

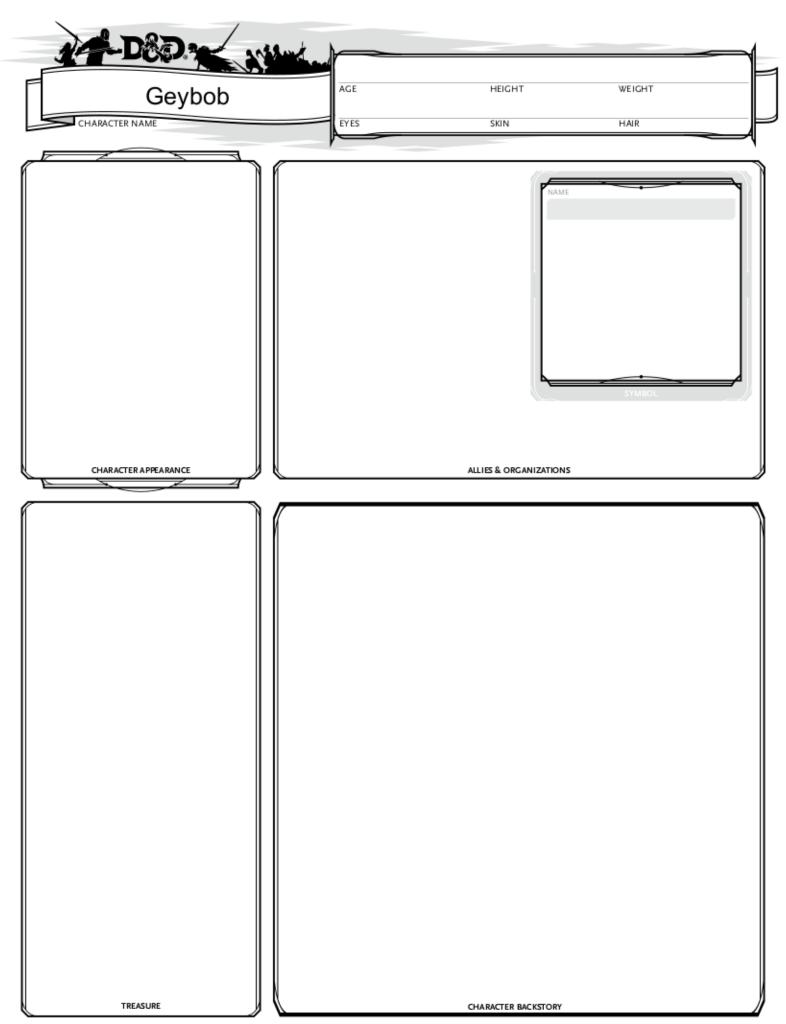
Tool Proficiencies: Woodcarver's

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Giant; Primordial

OTHER PROFICIENCIES & LANGUAGES

TREASURE



-----Bonus Actions-----

Rage. Advantage on Strength checks and saves; melee damage bonus +2; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use twice/long rest).

-----Other Traits-----

Danger Sense. Advantage on DEX saves against effects you can see.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

Natural Athlete. You have proficiency in the Athletics skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Reckless Attack. Advantage on attacks using Strength, attacks against you have advantage as well.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.