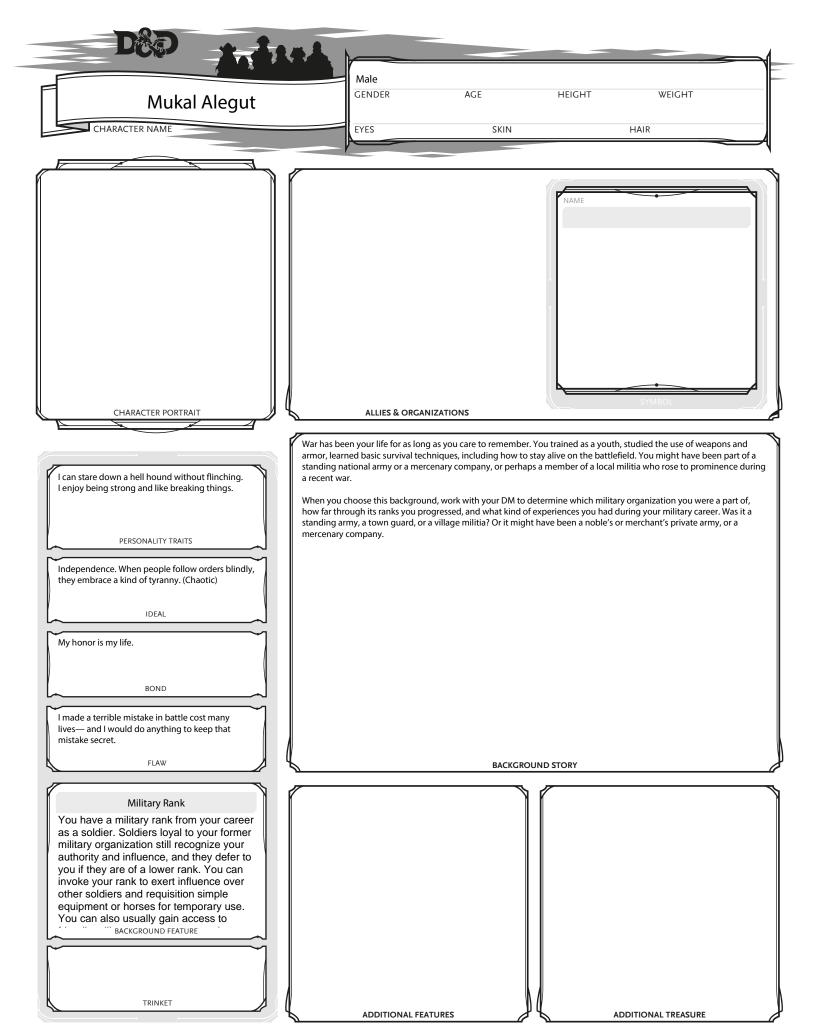


Armor Proficiencies. Light Armor, Medium Armor, Shields Weapon Proficiencies. Battleaxe, Handaxe, Light Hammer, Warhammer, Simple Weapons, Martial Weapons Tool Proficiencies. Vehicles land, Brewer's supplies, Playing card set Languages, Common, Dwarvish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



Darkvision

Vision

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Dwarf

Dwarven Armor Training

Player's Handbook

Dwarf

Racial Trait

You have proficiency with light and medium armor.

Mountain Dwarf Player's Handbook

Dwarven Resilience

Racial Trait

You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning

Racial Trait

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dwarf Player's Handbook

Unarmored Defense

Class Feature

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.

Rage

Player's Handbook

Class Feature

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

- You have advantage on Strength checks and Strength
- * Too have a service of saving throws.
 * When you make a melee weapon attack using
 * Too hopes to the damage roll that 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.

Barbarian

Player's Handbook

Barbarian Player's Handbook