

Hellish Resistance. You have resistance to fire damage.

Hellfire. You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the burning hands spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

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 14. 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.

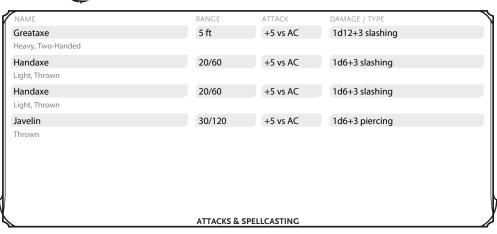
Danger Sense. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Divine Fury. While raging, the first creature you hit on a turn with a weapon attack takes an extra 1d6+1 necrotic or radiant damage(choose when taking this feature.)

Warrior of the Gods. When a spell with the sole effect of restoring you to life(not undeath) is cast on you, the caster doesn't need material components.

INITIATIVE (+2) 1 Attack / Attack Action

RACIAL TRAITS



FEATURES & TRAITS

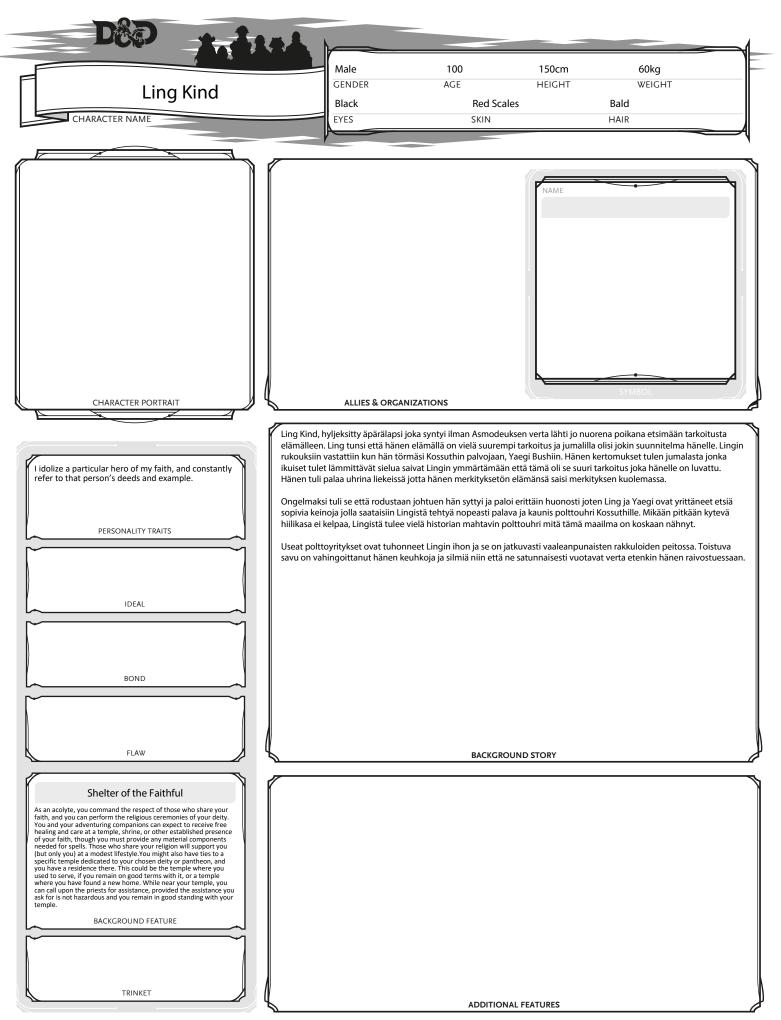
Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. –

Languages. Common, Infernal, Abyssal, Draconic

PROFICIENCIES & LANGUAGES



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Thaumaturgy

Transmutation Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Up to 1 minute
COMPONENTS	V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

• Your voice booms up to three times as loud as normal for 1 minute.

- Your voice booms up to three times as loud as normal for 1 minute.
 You cause flames to flicker, brighten, dim, or change color for 1 minute.
 You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
 You instantaneously cause an unlocked door or window to fly open or slam shut.
 You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Hellfire (Feral Tiefling)

Player's Handbook

Burning Hands

1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Hellfire (Feral Tiefling)

Player's Handbook