

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

3

Level

Garruk the Optimist

Good male Goliath Barbarian

33 Age 7'5" Height 350 lb. Weight Medium Size Deity

2250

Total XP 3750

Defenses

18 AC

18 FORT

15 REF

14 WILL

Conditional Bonuses

Hit Points

Max HP (Bloodied 22) 45

Temp HP

Current Hit Points

Healing Surges

Surge Value

Surges/Day

11

11

Current Conditions:

Action Points

Action Points	Milestones	Action Points
	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

Current Conditions and Effects

Basic Attacks

Melee

Vanguard Execution axe +1

9

Strength vs. AC

1d12+5

Damage

Ranged

Javelin

8

Dexterity vs. AC

1d6+4

Damage

Languages

Common, Dwarven



Abilities

		Check
STR	Strength	18 5
CON	Constitution	16 4
DEX	Dexterity	14 3
INT	Intelligence	8 0
WIS	Wisdom	13 2
CHA	Charisma	10 1

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	0
Athletics	Strength	11
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	2
Endurance	Constitution	3
Heal	Wisdom	2
History	Intelligence	0
Insight	Wisdom	2
Intimidate	Charisma	6
Nature	Wisdom	4
Perception	Wisdom	7
Religion	Intelligence	0
Stealth	Dexterity	2
Streetwise	Charisma	1
Thievery	Dexterity	2

Combat Statistics and Senses

Initiative

3

Conditional Modifiers:

Speed

6

Passive Insight

12

Passive Perception

17

Special Senses: Normal



Garruk the Optimist

Player Name

Character Name

Character Details

Background

Born Under a Bad Sign

Theme

Iron Wolf Warrior

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Badge of the Berserker +1

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Vanguard Execution axe +1

Waist

Armor

Bestial Hide Armor +1

Feet

Boots of Adept Charging

Tattoo

Ki Focus

Other Equipment

Adventurer's Kit
Potion of Healing (2)
Javelin

Total Weight (lbs.)

74

Carrying Capacity (lbs.)

Treasure

0 gp
0 gp banked

Normal

180

Heavy

360

Max

900

Garruk the Optimist



Player Name

Character Name

Racial Features

Mountain's Tenacity

+1 racial bonus to Will

Powerful Athlete

Roll twice and use either result when making Athletics check to jump or climb

Stone's Endurance

Have the stone's endurance power

Class/Other 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.

Iron Wolf Warrior Starting Feature

Gain the iron wolf charge power

Rage Strike

Gain the rage strike power at 5th level

Rageblood Vigor

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

Rampage

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

Feats

Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

Weapon Proficiency (Execution axe)

Gain proficiency with the Execution axe.

Garruk the Optimist

Level 3 Goliath Barbarian

HP	SCORE	ABILITY	MOD	AC
45	18	STR	4	18
	16	CON	3	Fort
Spd	14	DEX	2	18
6	8	INT	-1	Ref
Init	13	WIS	1	15
+3	10	CHA	0	Will
				14

12 Passive Insight

17 Passive Perception

Skills

Acrobatics	Dexterity	2
Arcana	Intelligence	0
Athletics	Strength	• 11
Bluff	Charisma	1
Diplomacy	Charisma	1
Dungeoneering	Wisdom	2
Endurance	Constitution	3
Heal	Wisdom	2
History	Intelligence	0
Insight	Wisdom	2
Intimidate	Charisma	• 6
Nature	Wisdom	4
Perception	Wisdom	• 7
Religion	Intelligence	0
Stealth	Dexterity	2
Streetwise	Charisma	1
Thievery	Dexterity	2

• indicates a trained skill.

Action Point

Base action points: 1



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

Melee Basic Attack

At-Will ♦ Standard Action

Vanguard Execution axe +1: +9 vs. AC, 1d12+5 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 (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

+1d8 damage on any successful charge.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Javelin: +8 vs. AC, 1d6+4 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 (+2) damage.

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

Additional Effects

+1d8 damage on any successful charge.

Basic Attack

Howling Strike

At-Will ♦ Standard Action

Vanguard Execution axe +1: +9 vs. AC, 1d12+1d6+5 damage

Melee weapon **Target:** One creature

With a blood-freezing scream, you throw yourself into the fray.

Keywords: Primal, Weapon

Requirement: You must be wielding a melee weapon in two hands.

Attack: Strength vs. AC

Hit: 1[W] + 1d6 + Str 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.

Additional Effects

Barbarian Attack 1

Pressing Strike

At-Will ♦ Standard Action

Vanguard Execution axe +1: +9 vs. AC, 1d12+5 damage

Melee weapon **Target:** One creature

You push lesser foes from your path, moving through the lines of battle at will.

Keywords: Primal, Weapon

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] + Str modifier (+4) damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.

Additional Effects

Barbarian Attack 1

Iron Wolf Charge

Encounter ♦ No Action

Unarmed: +5 vs. Will

Close burst 2

You scream out an unnerving howl as you charge into battle. Faint-hearted foes shrink from your savage wrath.

Keywords: Fear, Martial, Primal

Trigger: You hit an enemy with a charge attack.

Effect: That enemy takes 1d6 extra damage from the triggering attack, and you make the following attack.

Target: Each enemy in the burst

Attack: Highest ability modifier vs. Will

Hit: You push the target up to 2 squares. The target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

Iron Wolf Warrior Attack

Used ☐

Desperate Fury

Encounter ♦ Standard Action

Vanguard Execution axe +1: +9 vs. AC, 2d12+8 damage

Melee weapon **Target:** One creature

Even if it kills you, you'll accept nothing less than a solid hit.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+4) damage.

Rageblood Vigor: The attack deals extra damage equal to your Con modifier (+3).

Miss: You can take 5 damage to reroll the attack. If the reroll hits, use the hit effect above. If the reroll misses, you take 5 damage.

Additional Effects

Barbarian Attack 1

Used ☐

Brutal Slam

Encounter ♦ Standard Action

Vanguard Execution axe +1: +9 vs. Fortitude, 2d12+5 damage

Melee weapon

Target: One creature

Your forceful blow pushes your foe into one of its companions.

Keywords: Primal, Weapon

Attack: Strength vs. Fortitude

Hit: 2[W] + Str modifier (+4) damage, and you push the target 2 squares and knock it prone. Then one enemy adjacent to the target takes 1d8 + your Str modifier (+4) damage.

Additional Effects

Barbarian Attack 3

Used ☐

Swift Panther Rage

Daily ♦ Standard Action

Vanguard Execution axe +1: +9 vs. AC, 3d12+5 damage

Melee weapon

Target: One creature

You slash your foe with fury as the spirit of the swift panther grants you its speed and agility.

Keywords: Primal, Rage, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+4) 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.

Additional Effects

Barbarian Attack 1

Used ☐

Stone's Endurance

Encounter ♦ Minor Action

Personal

Your foes' attacks bounce off your stony hide.

Effect: You gain resist 5 to all damage until the end of your next turn.

Additional Effects

Goliath Racial Power

Used ☐

Swift Charge

Encounter ♦ Free Action

Personal

As your foe falls, you rush toward your next victim.

Keyword: Primal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You charge an enemy.

Additional Effects

Barbarian Feature

Used ☐

Shrug It Off

Encounter ♦ Immediate Reaction

Personal

With a brutal shake of your head, you slough off a hindrance before it can affect you.

Keyword: Primal

Trigger: You are subjected to an effect that a save can end

Effect: You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

Additional Effects

Barbarian Utility 2

Used ☐

Vanguard Execution axe +1

Weapon ♦ Level 3

Damage: 1d12

Proficiency Bonus: 2

Properties: High Crit, Brutal

Enhancement: +1 attack rolls and damage rolls

Critical: +1d8 damage per plus

Properties

Deal +1d8 damage on any successful charge.

Power ♦ Daily (Minor Action)

Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

Bestial Hide Armor +1

Armor ♦ Level 3

Armor Bonus: 3

Check: -1

Enhancement: +1 AC

Power ♦ Daily (Free Action)

Use this power when you hit a target after a charge. Make a melee basic attack with a +2 power bonus against the same target.

Boots of Adept Charging

Feet Slot Item ♦ Level 2

Properties

After charging, you can shift 1 square before your turn ends.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Badge of the Berserker +1

Neck Slot Item ♦ Level 2

Enhancement: +1 Fortitude, Reflex, and Will

Properties

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