



## ABOUT EZREN

Ezren was raised as a younger son of a successful spice merchant. He enjoyed the comforts of a well-to-do family, lived in a neighborhood that was relatively free of crime, and had no lofty ambitions. However, when the church of the merchant god accused his father of heresy and corruption, ruining the family business, Ezren was determined to prove his father's innocence. To his shock, the church's accusations were true. Outraged, Ezren left his home and began studying magic on his own, as no wizard would take a 40-year-old as an apprentice.

Now he wants to travel the world and make a difference in other peoples' lives. Ezren is skeptical of human nature, instead putting his trust in his own brilliant intellect and magical abilities.



# EZREN THE WIZARD



## PLAY A WIZARD IF YOU WANT TO...

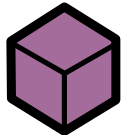
- Cast spells to devastate foes and protect allies
- Know secrets about magic and ancient lore
- Solve problems with your magic



DICE



d4



d6



d8



d10



d12



d20

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED

0

TRAINED

2 + level

EXPERT

4 + level

CHARACTER NAME

Ezren

A ANCESTRY

Human

HERITAGE

Skilled

ANCESTRY ABILITY

Three extra trained skills (already chosen)

B BACKGROUND

Scholar

BACKGROUND ABILITY

Assurance: For Arcana checks, you can use a result of 13 instead of rolling.

D ATTRIBUTE MODIFIERS

STRENGTH	+0	STR
DEXTERITY	+2	DEX
CONSTITUTION	+2	CON
INTELLIGENCE	+4	INT
WISDOM	+1	WIS
CHARISMA	+0	CHA

E HIT POINTS



F SPEED

25 FEET

STRIDE ➡ (move)  
Move up to your Speed

G SKILLS

ACROBATICS	5	2	3	ARMOR
ARCANA	7	4	3	
ATHLETICS	0	0	0	ARMOR
CRAFTING	7	4	3	
DECEPTION	0	0	0	
DIPLOMACY	3	0	3	
INTIMIDATION	0	0	0	
LORE	7	4	3	
MEDICINE	4	1	3	
NATURE	4	1	3	
OCCULTISM	7	4	3	
PERFORMANCE	0	0	0	
RELIGION	4	1	3	
SOCIETY	7	4	3	
STEALTH	2	2	0	ARMOR
SURVIVAL	4	1	3	
THIEVERY	5	2	3	ARMOR

SKILL NOTES

CHARACTER SHEET

PRONOUNS

He/him

PLAYER NAME

L LEVEL

1

XP

C CLASS

Wizard

CLASS ABILITIES (LEVEL 1)

Spell Substitution: You can spend 10 minutes to exchange one prepared spell that you have not yet cast for another spell of the same rank from your spellbook.

Arcane Bond: Once per day, you can drain magical power stored in your staff to choose a spell that you already cast today and cast it again.

H PERCEPTION

+4 = 1 + 3

SENSES AND NOTES

I SAVING THROWS

FORTITUDE +5 = 2 + 3

REFLEX +5 = 2 + 3

WILL +6 = 1 + 5

NOTES

J DEFENSES

Armor Class

AC 15

Armor Proficiencies

Unarmored Light Medium Heavy

10 + 2 + 3 + 0

Base Dex\* Prof Item

\* Use armor's Dex cap if lower

Shield

Hardness

HP

Max HP BT

K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES

Simple

Martial

Fist

Other Weapon Proficiencies

club, crossbow, dagger, heavy crossbow, staff

MELEE WEAPON

Dagger

+5 ATTACK

DEX

PROF

DAMAGE

1d4 + 0

BLUDGEONING

PIERCING

SLASHING

TRAITS

agile, finesse, thrown 10 feet, versatile S

MELEE WEAPON

Staff

+3 ATTACK

STR

PROF

DAMAGE

1d8 + 0

BLUDGEONING

PIERCING

SLASHING

TRAITS

RANGED WEAPON

Crossbow

+5 ATTACK

DEX

PROF

DAMAGE

1d8 + 0

PIERCING

STR (thrown)

120 FEET

RANGE INC.

RELOAD

TRAITS

AMMO

60

M N ARE ON THE FACING PAGE

YOUR CHARACTER SHEET

This character sheet has all the statistics, abilities, spells, and equipment for playing Ezren the wizard. Take a **reference card** from the box for details on rolls, DCs, and actions. The **action counters** can help you track your actions. Each portion of the character sheet has a letter code. You can find out more about what they mean below. For statistics, a higher number is always better.

A ANCESTRY

You have extra skills from being a human.

B BACKGROUND

As a scholar, you learned about academics, giving you the Academia Lore skill, and you gain the Assurance ability for Arcana checks.

C CLASS

You're a wizard, which gives you spells and the two abilities listed here.

D ATTRIBUTE MODIFIERS

These numbers represent your basic physical and mental capabilities. They're used to determine your other statistics.

E HIT POINTS

You can take 16 damage before being knocked out. Healing can restore lost Hit Points, but your Hit Points can't go above this maximum.

F SPEED

When you use the Stride action, you move up to 25 feet.

G SKILLS

Skills are things anyone can do, like climb using Athletics or try to remember something using Nature. For a skill check, roll a 20-sided die (d20) and add the skill statistic (in the leftmost box).

H PERCEPTION

You use this ability to try to find things using your senses. For a Perception check, roll a 20-sided die (d20) and add the Perception statistic (the number in the magnifying glass).

I SAVING THROWS

To resist some spells, poisons, and other dangers, you need to make a saving throw. Roll a 20-sided die (d20) and add one of three saving throw statistics determined by the effect you're rolling against: Fortitude, Reflex, or Will.

J DEFENSES

Your Armor Class represents how hard it is for enemies to hit you. As a wizard, you can't wear armor.

K WEAPONS AND ATTACKS

You can make a melee or ranged attack with the Strike action (see your reference card). Roll a 20-sided die (d20), add the attack statistic, and compare it to the target's AC.

L LEVEL

You're a 1st-level wizard. As you gain Experience Points in adventures, you can track it in the XP box.

M EQUIPMENT

backpack	compass	flint and steel	soap	waterskin
bedroll	crossbow with 60 bolts	rations (2 weeks)	spellbook	writing set
chalk (10 pieces)	dagger	rope (50 feet)	staff	8 gold pieces (gp)

N SPELLCASTING

$$\text{SPELL ATTACK } 7 = 4 + 3 + 1$$

$$\text{SPELL DC } 17 = 10 + 4 + 3 + 1$$

You have prepared the spells *force barrage* and *mystic armor*. When you cast a spell, check it off. Remember that your arcane bond class ability (section C) lets you cast one spell an extra time. At the start of each day, your spells come back and you uncheck them.

☐ ☐ **Force Barrage** ➡, ➡➡, or ➡➡➡ For every action you spend to cast this spell, you shoot a shard of magic toward a creature you can see within 120 feet. It hits automatically, dealing 1d4+1 force damage. Choose the target for each missile individually.

☐ **Mystic Armor** ➡➡ You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC (increasing your AC to 16). This bonus lasts until the next time you prepare your spells. While wearing *mystic armor*, you use your proficiency bonus for unarmed defense to calculate your AC.

**Spellbook:** If you want to prepare different spells, see page 36 of the *Hero's Handbook*. Your spellbook contains *breathe fire*, *fleet step*, *force barrage*, *gust of wind*, and *mystic armor*.

School Spell

You can cast *force bolt*. Rather than getting it back only once each day, you can spend 10 minutes studying your spellbook to get it back.

☐ **Force Bolt** ➡➡ (arcane, force, manipulate) You fire a dart of force that automatically hits and deals 1d4+1 force damage to a target within 30 feet.

Cantrips

You can cast these six spells any number of times per day.

**Daze** ➡➡ You jolt the mind of a single target within 60 feet. This deals 1d6 mental damage and the target must attempt a basic Will save. If the target critically fails, it loses its first action on its next turn, and it can't use reactions until then.

**Detect Magic** ➡➡ You detect any magic in effect within 30 feet of you.

**Gouging Claw** ➡➡ Your arm hand transforms into a sharp claw, allowing you to make an attack against a single target that is next to you. Make a spell attack roll against the target's AC. If you hit the target takes 2d6 slashing damage and 2 persistent bleed damage. Double the damage and bleed on a critical hit.

**Light** ➡➡ Create an orb that sheds light of a color you choose in a 20-foot radius until the next time you prepare your spells. You can have it follow a willing creature. You can have up to four *light* spells active at one time.

**Message** ➡➡ Words you speak go directly to the ears of one creature within 120 feet. The target can give a brief response as a reaction.

**Telekinetic Projectile** ➡➡ You hurl a rock or other small object at one target within 30 feet. Make a spell attack roll against the target's AC. If you hit, the target takes 2d6 bludgeoning damage. On a critical hit, you deal double damage.