

# 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 0-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



“Some say knowledge flows from sweat and blood. I prefer a tidier approach.”

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.