

# 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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Revision #1

Created 20 November 2021 14:12:16 by Andrej

Updated 5 November 2025 04:57:34 by Andrej