EZREN

WIZARD 1

ANCESTRY HUMAN (SKILLED)
BACKGROUND MERCHANT
SPEED 25 FEET
PERCEPTION ⬡ +4 (TRAINED)
ALIGNMENT NEUTRAL GOOD
LANGUAGES COMMON, DRACONIC, DWARVEN, HALFLING, UNDERCOMMON, VARISIAN

STRENGTH	**DEXTERITY**	**CONSTITUTION**
STR 10 MODIFIER (+0)	**DEX** 14 MODIFIER (+2)	**CON** 14 MODIFIER (+2)

INTELLIGENCE	**WISDOM**	**CHARISMA**
INT 18 MODIFIER (+4)	**WIS** 12 MODIFIER (+1)	**CHA** 10 MODIFIER (+0)

STRIKES

MELEE ❖ staff +3 (two-hand 1d8), 1d4 bludgeoning
RANGED ❖❖ *acid splash* +7 (acid, evocation), 1d6 acid plus 1 acid splash

SKILLS

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

DEFENSES

HIT POINTS	**ARMOR CLASS**	**AC WITH SHIELD RAISED**
16	15	16
FORTITUDE ⬡ +5	**REFLEX** ⬡ +5	**WILL** ⬡ +6

SPELLS

SPELL ATTACK ⬡ +7 **DC** 17

EQUIPMENT

BULK **Worn:** 1, 6 L; **Stowed:** 1, 4 L
WORN backpack, clothing, minor elixir of life (2), material component pouch, *scroll of grim tendrils*, staff
STOWED bedroll, chalk (10 pieces), flint and steel, grappling hook, rations (2 weeks), rope (50 feet), soap, spellbook, torch (5), waterskin, writing set
WEALTH 2 gp, 7 sp

SPELLS

CANTRIPS (AT WILL): *acid splash, detect magic, electric arc, light, shield*
1ST LEVEL: *burning hands, magic missile*

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); **Effect** 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 *resist energy* (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.

FEATS AND ABILITIES

Ezren's feats and abilities are described below.

☐ **Arcane Bond** ❖ Your staff also serves as your arcane bond, which you can drain once per day 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 School: You are a universalist, believing that arcane mastery comes from well-rounded knowledge of all schools of magic rather than specializing in one. You gain a bonus wizard feat (Widen Spell).

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 Thesis (Metamagical Experimentation): Your arcane thesis grants you one additional metamagic feat as a bonus feat. 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, 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 already memorized (see front page), Ezren's spellbook also contains *color spray*, *floating disk*, *grease*, *mage armor*, *message*, *ray of frost*, *read aura*, *sigil*, and *telekinetic projectile*.

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 acid damage plus 1 acid splash damage. On a critical success, the target also takes 1 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. 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 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.

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 1d4+4 electricity damage each target. Creatures are allowed a basic Reflex save.

Grim Tendrils (necromancy, negative); **Cast** ❖❖ somatic, verbal; **Area** 30-foot line; **Saving Throw** Fortitude **Effect** Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 negative damage and 1 persistent bleed damage to living creatures in the line, depending on their Fortitude save.
Critical Success The creature is unaffected.
Success The creature takes half the negative damage and no persistent bleed damage.
Failure The creature takes full damage.
Critical Failure The creature takes double negative damage and double persistent bleed damage.

Light (cantrip, evocation, light); **Cast** ❖❖ somatic, verbal; **Range** touch; **Targets** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally; **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.

☐ **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.

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 5. 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.