



SQUEAKS

WARFORGED BARBARIAN (FRENZIED BERSERKER)

LEVEL 11 UNALIGNED

"Gimme some oil before I tear your head off."



Ability Score

Value Modifier + ½ level

STRENGTH

21

+10

ARMOR CLASS

24

CONSTITUTION

21

+10

FORTITUDE DEFENSE

26

DEXTERITY

12

+6

REFLEX DEFENSE

20

INTELLIGENCE

9

+4

WILL DEFENSE

21

WISDOM

11

+5

INITIATIVE

+6

CHARISMA

14

+7

SPEED (SQUARES)

6

HIT POINTS 106

HEALING SURGE HP HEALED 26

SECOND WIND



BLOODIED 53

HEALING SURGES/DAY 13

(Use second wind up to 1/encounter)

Current Hit Points

Current Surge Uses

Basic Attack Name

Attack Bonus

Damage

Range/Properties

+3 *jagged halberd*

+15 vs. AC

1d10 + 9

Reach

Handaxe

+12 vs. AC

1d6 + 5

5 squares normal / 10 squares max

FEATS

Improved Warforged Resolve, Toughness,

Immutability (when you use *warforged resolve*, also make a saving throw against a condition or ongoing damage)

Weapon Focus (Axes), Power Attack (-2 attack for +6 damage)

Powerful Charge (+2 damage on charges, +2 to bull rushes)

Rising Fury (reduce an enemy to 0 hit points, gain +3 feat bonus to damage until the end of your next turn)

SKILLS (For skills not listed, bonus is ability modifier + 5)

Passive Insight

15

Passive Perception

20

Athletics

+14

Endurance

+16

Intimidate

+9

Insight

+5

Perception

+10

RACE AND CLASS FEATURES

Living Construct (+2 to ongoing damage saving throws)

Living Construct (take 10 or die roll - death saving throws)

Rageblood Vigor (when you reduce an enemy to 0 hit points, gain 10 temporary hit points)

Rampage (once per round, when you crit, make a melee basic attack against any target in range)

Frenzied Blood (if you spend an action point to make a melee attack and it misses, you deal half damage)

Warpath (+2 damage on melee attacks while raging and when you start your turn adjacent to at least one enemy you must use a melee or close attack against them or be stunned until the end of your next turn)

Languages: Common

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

+3 *jagged halberd*, +3 *magic earthhide armor* (skill check penalty -1), *strikebacks*, +3 *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: +15 vs. AC

Hit: 2d10 + 1d8 + 9 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: Strength vs. AC

Hit: 1d10 + 2d6 + 9 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.

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: +15 vs. AC

Hit: 3d10 + 14 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.

Hammer Fall Barbarian Attack 3

You swing your weapon in a great underhand arc, and the impact lifts your target off its feet and sends it crashing to the ground.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. Fortitude

Hit: 2d10 + 9 damage, and you knock the target prone.

Tide of Blood Barbarian Attack 7

Your anger sweeps over every nearby enemy, drawing blood to fuel the tide of your assault on one of them.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. AC

Hit: 2d10 + 9 damage. The attack deals 1 extra damage for each enemy within 5 squares of you.

Persistent Frenzy Frenzied Berserker Attack 11

Caught up in the madness of your wrath, you swing your weapon again and again.

Encounter ♦ Primal, Weapon

Standard Action Close burst 1

Target: Each creature in burst you can see

Attack: +15 vs. AC

Hit: 1d10 + 9 damage.

Special: If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.

Cleansing Spirit Paladin Utility 10

A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.

Encounter ♦ Divine

Minor Action Ranged 5

Target: You or one ally

Effect: The target makes a saving throw with a +2 bonus.

Rage Strike Barbarian Feature

You channel your primal rage into a devastating attack.

Daily (Special) ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be raging and have at least one unused barbarian rage power.

Target: One creature

Attack: +15 vs. AC. To make this attack, you expend an unused barbarian rage power.

Hit: You deal damage based on the level of the rage power you expend:

1st level 3d10 + 9

5th level 4d10 + 9

9th level 5d10 + 9

Miss: Half damage.

Special: You can use this power twice per day.

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: +15 vs. AC

Hit: 3d10 + 9 damage.

Miss: Half damage.

Effect: You enter the rage of the bloodhunt. Until the rage ends, you gain a +5 bonus to melee damage rolls if either you or your target is bloodied.

Thunder Hawk Rage **Barbarian Attack 5**

Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.

Daily ♦ **Primal, Rage, Thunder, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: +15 vs. AC

Hit: 2d10 + 9 thunder damage, and the primary target is dazed (save ends).

Miss: Half damage.

Effect: You enter the rage of the thunder hawk. Until the rage ends, you can make the following secondary attack once during each of your turns.

Free Action Melee 1

Secondary Target: One creature

Secondary Attack: +15 vs. Fortitude

Hit: You knock the secondary target prone.

Combat Surge **Barbarian Utility 6**

As your attack goes awry, you react from the heat of your rage, without pause or thought, reversing your weapon and striking again.

Daily ♦ **Primal**

Free Action **Personal**

Trigger: You miss with an attack

Requirement: You must be raging.

Effect: You reroll the attack.

Stone Bear Rage **Barbarian Attack 9**

The spirit of the stone bear that hunts at the mountains' roots courses through you, and its fury blunts the pain of your wounds.

Daily ♦ **Primal, Rage, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +15 vs. AC

Hit: 3d10 + 9 damage.

Miss: Half damage.

Effect: You enter the rage of the stone bear. Until the rage ends, you gain resistance 5 to all damage.

Mountain Roots **Barbarian Utility 10**

You sink your spirit into the earth to stand your ground.

Daily ♦ **Primal, Stance**

Immediate Interrupt **Personal**

Trigger: You are pulled, pushed, or slid

Effect: You negate the forced movement. Until the stance ends, you can negate forced movement against you.

+3 Jagged Halberd **Level 12**

This weapon is pitted, scarred, and unadorned, but it deals grievous wounds.

Critical: Ongoing 10 damage

Property: This weapon scores critical hits on a 19 or 20.

Strikebacks **Level 10**

Backed with spikes, these vicious gauntlets hurt those who hurt you.

Property: Gain a +1 item bonus to opportunity attacks.

Power (Encounter): Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.