

Strength bonus 5 check 5

20

athletics + 9

Constitution bonus 1 check 1

12

endurance + 5

Dexterity bonus 0 check 0

10

acrobatics - 1
stealth - 1
thievery - 1Intelligence bonus 1 check 1

12

arcana + 1
history + 1
religion + 1Wisdom bonus 1 check 1

12

dungeoneering + 1
heal + 1
insight + 1
nature + 6
perception + 1Charisma bonus -1 check -1

8

bluff - 1
diplomacy - 1
intimidate + 4
streetwise - 1

Racial Traits

Bonus Feat: Choose an extra feat at 1st level.
Bonus Skill: Trained in one additional class skill.**Robot Defense Bonuses:** +1 to Fortitude, Reflex, and Will.**Robot Power Selection:** Choose an option for your human character.

Class Features

Barbarian Agility: Gain +1 AC and Reflex when not wearing heavy armor.**Rampage:** Critical hit grants free melee basic attack, once per round, barbarian attack power only.**Whirling Slayer:** You can wield a one-handed weapon in your off hand and treat it as an off-hand weapon. 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.**Hurl Weapon:** Treat one-handed off-hand weapons as heavy thrown.

AC

15

Fort

18

Ref

13

Will

12

Hit Points (Bloodied 13, Full 27)

27

Action Points

0

Death Saves

0/0/0

Healing Surges (Value 6)

0/0/0/0/0/0/0/0/0/0

Melee Basic Attack At-Will**Standard Action** **Melee weapon**
Target: One creature **Attack:** +8 vs AC
Hit: 1d10+Strength damage.Ranged Basic Attack At-Will**Standard Action** **Ranged weapon**
Target: One creature **Attack:** +0 vs AC
Hit: 1d10+Strength damage.Jarring Smash At-Will**Standard Action** **Melee weapon**
Target: One creature **Attack:** +8 vs AC
Hit: 1d10+Strength damage, and the target grants combat advantage until the end of your next turn.Batter Down Encounter**Standard Action** **Melee weapon**
Target: One creature **Attack:** +8 vs AC
Hit: 2d10+Strength damage, and you knock the target prone.Heroic Effort Encounter**Trigger:** You miss with an attack or fail a saving throw. **Personal**
Effect: You gain a +4 racial bonus to the attack roll or the saving throw.Demolitionist's Rage Daily**Standard Action** **Melee weapon**
Target: One creature **Attack:** +8 vs Will
Hit: 2d10+Strength 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.Whirling Lunge Encounter**Free Action** **Melee 1**
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.Throw and Slam At-Will**Standard Action** **Ranged weapon**
Target: One creature
Hit: 1[W] damage.
Effect: You move up to your speed and make a melee basic attack against a creature other than the target.

Initiative

0

Speed

6