

Player Name

 Kzalit'ka'mara 1 Barbarian

 Character Name Level Class

 Githzerai Medium Male

 Race Size Age Gender

Paragon Path

Good

 Alignment Deity

Epic Destiny

Total XP

Adventuring Company

RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	3		2

CONDITIONAL MODIFIERS

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	4
11	CON Constitution	0	0
16	DEX Dexterity	3	3
10	INT Intelligence	0	0
12	WIS Wisdom	1	1
8	CHA Charisma	-1	-1

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
26	13	6 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 +2 Racial bonus against effects that daze, dominate, or stun

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

SKILLS

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

DEFENSES

SCORE	DEFENSE	10 + ARMOR/1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	AC	10	6					1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	FORT	10	4	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
14	REF	10	3					1

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Iron Mind - Use iron mind as an encounter power

Danger Sense - +2 to initiative

Defended Mind - +2 saves against daze, dominate and

stun

Shifting Fortunes - Shift 3 when you second wind

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.

Whirling Slayer
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

LANGUAGES KNOWN

Common, Deep Speech

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Insight	10	+

SPECIAL SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
11	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Spiked gauntlet

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 6	0	4		2			

ABILITY: Melee Basic Attack - Unarmed

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 4	0	4					

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Spiked gauntlet

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d6+4	4				

ABILITY: Melee Basic Attack - Unarmed

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d4+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
6	vs AC	Spiked gauntlet	1d6+4
4	vs AC	Unarmed (Melee)	1d4+4
3	vs AC	Unarmed (Range)	1d4+3
	vs		

FEATS

Githzerai Blade Master - Gain a damage bonus with

heavy blades

CHARACTER NAME
Kzalit'ka'mara

PLAYER NAME

RACE Githzerai CLASS Barbarian LEVEL 1

SCORE	ABILITY	MOD
HP 26	STR 18	+4
Spd 6	CON 11	+0
Init +5	DEX 16	+3
	INT 10	+0
	WIS 12	+1
	CHA 8	-1
	AC 17	
	Fort 16	
	Ref 14	
	Will 11	

11 Passive Insight **11** Passive Perception


Skills

9	Acrobatics	DEX	(Trained)
0	Arcana	INT	
10	Athletics	STR	(Trained)
-1	Bluff	CHA	
-1	Diplomacy	CHA	
1	Dungeoneering	WIS	
4	Endurance	CON	(Trained)
1	Heal	WIS	
0	History	INT	
1	Insight	WIS	
-1	Intimidate	CHA	
1	Nature	WIS	
1	Perception	WIS	
0	Religion	INT	
2	Stealth	DEX	
-1	Streetwise	CHA	
2	Thievery	DEX	

ADDITIONAL EFFECTS

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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard Personal **ACTION** **RANGE**

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 6 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Whirling Rend

KEYWORDS Primal, Weapon

Standard * **ACTION** **RANGE** Melee weapon

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

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PP

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Pressing Strike

KEYWORDS Primal, Weapon

Standard * **ACTION** **RANGE** Melee weapon

6 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.
Spiked gauntlet: +6 attack, 1d6+4 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PH2

AT-WILL POWER DUNGEONS & DRAGONS

Iron Mind

KEYWORDS

Imm Interr Personal **ACTION** **RANGE**

Trigger: You are hit by an attack.
Effect: You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL * BOOK PH3

ENCOUNTER POWER DUNGEONS & DRAGONS

Whirling Lunge

KEYWORDS Primal, Weapon

Free * **ACTION** **RANGE** Melee 1

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 1 BOOK PP

ENCOUNTER POWER DUNGEONS & DRAGONS

Whirling Frenzy

KEYWORDS Primal, Weapon

Standard Close burst 1 **ACTION** 1 **RANGE**

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, with no modifiers.

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK PP

ENCOUNTER POWER DUNGEONS & DRAGONS

Blood Bear Rage

KEYWORDS Primal, Rage, Weapon USED

Standard	* ↓ ↘	Melee weapon
ACTION	↶ ↷	RANGE
6	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC
Hit: 2[W] + Strength modifier (+4) damage, and you grab the target.
Miss: Half damage.
Effect: You enter the rage of the blood bear. Until the rage ends, you gain a +4 bonus to grab attacks. If an enemy starts its turn grabbed by you, it takes 5 + your Strength modifier (+4) damage.

Spiked gauntlet: +6 attack, 2d6+4 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PP*

