

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA



Level

**Guts Man**  
Human Barbarian

Medium

Age Height Weight Size Deity

Total XP 1000

### Defenses

<b>15</b>	<b>18</b>	<b>13</b>	<b>12</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Hit Points

**Max HP**  
(Bloodied 13 ) **27**

Temp HP

Current Hit Points

### Healing Surges

Surge Value Surges/Day



Current Conditions:

### Combat Statistics and Senses

**Initiative**

Conditional Modifiers:

**Speed**

**Passive Insight**

**Passive Perception**

Special Senses: Normal

### Action Points

Action Points Milestones Action Points

<input type="text"/>	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**

### Resistances/Vulnerabilities

### Current Conditions and Effects

### Basic Attacks

#### Melee

Super Arm

Strength vs. AC

Damage

#### Ranged

Super Arm

Dexterity vs. AC

Damage

### Languages

Common



### Abilities

Ability	Score	Check
STR Strength	20	5
CON Constitution	12	1
DEX Dexterity	10	0
INT Intelligence	12	1
WIS Wisdom	12	1
CHA Charisma	8	-1

### Skills

Skill	Ability	Modifier	Score
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



# Guts Man

Player Name

Character Name

## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Super Arm

Armor

Hide Armor

Tattoo

Feet

Ki Focus

### Other Equipment

Total Weight (lbs.)

37

Carrying Capacity (lbs.)

Treasure

100 gp  
0 gp banked

Normal

200

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

# Guts Man

Level 1 Human Barbarian

	SCORE	ABILITY	MOD	
<b>HP</b>	<b>20</b>	<b>STR</b>	<b>5</b>	<b>AC</b>
<b>27</b>				<b>15</b>
	<b>12</b>	<b>CON</b>	<b>1</b>	<b>Fort</b>
				<b>18</b>
<b>Spd</b>	<b>10</b>	<b>DEX</b>	<b>0</b>	<b>Ref</b>
<b>6</b>				<b>13</b>
	<b>12</b>	<b>INT</b>	<b>1</b>	<b>Will</b>
				<b>12</b>
<b>Init</b>	<b>12</b>	<b>WIS</b>	<b>1</b>	
<b>+0</b>	<b>8</b>	<b>CHA</b>	<b>-1</b>	

- 11 Passive Insight
- 11 Passive Perception

## 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

• 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

Player Name:

### Melee Basic Attack

At-Will ♦ Standard Action

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

**Melee** weapon      **Target:** One creature

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*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.

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Additional Effects

Basic Attack

### Ranged Basic Attack

At-Will ♦ Standard Action

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

**Ranged** weapon      **Target:** One creature

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*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.

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Additional Effects

Basic Attack

### Jarring Smash

At-Will ♦ Standard Action

**Warhammer:** +8 vs. AC, 1d10+5 damage

**Melee** weapon      **Target:** One creature

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*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.

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Additional Effects

Barbarian Attack 1

### Throw and Stab

At-Will ♦ Standard Action

**Ranged** weapon      **Target:** One creature

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*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

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Additional Effects

Ranger Attack 1

### Batter Down

Encounter ♦ Standard Action

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

**Melee** weapon      **Target:** One creature

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*You hammer your enemy, knocking it to the ground before you.*

**Keywords:** Martial, Weapon

**Attack:** Strength vs. AC

**Hit:** 2[W] + Str modifier (+5) damage, and you knock the target prone.

---

Additional Effects

Barbarian Attack 1

Used

### Tyrant's Rage

Daily ♦ Standard Action

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

**Melee** weapon      **Target:** One creature

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*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.

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Additional Effects

Barbarian Attack 1

Used

### Heroic Effort

Encounter ♦ No Action

#### Personal

*Your grim focus and unbridled energy means that failure is not an option.*

**Trigger:** You miss with an attack or fail a saving throw.

**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used

### Whirling Lunge

Encounter ♦ Free Action

#### Melee 1

*Striking down one foe, you whirl deeper into enemy ranks.*

**Keywords:** Primal, Weapon

**Trigger:** Your attack reduces an enemy to 0 hit points

**Effect:** You shift 2 squares and then deal 1 [W] damage (off-hand weapon) to an enemy adjacent to you that you can see.

Additional Effects

Barbarian Feature

Used

