

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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