

Hit points 163

Bloodied 81

Temp \_\_\_\_\_  
Healing Surges 40 hp □□□□□ □□□□<sup>D</sup>

Speed 6|8<sup>bloodied</sup>

Death saves

Initiative +20<sup>Wis</sup>

□□□<sup>E</sup>

-81 hp

## Defenses

AC Fort Reflex Will Resist Resist  
42|43<sup>1</sup> 37 32|33<sup>1</sup> 37 6<sup>T</sup> cold temp vs rattled  
use the higher values for AC and Reflex when bloodied

## Basic Attacks

Attack	Damage	Crit <sup>19-20</sup>
M <i>gramr</i> +31 vs AC	2d10 + 24 <sup>Str</sup> + 3d6 <sup>bloodied</sup>	+5d6
M <i>hroársauga</i> +30 vs AC	2d8 + 23 <sup>Str</sup>	+5d6
R <sup>10/20</sup> <i>hroársauga</i> +30 vs AC	2d8 + 17 <sup>Str</sup>	+5d6
R <sup>10</sup> <i>hroársauga</i> +27 vs Reflex	2d6 + 18 <sup>Wis</sup>	+5d6

## Traits & Features

Vision normal, Language common, dwarven, skjaldán, **Blooded Stance Mastery** two stances while bloodied, **Dreadful Action**, **Healer's Lore**, **Fear No Fate** you gain resist equal to your temporary hit points against the attacks of creatures taking the penalty from one of your Rattling powers

## Feats

Action Surge, Armor Proficiency chn sca, Armor Specialization scale, Battle Awareness, Bloodstrength, Epic Weapon Master, Hybrid Talent two blade fighting, Mark of Detection, Rending Tempest, **Slashing Storm** enemies that start turn adjacent to you take 8<sup>Wis</sup> damage if during your last turn, you hit a creature with a melee attack, Spear Mastery, Toughness<sup>b</sup>, Two Weapon Fighting<sup>boon</sup>, Versatile Expertise heavy blade, spear, Versatile Weapon Training, Wary Fighter, Weapon Focus spear

## Gear

**rune of auspicious fortune** [\*] □<sup>D</sup> standard action, roll three d20's and store for later use; □<sup>E</sup> no action before you make an attack, use one of the stored results instead of rolling

**dwarven nagascale armor +6** +6<sup>1</sup> Endurance □<sup>D</sup> free action, regain hp as if you spent a healing surge

**two rings of fury** +2<sup>1</sup> Intimidate, □□<sup>D</sup> free action when you become bloodied, make two basic attacks

**horn of summons** □□<sup>D</sup> standard, conjure an immortal berserker in an unoccupied space within 5 squares of you until *eo*, or two berserkers if you spend a healing surge, □<sup>E</sup> standard, when you sound the horn, all creatures within 1 mile hear its call, allies in range are awakened if they are sleeping, and instantly know your current location, hit point total, and effects currently affecting you

**diadem of fire** resist fire 10, free power swap for a fire power; at will, free action to switch on or off, all damage you deal is fire damage; □<sup>D</sup> minor action, immune to fire *eo*

**"gramr" +5 battlecrazed bastard sword** +3d6 damage when you are bloodied, □<sup>D</sup> minor action, deal 11<sup>L/2</sup> damage to yourself ignoring resistance, you are considered bloodied *eo*nt

**"hroársauga" +5 tratnyr of divinity** functions as a holy symbol, □<sup>D</sup> free action when you hit with this weapon/implement, gain one additional use of channel divinity this encounter; equipped with **+5 siberys shard of the mage**

**cincture of vivacity** when you spend a healing surge and regain hit points above max, you can keep the extra points as temp

**eye of discernment** +4<sup>1</sup> Insight and Perception; you can see normally while blinded

**dragonborn graves** while bloodied, you gain +2<sup>1</sup> speed, +1<sup>1</sup> AC, and +1<sup>1</sup> Reflex

**amulet of protection +5, iron armbands of power +4, hero's gauntlets, adventurer's kit, climber's kit, 5000 gp**

## Ability Scores

Ability	Score	Ability Modifier	Check Modifier
Strength	29	+9	+21
Constitution	16	+3	+15
Dexterity	17	+3	+15
Intelligence	12	+1	+13
Wisdom	27	+8	+20
Charisma	14	+2	+14

## Skills

Skill [ACP -0]	Factors	Modifier
Acrobatics (+Dex*)		+15
Arcana (Int)	T	+18
Sense magic...	Mark...	...use Perception
Athletics (+Str*)	Reg T	+27
Climb...	Kit...	+29
Bluff (Cha)		+14
Diplomacy (Cha)	T	+19
Dungeoneering (Wis)		+20
Endurance (+Con*)	Reg I	+22
Heal (Wis)		+20
History (Int)		+13
Insight (Wis)	FI	+26
Intimidate (Cha)	TI	+21
Nature (Wis)		+20
Perception (Wis)	TFI (roll 2x)	+31
Religion (Int)	T	+18
Stealth (+Dex*)		+15
Streetwise (Cha)		+14
Thievery (+Dex*)	ACP	+15

## Action Point

□ Daily □□□ Milestone

Free action on your turn in a regular round once per encounter

**Effect** Gain an extra action this turn

**Action Surge** and **Hero's Gauntlets** You gain +4 to attack rolls when you spend the extra action to make an attack; if you deal damage with the attack, you gain temp hp equal to half your surge value

**Dreadful Action** Attacks you make before *eo*ynt are invigorating [gain +3<sup>Con</sup> temp on a hit] and Rattling [hit target takes -2 to attack rolls *eo*ynt]

## Immortal Berserker

Level 25 Minion

Medium immortal humanoid

**Initiative** as conjurer **Senses** Perception +10; darkvision

**HP** 1; a missed attack never damages a minion

**AC** 39; **Fortitude** 37; **Reflex** 37; **Will** 37

**Speed** 6

**Bracing Rush** melee basic; weapon; +28 vs AC; 9 damage, or 14 damage when charging, and the target is pushed 2 squares

**Alignment** Unaligned

**Language** Skjaldán

**Skills** Athletics +24, Endurance +22

**Str** 20 (+19) **Dex** 15 (+16) **Wis** 11 (+14)

**Con** 16 (+17) **Int** 9 (+11) **Cha** 11 (+14)

**Conjuration** The berserker obeys only its conjurer's spoken commands, and each action the berserker takes costs the conjurer a minor action

<b>Marauder's Rush</b>	Ranger Attack 1
<b>At Will</b> ✧ <b>Martial, Weapon</b>	
Charge or standard action	<b>Melee</b> weapon
<b>Target</b> One creature	
<b>Attack</b> +31 vs AC	
<b>Hit</b> 2d10 + 32 <sup>Str+Wis</sup> damage [+3d6 if bloodied]	

<b>Plunder</b>	Vikingr Feature
<b>At Will</b>	

<b>Minor action</b> when you have a free hand	<b>Melee</b> touch
<b>Target</b> One creature	
<b>Attack</b> +21 <sup>Str</sup> vs Fortitude, or +15 <sup>Dex</sup> vs Reflex	
<b>Hit</b> You grab the target (escape or failure to sustain ends)	

Free action when you have a free hand	<b>Personal</b>
<b>Effect</b> You retrieve an unattended object within your reach	

<b>Righteous Brand</b>	Cleric Attack 1
<b>At Will</b> ✧ <b>Divine, Weapon</b>	
Standard action	<b>Melee</b> weapon
<b>Target</b> One creature	
<b>Attack</b> +31 vs AC	
<b>Hit</b> 2d10 + 24 <sup>Str</sup> damage [+3d6 if bloodied], and one ally within 5 squares of you gains a +3 <sup>P</sup> bonus to melee attacks against the target <i>eoynt</i>	

<b>Twin Strike</b>	Ranger Attack 1
<b>At Will</b> ✧ <b>Martial, Weapon</b>	
Standard action	<b>Melee</b> weapon
<b>Target</b> One or two creatures	
<b>Attack</b> two attacks +31 <sup>gramr</sup> and +30 <sup>hroársauga</sup> vs AC	
<b>Hit</b> 2d10 <sup>gramr</sup> + 15 [+3d6 if bloodied]; and 2d8 <sup>hroársauga</sup> +14 [+1d8 if you hit with both attacks]	

<b>Dangerous Flanker</b>	Bloodmarked of Hroár 14
<b>At Will</b> ✧ <b>Divine</b>	
No action when you are flanking and deal damage that includes a power bonus against the flanked enemy	<b>Close</b> sight
<b>Effect</b> Your flanking ally gains the same power bonus to damage against the flanked enemy <i>eoant</i>	

<b>Hunter's Quarry</b>	Ranger Feature
<b>At Will</b> ✧ <b>Martial</b>	
<b>Minor action</b>	<b>Close</b> sight
<b>Target</b> The nearest enemy to you that you can see	
<b>Effect</b> The target is your quarry <i>eo</i> , until defeated, or until you designate another quarry. Once per round, when you hit the quarry with a ranger or vikingr attack, you deal +3d6 damage.	

<b>Battle Awareness</b>	Fighter Feature
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Martial</b>	
Immediate interrupt when an enemy adjacent to you shifts or makes an attack that does not include you	
<b>Effect</b> Make a melee basic attack against the triggering enemy	

<b>Channel Divinity</b>	Token and Feat Power
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Divine</b>	
<b>Minor action</b>	<b>Personal</b>
<b>Bloodstrength</b> ✧ <b>Stance</b>	
<b>Effect</b> For the duration of the stance, you are considered bloodied regardless of your hit point total, and gain +2 <sup>P</sup> to melee weapon and thrown weapon damage rolls	

<b>Path of Virtue</b>	
<b>Effect</b> You gain 15 <sup>tier</sup> temporary hit points	

<b>Divine Fervor</b>	Cleric Attack 23
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Divine, Healing, Radiant, Weapon</b>	
Standard action	<b>Melee</b> weapon
<b>Target</b> One creature	
<b>Attack</b> +31 <sup>gramr</sup> vs AC	
<b>Hit</b> 4d10 <sup>gramr</sup> + 24 <sup>Str</sup> radiant damage [+3d6 if bloodied]	
<b>Effect</b> You and one ally within 10 squares of you can each spend a healing surge +8 <sup>Wis</sup>	

<b>Quick Throw</b>	Ranger Attack 13
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Martial, Weapon</b>	
<b>Minor action</b>	<b>Ranged</b> thrown weapon
<b>Target</b> One creature you have not attacked this turn	
<b>Effect</b> Before the attack, you shift 1 square	
<b>Attack</b> +30 <sup>hroársauga</sup> vs AC	
<b>Hit</b> 3d8 <sup>hroársauga</sup> + 17 <sup>Str</sup> damage [+3d6 if bloodied], and you cannot attack the same target again this turn	

<b>Terror From the North</b>	Vikingr Attack 11
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Invigorating, Martial, Rattling, Weapon</b>	
Standard action	<b>Melee</b> weapon
<b>Target</b> One or two creatures	
<b>Attack</b> two attacks with main weapon +31 vs AC	
<b>Hit</b> 1d10 + 24 <sup>Str</sup> damage [+3d6 if bloodied], you gain 3 <sup>Con</sup> temp, and the target takes -2 to attack rolls <i>eoynt</i>	
<b>Effect</b> If you hit the same target with both attacks, push 2 <sup>Cha</sup>	

<b>Untamed Outburst</b>	Ranger Attack 17
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Martial, Weapon</b>	
Standard action	<b>Melee</b> weapon
<b>Target</b> One creature	
<b>Attack</b> two attacks +31 <sup>gramr</sup> and +30 <sup>hroársauga</sup> vs AC	
<b>Hit</b> 2d10 <sup>gramr</sup> + 24 <sup>Str</sup> [+3d6 if bloodied]; and 2d8 <sup>hroársauga</sup> + 21 <sup>Str</sup> ; and if both attacks hit, you deal +1d8 damage and the target is dazed <i>eoynt</i>	

<b>Frightful Reaction</b>	Bloodmarked of Hroár 8
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Divine</b>	
Free action when you become bloodied	<b>Melee</b> 1
<b>Target</b> One creature	
<b>Effect</b> Make an Intimidate check vs Will to gain combat advantage against the target <i>eoynt</i>	

<b>Grim Reputation</b>	Vikingr Utility 12
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Martial</b>	
<b>Minor action</b>	<b>Close</b> burst 5
<b>Target</b> One creature in burst you can see	
<b>Effect</b> Make an Intimidate check vs Will to gain combat advantage against the target <i>eoynt</i>	

<b>Healing Word</b>	Cleric Feature
<input type="checkbox"/> <b>Encounter</b> ✧ <b>Divine, Healing</b>	
<b>Minor action</b>	<b>Close</b> burst 15
<b>Target</b> You or one ally	
<b>Effect</b> The target can spend a healing surge + 5d6 + 8 <sup>Wis</sup>	

<b>Ominous Threat</b>	Intimidate Utility 2
<input type="checkbox"/> <b>Encounter</b>	
Free action when you hit with a melee attack	<b>Melee</b> 1
<b>Target</b> The enemy you hit	
<b>Effect</b> You mark the target <i>eoynt</i> . In addition, one ally marked by the target is no longer marked.	

**Boon of Hrún** Boon of Hrún**Milestone** ✧ **Divine** **Eye of Hrún** ✧ **Implement, Psychic**Standard action **Ranged 10****Target** One creature**Attack** +28<sup>Str</sup> vs Will**Hit** 2d6 + 22<sup>Str</sup> psychic damage, you mark the target *eoyn*t, and if the marked target makes an attack that doesn't include you, it is dazed *eoint***Sustain Standard** When you sustain, make another attack **Skein of Fate****Minor action** **Close burst 5****Targets** One or two marked creatures in burst**Effect** Learn the name, roll, and level of the targets, then either remove the marks from one or two targets, or cause two targets to swap marks**Special** You may permanently sacrifice your Boon of Hrún powers to break one game rule for one action**Blood Oath of Battle** Bloodmarked of Hroár 1 **Milestone** ✧ **Divine, Stance****Minor action** **Close burst 5****Requirement** You must be bloodied**Targets** You and one enemy in burst**Effect** The targets mark each other for the duration of the stance, and the targets may not be marked by any other means. You gain +4<sup>P</sup> to damage rolls against the target you marked with this power and are considered bloodied regardless of your hit point total. The stance ends prematurely if one of the targets drops, or if you make an attack that does not include the target you marked with this power.**Laugh At Wounds** Bloodmarked of Hroár 4 **Milestone** ✧ **Divine**Immediate interrupt when you are hit by an attack **Personal****Effect** You gain resist equal to your surge value against the triggering attack**Air Walk** Cleric Utility 16 **Daily** ✧ **Divine****Minor action** **Personal****Effect** You gain the ability to move on air as if it were a solid surface *eo*e. If you end turn more than 2 squares above a solid surface, you descend gently until you are 2 squares above one.**Evade Ambush** Ranger Utility 6 **Daily** ✧ **Martial**

No action on a surprise round in which allies are surprised

**Effect** Up to 8<sup>Wis</sup> allies you can see are no longer surprised**Godsight** Cleric Utility 10 **Daily** ✧ **Divine****Minor action** **Ranged 5****Target** You or one ally**Effect** The target gains truesight 5 *eo*e**Master of the Hunt** Ranger Utility 22 **Daily** ✧ **Martial, Stance****Minor action** **Personal****Effect** You gain +8<sup>Wis</sup> to damage rolls**Blade Cascade** Ranger Attack 15 **Daily** ✧ **Martial, Weapon**Standard action **Melee weapon****Target** One or more creatures**Attack** Alternate *gramr* [+31 vs AC] and *hroársauga* [+30 vs AC] weapon attacks until you miss or until you make five attacks. As soon as an attack misses, this power ends.**First Hit** 2d10 + 24<sup>Str</sup> [+3d6 if bloodied]**Second Hit** 3d8 + 23<sup>Str</sup>**Third Hit** 3d10 + 24<sup>Str</sup> [+3d6 if bloodied]**Fourth Hit** 3d8 + 23<sup>Str</sup>**Fifth Hit** 3d10 + 24<sup>Str</sup> [+3d6 if bloodied]**Exultant Raven Strike** Vikingr Attack 20 **Daily** ✧ **Invigorating, Martial, Rattling, Reliable, Weapon**Standard action **Melee weapon****Requirement** You must have combat advantage against the target to use this power**Target** One creature**Attack** +31<sup>Str</sup> vs AC**Hit** 5d10 + 24<sup>Str</sup> [+3d6 if bloodied], you gain 3<sup>Con</sup> temp, and the target takes -2 to attack rolls *eoyn*t**Firestorm** Cleric Attack 19 **Daily** ✧ **Divine, Fire, Implement, Zone**Standard action **Area burst 5 in 10****Target** Each enemy in burst**Attack** +27<sup>Wis</sup> vs Reflex**Hit** 5d10 + 21<sup>Wis</sup> fire damage**Miss** half damage**Effect** The burst creates a zone of fire *eoyn*t. Enemies that start turn in the zone take 1d10 + 21<sup>Wis</sup> damage.**Sustain Minor** The zone persists**Righteous Might** Cleric Attack 25 **Daily** ✧ **Divine, Weapon**Standard action **Melee weapon****Effect** Until *eo*e, your reach increases by 1, you gain +1d6 damage on melee attacks, +1<sup>P</sup> speed, and +2<sup>P</sup> AC**Target** One creature**Attack** +31<sup>Str</sup> vs AC**Hit** 4d10 + 24<sup>Str</sup> damage [+1d6 see effect] [+3d6 if bloodied]

## Rituals

	Lvl	Buy	Comp	Time
Hand of Fate	4	175g	70g	10m
Consult Oracle	16	9000g	3600g	1h