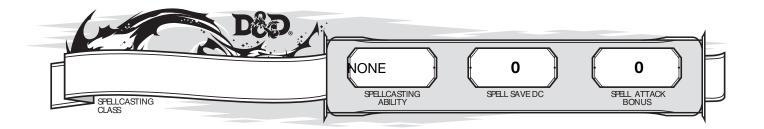


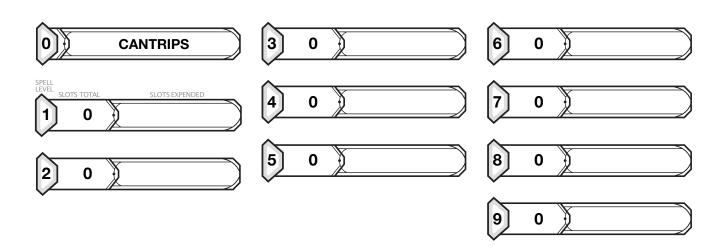


12 ASSIVE WISDOM (PERCEPTION

LANGUAGE: Common,
Draconic
ARMOR: Light Armor,
Medium Armor, Shields
WEAPON: Javelin, Martial
weapons, Simple weapons
OTHER PROFICIENCIES &
LANGUAGES

NAME ATK DAMAGE/TYPE	CP SP EP GP PP	Total: 2 Total:
ATTACKS & SPELLCASTING	1 Tinderbox 10 Torch 10 Rations 1 Waterskin 1 Hempen Rope	Total:Total:
	EQUIPMENT	





FEATURES & TRAITS

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.
- -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.

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.

Damage Resistance

You have resistance to fire damage.

Breath Weapon

You can use your action to exhale destructive energy. Your gold draconic ancestry means this exhalation is a 15 ft. cone dealing fire damage.

When you use your breath weapon, each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Tribal lizardman

Warrior of the lizardman tribe of the ancient jungle, vanguisher of demons

SPELLS