

# EZREN

WIZARD

1

## SPELLS

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	MERCHANT
SPEED	25 FEET	PERCEPTION	+4 (TRAINED)
LANGUAGES	COMMON, DRACONIC, DWARVEN, HALFLING, SAKVROTH, VARISIAN	CLASS DC	17
STRENGTH		DEXTERITY	
<b>STR</b>	+0	<b>DEX</b>	+2
INTELLIGENCE		WISDOM	
<b>INT</b>	+4	<b>WIS</b>	+1
		CHARISMA	
		<b>CHA</b>	+0

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD CAST
	16	15	16
FORTITUDE	REFLEX	WILL	
+5	+5	+6	

## STRIKES

MELEE	& ` sta +3 [-2/-7] (two-hand 1d8), 1d4 bludgeoning
RANGED	& ` hand of the apprentice +7 [+2/-3], 1d4+4 bludgeoning (range 500 feet, costs 1 Focus Point)

## SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+5 •	+7 •	+0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 •	+0	+3 •
INTIMIDATION (CHA)	MERCANTILE LORE (INT)	LORE (OTHER: INT)
+0	+7 •	+4
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+1	+4 •	+7 •
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+0	+4 •	+7 •
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+2	+4 •	+2

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Cooperative Nature
CLASS FEATS	Reach Spell, Widen Spell
SKILL FEATS	Bargain Hunter
CLASS ABILITIES	arcane bond, arcane school (uni ed magical theory), arcane spellcasting, arcane thesis (experimental spellshaping)

## EQUIPMENT

BULK	Worn: 2, 5 L; Maximum: 5 Bulk
WORN	backpack, explorer's clothing, minor elixir of life (2), scroll of grim tendrils, sta , way nder
STOWED	bedroll, chalk (10 pieces), int and steel, grappling hook, marvelous miniature (ladder), rations (2 weeks), rope (50 feet), soap, spellbook, torch (5), waterskin, writing set
WEALTH	1 gp, 4 sp

SPELL ATTACK	+7	SPELL DC	17
CANTRIPS (AT WILL)	caustic blast, detect magic, electric arc, light, shield		
1ST RANK	breathe re, force barrage		
FOCUS SPELLS	hand of the apprentice		

## 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).

**Elixir of Life, Minor** (alchemical, consumable, elixir, healing)  
**Activate &** (Interact); **E** **ffect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**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.

**Scroll of Grim Tendrils:** When holding this scroll, you can cast *grim tendrils* (see spells). After you cast the spell, the scroll is destroyed.

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

**Wayfinder** (uncommon, invested, magical): This compact compass is repurposed ancient technology that serves as a badge of office for Pathfinder Society agents and as a status symbol among adventurers of any stripe. A wayfinder functions as a compass. **Activate—Light &** (concentrate) **E** **ffect** The wayfinder is targeted by a 1st-rank light spell.

## FEATS AND ABILITIES

Ezren's feats and abilities are described below.

**Arcane Bond** You place some of your magical power in a bonded item. Each day when you prepare your spells, you can designate a single item you own as your bonded item. This is typically an item associated with spellcasting, such as a wand, ring, or staff, but you are free to designate a weapon or other item. You gain the Drain Bonded Item free action.

**Drain Arcane Bond** ' (arcane, wizard) **Frequency** once per day; **Requirements** Your bonded item is on your person; **E** **ffect** You expend the magical power stored in your bonded item. During the current turn, you can 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.

**Arcane School:** You eschew the idea that magic can be neatly expressed by the teachings of any single school or college, instead directing your self-study to pick up the best of every school of magic. You gain an additional 1st-level wizard feat (Widen Spell) and add an additional 1st-rank spell to your spellbook. You gain a pool of 1 Focus Point that you can use to cast the *hand of the apprentice* focus spell.

**Arcane Thesis (Experimental Spellshaping):** Your thesis posits that the magical practice of spellshaping can be realized more efficiently by altering variables and parameters as you cast, imitating the wizards of long ago who had to work out their own spells themselves. You gain one 1st-level spellshape wizard feat of your choice. For Ezren, this is Reach Spell.

**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.

**Reach Spell &** (concentrate, spellshape, wizard) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

**Widen Spell &** (manipulate, spellshape, wizard) You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

**Wizard 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.

## SPELLS

Ezren can cast the following spells. He can cast up to two 1st-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 *ant haul*, *dizzying colors*, *frostbite*, *grease*, *mystic armor*, *message*, *read aura*, *sigil*, and *telekinetic projectile*.

## Cantrips

**Caustic Blast** % (acid, cantrip, concentration, manipulate); **Range** 30 feet; **Area** 5-foot burst; **Defense** basic Reflex; **E** **ffect** You sling a large glob of acid that immediately detonates, spraying nearby creatures. Creatures in the area take 1d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 1 persistent acid damage.

**Detect Magic** % (cantrip, concentrate, detection, manipulate) **Area** 30-foot emanation; **E** **ffect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to 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 rank than the rank of your detect magic spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

**Electric Arc** % (cantrip, concentrate, electricity, manipulate) **Range** 30 feet; **Targets** 1 or 2 creatures; **Defense** basic Reflex; **E** **ffect** An arc of lightning leaps from one target to another. Each target takes 2d4 electricity damage with a basic Reflex save.

**Light** % (cantrip, concentrate, light, manipulate); **Range** 120 feet; **Duration** until your next daily preparations; **E** **ffect** You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

**Shield &** (cantrip, concentrate, force); **Duration** until the start of your next turn; **E ffect** You raise a magical shield of force. This counts as the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn (though it doesn't require a hand to use), and allows you to use the Shield Block reaction. This shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. 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; **E ffect** You interpose your magical shield between yourself and the attack, reducing the damage by 5. You take any remaining damage.

## 1st

**Breathe Fire** % (concentrate, fire manipulate); **Area** 15-foot cone; **Defense** basic Reflex; **E ffect** A gout of flame sprays from your mouth. You deal 2d6 fire damage to creatures in the area with a basic Reflex save.

**Force Barrage** & to \$ (concentrate, force, manipulate); **Range** 120 feet; **Targets** 1 creature; **E ffect** You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

**Grim Tendrils** % (concentrate, manipulate, void); **Area** 30-foot line; **Defense** Fortitude; **E ffect** Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 void damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half the void damage and no persistent bleed damage.

**Failure** The creature takes full damage.

**Critical Failure** The creature takes double void damage and double persistent bleed damage.

Ezren can cast a school spell. School spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to study your spellbook or conduct arcane research.

**Hand of the Apprentice** & (uncommon, attack, focus, manipulate, wizard); **Range** 500 feet; **Targets** 1 creature; **Defense** AC; **E ffect** You take advantage of one of the most fundamental lessons of magic to levitate and propel your weapon. You hurl a held melee weapon with which you are trained at the target, making a spell attack roll. On a success, you deal the weapon's damage as if you had hit with a melee Strike, but add your spellcasting attribute modifier to damage, rather than your Strength modifier. On a critical success, you deal double damage, and you add the weapon's critical specialization effect. Regardless of the outcome, the weapon flies back to you and returns to your hand.