

Player Name

Uthal

5

Barbarian

Character Name

Level

Paragon Path

Epic Destiny

5,500

Total XP

Goliath

Medium

Male

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
2	Initiative	2	
CONDITIONAL MODIFIERS			

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	12	3			1		1
CONDITIONAL BONUSES								

### MOVEMENT

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

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
21	STR Strength	5	7
17	CON Constitution	3	5
11	DEX Dexterity	0	2
10	INT Intelligence	0	2
10	WIS Wisdom	0	2
8	CHA Charisma	-1	1

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	12	5	2		1	
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	12			1		1
CONDITIONAL BONUSES							

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	WILL	12			1	1	
CONDITIONAL BONUSES							

### SENSES

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

12	Passive Perception	10 +	2
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SPECIAL SENSES

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Greatsword +2

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	2	5		3		2	1

ABILITY: Melee Basic Attack - Greatsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	2	5		3			1

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Dynamic Greatsword +2

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+8	5		2		1

ABILITY: Melee Basic Attack - Greatsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+6	5				1

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Dynamic Greatsword +2	1d10+8
11	vs AC	Greatsword	1d10+6
7	vs AC	Unarmed (Melee)	1d4+5
2	vs AC	Unarmed (Range)	1d4

### FEATS

**Weapon Expertise (Heavy Blade)** - Gain bonus to attack rolls with Heavy Blades.**Weapon Focus (Heavy Blade)** - Gain +1 damage per tier with Heavy Blades.**Long Jumper** - Make standing jumps as if from a running start, +1 to Athletics

### LANGUAGES KNOWN

Common, Giant



Uthal

PLAYER NAME

RACE Goliath CLASS Barbarian LEVEL 5

HP

56

Spd

6

Init

+2

21 STR

17 CON

11 DEX

10 INT

10 WIS

8 CHA

AC 17

Fort 20

Ref 14





Will 14

12 Passive Insight

12 Passive Perception



## Second Wind

KEYWORDS				USED
Standard			Personal	
ACTION			RANGE	
	vs		Self	
ATTACK	DEFENSE		TARGET	

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*

### PLAY DATA

DUNGEONS & DRAGONS®







### ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

### ENCOUNTER ACTION

DUNGEONS & DRAGONS®

## Recuperating Strike

KEYWORDS				Primal, Weapon				USED	
Standard		*   		Melee weapon					
ACTION		  		RANGE					
13		vs		AC		One creature			
ATTACK		DEFENSE		TARGET					

Requirement: You must be wielding a two-handed weapon.  
 Attack: Strength vs. AC  
 Hit: 1[W] + Strength modifier (+5) damage, and you gain temporary hit points equal to your Constitution modifier (+3). If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier (+3).  
 Level 11: 1[W] + 1d6 + Strength modifier (+5) damage.  
 Level 21: 2[W] + 2d6 + Strength modifier (+5) damage.

Dynamic Greatsword +2: +13 attack, 1d10+8 damage







ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

### AT-WILL POWER

DUNGEONS & DRAGONS®

## Howling Strike

KEYWORDS				Primal, Weapon				USED	
Standard		*   		Melee weapon					
ACTION		  		RANGE					
13		vs		AC		One creature			
ATTACK				DEFENSE		TARGET			

Requirement: You must be wielding a two-handed weapon.  
 Attack: Strength vs. AC  
 Hit: 1[W] + 1d6 + Strength modifier (+5) damage.  
 Level 11: 1[W] + 2d6 + Strength modifier (+5) damage.  
 Level 21: 2[W] + 3d6 + Strength modifier (+5) 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.

Dynamic Greatsword +2: +13 attack, 1d10+1d6+8 damage





ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

### AT-WILL POWER

DUNGEONS & DRAGONS®

## Stone's Endurance

KEYWORDS					USED
Minor			Personal		
ACTION			RANGE		
	vs				
ATTACK	DEFENSE		TARGET		

Effect: You gain resist 5 to all damage until the end of your next turn.  
 Level 11: Resist 10 to all damage.  
 Level 21: Resist 15 to all damage.





ADDITIONAL EFFECTS

CLASS Racial Power LEVEL ★ BOOK *PH2*

### ENCOUNTER 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			
13		vs		AC		One creature			
ATTACK				DEFENSE		TARGET			

Attack: Strength vs. AC  
 Hit: 3[W] + Strength modifier (+5) 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.

Dynamic Greatsword +2: +13 attack, 3d10+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

### ENCOUNTER POWER

DUNGEONS & DRAGONS®

## Blade Sweep

KEYWORDS					Primal, Weapon					USED
Standard		* ⬇️ ⬅️ ↻️			Melee weapon					
ACTION		⬅️ ⬇️ ↻️			RANGE					
13		vs	AC		One creature					
ATTACK		DEFENSE			TARGET					

Attack: Strength vs. AC  
 Hit: 2[W] + Strength modifier (+5) damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier (+3).  
 Rageblood Vigor: Each enemy adjacent to you that is not bloodied also takes damage equal to your Constitution modifier (+3).

Dynamic Greatsword +2: +13 attack, 2d10+8 damage





ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 3 BOOK *PH2*

### ENCOUNTER POWER

DUNGEONS & DRAGONS®





## Rage Strike

KEYWORDS		Primal, Weapon		USED	
Standard		*  		Melee weapon	
ACTION		 		RANGE	
13		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 (+5) 5th level 4[W] + Strength modifier (+5) 9th level 5[W] + Strength modifier (+5) 15th level 6[W] + Strength modifier (+5) 19th level 7[W] + Strength modifier (+5) 25th level 8[W] + Strength modifier (+5) 29th level 9[W] + Strength modifier (+5) Miss: Half damage. Special: You can use this power twice per day.  Dynamic Greatsword +2: +13 attack, As Above+3 damage					
ADDITIONAL EFFECTS					
CLASS		Barbarian		LEVEL	
				BOOK	
				PH2	

DAILY POWER







## Swift Panther Rage

KEYWORDS		Primal, Rage, Weapon		USED	
Standard		*  		Melee weapon	
ACTION		 		RANGE	
13		vs		AC	
ATTACK		DEFENSE		TARGET	
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+5) 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.  Dynamic Greatsword +2: +13 attack, 3d10+8 damage					
ADDITIONAL EFFECTS					
CLASS		Barbarian		LEVEL	
		1		BOOK	
				PH2	

DAILY POWER







## Frost Wolf Rage

KEYWORDS		Cold, Primal, Rage, Weapon		USED	
Standard		*  		Melee weapon	
ACTION		 		RANGE	
13		vs		AC	
ATTACK		DEFENSE		TARGET	
Effect: Before the attack, the target can make a melee basic attack against you as a free action. If it does so, your attack deals 1[W] extra cold damage. Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+5) cold damage. Miss: Half damage. Effect: You enter the rage of the frost wolf. Until the rage ends, any enemy that hits you with a melee attack takes cold damage equal to 3 + your Constitution modifier.  Dynamic Greatsword +2: +13 attack, 3d10+8 damage					
ADDITIONAL EFFECTS					
CLASS		Barbarian		LEVEL	
		5		BOOK	
				PH2	

DAILY POWER



## Primal Vitality

KEYWORDS		Primal		USED	
Minor		 		Personal	
ACTION		 		RANGE	
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER		<input checked="" type="checkbox"/> DAILY	
Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier (+3). If you are raging, the number of temporary hit points you gain equals onehalf your level + twice your Constitution modifier (+3).					
ADDITIONAL EFFECTS					
CLASS		Barbarian		LEVEL	
		2		BOOK	
				PH2	

UTILITY POWER



## Dynamic Greatsword +2

		+2 attack rolls and damage		+2d6 damage	
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
KEYWORDS					
USED					
ACTION					
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY					
POWER					
Power (Encounter • Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.					
ITEM SLOT/TYPE		Two-Hands		LEVEL	
				6	
PRICE		1800		BOOK	
				PH	

MAGIC ITEM



## Healer's Brooch +1

		+1 Fortitude, Reflex, and \			
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.					
KEYWORDS					
USED					
ACTION					
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY					
POWER					
Item Slot: Neck					
ITEM SLOT/TYPE		Neck		LEVEL	
				4	
PRICE		840		BOOK	
				AIV	

MAGIC ITEM



## Barkskin Hide Armor +1

		+1 AC			
BONUS		ENHANCEMENT		CRITICAL	
PROPERTIES					
KEYWORDS					
USED					
ACTION					
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY					
POWER					
Power (Daily): Minor Action. Gain a +2 power bonus to AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).					
ITEM SLOT/TYPE		Body		LEVEL	
				5	
PRICE		1000		BOOK	
				PH	

MAGIC ITEM

