

WIZARD (LEVEL 1)



A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts make him a valued member of the Pathfinder Society.

EZREN

Male human wizard 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +3, **Ref** +2, **Will** +3; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk cane +1 (1d6) or

dagger +0 (1d4/19–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks hand of the apprentice (7/day; +7 to hit, 1d6 damage)

Wizard Spells Prepared (CL 1st; concentration +7 [+11 to cast defensively])

1st—*burning hands* (DC 16), *magic missile*

o (at will)—*acid splash*, *detect magic*, *light*

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 12

Feats Combat Casting*, Great Fortitude*, Spell Focus (evocation)

Skills Appraise +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Linguistics +8, Spellcraft +8

Traits Focused Mind*, History of Heresy*

Languages Common, Draconic, Goblin, Infernal, Osiriani, Terran

SQ arcane bond (cane)

Combat Gear *scroll of mage armor*, tanglefoot bag; **Other Gear**

masterwork cane, dagger, light crossbow with 10 bolts, backpack, scroll case, spell component pouch, spellbook (contains all o-level spells, *burning hands*, *color spray*, *expeditious retreat*, *grease*, *mage armor*, *magic missile*, and *sleep*), 15 gp

SPECIAL ABILITIES

Arcane Bond If Ezren attempts to cast a spell without wielding his cane, he must make a concentration check (DC 20 + the spell's level) or lose the spell. Once per day, Ezren may use his cane to cast any single spell from his spellbook, even if it is not prepared, as if he had memorized it that morning.

Hand of the Apprentice Ezren can, as a standard action, make a single attack with his cane at a range of 30 feet, as the weapon flies from his hand to strike a foe before instantly returning to him. This attack is treated as a ranged attack with a thrown weapon, with a +5 bonus to hit. This ability cannot be used to perform a combat maneuver.

Spells Ezren can cast the following spells (either from memory or from his spellbook). For full spell descriptions for these and the



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unprepared spells in his spellbook, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Acid splash: Ranged touch attack (+2 to hit, range 25 feet) deals 1d3 points of acid damage.

Burning hands: 15-foot cone of fire deals 1d4 fire damage to all within (Reflex save for half damage).

Detect magic: Detects all spells and magic items within a 60-foot cone.

Light: Touched object shines like a torch for 10 minutes.

Mage armor: Gives subject +4 armor bonus for 1 hour.

Magic missile: Dart of force automatically hits target within 110 feet, dealing 1d4+1 damage.

* The effects of this ability have already been calculated into Ezren's statistics.

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy by the church of Abadar, god of cities, law, merchants, and wealth. Ezren spent much of his adult life working to repair his father's ruined reputation, and when he discovered proof of his father's guilt and realized he'd wasted his life on a lie, he abandoned his family and joined the Pathfinder Society. While he is older than the average rookie Pathfinder, his younger traveling companions value his world experience and keen wit.

WIZARD (LEVEL 4)



A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts make him a valued member of the Pathfinder Society.

EZREN

Male human wizard 4

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 32 (4d6+16)

Fort +6, **Ref** +4, **Will** +6; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee mwk cane +3 (1d6) or

dagger +2 (1d4/19–20)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks hand of the apprentice (7/day; +9 to hit, 1d6 damage)

Wizard Spells Prepared (CL 4th; concentration +10 [+14 to cast defensively])

2nd—*glitterdust* (DC 16), *scorching ray*, *spider climb*

1st—*burning hands* (DC 16), *mage armor*, *magic missile*, *obscuring mist*

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Combat Casting*, Great Fortitude*, Spell Focus (evocation)*, Toughness*

Skills Appraise +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (nature) +11, Knowledge (planes) +11, Linguistics +11, Spellcraft +11

Traits Focused Mind*, History of Heresy*

Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal, Keleshite, Osiriani, Terran

SQ arcane bond (cane)

Combat Gear *oil of magic weapon*, *potions of cure light wounds* (2), *potion of fly*, *scroll of blur*, *scroll of charm person*, *scroll of comprehend languages*, *wand of magic missile* (50 charges), *tanglefoot bag*;

Other Gear masterwork cane, dagger, light crossbow with 10 bolts, *ring of protection* +1, *cloak of resistance* +1, backpack, *pearl of power* (1st level spell), scroll case, spell component pouch, spellbook (contains all 0-level spells; all prepared 1st-level spells plus *charm person*, *color spray*, *expeditious retreat*, *shield*, and *sleep*; all prepared 2nd-level spells plus *bull's strength*), 65 gp

SPECIAL ABILITIES

Arcane Bond If Ezren attempts to cast a spell without wielding his cane, he must make a concentration check (DC 20 + the spell's level) or lose the spell. Once per day, Ezren may use his cane to



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cast any single spell from his spellbook, even if it is not prepared, as if he had memorized it that morning.

Hand of the Apprentice Ezren can, as a standard action, make a single attack with his cane at a range of 30 feet, as the weapon flies from his hand to strike a foe before instantly returning to him. This attack is treated as a ranged attack with a thrown weapon, with a +5 bonus to hit. This ability cannot be used to perform a combat maneuver.

* The effects of this ability have already been calculated into Ezren's statistics.

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WIZARD (LEVEL 7)



A pragmatist, skeptic, and atheist, the self-taught wizard Ezren often comes across as gruff and curmudgeonly, but his mastery of the arcane arts make him a valued member of the Pathfinder Society.

EZREN

Male human wizard 7

NG Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 16, touch 15, flat-footed 13 (+2 deflection, +2 Dex, +1 dodge, +1 natural)

hp 55 (7d6+28)

Fort +8, **Ref** +6, **Will** +8; +1 vs. divine spells

OFFENSE

Speed 30 ft.

Melee +1 cane +4 (1d6+1) or
dagger +3 (1d4/19–20)

Ranged mwk light crossbow +6 (1d8/19–20)

Special Attacks hand of the apprentice (8/day; +11 to hit, 1d6+1 damage)

Wizard Spells Prepared (CL 7th; concentration +14 [+16 to cast defensively])

4th—*dimension door*, *shout* (DC 21)

3rd—*dispel magic*, *fireball* (DC 20), *haste*

2nd—*glitterdust* (DC 17), *knock*, *scorching ray*, *spider climb*

1st—*burning hands* (DC 17), *expeditious retreat*, *mage armor*, *magic missile*, *obscuring mist*, *shield*

o (at will)—*acid splash*, *detect magic*, *light*, *mage hand*

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 18

Feats Combat Casting*, Dodge*, Great Fortitude*, Greater Spell Focus (evocation)*, Spell Focus (evocation)*, Spell Penetration, Toughness*

Skills Appraise +15, Fly +12, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +15, Knowledge (planes) +15, Linguistics +15, Spellcraft +15

Traits Focused Mind*, History of Heresy*

Languages Abyssal, Celestial, Common, Draconic, Elven, Giant, Goblin, Ignan, Infernal, Kelish, Osiriani, Terran, Undercommon

SQ arcane bond (cane)

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, *potion of fly*, *potion of tongues*, *scroll of blur*, *scroll of charm person*, *scroll of magic weapon*, *wand of magic missile* (50 charges), tanglefoot bag; **Other Gear** +1 cane, dagger, masterwork light crossbow with 10 bolts, *ring of protection* +2, *amulet of natural armor* +1, *cloak of resistance* +2, backpack, *headband of vast intelligence* +2, *pearl of power* (1st level spell), scroll case, spell component pouch, spellbook (contains all prepared spells plus all o-level spells; 1st-level: *charm person*, *color spray*, and *sleep*; 3rd-level spells: *lightning bolt*), 40 gp



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Spell Penetration Ezren adds a +2 bonus to all caster level checks to overcome spell resistance.

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