

Ilian Bortas

CHARACTER NAME

Barbarian 1

CLASS & LEVEL

Variant Human

RACE

Noble

BACKGROUND

Neutral Good

ALIGNMENT

Alex D

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
4  
19

**DEXTERITY**  
3  
16

**CONSTITUTION**  
4  
18

**INTELLIGENCE**  
2  
14

**WISDOM**  
-1  
9

**CHARISMA**  
2  
14

INSPIRATION

2 PROFICIENCY BONUS

**SAVING THROWS**

- 6 Strength
- 3 Dexterity
- 6 Constitution
- 2 Intelligence
- 1 Wisdom
- 2 Charisma

**SKILLS**

- 3 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 2 Arcana (Int)
- 6 Athletics (Str)
- 2 Deception (Cha)
- 4 History (Int)
- 1 Insight (Wis)
- 4 Intimidation (Cha)
- 2 Investigation (Int)
- 1 Medicine (Wis)
- 2 Nature (Int)
- 1 Perception (Wis)
- 2 Performance (Cha)
- 4 Persuasion (Cha)
- 2 Religion (Int)
- 3 Sleight of Hand (Dex)
- 3 Stealth (Dex)
- 1 Survival (Wis)

17 **ARMOR CLASS**    3 **INITIATIVE**    30 **SPEED**

Hit Point Maximum 16

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 1d12 **HIT DICE**    **DEATH SAVES** (5)

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Halberd	+6	1d10+4 S

**ATTACKS & SPELLCASTING**

**Rage**  
In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table (2)
- You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Polearm Master

**FEATURES & TRAITS**

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish, Orc

Playing Card Set

**OTHER PROFICIENCIES & LANGUAGES**

CP

SP

EP

GP 50

PP

**EQUIPMENT**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

**Unarmored Defense**  
 While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

**Polearm Master**  
 You can keep your enemies at bay with reach weapons. You gain the following benefits:

When you take the Attack action and attack with only a glaive, halberd, or quarterstaff, you can use a bonus action to make a melee attack with the opposite end of the weapon. This attack uses the same ability modifier as the primary weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage.

While you are wielding a glaive, halberd, pike, or quarterstaff, other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

PREPARED

Vertical column of circles for tracking prepared spells.

2

Blank lines for writing spells at level 2.

3

Blank lines for writing spells at level 3.

4

Blank lines for writing spells at level 4.

5

Blank lines for writing spells at level 5.

6

Blank lines for writing spells at level 6.

7

Blank lines for writing spells at level 7.

8

Blank lines for writing spells at level 8.

9

Blank lines for writing spells at level 9.

SPELLS KNOWN