

Player Name

 Titan 2 Barbarian 1,000  
 Character Name Level Class Paragon Path Epic Destiny Total XP

 Warforged Medium Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|-----|---------|------|
| 2     | 1   | 1       |      |

CONDITIONAL MODIFIERS

### DEFENSES

| SCORE | DEFENSE | 10 + ARMOR/<br>1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|------------------------|------|-------|------|-----|------|------|
| 17    | AC      | 11                     | 4    |       |      | 1   |      | 1    |

CONDITIONAL BONUSES

### MOVEMENT

| SCORE | BASE            | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 6     | Speed (Squares) | 6     |      |      |

SPECIAL MOVEMENT

### ABILITY SCORES

| SCORE | ABILITY             | ABIL MOD | MOD + 1/2 LVL |
|-------|---------------------|----------|---------------|
| 20    | STR<br>Strength     | 5        | 6             |
| 15    | CON<br>Constitution | 2        | 3             |
| 13    | DEX<br>Dexterity    | 1        | 2             |
| 8     | INT<br>Intelligence | -1       | 0             |
| 10    | WIS<br>Wisdom       | 0        | 1             |
| 10    | CHA<br>Charisma     | 0        | 1             |

### FORT

| SCORE | DEFENSE | 10 +<br>1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|-----------------|------|-------|------|-----|------|------|
| 19    | FORT    | 11              | 5    | 2     |      | 1   |      |      |

CONDITIONAL BONUSES

### REF

| SCORE | DEFENSE | 10 +<br>1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|-----------------|------|-------|------|-----|------|------|
| 14    | REF     | 11              | 1    |       |      | 1   |      | 1    |

CONDITIONAL BONUSES

### WILL

| SCORE | DEFENSE | 10 +<br>1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|-----------------|------|-------|------|-----|------|------|
| 13    | WILL    | 11              |      |       |      | 1   | 1    |      |

CONDITIONAL BONUSES

### PASSIVE SENSE

| SCORE | PASSIVE SENSE   | BASE | ARMOR | ITEM | MISC |
|-------|-----------------|------|-------|------|------|
| 11    | Passive Insight | 10   | +     | 1    |      |

### PASSIVE PERCEPTION

| SCORE | PASSIVE PERCEPTION | BASE | ARMOR | ITEM | MISC |
|-------|--------------------|------|-------|------|------|
| 11    | Passive Perception | 10   | +     | 1    |      |

SPECIAL SENSES

### HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES<br>SURGE VALUE | SURGES/DAY |
|--------|----------|-------------------------------|------------|
| 36     | 18       | 9                             | 10         |

1/2 HP 1/4 HP

CURRENT HIT POINTS CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS +2 Racial bonus against ongoing damage

RESISTANCES

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

| Action Points | MILESTONES | ACTION POINTS |
|---------------|------------|---------------|
|               | 0          | 1             |
|               | 1          | 2             |
|               | 2          | 3             |

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Vicious Execution axe +1

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| +10       | 1       | 5    |       | 2    |      | 1   | 1    |

ABILITY: Melee Basic Attack - Javelin

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC |
|-----------|---------|------|-------|------|------|-----|------|
| +8        | 1       | 5    |       | 2    |      |     |      |

### DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Vicious Execution axe +1

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d12+6 | 5    |      | 1   |      |      |

ABILITY: Melee Basic Attack - Javelin

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d6+5  | 5    |      |     |      |      |

### RACE FEATURES

**Living Construct** - no need to eat, drink, breathe, or sleep

**Warforged Resolve** - Use warforged resolve as an encounter power

**Warforged Mind** - +1 to Will defense

**Warforged Resilience** - +2 racial bonus to saving throws against ongoing damage

**Unsleeping Watcher** - 4 hours of inactivity counts as an extended rest

### BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER          | DAMAGE |
|--------|---------|--------------------------|--------|
| 10     | vs AC   | Vicious Execution axe +1 | 1d12+6 |
| 8      | vs AC   | Javelin (Melee)          | 1d6+5  |
| 8      | vs AC   | Javelin (Range)          | 1d6+5  |
| 6      | vs AC   | Unarmed (Melee)          | 1d4+5  |

### SKILLS

| BONUS | SKILL NAME    | ABIL | MOD + 1/2 LVL | TRND (+5) | ARMOR PENALTY | MISC |
|-------|---------------|------|---------------|-----------|---------------|------|
| 1     | Acrobatics    | DEX  | 2             | 0         | -1            |      |
| 0     | Arcana        | INT  | 0             | 0         | n/a           |      |
| 10    | Athletics     | STR  | 6             | 5         | -1            |      |
| 1     | Bluff         | CHA  | 1             | 0         | n/a           |      |
| 1     | Diplomacy     | CHA  | 1             | 0         | n/a           |      |
| 1     | Dungeoneering | WIS  | 1             | 0         | n/a           |      |
| 9     | Endurance     | CON  | 3             | 5         | -1            | 2    |
| 1     | Heal          | WIS  | 1             | 0         | n/a           |      |
| 0     | History       | INT  | 0             | 0         | n/a           |      |
| 1     | Insight       | WIS  | 1             | 0         | n/a           |      |
| 10    | Intimidate    | CHA  | 1             | 5         | n/a           | 4    |
| 1     | Nature        | WIS  | 1             | 0         | n/a           |      |
| 1     | Perception    | WIS  | 1             | 0         | n/a           |      |
| 0     | Religion      | INT  | 0             | 0         | n/a           |      |
| 1     | Stealth       | DEX  | 2             | 0         | -1            |      |
| 1     | Streetwise    | CHA  | 1             | 0         | n/a           |      |
| 1     | Thievery      | DEX  | 2             | 0         | -1            |      |

### CLASS / PATH / DESTINY FEATURES

**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.

**Rageblood Vigor** - Swift charge power; temporary hp equal to Con mod (+5 at 11th, +10 at 21st) when you drop enemy to 0 hp

**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

### FEATS

**Weapon Proficiency (Execution axe)** - Gain proficiency with the Execution axe.

**Weapon Expertise (Axe)** - Gain bonus to attack rolls with axes.

### LANGUAGES KNOWN

Common

### POWER INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

#### AT-WILL POWERS

|                    |                          |
|--------------------|--------------------------|
| Devastating Strike | <input type="checkbox"/> |
| Howling Strike     | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |

#### ENCOUNTER POWERS

|                   |                          |
|-------------------|--------------------------|
| Second Wind       | <input type="checkbox"/> |
| Warforged Resolve | <input type="checkbox"/> |
| Swift Charge      | <input type="checkbox"/> |
| Avalanche Strike  | <input type="checkbox"/> |
|                   | <input type="checkbox"/> |
|                   | <input type="checkbox"/> |

#### DAILY POWERS

|                    |                          |
|--------------------|--------------------------|
| Swift Panther Rage | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |
|                    | <input type="checkbox"/> |

#### UTILITY POWERS

|               |                          |
|---------------|--------------------------|
| Combat Sprint | <input type="checkbox"/> |
|               | <input type="checkbox"/> |
|               | <input type="checkbox"/> |
|               | <input type="checkbox"/> |
|               | <input type="checkbox"/> |
|               | <input type="checkbox"/> |
|               | <input type="checkbox"/> |
|               | <input type="checkbox"/> |
|               | <input type="checkbox"/> |

#### OTHER EQUIPMENT

|                  |
|------------------|
| Adventurer's Kit |
| Javelin (2)      |
|                  |
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|                  |
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#### COINS AND OTHER WEALTH

|                       |
|-----------------------|
| Money on hand: 0 gp   |
| Stored money: 0 gp    |
| Encumbrance: 76 / 200 |

### MAGIC ITEM INDEX

List your powers below.  
Check the box when the power is used.  
Clear the box when the power renews.

#### MAGIC ITEMS

|        |                              |                          |
|--------|------------------------------|--------------------------|
| WEAPON | Vicious Execution axe +1 (E) | <input type="checkbox"/> |
| WEAPON |                              | <input type="checkbox"/> |
| WEAPON |                              | <input type="checkbox"/> |
| WEAPON |                              | <input type="checkbox"/> |
| ARMOR  | Magic Hide Armor +1 (E)      | <input type="checkbox"/> |
| ARMS   |                              | <input type="checkbox"/> |
| FEET   |                              | <input type="checkbox"/> |
| HANDS  |                              | <input type="checkbox"/> |
| HEAD   |                              | <input type="checkbox"/> |
| NECK   | Amulet of Protection +1 (E)  | <input type="checkbox"/> |
| RING   |                              | <input type="checkbox"/> |
| RING   |                              | <input type="checkbox"/> |
| WAIST  |                              | <input type="checkbox"/> |
|        |                              | <input type="checkbox"/> |
|        |                              | <input type="checkbox"/> |
|        |                              | <input type="checkbox"/> |
|        |                              | <input type="checkbox"/> |
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|        |                              | <input type="checkbox"/> |
|        |                              | <input type="checkbox"/> |
|        |                              | <input type="checkbox"/> |
|        |                              | <input type="checkbox"/> |

#### Daily Item Powers Per Day

|                 |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |
|-----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Heroic (1-10)   | <input type="checkbox"/> | Milestone                | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> |                          |                          |
| Paragon (11-20) | <input type="checkbox"/> | <input type="checkbox"/> | Milestone                | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> |                          |
| Epic (21-30)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Milestone                | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> | /                        | <input type="checkbox"/> |

#### RITUALS / ALCHEMY

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### CHARACTER PORTRAIT



#### PERSONALITY TRAITS

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#### MANNERISMS AND APPEARANCE

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#### CHARACTER BACKGROUND

**Mist-Touched**  
 You have been touched, body and soul, by the dead-gray mists of the Mourland. Did you witness the Day of Mourning? Have you spent longer in the Mourland than other adventurers? Or are you, for some reason, more susceptible to its touch than others?

#### COMPANIONS AND ALLIES

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#### SESSION AND CAMPAIGN NOTES

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CHARACTER NAME  
**Titan**

PLAYER NAME

RACE Warforged CLASS Barbarian LEVEL 2

| SCORE             | ABILITY       | MOD               |
|-------------------|---------------|-------------------|
| <b>HP</b><br>36   | <b>STR</b> +5 | <b>AC</b><br>17   |
| <b>Spd</b><br>6   | <b>CON</b> +2 | <b>Fort</b><br>19 |
| <b>Init</b><br>+2 | <b>DEX</b> +1 | <b>Ref</b><br>14  |
|                   | <b>INT</b> -1 | <b>Will</b><br>13 |
|                   | <b>WIS</b> +0 |                   |
|                   | <b>CHA</b> +0 |                   |

**11** Passive Insight **11** Passive Perception

**PLAY DATA** DUNGEONS & DRAGONS



**ENCOUNTER SPECIAL** DUNGEONS & DRAGONS

Second Wind

KEYWORDS

|                                  |   |
|----------------------------------|---|
| Standard                         | Personal                                      |
| <b>ACTION</b>                    | <b>RANGE</b>                                  |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER |
| <input type="checkbox"/> DAILY   |   |

Effect: You spend a healing surge and regain 9 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

**Devastating Strike**

KEYWORDS Primal, Weapon USED

|               |                |               |
|---------------|----------------|---------------|
| Standard      | * +            | Melee weapon  |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| <b>10</b>     | vs <b>AC</b>   | One creature  |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

**Requirement:** You must be wielding a melee weapon in two hands.  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + 1d8 + Strength modifier (+5) damage.  
 Level 11: 1[W] + 2d8 + Strength modifier (+5) damage.  
 Level 21: 2[W] + 3d8 + Strength modifier (+5) 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.

Vicious Execution axe +1: +10 attack, 1d12+1d8+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

**AT-WILL POWER** DUNGEONS & DRAGONS

**Howling Strike**

KEYWORDS Primal, Weapon USED

|               |                |               |
|---------------|----------------|---------------|
| Standard      | * +            | Melee weapon  |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| <b>10</b>     | vs <b>AC</b>   | One creature  |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

**Requirement:** You must be wielding a melee weapon in two hands.  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + 1d6 + Strength modifier (+5) damage.  
 Level 11: 1[W] + 2d6 + Strength modifier (+5) damage.  
 Level 21: 2[W] + 3d6 + Strength modifier (+5) 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.

Vicious Execution axe +1: +10 attack, 1d12+1d6+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

**AT-WILL POWER** DUNGEONS & DRAGONS

**Warforged Resolve**

KEYWORDS Healing USED

|               |                |
|---------------|----------------|
| Minor         | Personal       |
| <b>ACTION</b> | <b>RANGE</b>   |
| vs            |                |
| <b>ATTACK</b> | <b>DEFENSE</b> |
| <b>TARGET</b> |                |

**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

Unarmed: +1 attack

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK *EPG*

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Swift Charge**

KEYWORDS Primal USED

|               |                |
|---------------|----------------|
| Free          | Personal       |
| <b>ACTION</b> | <b>RANGE</b>   |
| vs            |                |
| <b>ATTACK</b> | <b>DEFENSE</b> |
| <b>TARGET</b> |                |

**Trigger:** Your attack reduces an enemy to 0 hit points  
**Effect:** You charge an enemy.

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL BOOK *PH2*

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Avalanche Strike**

KEYWORDS Primal, Weapon USED

|               |                |               |
|---------------|----------------|---------------|
| Standard      | * +            | Melee weapon  |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| <b>10</b>     | vs <b>AC</b>   | One creature  |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+5) damage.  
**Rageblood Vigor:** The attack deals extra damage equal to your Constitution modifier (+2).  
**Effect:** Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Vicious Execution axe +1: +10 attack, 3d12+8 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

**ENCOUNTER POWER** DUNGEONS & DRAGONS

**Swift Panther Rage**

KEYWORDS Primal, Rage, Weapon USED

|               |                |               |
|---------------|----------------|---------------|
| Standard      | * +            | Melee weapon  |
| <b>ACTION</b> | <b>RANGE</b>   |               |
| <b>10</b>     | vs <b>AC</b>   | One creature  |
| <b>ATTACK</b> | <b>DEFENSE</b> | <b>TARGET</b> |

**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier (+5) damage.  
**Miss:** Half damage.  
**Effect:** You enter 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.





Vicious Execution axe +1: +10 attack, 3d12+6 damage

ADDITIONAL EFFECTS

CLASS Barbarian LEVEL 1 BOOK *PH2*

**DAILY POWER** DUNGEONS & DRAGONS


### Combat Sprint

|                                  |   |                                |
|----------------------------------|---|--------------------------------|
| KEYWORDS                         | Primal  | USED                           |
| Move                             |   | Personal                       |
| <b>ACTION</b>                    |   | <b>RANGE</b>                   |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER   | <input type="checkbox"/> 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** 

### Vicious Execution axe +1

|                                  |                   |                 |              |
|----------------------------------|-------------------|-----------------|--------------|
| 1d12                             | 2                 | Axe             |              |
| <b>DAMAGE</b>                    | <b>PROFICIENT</b> | <b>GROUP</b>    | <b>RANGE</b> |
| +1 attack rolls and damage rolls | 2                 | +1d12 damage    |              |
| <b>ENHANCEMENT</b>               | <b>LEVEL</b>      | <b>CRITICAL</b> |              |

PROPERTIES


High Crit, Brutal

Melee Basic Attack: +10 attack, 1d12+6 damage

|                                  |                                    |                                |
|----------------------------------|------------------------------------|--------------------------------|
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
|----------------------------------|------------------------------------|--------------------------------|

POWER

|           |           |        |    |       |     |      |    |
|-----------|-----------|--------|----|-------|-----|------|----|
| ITEM SLOT | Two-Hands | WEIGHT | 14 | PRICE | 520 | BOOK | AV |
|-----------|-----------|--------|----|-------|-----|------|----|

**MAGIC WEAPON** 

### Amulet of Protection +1


|                                |              |              |                 |
|--------------------------------|--------------|--------------|-----------------|
|                                |              |              | 1               |
| <b>AC BONUS</b>                | <b>CHECK</b> | <b>SPEED</b> | <b>QUANTITY</b> |
| +1 Fortitude, Reflex, and Will |              | 1            | Neck Slot Item  |
| <b>ENHANCEMENT</b>             | <b>LEVEL</b> | <b>TYPE</b>  |                 |

PROPERTIES

|                                  |                                    |                                |
|----------------------------------|------------------------------------|--------------------------------|
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
|----------------------------------|------------------------------------|--------------------------------|

POWER

|           |      |        |   |       |     |      |    |
|-----------|------|--------|---|-------|-----|------|----|
| ITEM SLOT | Neck | WEIGHT | 0 | PRICE | 360 | BOOK | PH |
|-----------|------|--------|---|-------|-----|------|----|

**MAGIC ITEM** 

### Magic Hide Armor +1

|                    |              |              |                 |
|--------------------|--------------|--------------|-----------------|
| 3                  | -1           | -            | 1               |
| <b>AC BONUS</b>    | <b>CHECK</b> | <b>SPEED</b> | <b>QUANTITY</b> |
| +1 AC              |              | 1            | Armor           |
| <b>ENHANCEMENT</b> | <b>LEVEL</b> | <b>TYPE</b>  |                 |

PROPERTIES

|                                  |                                    |                                |
|----------------------------------|------------------------------------|--------------------------------|
| <input type="checkbox"/> AT-WILL | <input type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY |
|----------------------------------|------------------------------------|--------------------------------|

POWER

|           |      |        |    |       |     |      |    |
|-----------|------|--------|----|-------|-----|------|----|
| ITEM SLOT | Body | WEIGHT | 25 | PRICE | 360 | BOOK | PH |
|-----------|------|--------|----|-------|-----|------|----|

**MAGIC ITEM** 