

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

10

Level

### Bahlam of Tulum

male Human Barbarian (Berserker)

43 Age    6'3" Height    231 lb. Weight    Medium Size    Deity

20500

Total XP

26000

#### Defenses



Conditional Bonuses

#### Hit Points

<b>Max HP</b> (Bloodied 41 )	<b>83</b>	Temp HP
---------------------------------	-----------	---------

Current Hit Points

#### Healing Surges

Surge Value	Surges/Day
20	10

Current Conditions:

#### Combat Statistics and Senses

<b>Initiative</b>	9
Conditional Modifiers:	
<b>Speed</b>	6
+2 Speed when you charge or run	
<b>Passive Insight</b>	14
<b>Passive Perception</b>	14

Special Senses: Normal

#### 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.

#### 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

0

#### Resistances/Vulnerabilities

Resist 5 Fire, Resist 5 Cold

#### Current Conditions and Effects

#### Basic Attacks

##### Melee

Vicious Fullblade +2

16	1d12+8
Strength vs. AC	Damage

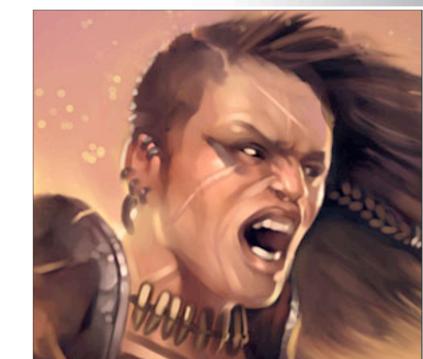
##### Ranged

Javelin

13	1d6+6
Dexterity vs. AC	Damage

#### Languages

Common, Goblin



#### Abilities

STR Strength	21	Check 10
CON Constitution	14	7
DEX Dexterity	10	5
INT Intelligence	16	8
WIS Wisdom	8	4
CHA Charisma	12	6

#### Skills

Acrobatics	Dexterity	✓	10
Arcana	Intelligence		8
Athletics	Strength	✓	15
Bluff	Charisma		6
Diplomacy	Charisma		6
Dungeoneering	Wisdom		4
Endurance	Constitution	✓	12
Heal	Wisdom		4
History	Intelligence		8
Insight	Wisdom		4
Intimidate	Charisma		8
Nature	Wisdom	✓	10
Perception	Wisdom		4
Religion	Intelligence		8
Stealth	Dexterity		5
Streetwise	Charisma		6
Thievery	Dexterity		5

Player Name

## Bahlam of Tulum

Character Name



### Character Details

#### Background

Former Barbarian

#### Theme

Bloodsworn

#### Mannerisms and Appearance

#### Personality Traits

#### Adventuring Company

#### Companions and Allies

#### Session and Campaign Notes

Other Notes

### Equipment

#### Head

Savage Mask

#### Neck

Frostwolf Pelt +1

#### Arms

#### Hands

#### Rings

#### Rings

#### Main Hand

Vicious Fullblade +2

#### Off Hand

#### Waist

#### Feet

#### Tattoo

#### Ki Focus

### Other Equipment

Holy Healer's Mace +3  
Devilblind Greatspear +2 (2)  
Javelin (4)  
Bedroll  
Grappling Hook  
Pitons (10)  
Hammer  
Silk Rope (50 ft.) (3)  
Trail Rations (10)  
Flint and Steel  
Lantern, Bull's-Eye

Total Weight (lbs.)

85

Carrying Capacity (lbs.)

Treasure

100 gp  
0 gp banked

Normal

210

Heavy

420

Max

1050

Player Name

# Bahlam of Tulum

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

### Arid Desert

Gain +3 AC and +2 Reflex when wearing cloth armor and no armor and no shield; gain resist 5 fire at 4th level, resist fire 10 at 14th, resist fire 15 at 24th

### Berserker Fury

Enter berserker fury until end of encounter when you use a barbarian primal attack power or as a minor action when bloodied: defender's aura ends, melee basic attacks deal 1d8 extra damage (2d8 at 11th, 3d8 at 21st)

### Bloodsworn Starting Feature

Gain the bloodied determination power

### Heartland

Gain benefit from heartland terrain

### Poised Defender

Gain +2 bonus to AC while defender aura is active and not wearing heavy armor

### Vengeful Guardian

Gain the vengeful guardian power

### Bloodsworn Level 5 Feature

Gain +2 to attack rolls after using your second wind

### Bloodsworn Level 10 Feature

Gain a +2 power bonus to initiative and Intimidate checks

## Feats

### Two-Handed Weapon Expertise

+1/2/3 (by tier) to attack rolls with two-handed melee weapons, +1/2/3 (by tier) to damage rolls of charge attacks with two-handed melee weapons

### Weapon Proficiency (Fullblade)

Gain proficiency with the Fullblade.

### Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

### Unarmored Agility

+2 AC while wearing cloth armor or no armor

### Fast Runner

+2 to speed when you charge or run

### Spear Expertise

When using a spear: +1/2/3 (by tier) to attack rolls, damage rolls made following a charge

### Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

### Weapon Focus (Spear)

Gain +1 damage per tier with Spears.

### Weapon Proficiency (Greatspear)

Gain proficiency with the Greatspear.

### Swift Jaguar

+2 Initiative; +1 for each ally within 10 (max +5).

## Bahlam of Tulum

Level 10 Human Barbarian (Berserker)

HP	Score	Ability Mod	AC
83	21	STR 5	23
	14	CON 2	Fort
Spd 6	10	DEX 0	25
	16	INT 3	Ref 23
Init +9	8	WIS -1	Will 19
	12	CHA 1	
	14	Passive Insight	
	14	Passive Perception	

Player Name:

### Melee Basic Attack

At-Will ♦ Standard Action

<b>Vicious Fullblade +2:</b> +16 vs. AC, 1d12+8 damage
<b>Holy Healer's Mace +3:</b> +15 vs. AC, 1d8+8 damage
<b>Devilblind Greatspear +2:</b> +16 vs. AC, 1d10+8 damage
<b>Melee weapon</b> <b>Target:</b> One creature
You resort to the simple attack you learned when you first picked up a melee weapon.
<b>Keyword:</b> Weapon
<b>Attack:</b> Strength vs. AC
<b>Hit:</b> 1[W] + Str modifier (+5) damage.
<b>Level 21:</b> 2[W] + Str modifier (+5) damage.
Additional Effects +1d8 to damage rolls while in Berserker Fury because you don't have Paragon Tier. +1 to damage rolls when you charge - Two-Handed Weapon Expertise.

### Basic Attack

#### Howling Strike

At-Will ♦ Standard Action

<b>Vicious Fullblade +2:</b> +16 vs. AC, 1d12+1d6+8 damage
<b>Devilblind Greatspear +2:</b> +16 vs. AC, 1d10+1d6+8 damage
<b>Melee weapon</b> <b>Target:</b> One creature
With a blood-freezing scream, you throw yourself into the fray.
<b>Keywords:</b> Primal, Weapon
<b>Requirement:</b> You must be wielding a melee weapon in two hands.
<b>Attack:</b> Strength vs. AC
<b>Hit:</b> 1[W] + 1d6 + Str modifier (+5) damage.
<b>Special:</b> 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.
Additional Effects

### Barbarian Attack 1

## Skills

Acrobatics	Dexterity	• 10
Arcana	Intelligence	8
Athletics	Strength	• 15
Bluff	Charisma	6
Diplomacy	Charisma	6
Dungeoneering	Wisdom	4
Endurance	Constitution	• 12
Heal	Wisdom	4
History	Intelligence	8
Insight	Wisdom	4
Intimidate	Charisma	8
Nature	Wisdom	• 10
Perception	Wisdom	4
Religion	Intelligence	8
Stealth	Dexterity	5
Streetwise	Charisma	6
Thievery	Dexterity	5

• indicates a trained skill.

### Ranged Basic Attack

At-Will ♦ Standard Action

<b>Javelin:</b> +13 vs. AC, 1d6+6 damage
<b>Ranged weapon</b> <b>Target:</b> One creature
<i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i>
<b>Keyword:</b> Weapon
<b>Attack:</b> Dexterity vs. AC
<b>Hit:</b> 1[W] + Dex modifier (+0) damage.
<b>Level 21:</b> 2[W] + Dex modifier (+0) damage.
Additional Effects +1 to damage rolls when charging - Spear Expertise.

### Basic Attack

#### Pressing Strike

At-Will ♦ Standard Action

<b>Vicious Fullblade +2:</b> +16 vs. AC, 1d12+8 damage
<b>Holy Healer's Mace +3:</b> +15 vs. AC, 1d8+8 damage
<b>Devilblind Greatspear +2:</b> +16 vs. AC, 1d10+8 damage
<b>Melee weapon</b> <b>Target:</b> One creature
<i>You push lesser foes from your path, moving through the lines of battle at will.</i>
<b>Keywords:</b> Primal, Weapon
<b>Effect:</b> Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.
<b>Attack:</b> Strength vs. AC
<b>Hit:</b> 1[W] + Str modifier (+5) damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.
Additional Effects

### Barbarian Attack 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

#### Vengeful Guardian

At-Will ♦ Opportunity Action

##### Personal

*Your nearby enemies learn the hard way that it is unwise to ignore you.*

**Keyword:** Martial

**Trigger:** An enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours, without targeting you or an ally who has an active defender aura.

**Effect:** You make a melee basic attack against the triggering enemy and deal 1d8 extra damage to it.

##### Additional Effects

#### Barbarian Attack

#### Great Cleave

Encounter ♦ Standard Action

<b>Vicious Fullblade +2:</b> +15 vs. AC, 1d12+8 damage
<b>Holy Healer's Mace +3:</b> +15 vs. AC, 1d8+8 damage
<b>Devilblind Greatspear +2:</b> +16 vs. AC, 1d10+8 damage
<b>Close burst 1</b> <b>Target:</b> Each enemy in the burst you can see
<i>The numbers arrayed against you mean nothing. You swing your weapon in a great arc, stopped by nothing so trivial as flesh and bone.</i>
<b>Keywords:</b> Primal, Weapon
<b>Attack:</b> Strength vs. AC
<b>Hit:</b> 1[W] + Str modifier (+5) damage + 1 damage for each enemy adjacent to you.
Additional Effects

### Barbarian Attack 1

Used

<h3>Brutal Slam</h3> <p>Encounter ♦ Standard Action</p> <p><b>Vicious Fullblade +2:</b> +16 vs. Fortitude, 2d12+8 damage  <b>Holy Healer's Mace +3:</b> +15 vs. Fortitude, 2d8+8 damage  <b>Devilblind Greatspear +2:</b> +16 vs. Fortitude, 2d10+8 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>Your forceful blow pushes your foe into one of its companions.</i></p> <p><b>Keywords:</b> Primal, Weapon  <b>Attack:</b> Strength vs. Fortitude  <b>Hit:</b> 2[W] + Str modifier (+5) damage, and you push the target 2 squares and knock it prone. Then one enemy adjacent to the target takes 1d8 + your Str modifier (+5) damage.</p> <p>Additional Effects</p>	<h3>Curtain of Steel</h3> <p>Encounter ♦ Immediate Reaction</p> <p><b>Vicious Fullblade +2:</b> +16 vs. AC, 3d12+8 damage  <b>Holy Healer's Mace +3:</b> +15 vs. AC, 3d8+8 damage  <b>Devilblind Greatspear +2:</b> +16 vs. AC, 3d10+8 damage</p> <p><b>Melee 1</b>      <b>Target:</b> The triggering enemy</p> <p><i>You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.</i></p> <p><b>Keywords:</b> Primal, Weapon  <b>Trigger:</b> An enemy adjacent to you hits or misses you  <b>Attack:</b> Strength vs. AC  <b>Thaneborn Triumph:</b> You gain a bonus to the attack roll equal to your Cha modifier (+1).  <b>Hit:</b> 3[W] + Str modifier (+5) damage.</p> <p>Additional Effects</p>	<h3>Tyrant's Rage</h3> <p>Daily ♦ Standard Action</p> <p><b>Vicious Fullblade +2:</b> +16 vs. Will, 2d12+8 damage  <b>Holy Healer's Mace +3:</b> +15 vs. Will, 2d8+8 damage  <b>Devilblind Greatspear +2:</b> +16 vs. Will, 2d10+8 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>Your blow is a prelude to a furious shriek. Your visage reveals a berserker fury, which causes your foes to recoil.</i></p> <p><b>Keywords:</b> Fear, Primal, Rage, Weapon  <b>Attack:</b> Strength vs. Will  <b>Hit:</b> 2[W] + Str modifier (+5) damage, and the target is dazed (save ends).  <b>Miss:</b> Half damage, and the target is dazed until the end of your next turn.  <b>Effect:</b> 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.</p> <p>Additional Effects</p>
<p>Barbarian Attack 3      Used <input type="checkbox"/></p> <h3>Silver Phoenix Rage</h3> <p>Daily ♦ Standard Action</p> <p><b>Vicious Fullblade +2:</b> +16 vs. AC, 2d12+8 damage  <b>Holy Healer's Mace +3:</b> +15 vs. AC, 2d8+8 damage  <b>Devilblind Greatspear +2:</b> +16 vs. AC, 2d10+8 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>Your mighty blow erupts in silver fire as the spirit of the phoenix enters you. As you rage, vitality surges through you to ward you from death.</i></p> <p><b>Keywords:</b> Fire, Healing, Primal, Rage, Weapon  <b>Attack:</b> Strength vs. AC  <b>Hit:</b> 2[W] + Str modifier (+5) fire damage, and ongoing 5 fire damage (save ends).  <b>Miss:</b> Half damage.  <b>Effect:</b> You enter the rage of the silver phoenix. Until the rage ends, you gain regeneration 3. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.</p> <p>Additional Effects</p>	<p>Barbarian Attack 7      Used <input type="checkbox"/></p> <h3>Black Dragon Rage</h3> <p>Daily ♦ Standard Action</p> <p><b>Vicious Fullblade +2:</b> +16 vs. AC, 2d12+8 damage  <b>Holy Healer's Mace +3:</b> +15 vs. AC, 2d8+8 damage  <b>Devilblind Greatspear +2:</b> +16 vs. AC, 2d10+8 damage</p> <p><b>Melee weapon</b>      <b>Target:</b> One creature</p> <p><i>Channeling the spirit of the black dragon's caustic heart, your attack erupts in searing acid. As you rage, acid sears the eyes of nearby foes.</i></p> <p><b>Keywords:</b> Acid, Primal, Rage, Weapon  <b>Attack:</b> Strength vs. AC  <b>Hit:</b> 2[W] + Str modifier (+5) acid damage, and ongoing 5 acid damage (save ends).  <b>Miss:</b> Half damage.  <b>Effect:</b> You enter the rage of the black dragon. Until the rage ends, at the start of each of your turns, each enemy adjacent to you is blinded until the end of your turn.</p> <p>Additional Effects</p>	<p>Barbarian Attack 1      Used <input type="checkbox"/></p> <h3>Defender Aura</h3> <p>At-Will ♦ Minor Action</p> <p><b>Personal</b></p> <p><i>You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.</i></p> <p><b>Keyword:</b> Aura  <b>Effect:</b> You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.</p> <p>Additional Effects</p>
<p>Barbarian Attack 5      Used <input type="checkbox"/></p> <h3>Bloodied Determination</h3> <p>Encounter ♦ Free Action</p> <p><b>Personal</b></p> <p><i>When you are in dire straits, failure is not an option. You adjust your attack at the last moment to deliver a strike.</i></p> <p><b>Keyword:</b> Martial  <b>Trigger:</b> You miss with an at-will attack power while you are bloodied.  <b>Effect:</b> You reroll the missed attack roll.</p> <p>Additional Effects</p>	<p>Barbarian Attack 9      Used <input type="checkbox"/></p> <h3>Heroic Effort</h3> <p>Encounter ♦ No Action</p> <p><b>Personal</b></p> <p><i>Your grim focus and unbridled energy means that failure is not an option.</i></p> <p><b>Trigger:</b> You miss with an attack or fail a saving throw.  <b>Effect:</b> You gain a +4 racial bonus to the attack roll or the saving throw.</p> <p>Additional Effects</p>	<p>Multiple Class Utility</p> <h3>Ignore Pain</h3> <p>Daily ♦ Immediate Reaction</p> <p><b>Personal</b></p> <p><i>When your enemies hurt you, the strength of your rage allows you to shove the pain aside for a time.</i></p> <p><b>Keyword:</b> Primal  <b>Trigger:</b> You take damage.  <b>Effect:</b> You gain temporary hit points equal to the triggering damage.</p> <p>Additional Effects</p>
<p>Bloodsworn Utility      Used <input type="checkbox"/></p>	<p>Human Racial Power      Used <input type="checkbox"/></p>	<p>Barbarian Utility 2      Used <input type="checkbox"/></p>

## Snarling Defiance

Daily ♦ Immediate Interrupt

### Personal

Your blood flows, and your response is a feral snarl as you prepare to make the offender pay.

**Keyword:** Primal

**Trigger:** You are hit and damaged by an attack

**Effect:** You take half damage from the attack and gain a +2 power bonus to attack rolls against the attacker until the end of your next turn.

Additional Effects

Barbarian Utility 6

Used

## Vicious Fullblade +2

Weapon ♦ Level 7

**Damage:** 1d12

**Proficiency Bonus:** 3

**Properties:** High Crit

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d12 damage per plus

## Enter the Crucible

Daily ♦ Minor Action

### Personal

Your body returns to the disciplined stance that enabled you to survive Cor Talcor's crucible, giving you a ceaseless resilience to attacks.

**Requirement:** You must have at least one healing surge remaining.

**Effect:** You lose a healing surge. Until the end of the encounter, you cannot be weakened, and you gain resist 10 to all damage.

**Prerequisite:** You must be trained in Endurance.

Additional Effects

Endurance Utility 10

## Holy Healer's Mace +3

Weapon ♦ Level 12

**Damage:** 1d8

**Proficiency Bonus:** 2

**Properties:** Versatile

**Enhancement:** +3 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

### Properties

Add this weapon's enhancement bonus to the amount healed by your healing word.

**Power (Healing) ♦ Daily (Minor Action)**

An ally within 5 squares of you can spend a healing surge to regain hit points equal to  $15 + \text{your Wisdom modifier}$ .

## Frostwolf Pelt +1

Neck Slot Item ♦ Level 4

**Enhancement:** +1 Fortitude, Reflex, and Will

### Properties

You gain resist 5 cold.

**Power ♦ Daily (Immediate Reaction Action)**

**Trigger:** An enemy adjacent to you hits you.

**Effect:** The triggering enemy is knocked prone.

## Savage Mask

Head Slot Item ♦ Level 6

### Properties

You gain a +2 item bonus to Will against close and area attacks.

## Devilblind Greatspear +2

Weapon ♦ Level 7

**Damage:** 1d10

**Proficiency Bonus:** 3

**Properties:** Reach

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus, +1d8 radiant damage per plus against devils.

### Properties

You gain a bonus to saving throws against the attacks of devils equal to the enhancement bonus of the weapon.

**Power (Radiant) ♦ Daily (Free Action)**

Use this power when you hit a devil with the weapon. The target takes an extra 1d8 radiant damage and is blinded (save ends).