# About Ezren

Ezren was raised as a younger son of a successful spice merchant. He enjoyed the comforts of a well-to-do family, lived in a neighborhood relatively safe from crime, and had no lofty ambitions. However, when the church of the merchant god accused his father of heresy and corruption, ruining the family business, Ezren was determined to prove his father's innocence. To his shock, the church's accusations were true. Outraged, Ezren left his home and began studying magic on his own, as no wizard would take a 40-year-old as an apprentice. Now he wants to travel the world and make a difference in other peoples' lives. Ezren is skeptical of human nature, and puts his trust in his own brilliant intellect and magical abilities.

# WIZARD
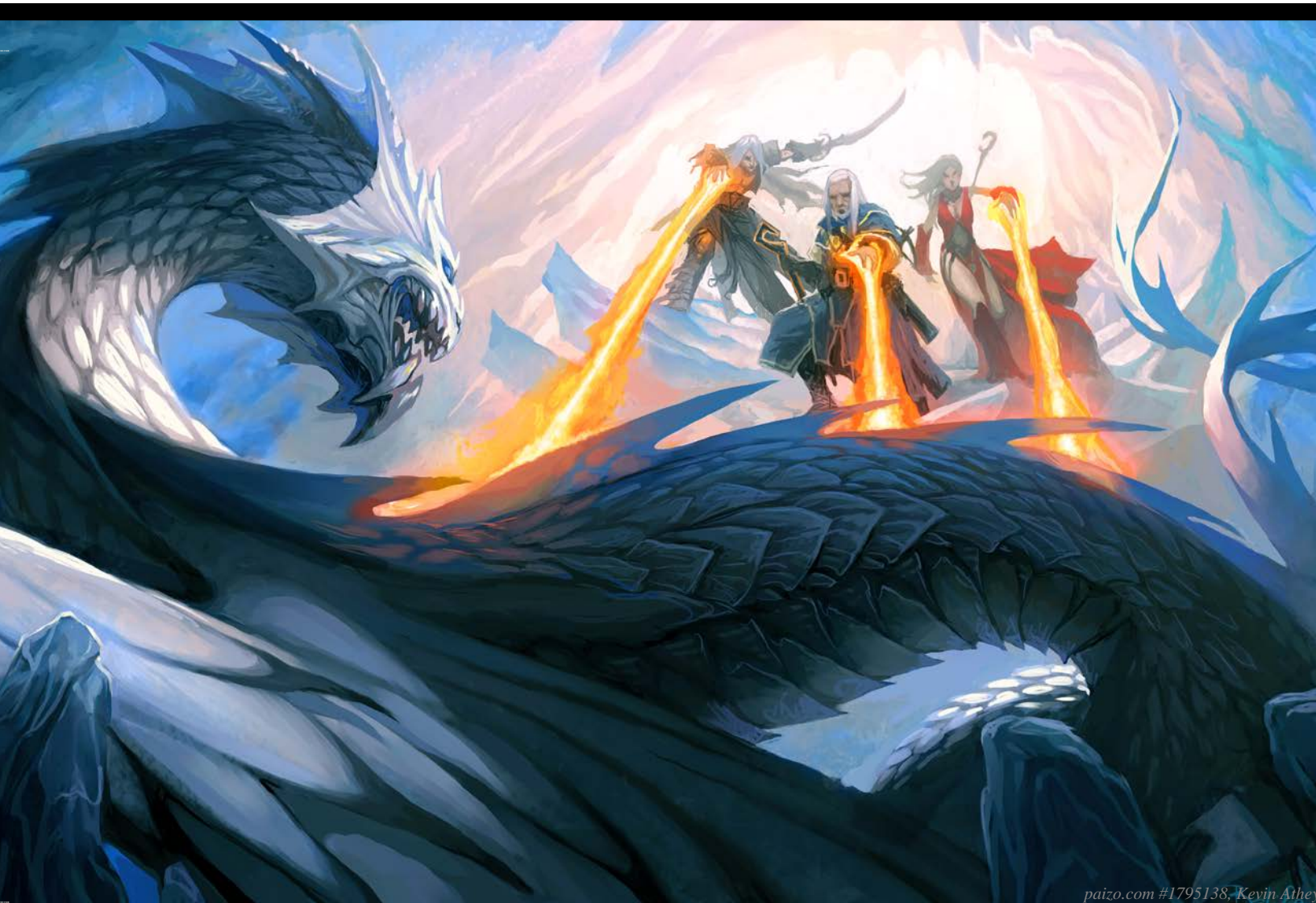
## PLAY THIS WIZARD CHARACTER IF YOU'D LIKE TO BE GOOD AT:

▸▸ **BLASTING ENEMIES WITH FIRE**

▸▸ **THROWING WEAPONS WITH TELEKINESIS**

▸▸ **KNOWING SECRETS ABOUT MAGIC**

▸▸ **KNOWING SECRETS ABOUT ANCIENT LORE**

▸▸ **USING MAGIC SCROLLS**

## A — YOUR CHARACTER SHEET

This character sheet gives you all the information you need to make dice rolls for your wizard character. It also gives you places to keep track of your equipment and treasure.

## B — ABILITY SCORES AND ABILITY MODIFIERS

Ability Scores represent your raw physical and mental talent. Higher numbers are better. The better an Ability Score is, the better its Ability Modifier is.

Sometimes you have to make an ability check to do something simple, like break open a door or remember the name of an innkeeper. You make an ability check by rolling 1d20 and adding the Ability Modifier (not the Ability Score). For example, to make an INT check you roll 1d20+3 (because your INT Mod is +3).

## C — HUMAN RACIAL TRAITS

Your speed is how many feet or squares you can move as a "move action." You have extra skills and feats from being a human.

## D — MAKING SKILL CHECKS

Skills are things that anyone can do, like climb or swim. As a wizard, you're trained in history, magical learning, and other areas of knowledge.

You make a skill check when you try to use a skill. Higher numbers are better. Roll 1d20 and add the Total (the last column) for that skill. For example, to make a Spellcraft check you roll 1d20+7. You're trying to equal or exceed the Difficulty Class (DC) number for the skill. You can use a skill only if there is a number in its Total box.

### WHAT YOU CAN DO ON YOUR TURN

▶▶ **YOU CAN DO ONE STANDARD ACTION:**
- Cast a spell or cantrip
- Use arcane bond or hand of the apprentice (Section F)
- Attack with a weapon (you're allowed to attack diagonally)
- Use a magic item (like a potion or wand)
- Move up to 30 feet

▶▶ **AND ONE MOVE ACTION:**
- Take an item from your pack
- Move up to 30 feet
- Pick up an item from the ground
- Draw a weapon
- Open or close a door

▶▶ **AND ONE FREE ACTION:**
- Drop an item
- Speak
- Drop prone in your square
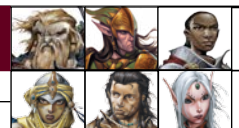- Move 5 feet (if you don't use your standard or move action to move)

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## WIZARD CHARACTER SHEET

### A — CHARACTER NAME

**Ezren**

RACE **Human**
CLASS **Wizard**

| ALIGNMENT | LN |
| GENDER | Male |

XP **0**
LEVEL **1**

### B — ABILITY SCORES / ABILITY MODIFIERS

| ABILITY SCORES | | ABILITY MODIFIERS | |
|---|---|---|---|
| STRENGTH | 12 | +1 | STR MODIFIER |
| DEXTERITY | 10 | +0 | DEX MODIFIER |
| CONSTITUTION | 13 | +1 | CON MODIFIER |
| INTELLIGENCE | 17 | +3 | INT MODIFIER |
| WISDOM | 14 | +2 | WIS MODIFIER |
| CHARISMA | 8 | −1 | CHA MODIFIER |

### C — RACIAL TRAITS

| SPEED | 30 Feet (6 Squares) |
|---|---|
| Bonus Skill Ranks | |
| Bonus Feat | |

### D — SKILLS

| | CLASS SKILL? | RANKS | | ABILITY MOD | | MISC. MOD | | TOTAL |
|---|---|---|---|---|---|---|---|---|
| ACROBATICS | | 0 | + | 0 (DEX MOD) | + | 0 | = | +0 |
| BLUFF | | 0 | + | −1 (CHA MOD) | + | 0 | = | −1 |
| CLIMB | | 0 | + | 1 (STR MOD) | + | 0 | = | +1 |
| DIPLOMACY | | 0 | + | −1 (CHA MOD) | + | 0 | = | −1 |
| DISABLE DEVICE* | | | + | (DEX MOD) | + | | = | |
| HEAL | | 1 | + | 2 (WIS MOD) | + | 0 | = | +3 |
| KNOWLEDGE ARCANA* | ✔ | 1 | + | 3 (INT MOD) | + | 3 | = | +7 |
| KNOWLEDGE DUNGEONEERING* | ✔ | | + | (INT MOD) | + | | = | |
| KNOWLEDGE GEOGRAPHY* | ✔ | | + | (INT MOD) | + | | = | |
| KNOWLEDGE HISTORY * | ✔ | 1 | + | 3 (INT MOD) | + | 3 | = | +7 |
| KNOWLEDGE LOCAL* | ✔ | | + | (INT MOD) | + | | = | |
| KNOWLEDGE NATURE* | ✔ | | + | (INT MOD) | + | | = | |
| KNOWLEDGE RELIGION* | ✔ | | + | (INT MOD) | + | | = | |
| PERCEPTION | | 1 | + | 2 (WIS MOD) | + | 0 | = | +3 |
| RIDE | | 0 | + | 0 (DEX MOD) | + | 0 | = | +0 |
| SENSE MOTIVE | | 0 | + | 2 (WIS MOD) | + | 0 | = | +2 |
| SPELLCRAFT* | ✔ | 1 | + | 3 (INT MOD) | + | 3 | = | +7 |
| STEALTH | | 0 | + | 0 (DEX MOD) | + | 0 | = | +0 |
| SWIM | | 1 | + | 1 (STR MOD) | + | 0 | = | +2 |

*TRAINED ONLY

### E — ARMOR AND WEAPON PROFICIENCIES

- ☐ SHIELDS
- ☐ LIGHT ARMOR
- ☐ MEDIUM ARMOR
- ☐ HEAVY ARMOR
- ☐ SIMPLE WEAPONS
- ☐ MARTIAL WEAPONS

| club | heavy crossbow | quarterstaff |
| dagger | light crossbow | |

### F — CLASS FEATURES

HIT POINTS **7**

| | CLASS | | CON MOD / DEX MOD / WIS MOD | | MISC | | TOTAL |
|---|---|---|---|---|---|---|---|
| FORTITUDE SAVE | 0 | + | 1 (CON MOD) | + | 2 | = | +3 |
| REFLEX SAVE | 0 | + | 0 (DEX MOD) | + | | = | +0 |
| WILL SAVE | 2 | + | 2 (WIS MOD) | + | | = | +4 |
| ATTACK BONUS | 0 | | SKILL RANKS | | | | 6 |

Arcane Bond: 1 time per day

Hand of the Apprentice: 7 times per day

### G — WEAPONS AND ATTACKS

| | IMPROVED INITIATIVE / ATTACK BONUS | | STR MOD / DEX MOD | | TOTAL |
|---|---|---|---|---|---|
| INITIATIVE | 4 | + | 0 (DEX MOD) | = | 4 |
| MELEE ATTACK | 0 | + | 1 (STR MOD) | = | 1 |
| RANGED ATTACK | 0 | + | 0 (DEX MOD) | = | 0 |

**WEAPON** Masterwork Quarterstaff

| ATTACK BONUS | DAMAGE | CRITICAL THREAT | DAMAGE TYPE | RANGE INCREMENT | AMMUNITION |
|---|---|---|---|---|---|
| +2 | 1d6+1 | 20 | B | – | – |

**WEAPON** Light Crossbow

| ATTACK BONUS | DAMAGE | CRITICAL THREAT | DAMAGE TYPE | RANGE INCREMENT | AMMUNITION |
|---|---|---|---|---|---|
| +0 | 1d8 | 19–20 | P | 80 feet | 10 |

### H — ARMOR AND ARMOR CLASS

| | ARMOR | | SHIELD | | DEX MOD | | MAGIC | | | | TOTAL |
|---|---|---|---|---|---|---|---|---|---|---|---|
| AC | 0 | + | 0 | + | 0 | + | 0 | + 10 | = | | 10 |

### I — FEATS

Great Fortitude

Improved Initiative

### J — EQUIPMENT

YOUR EQUIPMENT IS ON THE RIGHT SIDE OF THIS PAGE

### K — SPELLS

YOUR SPELLS ARE ON THE RIGHT SIDE OF THIS PAGE

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## F — SAVING THROWS

You make saving throws to resist special attacks like spells, poison, fear, traps, and dragon breath.

You make a saving throw by rolling 1d20 and adding the Total for the kind of save you're making. For example, your Will save is 1d20+4. Rolling a 20 on the die always succeeds. Rolling a 1 on the die always fails.

### WIZARD CLASS FEATURES

**ARCANE BOND** lets you cast any one of your spells an extra time.

**HAND OF THE APPRENTICE** lets you throw your staff up to 30 feet with the power of your mind. Roll 1d20+4 to hit. If you hit, roll 1d6+1 for damage. Your staff flies back to you automatically.

## G — COMBAT

You make an initiative check to see who goes first in combat. The highest roll goes first, second-highest goes second, and so on.

You can make one attack once per round on your turn. To attack, roll 1d20 and add your attack bonus for that weapon. For example, your quarterstaff attack is 1d20+2. If your total is equal to or higher than your enemy's Armor Class, you hit and roll damage! Rolling a 20 always hits. Rolling a 1 always misses.

## H — ARMOR AND DEFENSE

Your Armor Class represents how hard it is for enemies to hit you. Higher numbers mean you're harder to hit. Wizards can't wear armor.

## I — FEATS

**Great Fortitude**: You have a +2 bonus built into your Fortitude save.
**Improved Initiative**: You have a +4 bonus built into your initiative total.

## J — EQUIPMENT

| | | |
|---|---|---|
| light crossbow | bedroll | spellbook |
| crossbow bolts (10) | belt pouch | torches (10) |
| dagger | candles | trail rations (5 days) |
| quarterstaff | sack | waterskin |
| backpack | set of clothes | 6 gp |

## K — SPELLS

You have prepared two spells: *burning hands* and *magic missile*. When you cast a spell, mark it off for the day. Remember that your arcane bond class feature (Section F) lets you cast one spell an extra time. Each day, your spells come back.

☐ **BURNING HANDS:** You create a cone of fire that extends 15 feet from you. Creatures in the cone take 1d4 fire damage. They get a Reflex saving throw with a Difficulty Class (DC) of 14 for half damage.

☐ **MAGIC MISSILE:** You shoot a blast of magic at one enemy that deals 1d4+1 damage.

### CANTRIPS

You can cast *detect magic* and *ray of frost* as often as you want.

**DETECT MAGIC:** Detects magic within 60 feet, or identifies a magic item you're holding.

**RAY OF FROST:** Make a ranged attack roll (1d20) against a creature within 30 feet. If you hit its touch Armor Class, the creature takes 1d3 points of cold damage.