

Player Name

beowolf 9 Barbarian 16.500
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium 18 Male Unaligned Kord
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
10	2	4	4

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
20	AC	14	5					1

CONDITIONAL BONUSES 25

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	9
17	CON Constitution	3	7
14	DEX Dexterity	2	6
10	INT Intelligence	0	4
10	WIS Wisdom	0	4
9	CHA Charisma	-1	3

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
22	FORT	14	5	2			1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
18	REF	14	2				1	1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	WILL	14					1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
14	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greatsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	4	5		3			

ABILITY: Melee Basic Attack - Dagger

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	4	5		3			

HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
85	42	21		11

CURRENT HIT POINTS	CURRENT SURGE USES
75	

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES USED

SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.

Bonus Skill - Trained in one additional class skill.

Bonus At-Will Power - Know one extra 1st-level attack

power from your class.

Human Defense Bonuses - +1 to Fortitude, Reflex, and Will.

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Greatsword

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+5	5				

ABILITY: Melee Basic Attack - Dagger

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
12	vs AC	Greatsword	1d10+5
12	vs AC	Dagger (Melee)	1d4+5
9	vs AC	Dagger (Range)	1d4+2
11	vs AC	Morningstar	1d10+5

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
10	Acrobatics	DEX	6	5	-1	
4	Arcana	INT	4	0	n/a	
13	Athletics	STR	9	5	-1	
3	Bluff	CHA	3	0	n/a	
3	Diplomacy	CHA	3	0	n/a	
4	Dungeoneering	WIS	4	0	n/a	
6	Endurance	CON	7	0	-1	
4	Heal	WIS	4	0	n/a	
4	History	INT	4	0	n/a	
4	Insight	WIS	4	0	n/a	
3	Intimidate	CHA	3	0	n/a	
9	Nature	WIS	4	5	n/a	
9	Perception	WIS	4	5	n/a	
4	Religion	INT	4	0	n/a	
5	Stealth	DEX	6	0	-1	
3	Streetwise	CHA	3	0	n/a	
5	Thievery	DEX	6	0	-1	

CLASS / PATH / DESTINY 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.

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

Rage Strike - Gain the rage strike power at 5th level

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

FEATS

Deadly Rage - +1 damage while raging

Improved Rageblood Vigor - Gain 5 extra temporary hp from Rageblood Vigor

Toughness - Gain 5 additional hit points per tier

Quick Draw - Draw a weapon with attack action, +2 to initiative

Power Attack - +2 damage for -2 to attack

Improved Initiative - +4 to initiative checks

LANGUAGES KNOWN

Common, Elven

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

FOE TO FOE
RECUPERATING STRIKE

Devastating Strike

ENCOUNTER POWERS

Swift Charge

Bloodletting

Blade Sweep

HEROIC EFFORT

DAILY POWERS

Rage Strike

Rage Drake's Frenzy

Frost Wolf Rage

UTILITY POWERS

Primal Vitality 52

Indomitable Shift 54

OTHER EQUIPMENT

HIDE ARMOR
DAGGER

Greatsword (1)

Morningstar

Adventurer's Kit

Grappling Hook

Mystic Salves (Heal) 9

Rations, Trail 10

Sunrods 4

Greatspear

COINS AND OTHER WEALTH

Money on hand: 8 pp; 15 gp 285

Stored money:

Encumbrance: 99 / 180

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

GREAT SPEAR +1

GREAT SWORD +1

WEAPON DRAGON SLAYER +2

WEAPON HIDE ARMOR +2

ARMOR

ARMS

FEET AMULET PROTECTION +1

HANDS

HEAD DRAGON HELMET +1

NECK

RING PROTECTION +1

RING

WAIST

BELT OF FERAL MIGHT

Daily Item Powers Per Day

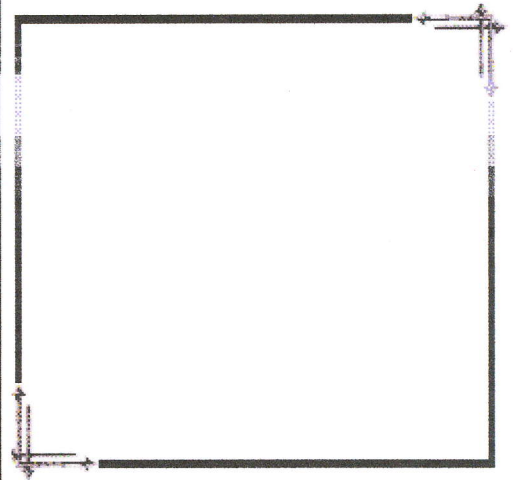
Heroic (1-10) Milestone / / /

Paragon (11-20) Milestone / / /

Epic (21-30) Milestone / / /

RITUALS / ALCHEMY

CHARACTER PORTRAIT



PERSONALITY TRAITS

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

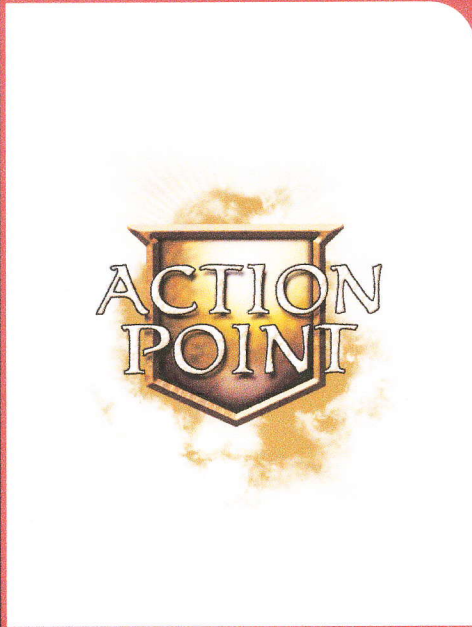
CHARACTER NAME
beowolf

PLAYER NAME

RACE Human CLASS Barbarian LEVEL 9

HP	20 STR	AC
85	17 CON	20
Spd	14 DEX	Fort
6	10 INT	22
Init	10 WIS	Ref
+10	9 CHA	18
		Will
		15

14 Passive Insight 19 Passive Perception



Second Wind

KEYWORDS

Standard	↓	↗	Personal
ACTION	↶	✱	RANGE
	vs		Self
ATTACK	DEFENSE	TARGET	

Effect: You spend a healing surge and regain 21 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

Foe to Foe

KEYWORDS Primal, Weapon USED

Standard	↓	↗	Melee weapon
ACTION	↶	✱	RANGE
12 vs AC			One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 1[W] + Strength modifier (+5) damage. If you have reduced at least one non-minion enemy to 0 hit points during this encounter, this attack deals 1d8 extra damage. While raging, you instead deal 1d10 extra damage.
Increase damage to 2[W] + Strength modifier (+5) at 21st level.

Greatsword: +12 attack, 1d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 1 BOOK PH1

Recuperating Strike

KEYWORDS Primal, Weapon USED

Standard	↓	↗	Melee weapon
ACTION	↶	✱	RANGE
12 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.

Greatsword: +12 attack, 1d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 1 BOOK PH2

Devastating Strike

KEYWORDS Primal, Weapon USED

Standard	↓	↗	Melee weapon
ACTION	↶	✱	RANGE
12 vs AC			One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a two-handed weapon.
Attack: Strength vs. AC
Hit: 1[W] + 1d8 + Strength modifier (+5) damage.
Level 11: 1[W] + 2d8 + Strength modifier (+5) damage.
Level 21: 2[W] + 3d8 + Strength modifier (+5) damage.
Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

Greatsword: +12 attack, 1d10+1d8+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL 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

Bloodletting

KEYWORDS Primal, Weapon USED

Standard	↓	↗	Melee weapon
ACTION	↶	✱	RANGE
12 vs AC			One creature
ATTACK	DEFENSE	TARGET	

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage. If the target is bloodied, the attack deals extra damage equal to your Constitution modifier (+3).

Greatsword: +12 attack, 2d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 1 BOOK PH2

Blade Sweep

KEYWORDS Primal, Weapon USED

Standard	↓	↗	Melee weapon
ACTION	↶	✱	RANGE
12 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).

Greatsword: +12 attack, 2d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 3 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

ENCOUNTER POWER DUNGEONS & DRAGONS

Tide of Blood

KEYWORDS Primal, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
12	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) damage. The attack deals 1 extra damage for each enemy adjacent to you.
Rageblood Vigor: The attack instead deals 1 extra damage for each enemy within a number of squares of you equal to your Constitution modifier (+3).

Greatsword: +12 attack, 2d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 7 BOOK PH2

Rage Drake's Frenzy

KEYWORDS Primal, Rage, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
12	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. If the target is bloodied, you gain a +2 bonus to the attack roll.
Hit: 3[W] + Strength modifier (+5) damage.
Miss: Half damage.
Effect: You enter the rage of the rage drake. Until the rage ends, once per round when you reduce an enemy to 0 hit points, you can make a melee basic attack as a free action.

Greatsword: +12 attack, 3d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 1 BOOK PH2

Rage Strike

KEYWORDS Primal, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
12	vs AC	One creature
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.

Greatsword: +12 attack, As Above damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

Frost Wolf Rage

KEYWORDS Cold, Primal, Rage, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
12	vs AC	One creature
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.

Greatsword: +12 attack, 3d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 5 BOOK PH2

Black Dragon Rage

KEYWORDS Acid, Primal, Rage, Weapon USED

Standard	* ↓ ↗	Melee weapon
ACTION	← *	RANGE
12	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+5) acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage.
Effect: You enter the rage of the black dragon. Until the rage ends, at the start of each of your turns, each enemy adjacent to you is blinded until the end of your turn.

Greatsword: +12 attack, 2d10+5 damage

ADDITIONAL EFFECTS
+1 to damage rolls while raging - Deadly Rage.

CLASS Barbarian LEVEL 9 BOOK PH2

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 one-half your level + twice your Constitution modifier (+3).

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 2 BOOK PH2

DAILY POWER **DUNGEONS & DRAGONS**

DAILY POWER **DUNGEONS & DRAGONS**

UTILITY POWER **DUNGEONS & DRAGONS**

Indomitable Shift

KEYWORDS Primal USED

Minor	↓ ↗	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You shift a number of squares equal to your Constitution modifier (+3). You gain 1d10 temporary hit points plus 1 additional temporary hit point for each enemy within 2 squares of you.

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 6 BOOK PH2

UTILITY POWER **DUNGEONS & DRAGONS**

MY NAME IS CARRIC IM THE TELLER
OF MY SON'S TALE I COME TO DO
TRADE IN BELLEM NEAR THE
ARCTIC WASTELAND A LARGE
CLOUD OF SMOKE CAME FROM THE
WASTELAND THE MAYOR CALLED
FOR VOULENTERS IT IS ~~HE~~ I MEET MY
STEP SON FOR THE FRIST TIME I
CAME TO A SMALL VILLAGE BURNED
TO ASH IN A SMALL HUT I HEAR CRXING
FROM THE HUT IT IS BEOWOLF I TAKE
HIM HOME TO MY WIFE ~~IN THE~~ WHERE
WE RAISED HIM AS ARE OWN BUT
19 YEARS LATER HE LOOKS TO THE NORTH
WEST AS IF SOME ONE OR SOMETHING CALLS
FOR HIM

CELEM DRIL = DRAGON

3800

LEVEL 10 MAGIC ITEM 1 FREE

1 TRECLEA ANTI POISON

MAGIC ITEMS

COMPOSITE LONG BOW +1 ATTACK AND DAMAGE
DAMAGE 1-10 AN CRITICAL +1D6 RANG 20/40
6 VS AC

8 VS AC

GREATSPEAR +1 1-10 REACH GROUP = P/LEARN
7-1-10 +4 HIT +1 HIT/DAMAGE
RING +1 = AC

HALBERD 6 VS AC 1-10 THREATING REACH

ARIA BASTRAD SWORD +1

SILVER RING +1



11
815.00
~~485.00~~
1300.00

385
16
61

77

PALE MOON

STEPMOTHER OF BEOWOLF WIFE OF
CORRIC SHE LIVED IN A VILLAGE THAT WAS
PART OF THE MAIN CITY OF HALLIND WHERE IN HER
VILLAGE WEMEN ARE NOT ALLOWED TO TRAIN AS
WARRIORS BUT PALE MOON'S FATHER SHOWED HER
HOW TO MASTER THE GREAT SPEAR AND WHEN HER
VILLAGE WAS ATTACK FOR ITS GREEN CAKE DEPOSIT'S
PALE MOON PICKED UP A GREAT SPEAR FROM A FALLEN
WARRIOR FOUND THE TRIBLE ELDER UNDER ATTACK AND
KILLED THE INVADER AFTER HER VILLAGE MOVED
INTO THE MAIN CITY A GATHERING OF THE ELDERS
WAS HELD AND IT WAS DECIDED THAT SHE WOULD
BE EXILED INSTEAD OF DEATH SHE WONDER THE LARGE
CITY AND MEET MYSTEPFATHER ONE WHO DID NOT BELIVE
IN THE OLD WAYS TOOK PALE MOON AS HIS WIFE AND
TEACH HER THE WAYS OF BEING A BLACKSMITH BUT
TO THE WEMEN OF HER VILLAGE SHE IS THE KNOWN
AS THE WARRIOR PRINCESS TO HER PEOPLE AND WHO TRAINED
ME BEOWOLF TO BE MASTER OF THE GREAT SPEAR