

Unna Boulderbottom, Good dwarf 10th level barbarian

Strength	18	+4	+9	Armor Class	22	+2 vs OA, +1 vs Large	Hit Points	87
Constitution	18	+4	+9	Fortitude	24		Bloodied	43
Dexterity	12	+1	+6	Reflex	18	+1 vs Large or larger	Healing Surge	21
Intelligence	11	—	+5	Will	18		Surges/Day	12
Wisdom	12	+1	+6	Initiative	+6		Second Wind	<input type="checkbox"/>
Charisma	13	+1	+6	Speed	6	+2 charge or run		

Race and Class Features

- ◆ Low-light vision
- ◆ Languages: Common, Dwarven
- ◆ +5 racial bonus to saving throws against poison.
- ◆ **Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.
- ◆ **Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.
- ◆ **Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load.
- ◆ **Stand Your Ground:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.
- ◆ **Rageblood Vigor:** You gain the *swift charge* power. In addition, whenever you reduce an enemy to 0 hit points, you gain temporary hit points equal to your Constitution modifier.
- ◆ **Rage:** *Duration:* Your rage lasts until you enter a new rage, until you drop to 0 hit points or fewer, or until the end of the encounter. *Rage Strike:* While raging, you gain access to the power rage strike, which allows you to channel one of your unused rages into a devastating attack. *At-Will Attack Powers Enhanced:* Your barbarian at-will attack powers gain additional benefits while you are raging. The benefits are detailed in those powers' descriptions.

Feats

- ◆ Defensive Mobility (+2 bonus to AC against opportunity attacks.)
- ◆ Dodge Giants (+1 bonus to AC and Reflex defense against the attacks of Large or larger foes.)
- ◆ Dwarven Weapon Training (Proficiency and a +2 feat bonus to damage rolls with axes and hammers.)
- ◆ Fast Runner (+2 bonus to speed when you charge or run.)
- ◆ Power Attack (Take a –2 penalty to melee attack roll, gain a +2 damage bonus, +3 with a two-handed weapon.)
- ◆ WP: Mordenkrad

Equipment

- ◆ +2 blackshroud mordenkrad (Brutal 1; Gain 2d8 temp hit points on a crit. Reduce a target to 0 hit points, you gain concealment until the end of your next turn.)
- ◆ +3 Earhide armor, Amulet of Protection +2
- ◆ Iron Armbands of Power (+2 item bonus to melee damage rolls.)
- ◆ Boots of Striding (+1 item bonus to speed when wearing light or no armor.)
- ◆ Bag of Holding
- ◆ Standard Adventurer's Kit, handaxe, Potion of Healing (2)

Skills

Acrobatics	+10
Arcana	+5
Athletics	+13
Bluff	+6
Diplomacy	+6
Dungeoneering	+8
Endurance	+10
Heal	+6
History	+5
Insight	+6
Intimidate	+6
Nature	+6
Perception	+11
Religion	+5
Stealth	+5
Streetwise	+6
Thievery	+5

At-Will Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	+2 blackshroud mordenkrad	Standard	One creature	Melee	+13 vs AC	2d6+10 damage, 22 crit
	Rage Strike Primal, Weapon	Standard	One creature	Melee	+13 vs AC	Requirement: You must be raging and have at least one unused rage power. Effect: Before the attack, you expend an unused rage power. Hit: You deal damage based on the level of the rage power you expended: 1st level 6d6+10, 44 crit 5th level 8d6+10, 58 crit 9th level 10d6+10, 70 crit
1	Howling Strike Primal, Weapon	Standard	One creature	Melee	+13 vs AC	3d6+10 damage, 28 crit. Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you do not provoke opportunity attacks for moving during the charge.
1	Recuperating Strike Primal, Weapon	Standard	One creature	Melee	+13 vs AC	2d6+10 damage, 22 crit. and you gain 4 temporary hit points. If you are raging, you instead gain 9 temporary hit points.

Encounter Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	Swift Charge Primal	Free	Personal			Trigger: Your attack reduces an enemy to 0 hit points. Effect: You charge an enemy.
7	Tide of Blood Primal, Weapon	Standard	One creature	Melee	+13 vs AC	4d6+10 damage, 32 crit. The attack deals 1 extra damage for each enemy adjacent to you. Rageblood Vigor: The attack instead deals 1 extra damage for each enemy within 4 squares.
3	Blade Sweep Primal, Weapon	Standard	One creature	Melee	+13 vs AC	4d6+10 damage, 32 crit, and each bloodied enemy adjacent to you takes 4 damage. Rageblood Vigor: Each enemy adjacent to you, bloodied or not, takes 4 damage.
1	Great Cleave Primal, Weapon	Standard	Each enemy in burst you can see	Close burst 1	+13 vs AC	2d6+10 damage, 22 crit, + 1 damage for each enemy adjacent to you.

Daily Powers

Lvl	Name	Action	Target	Type	Attack	Effect
9	Stone Bear Rage Primal, Rage, Weapon	Standard	One creature	Melee	+13 vs AC	6d6+10 damage, 44 crit. and you knock the target prone. Miss: Half damage. Effect: You manifest the rage of the oak hammer. Until the rage ends, whenever you hit a target with a melee attack, you knock that target prone. If that target is already prone, the attack instead deals extra 4 damage.
5	Frost Wolf Rage Cold, Primal, Rage, Weapon	Standard	One creature Before the attack, the target can make a melee basic attack against you as a free action. If it makes that attack, your attack deals 2d6 extra cold damage.	Melee	+13 vs AC	6d6+10 cold damage, 44 crit. Miss: Half damage. Effect: You manifest the rage of the frost wolf. Until the rage ends, any enemy that hits you with a melee attack takes 7 cold damage equal.
1	Swift Panther Rage Primal, Rage, Weapon	Standard	One creature	Melee	+13 vs AC	6d6+10 damage, 44 crit. Miss: Half damage. Effect: You manifest the rage of the swift panther. Until the rage ends, you gain a +2 bonus to speed and can shift 2 squares as a move action.

Utility Powers

Lvl	Name	Action	Target	Effect
10	Mountain Roots 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.
6	Inexorable Shift Daily; Primal	Minor	Personal	You shift 4 squares. You then gain temporary hit points equal to 1d10 + 1 for each enemy within 2 squares of you.
2	Great Leap Encounter; Primal	Move	Personal	You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.