

# Wizard overview

1d6 per wizard level

Proficiencies

Daggers, darts, slings, quarterstaffs, light crossbows

Intelligence, Wisdom

Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

## Equipment

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

---

Revision #1

Created 21 November 2021 01:32:49 by Andrej

Updated 10 January 2023 20:04:54 by Andrej