Wizard

Human or Elf
hp 4
CS d6-2 melee and ranged (staff of magic missiles/ robes)
Abilities:

- Brains: Reroll any task involving **intelligence**, take the best result.
- Combat Magic: In combat, may cast 2 spells per encounter from the Magic Spell List (may cast two different spells or the same spell twice). Casting a spell in combat is a combat action.
- Free Form Magic: Out of combat, may attempt to cast 2 Free Form Spells per session.

Expending a Heroic Reroll allows casting 1 additional spell, in or out of combat.

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