

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Rage (Bonus Action—3/Long Rest). Advantage on Strength checks and Strength Saves. A +2 to damage rolls with strength melee weapon attacks. You have resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While you aren't wearing armor, your AC equals 13. You can use a shield and still gain this benefit.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Magic Awareness (Action—2/Long Rest). You can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.

Wild Surge. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced.

If the effect requires a saving throw, the DC equals 12.

Wild Magic Counter Spell (Reaction—2/Long Rest). While raging, if an adversary casts a spell, you can try nullify the effect and expend a use his own wild magic, but from the sorcerer's wild surge table. (DC 8 + Spell Level - CON)

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

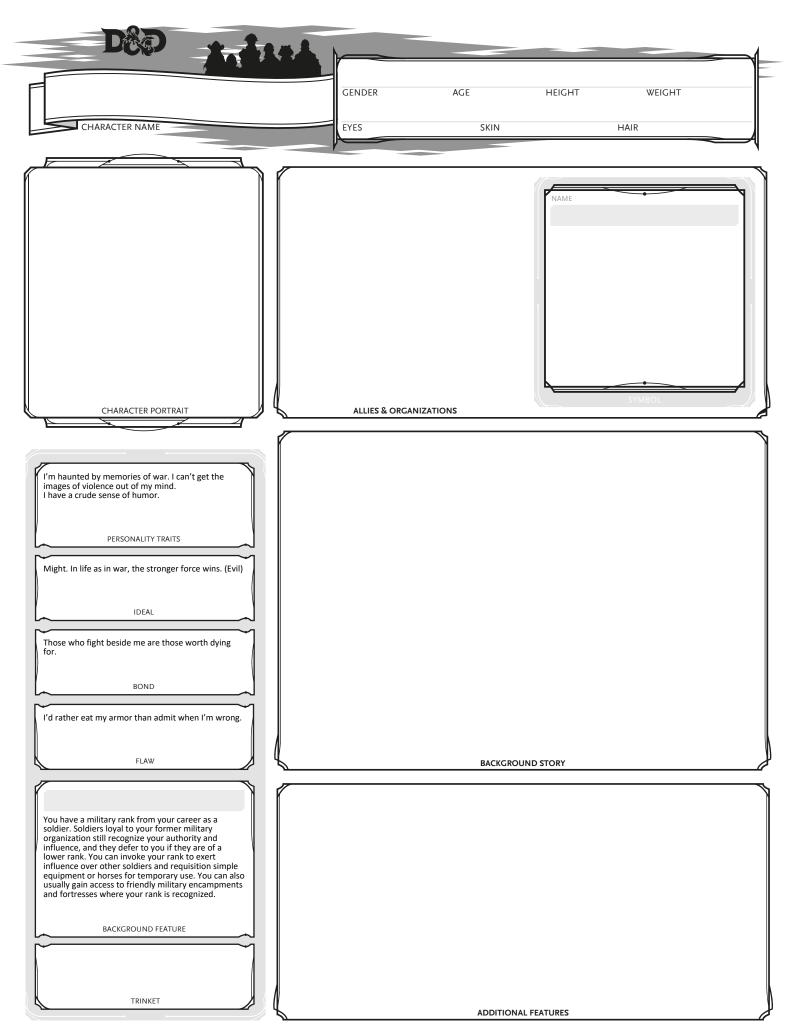
Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Tinker's tools, Vehicles land, Playing card set

Languages. Common, Gnomish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



ADVENTURING GEAR	# lb	MAGIC ITEMS	#	1b	Warwick's Warhammer of Rage. You have a +1 bonus to damage rolls made with this warhammer. It's creator, a dwarf known only as Warwick, also infused in it the power to amplify his rage; when raging, attacks with this weapon have advantage
		ATTUNED MAGIC ITEMS / VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#		
		COPPER SILVER ELECTRUM GOLD	PLATINI	UM	
INVENTORY — ADVENTURIN	G GEAR, A	ENCUMBRANCE — LIFTING AND CARRYING WEIGHT CARRIED CARRY CAPACITY PUSH, E / RMS, ARMOR, AND OTHER EQUIPMENT	PRAG, LI	IFT	
ADDITIONAL TREASURE IN					INVENTORY — ITEM DESCRIPTIONS & NOTES
STORED ITEM	# lb.	STORED ITEM	# -	lb.	
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