +2: +11 attack, 2d8+7 damage

Distance Trident +1: +9 attack, 2d8+6 damage

ADDITIONAL EFFECTS

CLASS

Barbarian


LEVEL

5

BOOK

PH2

DAILY POWER



Rage Strike

KEYWORDS

Primal, Weapon

USED

Standard

*

↓

↖

Melee weapon

ACTION

↩

✱

RANGE

11

vs

AC

ATTACK

DEFENSE

TARGET

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.

Armblade Longsword +2: +11 attack, As Above damage

Distance Trident +1: +9 attack, As Above damage

ADDITIONAL EFFECTS

CLASS


Barbarian

LEVEL

BOOK

PH2

DAILY POWER



Shrug It Off

KEYWORDS

Primal

USED

Imm React

*

↓

↖

Personal

ACTION

↩

✱

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ 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

pp

UTILITY POWER



Adventurer's Kit

AC BONUS

CHECK

SPEED

1

QUANTITY

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

PH

ITEM



Backpack (empty)

AC BONUS

CHECK

SPEED

1

QUANTITY

PROPERTIES

NOTES

ITEM SLOT

WEIGHT

2


PRICE

2

BOOK

PH

ITEM



Flint and Steel

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE 1	BOOK <i>PH</i>

ITEM

Sunrod

			1
AC BONUS	CHECK	SPEED	QUANTITY
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 <i>PH</i>

ITEM

Badge of the Berserker +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
+2 Fortitude, Reflex, and Will			
ENHANCEMENT		LEVEL 7	TYPE Neck Slot Item
PROPERTIES			
When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.			
NOTES			
POWER			
ITEM SLOT	Neck	WEIGHT 0	PRICE 2600
		BOOK	<i>AV2</i>

MAGIC ITEM

Belt Pouch (empty)

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 0	PRICE 1	BOOK <i>PH</i>

ITEM

Armblade Longsword +2

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		7	+2d6 damage
ENHANCEMENT		LEVEL	CRITICAL
PROPERTIES			
You gain a +2 item bonus to opportunity attacks made with this weapon. Versatile			
Melee Basic Attack: +11 attack, 1d8+7 damage			
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	<i>PH</i>

MAGIC WEAPON

Marauder's Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
+2 AC			
ENHANCEMENT		LEVEL 7	TYPE Armor
PROPERTIES			
When you charge, you gain a +1 bonus to AC until the end of your next turn.			
NOTES			
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	<i>PH</i>

MAGIC ITEM

Hempen Rope (50 ft.)

			1
AC BONUS	CHECK	SPEED	QUANTITY
PROPERTIES			
NOTES			
ITEM SLOT	WEIGHT 10	PRICE 1	BOOK <i>PH</i>

ITEM

Distance Trident +1

1d8	2	Spear	3/6
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		1	
ENHANCEMENT		LEVEL	CRITICAL
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			
POWER			
ITEM SLOT	One-hand	WEIGHT 4	PRICE 360
		BOOK	<i>AV</i>

MAGIC WEAPON