

Player Name _____

Character Name: **Bugbear** | Level: **1** | Class: **Barbarian** | Paragon Path: _____ | Epic Destiny: _____ | Total XP: **0**
 Race: **Bugbear** | Size: **Medium** | Age: _____ | Gender: _____ | Height: _____ | Weight: _____ | Alignment: _____ | Deity: _____ | Adventuring Company: _____ | RPGA Number: _____

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
1	1		

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	AC	10	4					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
20	STR Strength	5	5
10	CON Constitution	0	0
13	DEX Dexterity	1	1
8	INT Intelligence	-1	-1
10	WIS Wisdom	0	0
14	CHA Charisma	2	2

FORT

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

CONDITIONAL BONUSES

REF

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

CONDITIONAL BONUSES

WILL

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+ 0
10	Passive Perception	10	+ 0

SPECIAL SENSES
Low-light Vision

SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mordenkrad (Large)

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	5		2			

ABILITY: Melee Basic Attack - Throwing hammer (Large)

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	5		2			

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES
35	17	8

SURGE VALUE: **8** | SURGES/DAY: **8**
 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: _____

RESISTANCES: _____

CURRENT CONDITIONS AND EFFECTS: _____

ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

- Oversized** - Use weapons one size larger.
- Predatory Eye** - Use predatory eye as an encounter power.
- Intimidate Bonus**
- Stealth Bonus**

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mordenkrad (Large)

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d8+5	5				

ABILITY: Melee Basic Attack - Throwing hammer (Large)

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	5				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Mordenkrad (Large)	2d8+5
7	vs AC	Throwing hammer (Large) (L)	1d8+5
7	vs AC	Throwing hammer (Large) (F)	1d8+5
5	vs AC	Unarmed (Melee)	1d4+5

SKILLS

BONUS	SKILL NAME	DEX	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
0	Acrobatics	DEX	1	0	-1	
-1	Arcana	INT	-1	0	n/a	
9	Athletics	STR	5	5	-1	
2	Bluff	CHA	2	0	n/a	
2	Diplomacy	CHA	2	0	n/a	
0	Dungeoneering	WIS	0	0	n/a	
4	Endurance	CON	0	5	-1	
0	Heal	WIS	0	0	n/a	
-1	History	INT	-1	0	n/a	
0	Insight	WIS	0	0	n/a	
9	Intimidate	CHA	2	5	n/a	2
0	Nature	WIS	0	0	n/a	
0	Perception	WIS	0	0	n/a	
-1	Religion	INT	-1	0	n/a	
2	Stealth	DEX	1	0	-1	2
2	Streetwise	CHA	2	0	n/a	
0	Thievery	DEX	1	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.
- Thaneborn Triumph** - Whenever you bloody a foe, add your Cha modifier to the next attack roll against that foe.
- 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

- Weapon Proficiency (Mordenkrad)** - Gain proficiency with the Mordenkrad.

LANGUAGES KNOWN

Common, Goblin

POWER INDEX

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

AT-WILL POWERS

Howling Strike	<input type="checkbox"/>
Pressing Strike	<input type="checkbox"/>

ENCOUNTER POWERS

Predatory Eye	<input type="checkbox"/>
Roar of Triumph	<input type="checkbox"/>
Avalanche Strike	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

DAILY POWERS

Swift Panther Rage	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Mordenkrad (Large) (E)	
Hide Armor (E)	
Adventurer's Kit	
Climber's Kit	
Crowbar	
Throwing hammer (Large)	

COINS AND OTHER WEALTH

Money on hand: 16 gp
Stored money: 0 gp
Encumbrance: 68 / 200

MAGIC ITEM INDEX

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

MAGIC ITEMS

WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
WEAPON	<input type="checkbox"/>
ARMOR	<input type="checkbox"/>
ARMS	<input type="checkbox"/>
FEET	<input type="checkbox"/>
HANDS	<input type="checkbox"/>
HEAD	<input type="checkbox"/>
NECK	<input type="checkbox"/>
RING	<input type="checkbox"/>
RING	<input type="checkbox"/>
WAIST	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10) <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Paragon (11-20) <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>
Epic (21-30) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Milestone <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/> / <input type="checkbox"/>

RITUALS / ALCHEMY

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Auspicious Birth
I was born on the slopes of Mount Emberstare during an eclipse, when the moon turned as red as blood. You substitute your highest ability score for Constitution to determine your initial hit points.

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

CHARACTER NAME

PLAYER NAME

RACE Bugbear CLASS Barbarian LEVEL 1

HP	20	STR	AC
35		10	15
Spd	13	CON	Fort
6		8	17
Init	10	DEX	Ref
+1		14	12
	10	WIS	Will
		14	12

10 Passive Insight 10 Passive Perception

PLAY DATA **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS USED

Standard	+	+	+	Personal
ACTION	←	→	✱	RANGE
	vs			Self
ATTACK		DEFENSE		TARGET

Effect: You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

Howling Strike

KEYWORDS Primal, Weapon USED

Standard	*	+	+	Melee weapon
ACTION	←	→	✱	RANGE
7	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.

Mordenkrad (Large): +7 attack, 2d8+1d6+5 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Pressing Strike

KEYWORDS Primal, Weapon USED

Standard	*	+	+	Melee weapon
ACTION	←	→	✱	RANGE
7	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 (+5) damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.
 Level 21: 2[W] + Strength modifier (+5) damage.

Mordenkrad (Large): +7 attack, 2d8+5 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER **DUNGEONS & DRAGONS**

Predatory Eye

KEYWORDS USED

Minor	+	+	+	Personal
ACTION	←	→	✱	RANGE
	vs			
ATTACK		DEFENSE		TARGET

Effect: If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn.
 Increase extra damage to +2d6 at 11th level and +3d6 at 21st level.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK MM

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Avalanche Strike

KEYWORDS Primal, Weapon USED

Standard	*	+	+	Melee weapon
ACTION	←	→	✱	RANGE
7	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 (+0).
Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Mordenkrad (Large): +7 attack, 6d8+5 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Roar of Triumph

KEYWORDS Fear, Primal USED

Free	+	+	+	Close burst 5
ACTION	5	←	→	RANGE
	vs			Each enemy in burst
ATTACK		DEFENSE		TARGET

Trigger: Your attack reduces an enemy to 0 hit points
Effect: Each target takes a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL BOOK PH2

ENCOUNTER POWER **DUNGEONS & DRAGONS**

Swift Panther Rage

KEYWORDS Primal, Rage, Weapon USED

Standard	*	+	+	Melee weapon
ACTION	←	→	✱	RANGE
7	vs	AC		One creature
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.

Mordenkrad (Large): +7 attack, 6d8+5 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

DAILY POWER **DUNGEONS & DRAGONS**