Character Sheet
For Dungeons and Dragons 4th Edition

GNOgaming

Character Name	Hilding Tveskägg	Player Name	Tobias	Deity	Waukeen	Alignment	Good
Race	Human	Age	32	Gender	Male	Size	Medium	Height	186cm	Weight	102kg	Current Experience	0
Class	Barbarian	Paragon Path		Epic Destiny		Level	3	Needed Experience	0

Ability Scores

		Base	Racial	Enhance	Modifier	Mod+1/2 Lvl
STR Strength	18	16	2		4	5
CON Constitution	16	16	0		3	4
DEX Dexterity	13	13	0		1	2
INT Intelligence	8	8	0		-1	0
WIS Wisdom	8	8	0		-1	0
CHA Charisma	13	13	0		1	2

Initiative

2 = Dex+1/2 Lvl 2 + Misc

Speed

6 = Base 6 + Armor + Item + Misc + Special Movement

Defenses

	Total	10+1/2 Lvl	Armor	Abil	Class	Feat	Enh	Misc	Misc	Conditional Bonuses
AC	17	11	3		1			2		
	Total	10+1/2 Lvl	Abil	Class	Feat	Enh	Misc.	Misc.	Conditional Bonuses	
Fortitude	18	11	4	2		1				
Reflex	14	11	1	1		1				
Will	13	11	1			1				

Hit Points & Surges

Max HP: 48
Bloodied (1/2 HP): 24
Additional Effects while Bloodied:
Surges/Day: 5
Surge Value (1/4 HP): 12

Resistance

Saving Throw Bonuses

+2 versus Fear

Passive Senses

Passive Insight 12
Passive Perception 15
Special Senses:

Action Points

Additional Effects for Spending Action Points:

Attacks & Powers

Weapon or Power	Usage	Attack	Defense	Range	Attack Bonus	1/2 Lvl	Abil	Class	Prof	Feat	Enh	Misc	Damage Dice	Damage Bonus	Abil	Feat	Enh	Misc	Properties (High Crit, Magical Effects, Etc.)
Melee basic attack	Basic Attack	STR	AC		7	1	4		2					4	4				
Rage Strike	Daily	STR	AC		7	1	4		2					0					Damage depending on level of expended power.
Howling Strike	At-Will	STR	AC		7	1	4		2				W+d6	4	4				Can be used while charging
Pressing Strike	At-Will	STR	AC		7	1	4		2				1W	4	4				Shift 2 squares before attack, after shift target 1 square. If raging additional 1d6 damage
Recuperating Strike	At-Will	STR	AC		7	1	4		2				1W	4	4				Gain Con temp hp
Avalanche Strike	Encounter	STR	AC		7	1	4		2				3W	7	4		3		Until start of your next turn enemies gain +4 on attacking you.
Swift Charge	Encounter				1	1								0					Trigger: Reduce enemy to 0 hp. Effect: Charge another enemy
Combat sprint	Encounter				1	1								0					Move speed + 4 and gain +4 to all defenses against OA during this movement
Blood Strike	Encounter	STR	AC		1	1							2W	4	4				If you or target is bloodied, you deal 1W extra damage
					1	1								0					
Rage Drake's Fury	Daily	STR	AC		7	1	4		2				3W	4	4				Effect:Free basic attack when you reduce enemy to 0hp. +2 hit when target bloodied Miss: Half damage
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					
					1	1								0					

Wealth

Astral Diamonds	
Platinum Pieces (pp)	
Gold Pieces (gp)	
Silver Pieces (sp)	
Copper Pieces (cp)	

Gems & Jewelry

Ritual Components (gp value)

Alchemical Reagents................	
Sanctified Incense.....................	
Mystic Salves............................	
Rare Herbs.................................	
Residuum.....................................	

Languages

Common, Elven

Other Valuables

Item	Value (gp)	Item	Value (gp)	Item	Value (gp)	Item	Value (gp)

Equipment

Item	Qty	Weight	Location
Halberd	1		
Hide Armor	1		
Bestial armor +1	1		

Total Weight

Equipment (not on person)

Item	Qty	Weight	Location

Total Weight 0.0

Companion

Name | Level & Role

Size, Origin, & Type

Initiative | Senses

Aura

AC	HP	Bloodied	Damage	Speed	AP
		0			

Defenses

	Total		Base		Bonus
Fort	0	=		+	
Ref	0	=		+	
Will	0	=		+	

Ability Scores

	Score	Mod		Score	Mod
Str		-5	Int		-5
Con		-5	Wis		-5
Dex		-5	Cha		-5

Abilities

Skills

Equipment

Alignment: Good

Languages

Racial Features

+2 to one ability score of your choice
Bonus At-Will Power: You know one extra at-will power from your class.
Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.
Bonus Skill: You gain training in one additional skill from your class skill list.
Human Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Class, Path, & Destiny Features

Armor Proficiencies: Cloth, leather, hide
Weapon Proficiencies: Simple melee, military melee
Bonus to Defense: +2 Fortitude
Once per round, when you score a critical hit with a barbarian attack power, you can immediately make a melee basic attack as a free action. You do not have to attack the same target that you scored a critical hit against.
Feral Might: Rageblood Vigor
You gain the swift charge power. In addition, whenever you reduce an enemy to 0 hit points, you gain temporary hit points equal to your Constitution modifier. The number of temporary hit points equals 5 + your Constitution modifier at 11th level and 10 + your Constitution modifier at 21st level.

Feats

Toughness: Gain +5 additional hp per tier
Improved Rageblood Vigor: +5 extra temp hp from Rageblood Vigor
Rising fury: +2dmg when you reduce an enemy to 0hp until end of your next turn

Skills

Skill Name	Key Ability	Total Bonus		Abil + 1/2 Lvl		Trnd (+5)		Misc	Armor Penalty
Acrobatics	Dex	7	=	2	+	X	+		
Arcana	Int	0	=	0	+		+		
Athletics	Str	10	=	5	+	X	+		
Bluff	Cha	2	=	2	+		+		
Diplomacy	Cha	4	=	2	+		+	2	
Dungeoneering	Wis	0	=	0	+		+		
Endurance	Con	9	=	4	+	X	+		
Heal	Wis	0	=	0	+		+		
History	Int	0	=	0	+		+		
Insight	Wis	2	=	0	+		+	2	
Intimidate	Cha	7	=	2	+	X	+		
Nature	Wis	0	=	0	+		+		
Perception	Wis	5	=	0	+	X	+		
Religion	Int	0	=	0	+		+		
Stealth	Dex	2	=	2	+		+		
Streetwise	Cha	2	=	2	+		+		
Thievery	Dex	2	=	2	+		+		

Additional Information

Gain a +2 bonus to Insight checks, and you gain a +2 bonus to saving throws against fear effects.