Barbarian overview

Hit Dice: 1d12 per barbarian level

Proficiency:

Light armor, medium armor, shields

Simple weapons, martial weapons

Strength, Constitution

Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

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