Dungeons & Dragons
Character Sheet

Player Name/RPGA: Tyger

Thumn'drek Gyl
Unaligned male Minotaur Barbarian

100	7'4"	388lb.	Medium	Kord
Age	Height	Weight	Size	Deity

Almost Evil

Level: 9

Total XP: 16500 (20500)

Defenses

AC	FORT	REF	WILL
~~21~~ 23	21	18	15

Conditional Bonuses

Hit Points

Max HP (Bloodied 39)	Temp HP
79	

Current Hit Points

Healing Surges

Surge Value	Surges/Day
19	12

Current Conditions:

Combat Statistics and Senses

Initiative	7
Speed	6
Passive Insight	15
Passive Perception	17

Conditional Modifiers:

Special Senses: Normal

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

Maul

11	2d6+5
Strength vs. AC	Damage

Ranged

Handaxe

11	1d6+5
Dexterity vs. AC	Damage

+1d6 on Crit

Languages

Common, Draconic, Primordial

Fireball Wand - 3d6
Thunder Horn - 5d6
3d10

Abilities

		Check
STR Strength	20	9
CON Constitution	16	7
DEX Dexterity	16	7
INT Intelligence	11	4
WIS Wisdom	13	5
CHA Charisma	12	5

Skills

Acrobatics	Dexterity		6	
Arcana	Intelligence		4	
Athletics	Strength	✓	14	
Bluff	Charisma		5	+2
Diplomacy	Charisma		5	+2
Dungeoneering	Wisdom		7	
Endurance	Constitution	✓	12	
Heal	Wisdom		5	
History	Intelligence		4	
Insight	Wisdom		5	
Intimidate	Charisma		5	+2
Nature	Wisdom	✓	12	
Perception	Wisdom		7	
Religion	Intelligence		4	
Stealth	Dexterity		6	
Streetwise	Charisma		5	+2
Thievery	Dexterity		6	

Tyger
Player Name

Thumn'drek Gyl
Character Name

Character Details

Background
Thunderpeaks

Theme
Ironwrought

Mannerisms and Appearance
only 9 Fingers (PinKyless)

Personality Traits

Adventuring Company

Companions and Allies
Gladiators, Matadors, Mariners, Sheep

Session and Campaign Notes
Thundering Wrath - When you bloody an enemy, adjacent enemies take 8 dmg.

Other Notes

Equipment

Head
Neck
Arms
Hands
Rings
Rings
Off Hand
Main Hand
Maul
Waist
Armor
Hide Armor Fire Brand
Feet
Tattoo
Ki Focus

Other Equipment

Adventurer's Kit
Handaxe (5)
Rope and Hook W/ 10 grap
Blue notes
Gun Powder Billets
Tadpole Ring
Flamencio Painting
Ring of Portal
1 Solution Card

Total Weight (lbs.)	85

Treasure

0 gp
0 gp banked
• 6 x 10 pt
• 4651 gp

Carrying Capacity (lbs.)

Normal	200
Heavy	400
Max	1000

Rings

Rings

Off Hand

Main Hand

Maul

Waist

Armor

Hide Armor Fire Brand

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Handaxe (5)
Rope and Hook
W/ 10 goop
Blue notes
Gun Powder Bullets
Loadpole Ring
Flamencio Painting
Ring of Portal
1 Solution Card

Total Weight (lbs.)	85

Carrying Capacity (lbs.)

Treasure

Normal 200

Tyger
Player Name

Thumn'drek Gyl
Character Name

Racial Features

Ferocity
Make melee basic attack when dropped to 0 hp
Goring Charge
Use goring charge as an encounter power

Heedless Charge
+2 AC against opportunity attacks while charging.
Vitality
Gain one healing surge

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.

Ironwrought Starting Feature
Your origin becomes elemental; gain Primordial language, +1 bonus to Athletics and Endurance checks; power bonus from using your second wind increases to +4; gain the inevitable strike power
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
Thunderborn Wrath
Ironwrought Level 5 Feature
While bloodied gain resist 2/4/6 to all damage

Feats

Thunderborn Rage
+5 to thunder damage of Thunderborn Wrath
Raging Storm
+1 damage with lightning or thunder power

Greathorn
Damage dice for goring charge are d8s
Rising Fury
+2 damage when you reduce enemy to 0 hp

Deadly Rage
+1 damage while raging

Thumn'drek Gyl

Level 9 Minotaur Barbarian

HP	SCORE	ABILITY	MOD	AC
79	20	STR	5	21
	16	CON	3	Fort 21
Spd 6	16	DEX	3	
	11	INT	0	Ref 18
Init +7	13	WIS	1	
	12	CHA	1	Will 15

15 Passive Insight

17 Passive Perception

Player Name: Tyger

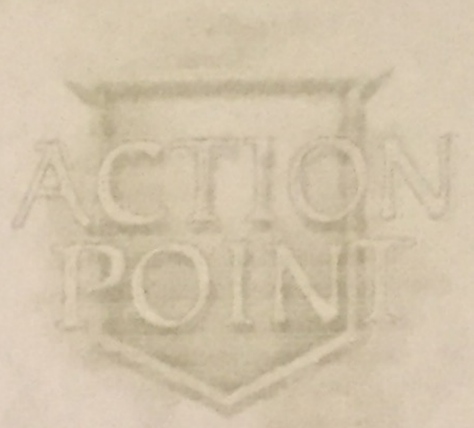
Skills

Acrobatics	Dexterity		6
Arcana	Intelligence		4
Athletics	Strength	•	14
Bluff	Charisma		5
Diplomacy	Charisma		5
Dungeoneering	Wisdom		7
Endurance	Constitution	•	12
Heal	Wisdom		5
History	Intelligence		4
Insight	Wisdom		5
Intimidate	Charisma		5
Nature	Wisdom	•	12
Perception	Wisdom		7
Religion	Intelligence		4
Stealth	Dexterity		6
Streetwise	Charisma		5
Thievery	Dexterity		6

• 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

Maul: +11 vs. AC, 2d6+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 (+5) damage.

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

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Handaxe: +11 vs. AC, 1d6+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 (+3) damage.

Level 21: 2[W] + Dex modifier (+3) damage.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Basic Attack

Howl of Fury

At-Will ♦ Standard Action

Maul: +11 vs. AC, 2d6+6 damage

Melee weapon — **Target**: One creature

You strike a hearty blow, then unleash an ear-splitting battle cry.

Keywords: Primal, Thunder, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, takes thunder damage equal to your Con modifier (+3). If you are raging, the thunder damage equals 3 + your Con modifier (+3).

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 1

Howling Strike

At-Will ♦ Standard Action

Maul: +11 vs. AC, 2d6+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 (+5) 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

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 1

Inevitable Strike

Encounter ♦ No Action

Personal

Elemental power flows through you, providing you with keen accuracy and sharper striking force.

Keywords: Elemental, Weapon

Trigger: You make a melee weapon attack roll.

Effect: Make the attack roll twice. If both attack rolls hit, the target takes 1d8 extra damage.

Additional Effects

Ironwrought Attack — Used ☐

Resurgent Strike

Encounter ♦ Standard Action

Maul: +11 vs. AC

Melee weapon — **Target**: One creature

You slash, you are rejuvenated, and your enemy's blood wells.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: You either gain 3 + your Con modifier (+3) temporary hit points or end one dazing or weakening effect on yourself. The target then takes 2[W] + your Str modifier (+5) damage.

Additional Effects

Barbarian Attack 1 — Used ☐

Thundering Smash
Encounter ♦ Standard Action

Maul: +11 vs. AC, 4d6+6 damage

Melee weapon | **Target**: One creature

You attack your enemy with such crashing force that the foes around it feel the effect of the blow.

Keywords: Primal, Thunder, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage, and each enemy adjacent to the target takes 5 thunder damage.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 3 Used ☐

Shattering Strike
Encounter ♦ Standard Action

Maul: +11 vs. AC, 6d6+5 damage

Melee weapon | **Target**: One creature

The primal force flowing from your body enables your attack to strike true even against ethereal targets.

Keywords: Force, Primal, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+5) force damage. This damage ignores the insubstantial quality.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 7 Used ☐

Thunder Hooves Rage
Daily ♦ Standard Action

Maul: +11 vs. AC, 6d6+5 damage

Melee weapon | **Target**: One creature

You hammer the enemy with a heavy blow, and the spirits of stampeding beasts fill you with strength.

Keywords: Primal, Rage, Weapon

Attack: Strength vs. AC

Hit: 3[W] + Str modifier (+5) damage.

Miss: Half damage.

Effect: You enter the rage of the thunder hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1[W] extra damage.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 1 Used ☐

Vengeful Storm Rage
Daily ♦ Standard Action

Maul: +11 vs. AC, 4d6+6 damage

Close burst 1 | **Target**: Each enemy in the burst

Your whirlwind assault engulfs your enemies in lightning as you channel the storm's fury.

Keywords: Lightning, Primal, Rage, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) lightning damage.

Miss: Half damage.

Effect: You enter the rage of the vengeful storm. Until the rage ends, at the start of each of your turns, each enemy adjacent to you takes 3 lightning damage.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 5 Used ☐

Wrath of the Storm
Daily ♦ Standard Action

Maul: +11 vs. AC, 8d6+5 damage

Melee weapon | **Target**: One creature

Your rage is like that of the howling storm. When you attack, you violently sweep aside the foe that dared to stand in your way.

Keywords: Primal, Weapon

Attack: Strength vs. AC

Hit: 4[W] + Str modifier (+5) damage.

Miss: Half damage.

Effect: You push the target up to 4 squares and knock it prone.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Barbarian Attack 9 Used ☐

Rage Strike
Daily (Special) ♦ Standard Action

Maul: +11 vs. AC, As Above damage

Melee weapon | **Target**: One creature

You channel your primal rage into a devastating attack.

Keywords: Primal, Weapon

Requirement: You must be raging and have at least one unused rage power.

Attack: Strength vs. AC. To make this attack, you expend an unused barbarian rage power.

Hit: You deal damage based on the level of the rage power you expend:
1st level 3[W] + Str modifier (+5)
5th level 4[W] + Str modifier (+5)
9th level 5[W] + Str modifier (+5)
15th level 6[W] + Str modifier (+5)
19th level 7[W] + Str modifier (+5)
20th level 7[W] + Str modifier (+5)
25th level 8[W] + Str modifier (+5)
29th level 9[W] + Str modifier (+5)

Miss: Half damage.

Special: You can use this power twice per day.

Additional Effects

Barbarian Feature Used ☐ ☐

Goring Charge
Encounter ♦ Standard Action

Unarmed: +13 vs. AC, 1d8+5 damage

Melee 1

You charge the enemy and gore it with your horns.

Effect: You charge and make the following attack in place of a melee basic attack.

Target: One creature

Attack: Strength + 4 vs. AC, Constitution + 4 vs. AC, or Dexterity + 4 vs. AC.

Hit: 1d6 + Str modifier (+5), Con modifier (+3), or Dex modifier (+3) damage, and you knock the target prone.

Level 11: 2d6 + Str modifier (+5), Con modifier (+3), or Dex modifier (+3) damage.

Level 21: 3d6 + Str modifier (+5), Con modifier (+3), or Dex modifier (+3) damage.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Minotaur Racial Power Used ☐

War Cry
Encounter ♦ Free Action

Close blast 3 | **Target**: Each enemy in the blast

Your potent victory cry sends nearby enemies reeling in terror.

Keywords: Fear, Primal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You push each target 1 square.

Additional Effects

Barbarian Feature Used ☐

Ignore Pain
Daily ♦ Immediate Reaction

Personal

When your enemies hurt you, the strength of your rage allows you to shove the pain aside for a time.

Keyword: Primal

Trigger: You take damage.

Effect: You gain temporary hit points equal to the triggering damage.

Additional Effects

Barbarian Utility 2 Used ☐

Target: One creature

Attack: Strength + 4 vs. AC, Constitution + 4 vs. AC, or Dexterity + 4 vs. AC.

Hit: 1d6 + Str modifier (+5), Con modifier (+3), or Dex modifier (+3) damage, and you knock the target prone.

Level 11: 2d6 + Str modifier (+5), Con modifier (+3), or Dex modifier (+3) damage.

Level 21: 3d6 + Str modifier (+5), Con modifier (+3), or Dex modifier (+3) damage.

Additional Effects

+1 to damage rolls while raging - Deadly Rage.

Minotaur Racial Power Used ☐

Keywords: Feal, Primal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You push each target 1 square.

Additional Effects

Barbarian Feature Used ☐

Keyword: Primal

Trigger: You tak

Effect: You gain
to the triggering

Additional Effects

Barbarian Utility

Snarling Defiance

Daily ♦ Immediate Interrupt

Personal

Your blood flows, and your response is a feral snarl as you prepare to make the offender pay.

Keyword: Primal

Trigger: You are hit and damaged by an attack

Effect: You take half damage from the attack and gain a +2 power bonus to attack rolls against the attacker until the end of your next turn.

Additional Effects

Barbarian Utility 6 Used ☐

Tamer — Speed 7 climb — LVL 24

HP: 225

AC: 38

F 38 R 36 W 36

Initiative: 21

Perceptio. 19 Low-light vision

Slam: +29 v.s. AC
5d6+15

Felling Blow: +1d6 3 Slam twice. If both hit, target is prone

On the run:

Ape shifts or Climbs half his speed and uses slam at any point

Swift climber:

Does not provoke OA by Climbing

Str 29 +21

Tanner

HP: 225
AC: 38
F 38 R 36 W 36

Speed 7 climb

LVL 24

Initiative: 21
Perceptio. 19 Low-light vision

Slam: +29 v.s. AC
5d6+15

Felling Blow: +1d6 3
slam twice. If both hit, target is prone

On the run:

Ape shifts or Climbs half his speed and uses slam at any point

Swift climber:

Does not provoke OA by Climbing

str 29 +21