

EZREN

WIZARD

3

ANCESTRY HUMAN (SKILLED) **BACKGROUND** MERCHANT
SPEED 25 FEET **PERCEPTION** +6 (TRAINED)
ALIGNMENT NEUTRAL GOOD
LANGUAGES COMMON, DRACONIC, DWARVEN, HALFLING, UNDERCOMMON, VARISIAN

STRENGTH **STR** 10 MODIFIER (+0) **DEXTERITY** **DEX** 14 MODIFIER (+2) **CONSTITUTION** **CON** 14 MODIFIER (+2)
INTELLIGENCE **INT** 18 MODIFIER (+4) **WISDOM** **WIS** 12 MODIFIER (+1) **CHARISMA** **CHA** 10 MODIFIER (+0)

STRIKES

MELEE +1 staff +6 (two-hand d8), 1d4 bludgeoning
RANGED spell attack +9 (see spells)

SKILLS

ACROBATICS (DEX) +7 •	ARCANA (INT) +11 ••	ATHLETICS (STR) +0
CRAFTING (INT) +9 •	DECEPTION (CHA) +0	DIPLOMACY (CHA) +5 •
INTIMIDATION (CHA) +0	MERCANTILE LORE (INT) +9 •	LORE (OTHER) +4
MEDICINE (WIS) +1	NATURE (WIS) +6 •	OCCULTISM (INT) +9 •
PERFORMANCE (CHA) +0	RELIGION (WIS) +6 •	SOCIETY (INT) +9 •
STEALTH (DEX) +2	SURVIVAL (WIS) +6 •	THIEVERY (DEX) +2

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Cooperative Nature, Natural Ambition* (Hand of the Apprentice)
CLASS FEATS Counterspell, Hand of the Apprentice, Reach Spell, Widen Spell
SKILL FEATS Arcane Sense, Bargain Hunter
CLASS FEATS AND FEATURES arcane bond, arcane spellcasting, arcane school* (universalist), arcane thesis* (metamagical experimentation)
GENERAL FEATS Ancestral Paragon*

*Abilities with an asterisk have already been calculated into Ezren's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS 32	ARMOR CLASS 17	AC WITH SHIELD RAISED 18
FORTITUDE +7	REFLEX +7	WILL +8

SPELLS

SPELL ATTACK +9 **DC** 19

PATHFINDER

EQUIPMENT

BULK Worn: 1, 3 L; Stowed: 1, 4 L
WORN backpack, explorer's clothing, hand of the mage, lesser healing potion, material component pouch, +1 staff
STOWED bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), rope (50 feet), soap, spellbook, torch (5), waterskin, writing set
WEALTH 9 gp, 6 sp

SPELLS

CANTRIPS (AT WILL) acid splash, detect magic, electric arc, light, mage hand, ray of frost, shield
1ST LEVEL burning hands, magic missile, true strike
2ND LEVEL acid arrow, dispel magic



WHAT IS A WIZARD?

You are a powerful spellcaster whose magical might comes from intense study and research into the arcane underpinnings of the universe.

EQUIPMENT

The following rules apply to Ezren's equipment.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

□ **Healing Potion, Lesser** (consumable, healing, magical, necromancy, potion) **Activate** ♦ (Interact); **Effect** Upon drinking this potion, you regain 2d8+5 Hit Points.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

Hand of the Mage: This mummified elf hand hangs from a golden chain and gives you the ability to cast the *mage hand* cantrip (see spells).

Two-Handed (trait): This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

FEATS AND ABILITIES

Ezren's feats and abilities are described below.

□ **Arcane Bond** ♦ Your staff also serves as your arcane bond, which you can drain as a free action at the start of your turn. If you Drain your Arcane Bond, then during that turn you gain the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements. As a universalist wizard, you can Drain your Arcane Bond once per day for each level of spell you can cast.

Arcane Sense: Your finely attuned magical senses grant you the ability to cast level 1 *detect magic* at will as an arcane innate spell.

Arcane Spellcasting: You can cast arcane spells using the Cast a Spell activity. See the Spells section below for details on the spells you have prepared.

Bargain Hunter: You may use Diplomacy when making a Downtime check to Earn Income and you begin play with an extra 2 gp (already accounted for in your purchases).

Cooperative Nature: Your age and experience have granted you greater perspective and taught you to work with others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

□ **Focus Points:** You gain a pool of Focus Points that allow you to cast your universalist spell: *hand of the apprentice*. Each use of this spell uses 1 Focus Point and you have a total pool of 1 point.

Hand of the Apprentice ♦ (somatic); **Effects:** You hurl your staff at a target within 500 feet, making a spell attack roll. On a success, you deal the staff's damage as if you had hit with a melee Strike (you can deal the staff's two-hand damage), but adding your spellcasting ability modifier (+4) to damage, rather than your Strength modifier. On a critical success, you deal double damage, and you knock the target up to 10 feet directly away from you. Regardless of the outcome, the staff then flies back to you and returns to your hand.

Counterspell ↗ **Trigger** A creature casts a spell that you have prepared. **Effect** When a foe casts a spell that you have prepared and you can see its manifestations, you can use your own magic to disrupt it. This expends the prepared spell as if you had cast it. Roll a counteract check against the spell (*Core Rulebook* 458). Your bonus on this check is +9.

Reach Spell ♦ (concentrate, metamagic) You can extend the reach of your spells. If the next action you use after activating this ability is to Cast a Spell that has a range, increase that spell's range by 30 feet (meaning touch spells now have a range of 30 feet).

Widen Spell ♦ (manipulate, metamagic) Your spells can affect a wider area. If the next action you use after activating this ability is to Cast a Spell that has an area of burst, cone, or line that does not have a duration, increase the area of that spell as follows: add 5 feet to the radius of a burst of at least 10 feet, add 5 feet to the length of a cone or line that is normally 15 feet or smaller, and add 10 feet to the length of a larger cone or line.

SPELLS

Ezren can cast the following spells. He can cast up to three 1st-level spells and two 2nd-level spells but must memorize them in advance. In addition to the spells he has already memorized (see front page), Ezren's spellbook also contains *alarm*, *color spray*, *floating disk*, *grease*, *mage armor*, *message*, *read aura*, *shocking grasp*, *sigil*, and *telekinetic projectile*.

□ **Acid Arrow** (acid, attack, evocation) **Cast** ♦♦ somatic, verbal; **Range** 120 feet; **Targets** 1 creature or object; **Effect** You conjure an arrow of acid and launch it at a creature within 120 feet. On a hit, the arrow deals 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

Acid Splash (acid, attack, cantrip, evocation) **Cast** ♦♦ somatic, verbal; **Range** 30 feet; **Targets** 1 creature or object; **Effect** Make a spell attack roll against the target; if you hit, you deal 1d6 acid damage plus 1 acid splash damage. On a critical success, the target also takes 1 persistent acid damage.

□ **Burning Hands** (evocation, fire) **Cast** ♦♦ somatic, verbal; **Area** 15-foot cone; **Effect** You unleash a gout of flame that deals 2d6 fire damage to all creatures in a 15-foot cone. Creatures are allowed a basic Reflex save.

Detect Magic (cantrip, detection, divination) **Cast** ♦♦ somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell (level 1), though items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) are typically detected normally.

□ **Dispel Magic** (abjuration) **Cast** ♦♦ somatic, verbal; **Range** 120 feet; **Targets** 1 spell effect or unattended magic item; **Effect** You unravel the magic behind an effect. Attempt a counteract check against the target (your bonus on this check is +9). If you succeed against a spell effect, you counteract it if its counteract level is 3 or lower; if you critically succeed, you counteract it if its counteract level is 5 or lower. If you succeed against a magic item, the item becomes a mundane item for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Electric Arc (cantrip, electricity, evocation) **Cast** ♦♦ somatic, verbal; **Range** 30 feet; **Targets** 1 or 2 creatures; **Saving Throw** basic Reflex; **Effect** You fire an arc of lightning that leaps from one target to another. You deal 2d4+4 electricity damage each target. Creatures are allowed a basic Reflex save.

Light (cantrip, evocation, light) **Cast** ♦♦ somatic, verbal; **Range** touch; **Targets** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally; **Effect** You can make the target object shed bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. This lasts until you next prepare your spells for the day or until you cast this spell on another object.

Mage Hand (cantrip, evocation) **Cast** ♦♦ somatic, verbal; **Range** 30 feet; **Targets** 1 unattended object of light Bulk or less; **Effect** You create a single magical hand, either invisible or ghostlike, that grasps the target and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

□ **Magic Missile** (evocation, force) **Cast** ♦♦, ♦♦♦, or ♦♦♦ somatic, verbal; **Range** 120 feet; **Targets** 1 creature; **Effect** You fire a dart of force that automatically hits the target, dealing 1d4+1 force damage. For each additional action you spend Casting this Spell, you fire one additional dart that you can aim at any target within 120 feet.

Ray of Frost (attack, cantrip, cold, evocation) **Cast** ♦♦ somatic, verbal; **Range** 120 feet; **Targets** 1 creature; **Effect** When you cast this spell, make a spell attack roll against the target; if you hit, you deal 2d4+4 cold damage.

Critical Success The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

Success The target takes normal damage.

Shield (abjuration, cantrip, force) **Cast** ♦ verbal; **Effect** You conjure a magical shield of force that lasts until the start of your next turn. This counts as the Raise a Shield action, grants you a +1 circumstance bonus to AC (though it doesn't require a hand to use), and allows you to use the Shield Block reaction. This shield has Hardness 5. After using the Shield Block action, this spell ends and you can't use it again for 10 minutes.

Shield Block ↗ **Trigger** You would be damaged by a physical attack while your shield is conjured; **Effect** You interpose your magical shield between yourself and the attack, reducing the damage by 5. You take any remaining damage.

□ **True Strike** (divination, fortune) **Cast** ♦ verbal; **Effect** The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.