

# EZREN

WIZARD

5

<b>ANCESTRY</b> HUMAN (SKILLED)	<b>BACKGROUND</b> MERCHANT
<b>SPEED</b> 25 FEET	<b>PERCEPTION</b> +9 (TRAINED)
<b>ALIGNMENT</b> NEUTRAL GOOD	
<b>LANGUAGES</b> COMMON, DRACONIC, DWARVEN, HALFLING, UNDERCOMMON, VARISIAN	

<b>STRENGTH</b>	<b>DEXTERITY</b>	<b>CONSTITUTION</b>
<b>STR</b> 10 <small>MODIFIER (+0)</small>	<b>DEX</b> 16 <small>MODIFIER (+3)</small>	<b>CON</b> 16 <small>MODIFIER (+3)</small>
<b>INTELLIGENCE</b>	<b>WISDOM</b>	<b>CHARISMA</b>
<b>INT</b> 19 <small>MODIFIER (+4)</small>	<b>WIS</b> 14 <small>MODIFIER (+2)</small>	<b>CHA</b> 10 <small>MODIFIER (+0)</small>

## STRIKES

<b>MELEE</b> ♦ +1 striking staff +7 (two-hand d8), 2d4 bludgeoning
<b>RANGED</b> ♦ spell attack roll +11 (see spells) ♦ bomb +3 (thrown 20 feet), effect varies

## SKILLS

<b>ACROBATICS [DEX]</b> +10 •	<b>ARCANA [INT]</b> +13 ••	<b>ATHLETICS [STR]</b> +7 •
<b>CRAFTING [INT]</b> +11 •	<b>DECEPTION [CHA]</b> +0	<b>DIPLOMACY [CHA]</b> +9 ••
<b>INTIMIDATION [CHA]</b> +0	<b>MERCANTILE LORE [INT]</b> +11 •	<b>LORE [OTHER: INT]</b> +4
<b>MEDICINE [WIS]</b> +2	<b>NATURE [WIS]</b> +9 •	<b>OCCULTISM [INT]</b> +11 •
<b>PERFORMANCE [CHA]</b> +0	<b>RELIGION [WIS]</b> +9 •	<b>SOCIETY [INT]</b> +13 ••
<b>STEALTH [DEX]</b> +10 •	<b>SURVIVAL [WIS]</b> +9 •	<b>THIEVERY [DEX]</b> +3

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

<b>ANCESTRY ABILITIES</b>	Cooperative Nature, Natural Ambition, Natural Skill
<b>GENERAL FEATS</b>	Ancestral Paragon
<b>SKILL FEATS</b>	Assurance (Arcana), Bargain Hunter, Courtly Graces
<b>CLASS FEATURES</b>	arcane bond, arcane spellcasting, arcane thesis, Bepell Weapon, Cantrip Expansion, Hand of the Apprentice, Reach Spell, Widen Spell

## DEFENSES

<b>HIT POINTS</b> 53	<b>ARMOR CLASS</b> 20	<b>AC WITH SHIELD RAISED</b> 21
<b>FORTITUDE</b> +10	<b>REFLEX</b> +12	<b>WILL</b> +11

## SPELLS

<b>SPELL ATTACK</b> +11	<b>DC</b> 21
-------------------------	-----------------

# PATHFINDER

## EQUIPMENT

<b>BULK</b>	3, 6L
<b>WORN</b>	adventurer's clothing, backpack, dull gray aeon stone (orbiting), hand of the mage
<b>WEAPONS</b>	+1 striking staff
<b>STOWED</b>	bedroll, belt pouch (2), chalk (10 pieces), flint and steel, grappling hook, lesser alchemist's fire, lesser elixir of life, lesser frost vial, rope (50 feet), wand of mage armor, wand of magic missile, rations (2 weeks), soap, torches (5), waterskin, writing set
<b>WEALTH</b>	6 gp, 2 sp

## SPELLS

<b>CANTRIPS [AT WILL]</b>	acid splash, detect magic, electric arc, light, mage hand, ray of frost, read aura, shield, telekinetic projectile
<b>1ST LEVEL</b>	burning hands, magic missile, true strike
<b>2ND LEVEL</b>	acid arrow, dispel magic, mirror image
<b>3RD LEVEL</b>	fireball, haste



## 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.

# EZREN

## EQUIPMENT

The following rules apply to Ezren's equipment.

- ☐ **Alchemist's Fire, Lesser** (alchemical, bomb, consumable, fire, splash) **Activate** ⬠ (Strike); **Effect** Alchemist's fire deals 1d8 fire damage, 1 persistent fire damage, and 1 fire splash damage.
- Dull Gray Aeon Stone:** This dull gray stone floats in an elliptical orbit around your head. It looks quite wizardly.
- ☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Activate** ⬠ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.
- ☐ **Frost Vial, Lesser** (alchemical, bomb, cold, consumable, splash) **Activate** ⬠ (Strike); **Effect** A frost vial deals 1d6 cold damage and 1 cold splash damage, and the target takes a -5-foot status penalty to its Speeds until the end of its next turn.
- 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-Hand** (trait): This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.
- ☐ **Wand of Mage Armor:** This wand allows you to cast a 1st-level *mage armor* spell (see spells) once per day.
- ☐ **Wand of Magic Missile:** This wand allows you to cast a 1st-level *magic missile* spell (see spells) once per day.

## FEATS AND ABILITIES

Ezren's feats and abilities are described below.

- Ancestral Paragon:** Your study of magic has given you a deeper understanding of your ancestry, granting you the Natural Ambition ancestry feat.
- Arcane School:** You are a universalist, believing that arcane mastery comes from well-rounded knowledge of all schools of magic rather than specializing in one.
- 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.
- ☐ ☐ ☐ **Arcane Bond:** Your staff also serves as your arcane bond, which you can drain once per day per spell level as a free action at the start of your turn. During your 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.
- Arcane Thesis (Metamagical Experimentation):** Your arcane thesis grants you one additional metamagic feat as a bonus feat. For Ezren, this is Reach Spell.
- Assurance (Arcana):** You can choose to take a result of 19 on an Arcana check instead of rolling.
- 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).
- Bespell Weapon** ⬠ **Frequency** once per turn; **Requirements** Your most recent action was to cast a non-cantrip spell; **Effect** You siphon the residual energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.
  - **Abjuration** force damage
  - **Conjuration or Transmutation** the same type as the weapon
  - **Divination, Enchantment, or Illusion** mental damage
  - **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage
  - **Necromancy** negative damage
- Cantrip Expansion:** You have learned two additional cantrips (factored in)
- 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.

# PATHFINDER

**Courtly Graces:** You have learned the proper etiquette and bearing that allow you to present yourself as a noble. You can use Society to Make an Impression on a noble, as well as to Impersonate being a noble. If you want to Impersonate a specific noble, you still need to do so with Deception.

- ☐ **Focus Points:** You gain a pool of Focus Points that allows 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.

**Natural Ambition:** Your ambitious nature enhances your mastery of magic, granting you the Hand of the Apprentice class feat.

**Natural Skill:** You have been trained in two additional skills (factored in).

**Reach Spell** ⬠ (concentrate, metamagic, wizard) 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, wizard) Your spells can affect a wider area. If the next action you uses 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 two 1st-level spells but must memorize them in advance. In addition to the spells he has memorized (see above), Ezren's spellbook also contains *color spray*, *glitterdust*, *grease*, *mage armor*, *message*, *ray of frost*, *shocking grasp*, and *study aura*.

- ☐ **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 the target. 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+4 acid damage plus 1 splash acid damage. On a critical success, the target also takes 2 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. Other than the school of the magic for the highest-level effect within range, 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, 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 a spell or effect. Attempt a counteract check against the target. If you succeed against a spell effect, you counteract it; you can't dispel a spell effect higher than 5th level. If you succeed against a magic item, the item becomes a mundane item of its type 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 3d4+4 electricity damage each target. Creatures are allowed a basic Reflex save.
- **Fireball** (evocation, fire); **Cast** ◆◆ somatic, verbal; **Range** 500 feet; **Area** 20-foot burst; **Effect** A roaring blast of fire appears at a spot you designate, dealing 6d6 fire damage to all creatures in the area. Targets are allowed a basic Reflex saving throw.
  - **Haste** (transmutation); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Effect** Magic empowers the target, granting it the quickened condition for 1 minute. It can use the extra action each round only for Strike and Stride actions.
  - Light** (cantrip, evocation, light); **Cast** ◆◆ somatic, verbal; **Range** touch; **Targets** 1 unattended, non-magical object of 1 Bulk or less; **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 Armor** (abjuration); **Cast** ◆ somatic, verbal; **Effect** Until the next time you make your daily preparations, you ward yourself with shimmering magical energy. This grants you a +1 item bonus to AC.
  - Mage Hand** (cantrip, evocation); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 unattended object of 1 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.
  - **Mirror Image** (illusion, visual); **Cast** ◆◆ somatic, verbal; **Effect** Three illusory images of you swirl about your space for 1 minute, potentially causing those who attack you to hit one of the images instead. Any attack that would hit you has a random chance of hitting one of your images instead. If all three images remain, there is a 1 in 4 chance of hitting you (1 on 1d4). With two images remaining, there is a 1 in 3 chance of hitting you (1-2 on 1d6). With only one image, the chances are 1 in 2 (1-3 on 1d6). Once an image is hit, it is destroyed. If an attack roll fails to hit your AC but doesn't critically fail, it destroys an image but has no additional effect (even if the attack would normally have an effect on a failure). If an attack roll

is a critical success and would hit one of the images, one of the images is destroyed and the attack roll becomes a success against you. Once all the images are destroyed, the spell ends.

**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 3d4+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.

**Read Aura** (cantrip, detection, divination) **Cast** 1 minute (somatic, verbal); **Range** 30 feet; **Effect** When you cast this spell, you focus on up to 10 objects, opening your mind to perceive magical auras. When the casting is complete, you know whether the items are magical, and if they are, you learn the school of magic. If the object is illusory, you detects this only if the effect's level is below 3rd.

**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 10. 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.

**Telekinetic Projectile** (attack, cantrip, evocation); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Effect** When you cast this spell, you hurl a loose, unattended object (typically a crossbow bolt) that is within range and that has 1 Bulk or less at the target. Make a ranged attack against the target. If you hit, you deal bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled—equal to 3d6+4. No specific traits or magic properties of the hurled item affect the attack or the damage.

**Critical Success** You deal double damage.

**Success** You deal full damage.