

EZREN

WIZARD



ANCESTRY	HUMAN (SKILLED)	BACKGROUND	MERCHANT
SPEED	25 FEET	PERCEPTION	+9 (TRAINED)
LANGUAGES	COMMON, DRACONIC, DWARVEN, HALFLING, SAKVROTH, VARISIAN		CLASS DC
			21
STRENGTH		DEXTERITY	
STR	+0	DEX	+3
INTELLIGENCE		WISDOM	
INT	+4	WIS	+2
		CHARISMA	
		CHA	+0

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD CAST
	53	20	21
FORTITUDE	REFLEX	WILL	
+10	+12	+11	

STRIKES

MELEE	◆ +1 striking staff of fire +8 (two-hand d8), 2d4 bludgeoning
RANGED	◆ hand of the apprentice +11 [+6/+1], 1d4+4 bludgeoning (range 500 feet, costs 1 Focus Point)

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+10 ●	+13 ●●	+7 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+11 ●	+0	+9 ●●
INTIMIDATION (CHA)	MERCANTILE LORE (INT)	LORE (OTHER; INT)
+0	+11 ●	+4
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+2	+9 ●	+11 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+0	+9 ●	+13 ●●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+10 ●	+9 ●	+3

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

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

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

EQUIPMENT

BULK	Worn: 2, 5 L; Maximum: 5 Bulk
WORN	backpack, explorer's clothing, ring of sigils, scroll of grim tendrils, +1 striking staff of fire, wand of mystic armor
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	1 gp, 7 sp

SPELLS

SPELL ATTACK	+11	SPELL DC	21
CANTRIPS (AT WILL)	caustic blast, electric arc, message, shield, telekinetic hand		
1ST RANK	<input type="checkbox"/> ant haul, <input type="checkbox"/> force barrage, <input type="checkbox"/> sure strike		
2ND RANK	<input type="checkbox"/> acid grip, <input type="checkbox"/> blur, <input type="checkbox"/> dispel magic		
3RD RANK	<input type="checkbox"/> fireball, <input type="checkbox"/> haste		
<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.

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.

Staff of Fire: This magic staff possesses 3 charges out of a maximum of 3. You can cast the *ignition* cantrip, and you can expend 1 charge from the staff to cast *breathe fire* at 1st rank.

You can Interact to touch the tip of this staff to a torch, tinder, or a flammable substance to ignite a flame.


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

☐ **Wand of Mystic Armor:** This wand allows you to cast a 1st-rank *mystic armor* spell (see spells) once per day.

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. Starting at 4th level, during your daily preparations, you can gain Conceal 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).

Bespell Strikes  (wizard) **Frequency** once per turn; **Requirements** Your most recent action was to cast a non-cantrip spell; **Effect** You siphon spell energy into one weapon you're wielding, or into one of your unarmed attacks, such as a fist. Until the end of your turn, the weapon or unarmed attack deals an extra 1d6 force damage and gains the arcane trait if it didn't have it already. If the spell dealt a different type of damage, the Strike deals this type of damage instead (or one type of your choice if the spell could deal multiple types of damage).

Conceal Spell  (concentrate, spellshape, wizard) Through sheer mental effort, you can simplify the incantations and gestures needed to spellcast, leaving them barely noticeable. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

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 +11.

Courtly Graces: Unless you are intentionally presenting yourself differently, anyone who speaks with you will assume you are a noble or closely associated with the nobility (such as a prominent servant). You can use Society to Make an Impression on a noble, as well as with Impersonate to pretend to be a type of noble or a specific individual noble. If you use the normal skills in those situations, you receive a +1 circumstance bonus to the check instead.

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 3rd 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, three 2nd-rank spells, and two 3rd-rank spells but must memorize them in advance. In addition to the spells he has memorized (see front page), Ezren's spellbook also contains *breathe fire*, *dizzying colors*, *frostbite*, *grease*, *light*, *mystic armor*, *prestidigitation*, *read aura*, *revealing light*, *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 2d8 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.

You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM.

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 4d4 electricity damage with a basic Reflex save.

Ignition ♦♦ (attack, cantrip, concentrate, fire, manipulate); **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** You snap your fingers

and point at a target, which begins to smolder. Make a spell attack roll against the target's AC, dealing 4d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6s.

Critical Success The target takes double damage and 3d4 persistent fire damage.

Success The target takes full damage.

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.

Message ♦ (auditory, cantrip, concentrate, illusion, linguistic, mental, subtle); **Range** 500 feet; **Targets** 1 creature; **Duration** see below; **Effect** You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

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

Ant Haul ♦♦ (concentrate, manipulate); **Range** touch; **Targets** 1 creature; **Duration** 8 hours; **Effect** You reinforce the target's musculoskeletal system to bear more weight. The target can carry 3 more Bulk than normal before becoming encumbered and up to a maximum of 6 more Bulk.

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.

Mystic Armor ♦♦ (concentrate, manipulate); **Duration** until your next daily preparations; **Effect** You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing *mystic armor*, you use your unarmored proficiency to calculate your AC.

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.

Blur ♦♦ (concentrate, illusion, manipulate, visual); **Range** touch; **Targets** 1 creature; **Duration** 1 minute; **Effect** The target's form appears blurry. It becomes concealed. As the nature of this effect still leaves the target's location obvious, the target can't use this concealment to Hide or Sneak.

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.

3rd

Fireball ♦♦ (concentrate, fire, manipulate); **Range** 500 feet; **Area** 20-foot burst; **Defense** basic Reflex; **Effect** A roaring blast of fire detonates at a spot you designate, dealing 6d6 fire damage.

Haste ♦♦ (concentrate, manipulate); **Range** 30 feet; **Targets** 1 creature; **Duration** 1 minute; **Effect** Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

FOCUS SPELLS

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, 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.