

Player Name _____

Steve (Smemblard Oniurgothor) 7 Barbarian 0

Character Name: Minotaur Level: 7 Class: Barbarian Paragon Path: Kord Epic Destiny: _____ Total XP: 0
 Race: Minotaur Size: Medium Gender: Male Alignment: Unaligned Deity: _____
 Adventuring Company or Other Affiliations: _____

INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
3	0	3	0

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10+ 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
24	AC	13	8	1	0	2	0	0

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6	0	0

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	8
20	CON Constitution	5	8
10	DEX Dexterity	0	3
8	INT Intelligence	-1	2
10	WIS Wisdom	0	3
10	CHA Charisma	0	3

FORT

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
21	13	5	2	0	1	0	0

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
13	Passive Insight	10	+ 3
15	Passive Perception	10	+ 5

SPECIAL SENSES

REF

DEFENSE	10+ 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
15	13	0	1	0	1	0	0

CONDITIONAL BONUSES

ATTACK WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 12	3	5	0	2	0	2	0

ABILITY: Charge + Axe

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
63	31	SURGE VALUE: 16 SURGES/DAY: 12

1/2 HP 1/4 HP

ACTION POINTS

1	Action Points	MILESTONES	ACTION POINTS
		0	1/2
		1	2
		2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

DAMAGE WORKSPACE

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	3	5	0	2	-2	2	1

DEATH SAVING THROW FAILURES

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SAVING THROW MODS

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

RACE FEATURES

ABILITY SCORE MODS: +2 STR +2 CON

Ferocity - Free attack when reduced to 0 hit points

Oversized - Can use weapons as Med or Large

Goring Charge Encounter Power

DAMAGE

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
14	5	1	2	0	6

ABILITY: Charge + Axe

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
20	5	5	2	2	6

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC	
7	Acrobatics	DEX	3	5	-1	0
2	Arcana	INT	2	0	n/a	0
12	Athletics	STR	8	5	-1	0
3	Bluff	CHA	3	0	n/a	0
3	Diplomacy	CHA	3	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
12	Endurance	CON	8	5	-1	0
3	Heal	WIS	3	0	n/a	0
2	History	INT	2	0	n/a	0
3	Insight	WIS	3	0	n/a	0
3	Intimidate	CHA	3	0	n/a	0
5	Nature	WIS	3	0	n/a	2
5	Perception	WIS	3	0	n/a	2
2	Religion	INT	2	0	n/a	0
2	Stealth	DEX	3	0	-1	0
3	Streetwise	CHA	3	0	n/a	0
2	Thievery	DEX	3	0	-1	0

CLASS / PATH / DESTINY FEATURES

Barbarian Agility +1 AC and Reflex

Rageblood Vigor

Rampage

STR + 2 vs AC (charge attack)

1d6 + STR + Knocked Prone

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
	vs		
	vs		
	vs		
	vs		

LANGUAGES KNOWN

Common

FEATS

Weapon Proficiency (Executioners Axe)

Hide Armor Expertise

Power Attack

Powerful Charge

