



EGLATH

MALE GOLIATH BARBARIAN

LEVEL 3 UNALIGNED

“Feel the thunder on the mountain!”



<i>Ability Score</i>	<i>Value</i>	<i>Modifier + ½ level</i>		
STRENGTH	18	+5	ARMOR CLASS	17
CONSTITUTION	16	+4	FORTITUDE DEFENSE	18
DEXTERITY	13	+2	REFLEX DEFENSE	14
INTELLIGENCE	11	+1	WILL DEFENSE	14
WISDOM	10	+1	INITIATIVE	+2
CHARISMA	12	+2	SPEED (SQUARES)	6
HIT POINTS	43	HEALING SURGE HP HEALED	10	SECOND WIND <input type="checkbox"/>
BLOODIED	21	HEALING SURGES/DAY	11	(Use second wind up to 1/encounter)

<i>Current Hit Points</i>	<i>Current Surge Uses</i>
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<i>Basic Attack Name</i>	<i>Attack Bonus</i>	<i>Damage</i>	<i>Range/Properties</i>
+1 battlecrazed greatsword	+10 vs. AC	1d10 + 7	-
Handaxe	+7 vs. AC	1d6 + 4	Range 5/10

FEATS

Weapon Expertise (Heavy Blades)
Goliath Greatweapon Prowess

RACE AND CLASS FEATURES

Powerful Athlete (roll twice when making Athletics checks to climb or jump; keep better result)
Stone’s Endurance (can use *stone’s endurance*; see back)
Rageblood Vigor (when you reduce an enemy to 0 hit points, gain 3 temporary hit points; can use *swift charge*)
Rampage (once per round, when you get a critical hit, make a melee basic attack against any target in range)

SKILLS (For skills not listed, bonus is ability modifier + 1)

Passive Insight	11
Passive Perception	11
Athletics	+11
Endurance	+10
Nature	+6
Insight	+1
Perception	+1

Languages: Common and Dwarven
Normal Vision

Level-based bonuses, feat bonuses, magic item bonuses, and some race and class features have already been added and are not otherwise called out on this sheet.

EQUIPMENT

+1 battlecrazed greatsword, +1 hide armor, +1 amulet of protection, 2 handaxes, backpack, bedroll, flint and steel, belt pouch, 2 sunrods, 10 days’ trail rations, 50 ft. of hempen rope, waterskin

POWERS

Devastating Strike Barbarian Attack 1

You strike with awesome power, more concerned with offensive strength than defensive posturing.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a two-handed weapon.

Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 1d8 + 7 damage.

Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

Howling Strike Barbarian Attack 1

With a blood-freezing scream, you throw yourself into the fray.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a two-handed weapon.

Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 1d6 + 7 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.

Stone's Endurance Goliath Racial Power

Your foes' attacks bounce off your stony hide.

Encounter

Minor Action Personal

Effect: You gain resist 5 to all damage until the end of your next turn.

Swift Charge Barbarian Feature

As your foe falls, you rush toward your next victim.

Encounter ♦ Primal

Free Action Personal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You charge an enemy.

Avalanche Strike Barbarian Attack 1

You drop your guard and put all your strength into a devastating overhead swing.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +10 vs. AC

Hit: 3d10 + 10 damage.

Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Combat Sprint Barbarian Utility 2

Having saved a bit of strength for just this moment, you burst across the battlefield.

Encounter ♦ Primal

Move Action Personal

Effect: You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

Blood Strike Barbarian Attack 3

Blood calls to blood. Your pain and your enemy's give strength to your assault.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +10 vs. AC

Hit: 2d10 + 7 damage. If you or the target is bloodied, the attack deals 1d10 extra damage.

Bloodhunt Rage Barbarian Attack 1

Your rage surges up from the depths of your pain to bring pain to the wounded.

Daily ♦ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +10 vs. AC

Hit: 3d10 + 7 damage.

Miss: Half damage.

Effect: You enter the rage of the bloodhunt. Until the end of the encounter, you gain a +3 bonus to melee damage rolls if either you or your target is bloodied.

+1 Battlecrazed Greatsword Level 4

The weapon seeks blood where it can be found, whether among the enemy or from its wielder.

Critical: +1d6

Property: While you are bloodied, you deal +1d6 damage when you hit with this weapon.

Power (Daily): Minor Action. Deal damage to yourself equal to half your level, ignoring any resistances. You are considered bloodied for all purposes (including beneficial effects, such as this weapon's property) until the end of your next turn.