

Player Name Ryuya Daijiri

Get	1	Barbarian			0				
Character Name	Level	Class	Paragon Path	Epic Destiny	Total XP				
Human	Medium	18	Male	6'1"	178 lb.	Good			
Race	Size	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 + 1/2 LVL	ARMOR/ 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
18	STR Strength	4	4
16	CON Constitution	3	3
12	DEX Dexterity	1	1
8	INT Intelligence	-1	-1
12	WIS Wisdom	1	1
10	CHA Charisma	0	0

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

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

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
11	Passive Insight	10	+	1

SCORE	PASSIVE SENSE	BASE	SKILL BONUS	
16	Passive Perception	10	+	6

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		2			1

ABILITY: Melee Basic Attack - Halberd

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 7	0	4		2			1

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Greataxe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d12+4	4				

ABILITY: Melee Basic Attack - Halberd

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d10+4	4				

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
7	vs AC	Greataxe	1d12+4
7	vs AC	Halberd	1d10+4
6	vs AC	Javelin (Melee)	1d6+4
6	vs AC	Javelin (Range)	1d6+4
4	vs AC	Unarmed (Melee)	1d4+4
1	vs AC	Unarmed (Range)	1d4+1

FEATS

Weapon Expertise (Axe) - Gain bonus to attack rolls with axes.

Improved Rageblood Vigor - Gain 5 extra temporary hp from

Rageblood Vigor

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
31	15	7		11
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

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.

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

LANGUAGES KNOWN

Common, Giant

SKILLS

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

CHARACTER NAME Get		
PLAYER NAME Ryuya Daijiri		
RACE Human	CLASS Barbarian	LEVEL 1

HP 31	STR 18	AC 15
Spd 6	CON 16	Fort 17
Init +1	DEX 12	Ref 13
	INT 8	Will 12
	WIS 12	
	CHA 10	

11	Passive Insight	16	Passive Perception
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PLAY DATA	DUNGEONS & DRAGONS
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Second Wind	
KEYWORDS	USED
Standard	Personal
ACTION	RANGE
vs	Self
ATTACK	TARGET
Effect: You spend a healing surge and regain 7 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	USED
Standard	Melee weapon
ACTION	RANGE
7	One creature
ATTACK	TARGET
Requirement: You must be wielding a two-handed weapon. Attack: Strength vs. AC Hit: 1[W] + 1d6 + Strength modifier (+4) damage. Level 11: 1[W] + 2d6 + Strength modifier (+4) damage. Level 21: 2[W] + 3d6 + Strength 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. Greataxe: +7 attack, 1d12+1d6+4 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH2
AT-WILL POWER	DUNGEONS & DRAGONS

Devastating Strike	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	One creature
ATTACK	TARGET
Requirement: You must be wielding a two-handed weapon. Attack: Strength vs. AC Hit: 1[W] + 1d8 + Strength modifier (+4) damage. Level 11: 1[W] + 2d8 + Strength modifier (+4) damage. Level 21: 2[W] + 3d8 + Strength modifier (+4) 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. Greataxe: +7 attack, 1d12+1d8+4 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH2
AT-WILL POWER	DUNGEONS & DRAGONS

Recuperating Strike	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	One creature
ATTACK	TARGET
Requirement: You must be wielding a two-handed weapon. Attack: Strength vs. AC Hit: 1[W] + Strength modifier (+4) 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 (+4) damage. Level 21: 2[W] + 2d6 + Strength modifier (+4) damage. Greataxe: +7 attack, 1d12+4 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH2
AT-WILL POWER	DUNGEONS & DRAGONS

Swift Charge	
KEYWORDS	USED
Free	Personal
ACTION	RANGE
vs	
ATTACK	TARGET
Trigger: Your attack reduces an enemy to 0 hit points Effect: You charge an enemy.	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH2
ENCOUNTER POWER	DUNGEONS & DRAGONS

Avalanche Strike	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	One creature
ATTACK	TARGET
Attack: Strength vs. AC Hit: 3[W] + Strength modifier (+4) damage. Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier (+3). Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you. Greataxe: +7 attack, 3d12+7 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH2
ENCOUNTER POWER	DUNGEONS & DRAGONS

Rage Drake's Frenzy	
KEYWORDS	USED
Standard	Melee weapon
ACTION	RANGE
7	One creature
ATTACK	TARGET
Attack: Strength vs. AC. If the target is bloodied, you gain a +2 bonus to the attack roll. Hit: 3[W] + Strength modifier (+4) 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. Greataxe: +7 attack, 3d12+4 damage	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH2
DAILY POWER	DUNGEONS & DRAGONS