

EZREN

WIZARD



ANCESTRY	HUMAN (SKILLED)	BACKGROUND	MERCHANT
SPEED	25 FEET	PERCEPTION	+6 (TRAINED)
LANGUAGES	COMMON, DRACONIC, DWARVEN, HALFLING, SAKVROTH, VARISIAN		CLASS DC 19
STRENGTH	STR +0	DEXTERITY	DEX +2
INTELLIGENCE	INT +4	WISDOM	WIS +1
		CONSTITUTION	CON +2
		CHARISMA	CHA +0

DEFENSES

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

STRIKES

MELEE	◆ +1 staff +6 [+1/-4] (two-hand d8), 1d4 bludgeoning
RANGED	◆ hand of the apprentice +9 [+4/-1], 1d4+4 bludgeoning (range 500 feet, costs 1 Focus Point)

SKILLS

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

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Cooperative Nature, Natural Ambition* (Counterspell)
CLASS FEATS	Counterspell ↻, Nonlethal Spell ◆, Reach Spell ◆, Widen Spell ◆
GENERAL FEATS	Ancestral Paragon*
SKILL FEATS	Arcane Sense, Bargain Hunter
CLASS ABILITIES	arcane bond, arcane school (unified magical theory), arcane thesis (experimental spellshaping), heightening spells, wizard spellcasting

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

EQUIPMENT

BULK	Worn: 2, 7 L; Maximum: 5 Bulk
WORN	backpack, explorer's clothing, lesser healing potion, ring of sigils, scroll of grim tendrils, scroll of invisibility, +1 staff, wayfinder
STOWED	bedroll, chalk (10 pieces), flint and steel, grappling hook, marvelous miniature (ladder), rations (2 weeks), rope (50 feet), soap, spellbook, torch (5), waterskin, writing set
WEALTH	4 gp, 4 sp

SPELLS

SPELL ATTACK	+9	SPELL DC	19
CANTRIPS (AT WILL)	caustic blast, electric arc, frostbite, shield, telekinetic hand		
1ST RANK	<input type="checkbox"/> breathe fire, <input type="checkbox"/> force barrage, <input type="checkbox"/> sure strike		
2ND RANK	<input type="checkbox"/> acid grip, <input type="checkbox"/> dispel magic		
<input type="checkbox"/> 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).

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.

☐ **Healing Potion, Lesser** (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate**  (manipulate); **Effect** Upon drinking this potion, you regain 2d8+5 Hit Points.

Marvelous Miniature, Ladder: This miniature ladder has a rune etched into the underside of its base. **Activate**  (manipulate) When activated, this miniature transforms permanently into a 20-foot-long wooden ladder.


Ring of Sigils: This silver band is carved with sigils and gives you the ability to cast *sigil* as an arcane innate cantrip (see spells). **Activate—Track Sigil**  (concentrate, detection) **Frequency** once per 10 minutes; **Effect** You detect the general direction toward the most recent *sigil* you created using the ring. This activation fails if the *sigil* is more than 5 miles away or if there's lead or running water between you and the *sigil*.

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

☐ **Scroll of Invisibility:** When holding this scroll, you can cast *invisibility* (see spells). After you cast the spell, the scroll is destroyed.

Two-Handed (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) **Effect** 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 Bonded Item**  (arcane, wizard) **Frequency** once per day per spell rank you can cast; **Requirements** Your bonded item is on your person; **Effect** 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. You can only use this ability to recall one spell of each rank you know how to cast each day.


Arcane School (Unified Magical Theory): 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. You can use Drain Bonded Item more than once per day, as described above.

Arcane Sense: Your study of magic allows you to instinctively sense its presence. You can cast 1st-rank *detect magic* at will as an arcane innate 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 can use Diplomacy when attempting a 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.

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 counter it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (*Player Core* 431). Your bonus on this check is +9.

Heightening Spells: When you prepare spells in spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain ranks. Cantrips are always heightened to half your level rounded up (to 2nd rank, in Ezren's case). The effects of Ezren's heightened cantrips are already incorporated into their descriptions below.

Nonlethal Spell  (manipulate, spellshape, wizard) You can alter offensive spells to be less deadly. If your next action is to Cast a Spell that deals damage and doesn't have the death or void trait, that spell gains the nonlethal trait.

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  (concentrate, 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 five cantrips, three 1st-rank spells, and two 2nd-rank 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*, *grease*, *light*, *message*, *mystic armor*, *prestidigitation*, *read aura*, *telekinetic projectile*, and *thunderstrike*.

Cantrips

Caustic Blast ♦♦ (acid, cantrip, concentrate, manipulate); **Range** 30 feet; **Area** 5-foot burst; **Defense** basic Reflex; **Effect** You fling 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; **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 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; **Effect** An arc of lightning leaps from one target to another. Each target takes 3d4 electricity damage with a basic Reflex save.

Frostbite ♦♦ (cantrip, cold, concentrate, manipulate); **Range** 60 feet; **Targets** 1 creature; **Defense** Fortitude; **Effect** An orb of biting cold coalesces around your target, freezing its body. The target takes 3d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 2 to bludgeoning until the start of your next turn.

Light ♦♦ (cantrip, concentrate, light, manipulate); **Range** 120 feet; **Duration** until your next daily preparations; **Effect** 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; **Effect** 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 cast it again for 10 minutes.

Shield Block ↻ **Trigger** You would be damaged by a magical effect, physical attack, or spell 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.

Sigil ♦♦ (cantrip, concentrate, manipulate); **Range** touch; **Targets** 1 creature or object; **Duration** unlimited (see below); **Effect** You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week.

Telekinetic Hand ♦♦ (cantrip, concentrate, manipulate); **Range** 30 feet; **Targets** 1 unattended object of light Bulk or less; **Duration** sustained; **Effect** You create a floating, magical hand, either invisible or ghostlike, that grasps the target object and levitates it slowly up to 20 feet 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.

1st

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

Heightened (+1) The damage increases by 2d6.

Force Barrage ♦ to ♦♦♦ (concentrate, force, manipulate); **Range** 120 feet; **Targets** 1 creature; **Effect** 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; **Effect** 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.

Sure Strike ♦ (concentrate, fortune); **Duration** until the end of your turn; **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.

2nd

Acid Grip ♦♦ (acid, concentrate, manipulate); **Range** 120 feet; **Targets** 1 creature; **Defense** Reflex; **Effect** An ephemeral, taloned hand grips the target, burning it with magical acid. The target takes 2d8 acid damage plus 1d6 persistent acid damage depending on its Reflex save. A creature taking persistent damage from this spell takes a -10-foot status bonus to its Speeds.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage, and the claw moves it up to 5 feet in a direction of your choice.

Failure The creature takes full damage and persistent damage, and the claw moves it up to 10 feet in a direction of your choice.

Critical Failure The creature takes double damage and full persistent damage, and the claw moves it up to 20 feet in a direction of your choice.

Dispel Magic ♦♦ (concentrate, manipulate); **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 successfully counteract a magic item, it 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.

Invisibility ♦♦ (illusion, manipulate, subtle); **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

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; **Effect** 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 (+4), 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.