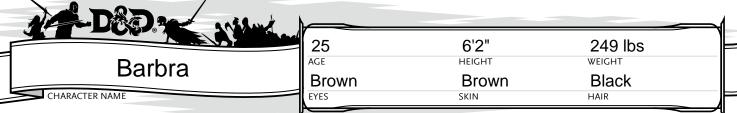


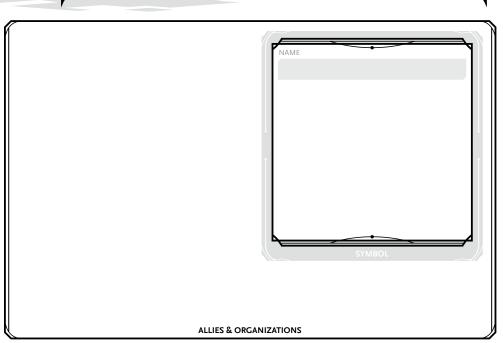
Tools
Weapon Proficiencies: Martial; Simple
Armor Proficiencies: Light; Medium; Shields
Language Proficiencies: Common; Elvish

OTHER PROFICIENCIES & LANGUAGES

Pouch (1); Clothes, common (1); potion of healing (3); Flask or tankard (1); Flute (1); Shield (1); Book (1); Paper (10); Bedroll (1); Incense (5); Rations (1 day) (2); Amulet (1); Smith's Tools (1); Shovel (1); Lantern, bullseye (1); Tinderbox (1); Ladder (10-foot) (1); Hammer (1); Chain (1); Chalk (1); Breastplate (1); Fishing tackle (1); Backpack (1); Carpenter's Tools (1); Chain Shirt (1); Purse (1)







Vestements (1); Explorer's Pack (1)

Divine Fury

you can channel divine fury when you start to rage. If you do so, you become cloaked in an aura of divine power until the rage ends. At the end of each of your turns for that duration, each creature within 5 feet of you takes damage equal to 1d6 + half your barbarian level. The damage is necrotic or radiant; you choose the type of damage when you gain this feature.

Warrior of the Gods

If a spell would have the sole effect of restoring you to life (but not undeath), the caster does not need material components to cast the spell on you

TREASURE

CHARACTER BACKSTORY

FEATURES & TRAITS
Bonus Actions Rage. Advantage on Strength checks and saves; melee damage bonus +2; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use 3 times/rest).
Other Traits Danger Sense. Advantage on DEX saves against effects you can see.
Reckless Attack. Advantage on attacks using Strength, attacks against you have advantage as well.