

Cikatak  
Character Name  
Thri-Kreen  
Race  
Medium  
Size  
10  
Age  
Male  
Gender  
6'-4"  
Height  
220 lbs.  
Weight  
Good  
Alignment  
Deity  
Paragon Path  
Epic Destiny  
synDClash 2011  
Adventuring Company  
1,000  
Total XP  
RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
5	4	1	

CONDITIONAL MODIFIERS

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
18	STR Strength	4	5
11	CON Constitution	0	1
18	DEX Dexterity	4	5
10	INT Intelligence	0	1
8	WIS Wisdom	-1	0
13	CHA Charisma	1	2

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES	SURGE VALUE	SURGES/DAY
32	16	8	8	8
1/2 HP		1/4 HP		
CURRENT HIT POINTS		CURRENT SURGE USES		
SECOND WIND 1/ENCOUNTER		USED <input type="checkbox"/>		
TEMPORARY HIT POINTS				
DEATH SAVING THROW FAILURES		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
SAVING THROW MODS				
RESISTANCES				
CURRENT CONDITIONS AND EFFECTS				

### SKILLS

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

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
19	AC	11	7					1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
17	FORT	11	4	2				

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
16	REF	11	4					1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
12	WILL	11	1					

CONDITIONAL BONUSES

### ACTION POINTS

MILESTONES	ACTION POINTS
0	1
1	2
2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Multiple Arms** - 1/turn, draw or stow a weapon or item as free action

**Natural Jumper** - You are always considered to have running start when jumping

**Torpor** - Enter aware torpid state 4 hours instead of sleep when extended resting

**Thri-Kreen Claws** - You have the thri-kreen claws power

### CLASS / PATH / DESTINY FEATURES

**Level 1 Guardian Feature** - You gain the guardian's counter power.

**Barbarian Agility** - Gain +1 AC and Reflex when not wearing heavy armor. (+2 at 11th level, +3 at 21st)

**Feral Might** - Choose a Feral Might option.

**Whirling Slayer**

**Rage Strike** - Gain the rage strike power at 5th level

**Rampage** - Critical hit grants free melee basic attack; once per round, barbarian attack power only

### LANGUAGES KNOWN

Common, Thri-Kreen

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	7		

SPECIAL MOVEMENT

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10 +	0

10	Passive Perception	10	+	0
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Paired Waraxe +1									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 9	1	4		2	1	1			
ABILITY: Melee Basic Attack - Unarmed									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC	MISC	
+ 5	1	4							

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Paired Waraxe +1									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d12+6	4		1	1					
ABILITY: Melee Basic Attack - Unarmed									
DAMAGE	ABIL	FEAT	ENH	MISC	MISC				
1d4+4	4								

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
9	vs AC	Paired Waraxe +1	1d12+6
5	vs AC	Unarmed (Melee)	1d4+4
5	vs AC	Unarmed (Range)	1d4+4
	vs		

### FEATS

**Weapon Proficiency (Waraxe)** - Gain proficiency with the Waraxe

**Weapon Expertise (Axe)** - Gain +1 to weapon attacks with axes (+2 at 11th, +3 at 21st level)



CHARACTER NAME  
**Cikatak**

PLAYER NAME

RACE Thri-Kreen CLASS Barbarian LEVEL 2

	SCORE	ABILITY	MOD
<b>HP</b>	<b>32</b>	<b>STR</b>	<b>+4</b>
<b>Spd</b>	<b>7</b>	<b>DEX</b>	<b>+4</b>
<b>Init</b>	<b>+5</b>	<b>INT</b>	<b>+0</b>
		<b>WIS</b>	<b>-1</b>
		<b>CHA</b>	<b>+1</b>

<b>AC</b>	<b>19</b>
<b>Fort</b>	<b>17</b>
<b>Ref</b>	<b>16</b>
<b>Will</b>	<b>12</b>

**10** Passive Insight **10** Passive Perception

Skills

9	Acrobatics	DEX	(Trained)
1	Arcana	INT	
11	Athletics	STR	(Trained)
2	Bluff	CHA	
2	Diplomacy	CHA	
0	Dungeoneering	WIS	
0	Endurance	CON	
0	Heal	WIS	
1	History	INT	
0	Insight	WIS	
2	Intimidate	CHA	
7	Nature	WIS	(Trained)
0	Perception	WIS	
1	Religion	INT	
4	Stealth	DEX	
2	Streetwise	CHA	
4	Thievery	DEX	

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS

Standard ☐ ☐ ☐ Personal ☐

**ACTION** ☐ ☐ ☐ **RANGE**

☐ AT-WILL ☒ ENCOUNTER ☐ DAILY

**Effect:** You spend a healing surge and regain 8 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK PH

UTILITY POWER DUNGEONS & DRAGONS

PLAY DATA DUNGEONS & DRAGONS

Melee Basic Attack

KEYWORDS Weapon

Standard ☐ \* ☐ ☐ Melee weapon

**ACTION** ☐ ☐ ☐ **RANGE**

**9** vs **AC** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+4) damage.

Increase damage to 2[W] + Strength modifier (+4) damage at 21st level.

Paired Waraxe +1: +9 attack, 1d12+6 damage  
Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Ranged Basic Attack

KEYWORDS Weapon

Standard ☐ ☐ \* ☐ Ranged weapon

**ACTION** ☐ ☐ ☐ **RANGE**

**5** vs **AC** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+4) damage.

Increase damage to 2[W] + Dexterity modifier (+4) damage at 21st level.

Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Bull Rush Attack

KEYWORDS

Standard ☐ \* ☐ ☐ Melee 1

**ACTION** ☐ ☐ ☐ **RANGE**

**5** vs **Fort** One creature

**ATTACK** **DEFENSE** **TARGET**

**Attack:** Strength vs. Fortitude  
**Hit:** You can push the target 1 square and then shift 1 square into the space it left.

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Grab Attack

KEYWORDS

Standard ☐ \* ☐ ☐ Melee touch

**ACTION** ☐ ☐ ☐ **RANGE**

**5** vs **Reflex** One creature that is no more than

**ATTACK** **DEFENSE** **TARGET**

**Requirement:** You must have a hand free.  
**Attack:** Strength vs. Reflex  
**Hit:** You grab the target until the end of your next turn. You can end the grab as a free action.  
**Sustain Minor:** The grab persists until the end of your next turn.

Unarmed: +5 attack

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Opportunity Attack

KEYWORDS

Opportunity ☐ \* ☐ ☐ Melee 1

**ACTION** ☐ ☐ ☐ **RANGE**

**vs** The triggering enemy

**ATTACK** **DEFENSE** **TARGET**

**Trigger:** An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.  
**Effect:** You make a melee basic attack against the target.

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK PH

AT-WILL POWER DUNGEONS & DRAGONS

Whirling Rend

KEYWORDS

Primal, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

vs

One creature

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding two melee weapons.

**Attack:** Strength vs. AC (main weapon)

**Hit:** 1[W] + Strength modifier (+4) damage, and an enemy adjacent to you other than the target takes 1 [W] damage (off-hand weapon). If you are raging, add your Dexterity modifier (+4) to both damage rolls.

Level 21: 2[W] + Strength modifier (+4) damage, and 2[W] damage (off-hand weapon).

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL 1

BOOK

PP

AT-WILL POWER

DUNGEONS & DRAGONS

Pressing Strike

KEYWORDS

Primal, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Effect:** Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier (+4) damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.

Level 21: 2[W] + Strength modifier (+4) damage.

Paired Waraxe +1: +9 attack, 1d12+6 damage

Unarmed: +5 attack, 1d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL 1

BOOK

PH2

AT-WILL POWER

DUNGEONS & DRAGONS

Thri-Kreen Claws

KEYWORDS

USED

Minor

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Melee 1

ACTION

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RANGE

8

vs

AC

One, two, or three enemies

ATTACK

DEFENSE

TARGET

**Attack:** Strength + 3 vs. AC, Dexterity + 3 vs. AC, or Wisdom + 3 vs. AC.

Level 11: Strength + 6 vs. AC, Dexterity + 6 vs. AC, or Wisdom + 6 vs. AC

Level 21: Strength + 9 vs. AC, Dexterity + 9 vs. AC, or Wisdom + 9 vs. AC

**Hit:** 1d8 + Strength modifier (+4), Dexterity modifier (+4), or Wisdom modifier (-1) damage. You gain a bonus to the damage roll equal to the number of targets.

Level 11: 2d8 + Strength modifier (+4), Dexterity modifier (+4), or Wisdom modifier (-1) damage

Level 21: 3d8 + Strength modifier (+4), Dexterity modifier (+4), or Wisdom modifier (-1) damage.

Unarmed: +8 attack, 1d8+4 damage

ADDITIONAL EFFECTS

CLASS

Racial Power

LEVEL \*

BOOK

DSCS

ENCOUNTER POWER

DUNGEONS & DRAGONS

Whirling Lunge

KEYWORDS

Primal, Weapon

USED

Free

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Melee 1

ACTION

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RANGE

vs

ATTACK

DEFENSE

TARGET

**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.

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL

BOOK

PP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Whirling Frenzy

KEYWORDS

Primal, Weapon

USED

Standard

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Close burst 1

ACTION

1

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RANGE

vs

Each creature in burst

ATTACK

DEFENSE

TARGET

**Requirement:** You must be wielding two melee weapons.

**Attack:** Strength vs. AC (main weapon)

**Whirling Slayer:** The attack can target Reflex instead of AC.

**Hit:** 1[W] + 1[W] (off-hand weapon) + Strength modifier (+4) damage.

**Miss:** You take 1d6 damage, with no modifiers.

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL 1

BOOK

PP

ENCOUNTER POWER

DUNGEONS & DRAGONS

Guardian's Counter

KEYWORDS

Martial

USED

Imm Interr

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Close burst 2

ACTION

2

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RANGE

vs

ATTACK

DEFENSE

TARGET

**Trigger:** An ally within 2 squares of you is hit by an attack and you are not included in the attack.

**Effect:** You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

ADDITIONAL EFFECTS

CLASS

Guardian

LEVEL 1

BOOK

Dragon 399

ENCOUNTER POWER

DUNGEONS & DRAGONS

Thunder Hooves Rage

KEYWORDS

Primal, Rage, Weapon

USED

Standard

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Melee weapon

ACTION

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RANGE

9

vs

AC

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier (+4) damage.

**Miss:** Half damage.

**Effect:** You enter the rage of the thunder hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1[W] extra damage.

Paired Waraxe +1: +9 attack, 3d12+6 damage

Unarmed: +5 attack, 3d4+4 damage

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL 1

BOOK

PP

DAILY POWER

DUNGEONS & DRAGONS

Second Wind

KEYWORDS

USED

Standard

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Personal

ACTION

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RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS

LEVEL \*

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS

Combat Sprint

KEYWORDS

Primal

USED

Move

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Personal

ACTION

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RANGE

AT-WILL

ENCOUNTER

DAILY

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

ADDITIONAL EFFECTS

CLASS

Barbarian

LEVEL 2

BOOK

PH2

UTILITY POWER

DUNGEONS & DRAGONS

## Paired Waraxe +1

1d12	2	Axe	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls	3	+1d6 damage	
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Versatile

Melee Basic Attack: +9 attack, 1d12+6 damage

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Rarity:** Common

**Power (At-Will):** Minor Action. Split the weapon into two identical weapons, one in your primary hand and one in your off-hand. You can spend another minor action to recombine the weapons into one. If you have the Quick Draw feat, you can split or recombine the weapon as a free action.

ITEM SLOT	One-hand	WEIGHT	10	PRICE	680	BOOK	AV
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MAGIC WEAPON

DUNGEONS & DRAGONS