

# Wizard overview

1d6 per wizard level

Proficiencies

Daggers, darts, slings, quarterstaves, 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

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