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 5 November 2025 04:57:45 by Andrej