

WIZARD (LEVEL 1)

A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts makes him a valued member of the Pathfinder Society.

EZREN

Male human wizard 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +3, **Ref** +2, **Will** +3; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk cane +1 (1d6) or

dagger +0 (1d4/19–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks hand of the apprentice (7/day; +7 to hit, 1d6 damage)

Wizard Spells Prepared (CL 1st; concentration +7 [+11 to cast defensively])

1st—*burning hands* (DC 16), *magic missile*

0 (at will)—*acid splash*, *detect magic*, *light*

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 12

Feats Combat Casting*, Great Fortitude*, Spell Focus (evocation)*

Skills Appraise +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Linguistics +8, Spellcraft +8

Traits focused mind*, history of heresy*

Languages Common, Draconic, Goblin, Infernal, Osiriani, Terran

SQ arcane bond (cane)

Combat Gear *scroll of mage armor*, tanglefoot bag; **Other Gear**

dagger, light crossbow with 10 bolts, masterwork cane, backpack, scroll case, spell component pouch, spellbook (contains all 0-level spells; 1st—*burning hands*, *color spray*, *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *sleep*), 15 gp

* The effects of this ability have already been calculated into Ezren's statistics.

SPECIAL ABILITIES

Arcane Bond If Ezren attempts to cast a spell without wielding his cane, he must make a concentration check (DC 20 + the spell's level) or lose the spell. Once per day, Ezren may use his cane to cast any single spell from his spellbook, even if the spell hasn't been prepared, as if he had memorized it that morning.

Hand of the Apprentice As a standard action, Ezren can make a single attack with his cane at a range of 30 feet, the weapon flying from his hand to strike a foe and then instantly returning to him. This attack is treated as a ranged attack with a thrown weapon, with a +5 bonus to hit. This ability cannot be used to perform combat maneuvers.

Spells Ezren can cast the following spells (either from memory or from his spellbook). For full spell descriptions of these and the unprepared spells in his spellbook, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Acid Splash: Ranged touch attack (+2 to hit, range 25 feet) dealing 1d3 points of acid damage.

Burning Hands: 15-foot cone of fire dealing 1d4 points of fire damage to all within range (Reflex save for half damage).

Detect Magic: Detects all spells and magic items within a 60-foot cone.

Light: Touched object shines like a torch for 10 minutes.

Mage Armor: Subject gains a +4 armor bonus for 1 hour.

Magic Missile: Dart of force automatically hits target within 110 feet, dealing 1d4+1 points of force damage.

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren lived a pleasantly safe childhood. He enjoyed the comforts of a well-to-do family, lived in a neighborhood relatively safe from crime, and seemed poised for a life of mediocrity.

That changed when his father was taken away and charged with heresy by the church of Abadar. Though his father escaped excommunication, the damage had been done—his father's business fell to pieces. Convinced his father was innocent, Ezren spent his adult life trying to repair his father's reputation. When Ezren finally uncovered irrefutable proof of his father's guilt and realized he'd wasted his life on a lie, he turned his evidence over to the church and said goodbye to his home, his family, and his former life.

At his advanced age, Ezren knows he's missed his adulthood, yet looks forward to discovering the world. His dissatisfaction with family, religion, and government left him precious little to trust but his own intellect—in fighting for his father's redemption, he had become a gifted researcher, scholar, and intellectual. He hoped to join one of several prestigious schools of wizardry. Yet time and time again, he was turned away due to his age. So Ezren was forced to strike out on his own once again.

Over the next decade, Ezren studied where he could, picking up tricks of the wizard's trade here and there. The combination of arcane study mixed with his worldly experiences has given him an edge over young wizards fresh out of apprenticeship.



“Some say knowledge flows from sweat and blood. I prefer a tidier approach.”