

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

10

Level

Detritus

Unaligned male Warforged Barbarian

30 Age 150 kilo Height Medium Weight Kord Size Deity

20500

Total XP

26000

Defenses

22	24	21	20
AC	FORT	REF	WILL

Conditional Bonuses

Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

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.

Second Wind (one per encounter)

Used

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

Death Saving Throw Failures

Saving Throw Mods

+2 Saving Throws against ongoing damage

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Subtle Greatsword +2

<input type="text" value="15"/>	<input type="text" value="1d10+9"/>
Strength vs. AC	Damage

Ranged

Unarmed

<input type="text" value="7"/>	<input type="text" value="1d4+2"/>
Dexterity vs. AC	Damage

Languages

Common



Abilities

Ability	Score	Check
STR Strength	<input type="text" value="19"/>	<input type="text" value="9"/>
CON Constitution	<input type="text" value="20"/>	<input type="text" value="10"/>
DEX Dexterity	<input type="text" value="14"/>	<input type="text" value="7"/>
INT Intelligence	<input type="text" value="12"/>	<input type="text" value="6"/>
WIS Wisdom	<input type="text" value="11"/>	<input type="text" value="5"/>
CHA Charisma	<input type="text" value="14"/>	<input type="text" value="7"/>

Skills

Skill	Ability	Score
Acrobatics	Dexterity ✓	<input type="text" value="14"/>
Arcana	Intelligence	<input type="text" value="6"/>
Athletics	Strength ✓	<input type="text" value="14"/>
Bluff	Charisma	<input type="text" value="7"/>
Diplomacy	Charisma	<input type="text" value="7"/>
Dungeoneering	Wisdom	<input type="text" value="5"/>
Endurance	Constitution	<input type="text" value="12"/>
Heal	Wisdom	<input type="text" value="5"/>
History	Intelligence	<input type="text" value="6"/>
Insight	Wisdom	<input type="text" value="5"/>
Intimidate	Charisma ✓	<input type="text" value="14"/>
Nature	Wisdom	<input type="text" value="5"/>
Perception	Wisdom	<input type="text" value="5"/>
Religion	Intelligence	<input type="text" value="6"/>
Stealth	Dexterity	<input type="text" value="7"/>
Streetwise	Charisma	<input type="text" value="7"/>
Thievery	Dexterity	<input type="text" value="7"/>

Hit Points

Max HP (Bloodied 44) Temp HP

Current Hit Points

Healing Surges

Surge Value	Surges/Day
<input type="text" value="23"/>	<input type="text" value="13"/>

Current Conditions:

Combat Statistics and Senses

Initiative

Conditional Modifiers:

Speed

Passive Insight

Passive Perception

Special Senses: Normal



Detritus

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Feet

Tattoo

Ki Focus

Other Equipment

Total Weight (lbs.)

58

Carrying Capacity (lbs.)

Treasure

Normal

Heavy

Max

Detritus

Player Name

Character Name



Racial Features

Living Construct

No need to eat, drink, breathe, or sleep

Unsleeping Watcher

4 hours of inactivity counts as an extended rest

Warforged Mind

+1 to Will defense

Warforged Resilience

+2 racial bonus to saving throws against ongoing damage

Warforged Resolve

Use warforged resolve as an encounter power

Class/Other 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.

Rage Strike

Gain the rage strike power at 5th level

Rageblood Vigor

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

Rampage

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

Feats

Warforged Tactics

+1 on melee attacks against foe adjacent to your ally

Weapon Expertise (Heavy Blade)

Gain bonus to attack rolls with heavy blades.

Deadly Rage

+1 damage while raging

Weapon Focus (Heavy Blade)

Gain +1 damage per tier with Heavy Blades.

Power Attack

Take -2 to melee attack; gain +2/3/4 by tier to damage roll, or +3/6/9 for two-handed weapon

Escape Artist

Escape a grab as a minor action, +2 to Acrobatics

Detritus

Level 10 Warforged Barbarian

HP 89	SCORE	ABILITY	MOD	AC 22
	19	STR	4	
Spd 6	20	CON	5	Fort 24
	14	DEX	2	
Init +8	12	INT	1	Ref 21
	11	WIS	0	
	14	CHA	2	Will 20

- 15 Passive Insight
- 15 Passive Perception

Player Name:

Skills

Acrobatics	Dexterity	•	14
Arcana	Intelligence		6
Athletics	Strength	•	14
Bluff	Charisma		7
Diplomacy	Charisma		7
Dungeoneering	Wisdom		5
Endurance	Constitution		12
Heal	Wisdom		5
History	Intelligence		6
Insight	Wisdom		5
Intimidate	Charisma	•	14
Nature	Wisdom		5
Perception	Wisdom		5
Religion	Intelligence		6
Stealth	Dexterity		7
Streetwise	Charisma		7
Thievery	Dexterity		7

• indicates a trained skill.

Action Point

Base action points: 1



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.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, 1d10+9 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

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

Additional Effects

- +1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
- +1 to damage rolls while raging - Deadly Rage.
- +2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.
- +1 item bonus to attack rolls to opportunity attacks - Strikebacks.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +7 vs. AC, 1d4+2 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+2) damage.

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

Additional Effects

- +1 to damage rolls while raging - Deadly Rage.
- +1 item bonus to attack rolls to opportunity attacks - Strikebacks.

Basic Attack

Howl of Fury

At-Will ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, 1d10+9 damage

Melee weapon **Target:** One creature

You strike a hearty blow, then unleash an ear-splitting battle cry.

Keywords: Primal, Thunder, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, takes thunder damage equal to your Con modifier (+5). If you are raging, the thunder damage equals 3 + your Con modifier (+5).

Additional Effects

- +1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
- +1 to damage rolls while raging - Deadly Rage.
- +2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 1

Howling Strike

At-Will ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, 1d10+1d6+9 damage

Melee weapon **Target:** One creature

With a blood-freezing scream, you throw yourself into the fray.

Keywords: Primal, Weapon

Requirement: You must be wielding a melee weapon in two hands.

Attack: Strength vs. AC

Hit: 1[W] + 1d6 + Str modifier (+4) 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.

Additional Effects

- +1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
- +1 to damage rolls while raging - Deadly Rage.
- +2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 1

Avalanche Strike

Encounter ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, 3d10+14 damage

Melee weapon **Target:** One creature

You drop your guard and put all your strength into a devastating overhead swing.

Keywords: Primal, Weapon

Attack: Strength vs. AC

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

Rageblood Vigor: The attack deals extra damage equal to your Con modifier (+5).

Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Additional Effects

- +1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
- +1 to damage rolls while raging - Deadly Rage.
- +2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 1

Used

Brutal Slam

Encounter ♦ Standard Action

Subtle Greatsword +2: +15 vs. Fortitude, 2d10+9 damage

Melee weapon **Target:** One creature

Your forceful blow pushes your foe into one of its companions.

Keywords: Primal, Weapon

Attack: Strength vs. Fortitude

Hit: 2[W] + Str modifier (+4) damage, and you push the target 2 squares and knock it prone. Then one enemy adjacent to the target takes 1d8 + your Str modifier (+4) damage.

Additional Effects

- +1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
- +1 to damage rolls while raging - Deadly Rage.
- +2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 3

Used

Curtain of Steel

Encounter ♦ Immediate Reaction

Subtle Greatsword +2: +15 vs. AC, 3d10+9 damage

Melee 1

Target: The triggering enemy

You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.

Keywords: Primal, Weapon

Trigger: An enemy adjacent to you hits or misses you

Attack: Strength vs. AC

Thaneborn Triumph: You gain a bonus to the attack roll equal to your Cha modifier (+2).

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

Additional Effects

+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
+1 to damage rolls while raging - Deadly Rage.
+2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 7

Used

Bloodhunt Rage

Daily ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, 3d10+9 damage

Melee weapon

Target: One creature

Your rage surges up from the depths of your pain to bring pain to the wounded.

Keywords: Primal, Rage, Weapon

Attack: Strength vs. AC

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

Miss: Half damage.

Effect: You enter the rage of the bloodhunt.

Until the rage ends, you gain a bonus to melee damage rolls equal to your Con modifier (+5) if either you or your target is bloodied.

Additional Effects

+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
+1 to damage rolls while raging - Deadly Rage.
+2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 1

Used

Rage of the Crimson...

Daily ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, 1d10+7 damage

Close burst 1

Target: Each enemy in the burst

Your swing arcs around you, and rage transforms you into a swirling storm of death, dangerous to any enemy near you.

Keywords: Primal, Rage, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Effect: Each target takes ongoing 5 damage (save ends). You enter the rage of the crimson hurricane. Until the rage ends, the first time you hit an enemy with a primal melee power each turn, each enemy adjacent to you after the attack is resolved takes damage equal to your Str modifier (+4).

Additional Effects

+1 to damage rolls while raging - Deadly Rage.
+2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 5

Used

Frenzied Beast Rage

Daily ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, 3d10+9 damage

Melee weapon

Target: One creature

You are so consumed with primal fury that you enter a self-destructive rampage.

Keywords: Primal, Rage, Weapon

Attack: Strength vs. AC

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

Miss: Half damage.

Effect: You enter the rage of the frenzied beast. Until the rage ends, once per round as a minor action you can take 5 damage to deal 5 + your Con modifier (+5) damage to an enemy adjacent to you. The damage you take cannot be reduced or negated.

Additional Effects

+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.
+1 to damage rolls while raging - Deadly Rage.
+2 item bonus to damage rolls against an enemy granting combat advantage to you - Subtle Weapon +2.

Barbarian Attack 9

Used

Rage Strike

Daily (Special) ♦ Standard Action

Subtle Greatsword +2: +15 vs. AC, As Above damage

Melee weapon

Target: One creature

You channel your primal rage into a devastating attack.

Keywords: Primal, Weapon

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

Attack: Strength 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 3[W] + Str modifier (+4)

5th level 4[W] + Str modifier (+4)

9th level 5[W] + Str modifier (+4)

15th level 6[W] + Str modifier (+4)

19th level 7[W] + Str modifier (+4)

20th level 7[W] + Str modifier (+4)

25th level 8[W] + Str modifier (+4)

29th level 9[W] + Str modifier (+4)

Miss: Half damage.

Special: You can use this power twice per day.

Additional Effects

+1 to attack rolls against an enemy that is adjacent to an ally - Warforged Tactics.

Barbarian Feature

Used

Swift Charge

Encounter ♦ Free Action

Personal

As your foe falls, you rush toward your next victim.

Keyword: Primal

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You charge an enemy.

Additional Effects

Barbarian Feature

Used

Warforged Resolve

Encounter ♦ Minor Action

Unarmed:

Personal

It's difficult to take you down, even when you're faltering.

Keyword: Healing

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.

Additional Effects

Warforged Racial Power

Used

Shrug It Off

Encounter ♦ Immediate Reaction

Personal

With a brutal shake of your head, you slough off a hindrance before it can affect you.

Keyword: Primal

Trigger: You are subjected to an effect that a save can end

Effect: You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

Additional Effects

Barbarian Utility 2

Used

Laugh it Off

Encounter ♦ Immediate Interrupt

Personal

You laugh at your foe's attack, making even its mightiest effort seem pointless against your boundless endurance.

Keyword: Primal

Trigger: You are hit by an enemy's attack.

Effect: Reduce the triggering attack's damage by an amount equal to your Con modifier (+5). You gain a +2 power bonus to your next attack roll and damage roll against the triggering enemy made before the end of your next turn.

Additional Effects

Barbarian Utility 6

Used

Heart Strike

Daily ♦ Minor Action

Personal

You put the weight of your spirit behind every swing of your weapon.

Keywords: Primal, Stance

Effect: Until the stance ends, whenever you hit with an at-will attack power, the attack deals extra damage equal to your Cha modifier (+2).

Additional Effects

Barbarian Utility 10

Used

Potion of Regeneration...

Consumable ♦ Level 9

Utility Power (Healing) ♦ Consumable (Minor Action)

Effect: You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

Iron Armbands of Power...

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to melee damage rolls.

Summoned Leather Armor +2

Armor ♦ Level 6

Armor Bonus: 2

Enhancement: +2 AC

Power ♦ (Minor Action)

You banish this armor to a secure extradimensional location. At any point in the future, unless you are wearing armor, you can use another minor action to recall the armor. The armor appears on you as though you had donned it normally.

Deep-Pocket Cloak +2

Neck Slot Item ♦ Level 7

Enhancement: +2 Fortitude, Reflex, and Will

Properties

The pockets of this cloak can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but the cloak always weighs only 1 pound. Each item stored within one of the cloak's pockets can weigh no more than 10 pounds. Drawing an item from a deep-pocket cloak is a minor action.

Power ♦ (Free Action)

1/round. You draw an item from the cloak or store an item within it.

Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to your healing surge value.

Boots of Quickness (heroic...

Feet Slot Item ♦ Level 8

Properties

Gain a +1 bonus to Reflex defense.

Potion of Healing

Consumable ♦ Level 5

Power (Healing) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Strikebacks

Hands Slot Item ♦ Level 10

Properties

Gain a +1 item bonus to opportunity attacks.

Power ♦ Encounter (Immediate Reaction Action)

Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.

Subtle Greatsword +2

Weapon ♦ Level 8

Damage: 1d10

Proficiency Bonus: 3

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Whenever you make a damage roll with this weapon against an enemy granting combat advantage to you, you gain an item bonus to the damage roll against that enemy. The item bonus equals this weapon's enhancement bonus.

Helm of Battle (heroic tier)

Head Slot Item ♦ Level 9

Properties

You and each ally within 5 squares of you gain a +1 item bonus to initiative checks.