

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

22

Level

Augh, the Tireless Hunter

Unaligned female Half-Orc Barbarian (Berserker)

Age 6'4" Height 220 lb. Weight Medium Size Silvanus Deity

0

Total XP 255000

Defenses



Conditional Bonuses

Hit Points

Max HP
(Bloodied 87) 174

Temp HP

Current Hit Points

Healing Surges

Surge Value

43

Surges/Day

12

Current Conditions:

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	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

Resist 9 Ongoing, Resist 10 Ranged, Resist 10 Area

Current Conditions and Effects

Basic Attacks

Melee

Reaper's Axe Waraxe +5

28

Strength vs. AC

2d12+18

Damage

Ranged

Unarmed

16

Dexterity vs. AC

2d4+5

Damage

Languages

Common, Giant



Abilities

		Check
STR	Strength	26 19
CON	Constitution	18 15
DEX	Dexterity	20 16
INT	Intelligence	13 12
WIS	Wisdom	12 12
CHA	Charisma	12 12

Skills

Acrobatics	Dexterity	15
Arcana	Intelligence	12
Athletics	Strength	23
Bluff	Charisma	12
Diplomacy	Charisma	12
Dungeoneering	Wisdom	12
Endurance	Constitution	21
Heal	Wisdom	12
History	Intelligence	12
Insight	Wisdom	12
Intimidate	Charisma	14
Nature	Wisdom	17
Perception	Wisdom	17
Religion	Intelligence	12
Stealth	Dexterity	15
Streetwise	Charisma	12
Thievery	Dexterity	15

Combat Statistics and Senses

Initiative

30

Conditional Modifiers:

Speed

6

+2 Speed when charging, +1 Speed while charging

Passive Insight

22

Passive Perception

27

Special Senses: Low-light



Augh, the Tireless Hunter

Player Name

Character Name

Character Details

Background

Vilhon Wilds

Theme

Mannerisms and Appearance

Augh's more comfortable in the wilderness than the city, and she gets restless if she isn't on the move. She doesn't notice subtle social cues, and tends to ignore little details like whether she's covered in the blood of her enemies.

Personality Traits

Wild, bloodthirsty, self-sufficient

Adventuring Company

Companions and Allies

Session and Campaign Notes

Augh prowls the Vihon Wilds, always hunting fresh game or tracking Plaguechanged monsters. She seems never to sleep or camp in the same place twice. Despite dwelling within the Plaguechanged lands, she's suffered no ill effects.

Other Notes

Equipment

Head

Ioun Stone of Regeneration

Neck

Badge of the Berserker +5

Arms

Hands

Rings

Rings

Off Hand

Shield of Deflection Light...

Main Hand

Reaper's Axe Waraxe +5

Waist

Armor

Feytouched Hide Armor +5

Tattoo

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

4541

Carrying Capacity (lbs.)

Treasure

225,000 gp
0 gp banked

Normal 260

Heavy 520

Max 1300

Augh, the Tireless



Player Name

Character Name

Racial Features

Furious Assault

Have the furious assault power

Half-Orc Resilience

Gain 5 temporary hp (10 at 11th, 15 at 21st) the first time you're bloodied during an encounter

Swift Charge

+2 bonus to speed when charging

Class/Other Features

Berserker Fury

Enter berserker fury until end of encounter when you use a barbarian primal attack power or as a minor action when bloodied: defender's aura ends, melee basic attacks deal 1d8 extra damage (2d8 at 11th, 3d8 at 21st)

Heartland

Gain benefit from heartland terrain

Poised Defender

Gain +2 bonus to AC while defender aura is active and not wearing heavy armor

Temperate Land

Gain +2 bonus to damage when wielding a one-handed weapon and shield; at 4th level, gain +1 speed while charging

Vengeful Guardian

Gain the vengeful guardian power

Berserker's Action

When you spend an action point to make a melee weapon attack, you deal 1d12 extra damage to each target you hit

Reaping Fury

Gain your Str mod bonus to weapon damage after you miss with an at-will or encounter attack power while you are under the effect of Berserker Fury

Supreme Stamina

Gain temp HP equal to 5 + one-half your level whenever you drop a nonminion enemy to 0 hp

Fury's Strength

Fury's Strength (Strength)

+2 to your Strength

Feats

Weapon Expertise (Axe)

Gain bonus to attack rolls with axes.

Weapon Focus (Axe)

Gain +1 damage per tier with Axes.

Weapon Proficiency (Waraxe)

Gain proficiency with the Waraxe.

Toughness

Gain 5 additional hit points, 10 at 11th, 15 at 21st

Superior Fortitude

Gain +2/3/4 (by tier) to Fortitude, and resist 3/6/9 to ongoing damage

Superior Reflexes

+2/3/4 (by tier) to Reflex. Gain combat advantage against all enemies during your first turn in an encounter.

Iron Will

+2 to Will defense, +3 at 11th, +4 at 21st

Skill Training (Perception)

Gain training in Perception

Deadly Axe

Treat all axes as high crit weapons

Devastating Critical

Deal additional 1d10 damage on a critical hit

Overwhelming Critical

Target of your critical hit is also knocked prone

Axe Mastery

Critical hit with axe melee attack roll of 19 or 20

Superior Initiative

+8 bonus to initiative checks

Sweeping Blade

Damage adjacent enemies when you hit with an opportunity attack using an axe or a heavy blade

Augh, the Tireless Hunter

Level 22 Half-Orc Barbarian (Berserker)

HP	SCORE	ABILITY	MOD	AC
174	26	STR	8	36
	18	CON	4	Fort
Spd	20	DEX	5	40
6	13	INT	1	Ref
Init	12	WIS	1	36
+30	12	CHA	1	Will
				31

22 Passive Insight

27 Passive Perception

Skills

Acrobatics	Dexterity	15
Arcana	Intelligence	12
Athletics	Strength	• 23
Bluff	Charisma	12
Diplomacy	Charisma	12
Dungeoneering	Wisdom	12
Endurance	Constitution	• 21
Heal	Wisdom	12
History	Intelligence	12
Insight	Wisdom	12
Intimidate	Charisma	14
Nature	Wisdom	• 17
Perception	Wisdom	• 17
Religion	Intelligence	12
Stealth	Dexterity	15
Streetwise	Charisma	12
Thievery	Dexterity	15

• indicates a trained skill.

Action Point

Base action points: 1

Berserker's Action: When you spend an action point to make a melee weapon attack, you deal 1d12 extra damage to each target you hit with that attack.



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

Reaper's Axe Waraxe +5: +28 vs. AC, 2d12+18 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 (+8) damage.

Level 21: 2[W] + Str modifier (+8) damage.

Additional Effects

+3d8 to damage rolls while in Berserker Fury.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +16 vs. AC, 2d4+5 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 (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

Basic Attack

Vengeful Guardian

At-Will ♦ Opportunity Action

Personal

Your nearby enemies learn the hard way that it is unwise to ignore you.

Keyword: Martial

Trigger: An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours, without targeting you or an ally who has an active defender aura.

Effect: You make a melee basic attack against the triggering enemy and deal 1d8 extra damage to it.

Level 21: 3d8 extra damage. On a miss, the attack deals half damage to the triggering enemy.

Additional Effects

Barbarian Attack

Aggressive Lunge

At-Will ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 2d12+18 damage

Melee weapon **Target:** One creature

You lunge forward at your enemy, hoping to send it reeling.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+8) damage, and you push the target 1 square. You then shift 1 square into the space the target just left.

Level 21: 2[W] + Str modifier (+8) damage.

Berserker Fury: This attack gains the primal keyword and deals 1d6 extra damage.

Level 21: 3d6 damage.

Additional Effects

Barbarian Attack 1

Jarring Smash

At-Will ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 2d12+18 damage

Melee weapon **Target:** One creature

You slam your weapon into your enemy, causing it to reel at the force of your blow.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+8) damage, and the target grants combat advantage until the end of your next turn.

Level 21: 2[W] + Str modifier (+8) damage.

Berserker Fury: This attack gains the primal keyword and deals 1d8 extra damage.

Level 21: 3d8 damage.

Additional Effects

Barbarian Attack 1

Feast of Violence

Encounter ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 2d12+18 damage

Melee weapon **Target:** One creature

You drop your guard as you come close for your attack, drawing primal strength from the violence directed at you.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+8) damage.

Special: You can choose to provoke opportunity attacks when you make this attack. If you do so, you gain a +1 bonus to the attack roll for each creature that attacks you, and the attack deals 1[W] extra damage.

Additional Effects

Barbarian Attack 7

Used ☐

A Thousand Ways to Die

Encounter ♦ No Action

Special

Target: The creature you hit

Your prowess in battle is well earned, and whether you're raging at your enemies or in full control of your body, you have many ways to bring down your foe.

Keywords: Martial, Primal, Weapon

Trigger: You hit a creature with a melee basic weapon attack or a barbarian at-will weapon attack power.

Effect: The target takes 1[W] extra damage from the triggering attack. Additionally, choose one of the following effects.

- ♦The target is immobilized until the end of your next turn.
- ♦The target falls prone.

Additional Effects

Deadly Berserker Attack 11

Used ☐

Thunderfall

Encounter ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 3d12+18 damage

Melee weapon

Target: One creature

You lower your shoulder, dipping your weapon beneath your opponent's guard and driving it up into the foe's body to knock it off balance.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+8) damage, and you push the target 1 square and knock it prone.

Special: When charging, you can use this power in place of a melee basic attack. If you charge and hit, the number of squares you push the target equals your Con modifier (+4).

Additional Effects

Barbarian Attack 13

Used ☐

Forceful Spirits

Encounter ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 4d12+18 damage

Melee weapon

Target: One creature

Your attack is driven by the power of the spirits, sending foes near your enemy reeling.

Keywords: Force, Primal, Weapon

Attack: Strength vs. AC

Hit: 4[W] + Str modifier (+8) damage. In addition, each enemy adjacent to the target takes 5 force damage and is pushed up to 2 squares from the target.

Additional Effects

Barbarian Attack 17

Used ☐

Eye of the Maelstrom

Daily ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 3d12+18 damage

Melee weapon

Target: One creature

You attack your foes with incredible speed and strength, becoming a vortex of whirling strikes that seek out any foe that unwisely ignores you.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+8) damage.

Miss: Half damage.

Effect: Until the end of the encounter, your defender aura expands to an aura 2, and you can shift 1 square as a free action before making a melee basic attack granted by your vengeful guardian power.

Additional Effects

Barbarian Attack 9

Used ☐

Slash at the Knees

Daily ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 3d12+18 damage

Close burst 1

Target: Each enemy you can see in the burst

Even though surrounded by foes, you become a whirlwind of death, hurting and incapacitating every one of them.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+8) damage, and the target is immobilized until the end of your next turn.

Miss: Half damage.

Additional Effects

Barbarian Attack 15

Used ☐

Terrifying Presence

Daily ♦ Standard Action

Reaper's Axe Waraxe +5: +28 vs. AC, 4d12+18 damage

Melee weapon

Target: One creature

You land a mighty blow and face your enemies, terrifying them with the visage of your battle lust.

Keywords: Fear, Martial, Weapon

Attack: Strength vs. AC

Hit: 4[W] + Str modifier (+8) damage.

Miss: Half damage.

Effect: Until the end of the encounter or until your defender aura ends, enemies in your defender aura grant combat advantage and cannot make opportunity attacks.

Additional Effects

Barbarian Attack 19

Used ☐

Slake the Rage

Daily ♦ No Action

Personal

Target: The creature you hit

When you enter battle, you are filled with a thirst for violence that can be satisfied only by striking down your foes.

Keywords: Martial, Primal, Weapon

Trigger: You hit a creature with a melee basic weapon attack or a barbarian at-will weapon attack power.

Effect: The target takes 2[W] extra damage from the triggering attack. Additionally, choose one of the following effects.

- ♦The target takes ongoing 10 damage (save ends).
- ♦The target is dazed and slowed (save ends both).

Additional Effects

Deadly Berserker Attack 20

Used ☐

Defender Aura

At-Will ♦ Minor Action

Personal

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

Keyword: Aura

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Additional Effects

Multiple Class Utility

Furious Assault

Encounter ♦ Free Action

Personal

Your monstrous wrath burns inside you, giving strength to your attack.

Trigger: You hit an enemy with an attack.

Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it is not a weapon attack.

Additional Effects

Half-Orc Racial Power

Used ☐

Stonebreaker

Encounter ♦ Minor Action

Personal

Without hesitation, you smash through the door.

Keyword: Primal

Effect: Until the end of your next turn, you gain a +5 bonus to Strength checks to break objects, and you deal double damage against objects.

Additional Effects

Barbarian Utility 2

Used ☐

Surge of Strength

Encounter ♦ Minor Action

Personal

Even as your strength wanes and your health flags, you find a reserve of internal strength to continue the fight.

Keywords: Martial, Primal

Effect: You gain temporary hit points equal to your healing surge value. If you are under the effect of your Berserker Fury, you gain the following benefit instead: When you make your next attack roll before the end of your next turn, roll twice and use either result.

Additional Effects

Deadly Berserker Utility 12

Used ☐

Instinctive Charge

Daily ♦ No Action

Personal

Instinctively aware of danger, you are poised to fight as soon as the battle begins.

Keyword: Primal

Trigger: You roll initiative at the beginning of an encounter

Effect: You gain a +5 power bonus to your initiative. You also gain a +2 power bonus to your first attack roll during the encounter.

Additional Effects

Barbarian Utility 6

Used ☐

Surge of Fury

Daily ♦ No Action

Personal

You release a howl that blocks out the whispers of your enemies and fills you with a fury that gives you a clarity of purpose.

Keyword: Primal

Trigger: You start your turn subject to a dazing or dominating effect.

Effect: You end the triggering effect. Until the end of your next turn you are immune to effects that daze or dominate you.

Additional Effects

Barbarian Utility 10

Used ☐

Spur the Cycle

Daily ♦ Free Action

Personal

Just as in the natural world, death leads to new life: killing your foe spurs you to further action.

Keyword: Primal

Trigger: You reduce an enemy to 0 hit points during your turn

Effect: You take a standard action.

Additional Effects

Barbarian Utility 16

Used ☐

Last Stand

Daily ♦ Immediate Interrupt

Personal

As death looms before you, you push yourself to battle on.

Keyword: Primal

Trigger: You drop to 0 hit points or fewer and don't die

Effect: You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.

Sustain Minor: You take 5 damage and don't fall unconscious.

Additional Effects

Barbarian Utility 22

Used ☐

Reaper's Axe Waraxe +5

Weapon ♦ Level 25

Damage: 1d12

Proficiency Bonus: 2

Properties: Versatile

Enhancement: +5 Attack rolls and damage rolls

Critical: +1d12 damage per plus

Properties

When you reduce an enemy to 0 hit points, you can shift 1 square and make a melee basic attack with this weapon.

Shield of Deflection Light...

Arms Slot Item ♦ Level 22

Armor Bonus: 1

Properties

You gain resist 10 to all damage from ranged attacks and area attacks.

Feytouched Hide Armor +5

Armor ♦ Level 22

Armor Bonus: 4

Check: -1

Enhancement: +5 AC

Properties

Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

Power (Illusion) ♦ Encounter (Standard Action)

You become invisible until the end of your next turn.

Ioun Stone of Regeneration

Head Slot Item ♦ Level 25

Power (Healing) ♦ **Daily** (Minor Action)

Gain regeneration 10 while you are bloodied until the end of the encounter.

Badge of the Berserker +5

Neck Slot Item ♦ Level 22

Enhancement: +5 Fortitude, Reflex, and Will

Properties

When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.