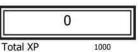
Character Sheet

Player Name/RPGA

Guts Man

Human Barbarian

Medium Age Height Weight Size



Defenses









Conditional Bonuses

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.

Hit Points

Max HP (Bloodied 13)

27

Temp HP

Current Hit Points

Second Wind (one per encounter)



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

Abilities

Deity

	9		Check
STR Streng	th	20	5
CON Constit	tution	12	1
DEX Dexter	ity	10	0
INT Intellig	ence	12	1
WIS Wisdor	n	12	1
CHA Charist	ma	8	-1

Death Saving Throw Failures



Basic Attacks

8

Strength vs. AC

Melee Super Arm

Ranged

Saving Throw Mods

Resistances/Vulnerabilities

Current Conditions and Effects

Skills

0

Acrobatics	Dexterity		-1
Arcana	Intelligence		1
Athletics	Strength	V	9
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom		1
Endurance	Constitution	V	5
Heal	Wisdom		1
History	Intelligence		1
Insight	Wisdom		1
Intimidate	Charisma	~	4
Nature	Wisdom	V	6
Perception	Wisdom		1
Religion	Intelligence		1
Stealth	Dexterity		-1
Streetwise	Charisma		-1
Thievery	Dexterity		-1

Current Conditions:

Healing Surges

Surges/Day

9

Surge Value

Combat Statistics and Senses

0 Initiative

Conditional Modifiers:

6 Speed

11 Passive Insight

Passive Perception

Special Senses: Normal Super Arm

8 Dexterity vs. AC 1d10+5 Damage

1d10+5

Damage

Languages

Common

11



Guts Man Character Name

Player Name

Character Details	Equipment	Z
Background	Head	
	1	Neck
Theme	Arms	
	5	Hands
Mannerisms and Appearance	Rings	
	Zungo	Rings
		Off Hand
Personality Traits	Main Hand	Super Arm Waist
	Super Arm	Walst
		Armor
		Hide Armor
Adventuring Company		Tattoo
	Feet	, L
		Ki Focus
		7
Companions and Allies	Other Equipment	
Session and Campaign Notes		
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Other William		
Other Notes		
	3	
	Total Weight (lbs.)	Carrying Capacity (lbs.)
	Тиол дина	(IDS.)
	Treasure 100 gp	Normal 200
	o gp banked	Heavy 400
		Max 1000

Guts Man

Player Name

Character Name



Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

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.

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

Whirling Slayer

You gain the whirling lunge power, and you can wield a one-handed weapon in your off hand and treat it as an off-hand weapon. In addition, once per round when your attack bloodies an enemy, you can shift 2 squares as a free action, and each enemy adjacent to you at the end of the shift grants combat advantage to you until the end of your next turn.

Feats

Bludgeon Expertise

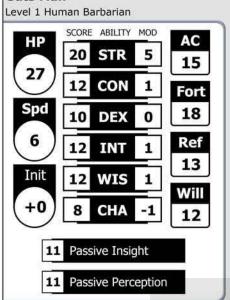
When using a hammer or mace: +1 feat bonus to weapon attack rolls, +1 bonus to push/slide effects from your attacks

- Super Arm as warhammer

Hurl Weapon

Treat one-handed off-hand weapons as heavy thrown

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Skills

Acrobatics	Dexterity		-1
Arcana	Intelligence		1
Athletics	Strength	•	9
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom		1
Endurance	Constitution	•	5
Heal	Wisdom		1
History	Intelligence		1
Insight	Wisdom		1
Intimidate	Charisma		4
Nature	Wisdom	•	6
Perception	Wisdom		1
Religion	Intelligence		1
Stealth	Dexterity		-1
Streetwise	Charisma		-1
Thievery	Dexterity		-1

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

Player Name:

Guts Man

Melee Basic Attack At-Will • Standard Action

Super Arm: +8 vs. AC, 1d10+5 damage Melee weapon Target: One

You resort to the simple attack you learned when you first picked up a melee weapon.

creature

Keyword: Weapon Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

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

Additional Effects

· indicates a trained skill. Ranged Basic Attack At-Will ◆ Standard Action

Super Arm: +8 vs. AC, 1d10+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] + Str modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+0)

damage.

Additional Effects

Basic Attack

Batter Down

Melee weapon

ground before you.

Encounter . Standard Action

Keywords: Martial, Weapon

you knock the target prone.

Attack: Strength vs. AC

Super Arm: +8 vs. AC, 2d10+5 damage

You hammer your enemy, knocking it to the

Hit: 2[W] + Str modifier (+5) damage, and

Target: One

creature

Jarring Smash At-Will . Standard Action

Warhammer: +8 vs. AC, 1d10+5 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 (+5) damage, and the target grants combat advantage until the end of your next turn.

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

Additional Effects

Basic Attack

Throw and Stab At-Will . Standard Action

Ranged weapon Target: One creature

You fling a weapon at one foe and then charge another enemy.

Keywords: Martial, Weapon

Requirement: You must be wielding both a thrown weapon and a melee weapon.

Attack: Strength vs. AC (thrown weapon)

Hit: 1[W] damage.

Effect: You move up to your speed and make a melee basic attack against a creature other than the target.

Super Arm: +8 vs. AC, 1d10+5 damage

Additional Effects

Barbarian Attack 1 Tyrant's Rage

Daily • Standard Action

Super Arm: +8 vs. Will, 2d10+5 damage

Melee weapon Target: One

creature Your blow is a prelude to a furious shriek. Your

visage reveals a berserker fury, which causes your foes to recoil.

Keywords: Fear, Primal, Rage, Weapon

Attack: Strength vs. Will

Hit: 2[W] + Str modifier (+5) damage, and the target is dazed (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

Effect: You enter the rage of the tyrant. Until the rage ends, you can push every enemy adjacent to you 1 square as a minor action once per round.

Additional Effects

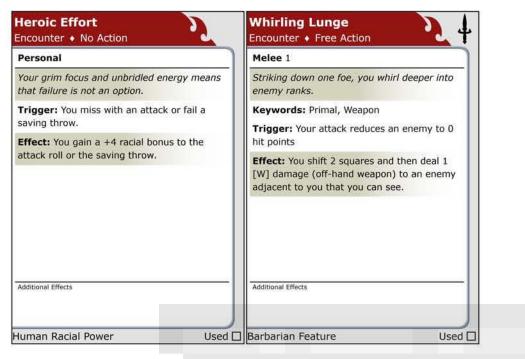
Used | Barbarian Attack 1

Additional Effects

Ranger Attack 1

Barbarian Attack 1

Used





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