

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

7

Level

Scurn

Unaligned male Goliath Barbarian

Medium

Age Height Weight Size Deity

10000

Total XP 13000

Defenses

20	21	17	16
AC	FORT	REF	WILL

Conditional Bonuses

Hit Points

Max HP
(Bloodied 35) **70**

Temp HP

Current Hit Points

Healing Surges

Surge Value Surges/Day

17	12
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Current Conditions:

Combat Statistics and Senses

Initiative	4
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Conditional Modifiers:

Speed	6
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Passive Insight	13
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Passive Perception	13
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Special Senses: Normal

Action Points

Action Points Milestones Action Points

	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

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Magic Greataxe +2

12	1d12+8
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Strength vs. AC

Damage

Ranged

Unarmed

6	1d4+3
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Dexterity vs. AC

Damage

Languages

Common, Giant

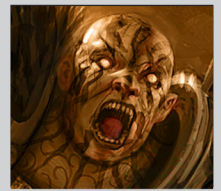


Abilities

STR	Strength	19	7
CON	Constitution	19	7
DEX	Dexterity	12	4
INT	Intelligence	10	3
WIS	Wisdom	10	3
CHA	Charisma	10	3

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	3
Athletics	Strength	13
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	3
Endurance	Constitution	14
Heal	Wisdom	3
History	Intelligence	3
Insight	Wisdom	3
Intimidate	Charisma	8
Nature	Wisdom	5
Perception	Wisdom	3
Religion	Intelligence	3
Stealth	Dexterity	3
Streetwise	Charisma	3
Thievery	Dexterity	3



Scurm

Player Name

Character Name

Character Details

Background

Brother in Battle

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Resilience Amulet +2

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Magic Greataxe +2

Waist

Armor

Magic Hide Armor +2

Tattoo

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

73

Carrying Capacity (lbs.)

Treasure

1,800 gp

Normal

190

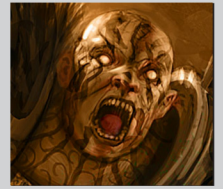
Heavy

380

Max

950

Scurn



Player Name _____

Character Name _____

Racial Features

Mountain's Tenacity

+1 racial bonus to Will

Powerful Athlete

Roll twice and use either result when making Athletics check to jump or climb

Stone's Endurance

Have the stone's endurance power

Class/Other 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.

Rage Strike

Gain the rage strike power at 5th level

Rageblood Vigor

Swift charge power; temporary hp equal to Con mod (+5 at 11th, +10 at 21st) when you drop enemy to 0 hp

Rampage

Critical hit grants free melee basic attack; once per round, barbarian attack power only

Feats

Axe Expertise

When using an axe: +1/2/3 (by tier) to attack rolls, may reroll one damage that results in a 1.

Goliath Greatweapon Prowess

Gain proficiency, +2 damage with simple and military two-handed melee weapons

Deadly Rage

+1 damage while raging

Markings of the Victor

Roll twice for first attack roll each encounter

Scurn

Level 7 Goliath Barbarian

HP 70	SCORE	ABILITY	MOD	AC 20
	19	STR	4	
Spd 6	19	CON	4	Fort 21
	12	DEX	1	
Init +4	10	INT	0	Ref 17
	10	WIS	0	
	10	CHA	0	Will 16

- 13 Passive Insight
- 13 Passive Perception

Skills

Acrobatics	Dexterity	3
Arcana	Intelligence	3
Athletics	Strength	• 13
Bluff	Charisma	3
Diplomacy	Charisma	3
Dungeoneering	Wisdom	3
Endurance	Constitution	• 14
Heal	Wisdom	3
History	Intelligence	3
Insight	Wisdom	3
Intimidate	Charisma	• 8
Nature	Wisdom	5
Perception	Wisdom	3
Religion	Intelligence	3
Stealth	Dexterity	3
Streetwise	Charisma	3
Thievery	Dexterity	3

• indicates a trained skill.

Action Point

Base action points: 1



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

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, 1d12+8 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 (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects
+1 to damage rolls while raging - Deadly Rage.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +6 vs. AC, 1d4+3 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 (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects
+1 to damage rolls while raging - Deadly Rage.

Basic Attack

Howling Strike

At-Will ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, 1d12+1d6+8 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 (+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
+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 1

Recuperating Strike

At-Will ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, 1d12+8 damage

Melee weapon **Target:** One creature

Nothing restores your will to fight more than slamming your weapon into a foe. Each crushing swing gives you more will to press on.

Keywords: Primal, Weapon

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

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage, and you gain temporary hit points equal to your Con modifier (+4). If you are raging, the number of temporary hit points you gain equals 5 + your Con modifier (+4).

Additional Effects
+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 1

Great Cleave

Encounter ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, 1d12+8 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 (+4) damage + 1 damage for each enemy adjacent to you.

Additional Effects
+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 1

Used

Blade Sweep

Encounter ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, 2d12+8 damage

Melee weapon **Target:** One creature

Though the fury of your attack is directed at a single foe, no nearby enemy is spared your wrath.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+4) damage, and each bloodied enemy adjacent to you takes damage equal to your Con modifier (+4).

Rageblood Vigor: Each enemy adjacent to you that is not bloodied also takes damage equal to your Con modifier (+4).

Additional Effects
+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 3

Used

Curtain of Steel

Encounter ♦ Immediate Reaction

Magic Greataxe +2: +12 vs. AC, 3d12+8 damage

Melee 1 **Target:** The triggering enemy

You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.

Keywords: Primal, Weapon

Trigger: An enemy adjacent to you hits or misses you

Attack: Strength vs. AC

Thaneborn Triumph: You gain a bonus to the attack roll equal to your Cha modifier (+0).

Hit: 3[W] + Str modifier (+4) damage.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 7

Used

Bloodhunt Rage

Daily ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, 3d12+8 damage

Melee weapon **Target:** One creature

Your rage surges up from the depths of your pain to bring pain to the wounded.

Keywords: Primal, Rage, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str 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 Con modifier (+4) if either you or your target is bloodied.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 1

Used

Silver Phoenix Rage

Daily ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, 2d12+8 damage

Melee weapon **Target:** One creature

Your mighty blow erupts in silver fire as the spirit of the phoenix enters you. As you rage, vitality surges through you to ward you from death.

Keywords: Fire, Healing, Primal, Rage, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str 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.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 5

Used

Rage Strike

Daily (Special) ♦ Standard Action

Magic Greataxe +2: +12 vs. AC, As Above damage

Melee weapon **Target:** One creature

You channel your primal rage into a devastating attack.

Keywords: Primal, Weapon

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] + Str modifier (+4)
5th level 4[W] + Str modifier (+4)
9th level 5[W] + Str modifier (+4)
15th level 6[W] + Str modifier (+4)
19th level 7[W] + Str modifier (+4)
20th level 7[W] + Str modifier (+4)
25th level 8[W] + Str modifier (+4)
29th level 9[W] + Str modifier (+4)

Miss: Half damage.

Special: You can use this power twice per day.

Additional Effects

Barbarian Feature

Used

Stone's Endurance

Encounter ♦ Minor Action

Personal

Your foes' attacks bounce off your stony hide.

Effect: You gain resist 5 to all damage until the end of your next turn.

Additional Effects

Goliath Racial Power

Used

Swift Charge

Encounter ♦ Free Action

Personal

As your foe falls, you rush toward your next victim.

Keyword: Primal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You charge an enemy.

Additional Effects

Barbarian Feature

Used

Tiger's Leap

Encounter ♦ Move Action

Personal

With a surge of strength and will, you leap a great distance without a running start.

Keyword: Primal

Prerequisite: You must be trained in Athletics.

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.

Additional Effects

Barbarian Utility 2

Used

Combat Surge

Daily ♦ Free Action

Personal

As your attack goes awry, you react from the heat of your rage, without pause or thought, reversing your weapon and striking again.

Keyword: Primal

Trigger: You miss with an attack

Requirement: You must be raging.

Effect: You reroll the attack.

Additional Effects

Barbarian Utility 6

Used

Magic Hide Armor +2

Armor ♦ Level 6

Armor Bonus: 3

Check: -1

Enhancement: +2 AC

Magic Greataxe +2

Weapon ♦ Level 6

Damage: 1d12

Proficiency Bonus: 2

Properties: High Crit

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Resilience Amulet +2

Neck Slot Item ♦ Level 8

Enhancement: +2 Fortitude, Reflex, and Will

Power ♦ Daily (Immediate Reaction Action)

Use this power when you are hit by an attack that deals ongoing damage. Make a saving throw against the ongoing damage. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.