

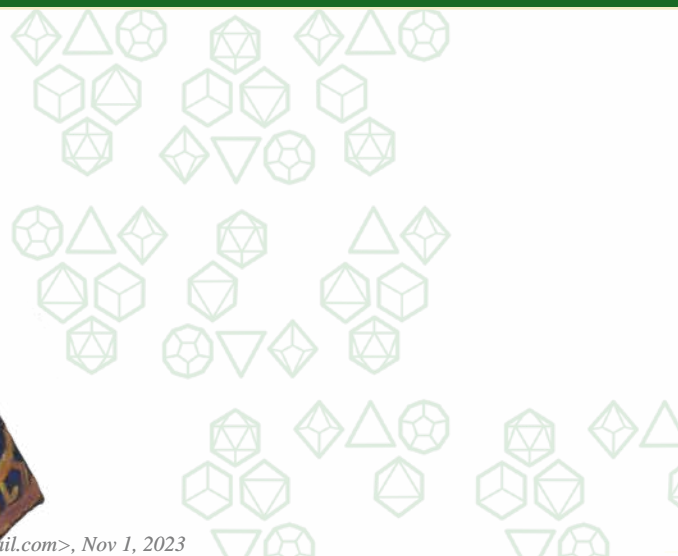


# EZREN THE WIZARD



## PLAY A WIZARD IF YOU WANT TO...

- Cast spells to devastate foes and protect allies
- Know secrets about magic and ancient lore
- Solve problems with your magic



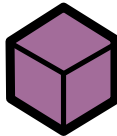
# PATHFINDER

BEGINNER BOX

## DICE



d4



d6



d8



d10



d12



d20

## ACTIONS



One Action



Two Actions



Three Actions



Reaction

## PROFICIENCY

UNTRAINED  
0

TRAINED  
2 + level

EXPERT  
4 + level

## CHARACTER NAME

Ezren

### A ANCESTRY

Human

HERITAGE

Skilled

ANCESTRY ABILITY

Three extra trained skills (already chosen)

### B BACKGROUND

Scholar

BACKGROUND ABILITY

Assurance: For Arcana checks, you can use a result of 13 instead of rolling.

### D ABILITY MODIFIERS

STRENGTH	+0	STR
DEXTERITY	+2	DEX
CONSTITUTION	+2	CON
INTELLIGENCE	+4	INT
WISDOM	+1	WIS
CHARISMA	+0	CHA

### E HIT POINTS

MAXIMUM	CURRENT
16	

NOTES

### F SPEED

25 FEET

STRIDE (move)  
Move up to your Speed

### G SKILLS

ACROBATICS	5	=	2	+	3	PROF	ARMOR
ARCANA	7	=	4	+	3	PROF	
ATHLETICS	0	=	0	+	0	PROF	ARMOR
CRAFTING	7	=	4	+	3	PROF	
DECEPTION	0	=	0	+	0	PROF	
DIPLOMACY	3	=	0	+	3	PROF	
INTIMIDATION	0	=	0	+	0	PROF	
LORE	7	=	4	+	3	PROF	

Academia

MEDICINE	4	=	1	+	3	PROF	
NATURE	4	=	1	+	3	PROF	
OCCULTISM	7	=	4	+	3	PROF	
PERFORMANCE	0	=	0	+	0	PROF	
RELIGION	4	=	1	+	3	PROF	
SOCIETY	7	=	4	+	3	PROF	
STEALTH	2	=	2	+	0	PROF	ARMOR
SURVIVAL	4	=	1	+	3	PROF	
THIEVERY	5	=	2	+	3	PROF	ARMOR

SKILL NOTES

## CHARACTER SHEET

### PRONOUNS

He/him

### ALIGNMENT

Neutral good

### L LEVEL

1

### PLAYER NAME

### XP

### C CLASS

Wizard

CLASS ABILITIES  
(LEVEL 1)

Spell Substitution: You can spend 10 minutes to exchange one prepared spell that you have not yet cast for another spell of the same level from your spellbook.

Arcane Bond: Once per day, you can drain magical power stored in your staff to choose a spell that you already cast today and cast it again.

### H PERCEPTION

$$+4 = 1 \text{ (WIS)} + 3 \text{ (PROF)}$$

SENSES AND NOTES

### I SAVING THROWS

FORTITUDE	+5	=	2	+	3	PROF	
REFLEX	+5	=	2	+	3	PROF	
WILL	+6	=	1	+	5	PROF	

NOTES

### J DEFENSES

ARMOR Unarmored Defense ☒ Light ☐  
PROFICIENCIES Medium ☐ Heavy ☐

$$AC 15 = 10 + 2 \text{ (DEX or DEX CAP)} + 3 \text{ (PROF)} + 0 \text{ (ITEM)} + \text{OTHER}$$

NOTES

### K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES Simple ☐ Martial ☐ Fist ☒

Other Weapon Proficiencies

club, crossbow, dagger, heavy crossbow, staff

#### MELEE WEAPON

$$\text{Dagger} \text{ ATTACK } +5 = 2 \text{ (DEX)} + 3 \text{ (PROF)}$$

DAMAGE 1d4 + 0 ☐ BLUDGEONING ☒ PIERCING ☐ SLASHING

TRAITS

agile, finesse, thrown 10 feet, versatile S

#### MELEE WEAPON

$$\text{Staff} \text{ ATTACK } +3 = 0 \text{ (STR)} + 3 \text{ (PROF)}$$

DAMAGE 1d8 + 0 ☒ BLUDGEONING ☐ PIERCING ☐ SLASHING

TRAITS

#### RANGED WEAPON

$$\text{Crossbow} \text{ ATTACK } +5 = 2 \text{ (DEX)} + 3 \text{ (PROF)}$$

DAMAGE 1d8 + 0 ☒ PIERCING ☐ BLUDGEONING ☐ SLASHING  
DIE STR (thrown) RANGE INC. RELOAD

TRAITS

AMMO 60

M N ARE ON THE FACING PAGE



## YOUR CHARACTER SHEET

This character sheet has all the statistics, abilities, spells, and equipment for playing Ezren the wizard. Take a **reference card** from the box for details on rolls, DCs, and actions. The **action counters** can help you track your actions. Each portion of the character sheet has a letter code. You can find out more about what they mean below. For statistics, a higher number is always better.

### A ANCESTRY

You have extra skills from being a human.

### B BACKGROUND

As a scholar, you learned about academics, giving you the Academia Lore skill, and you gain the Assurance ability for Arcana checks.

### C CLASS

You're a wizard, which gives you spells and the two abilities listed here.

### D ABILITY MODIFIERS

These numbers represent your basic physical and mental capabilities. They're used to determine your other statistics.

### E HIT POINTS

You can take 16 damage before being knocked out. Healing can restore lost Hit Points, but your Hit Points can't go above this maximum.

### F SPEED

When you use the Stride action, you move up to 25 feet.

### G SKILLS

Skills are things anyone can do, like climb using Athletics or try to remember something using Nature. For a skill check, roll a 20-sided die (d20) and add the skill statistic (in the leftmost box).

### H PERCEPTION

You use this ability to try to find things using your senses. For a Perception check, roll a 20-sided die (d20) and add the Perception statistic (the number in the magnifying glass).

### I SAVING THROWS

To resist some spells, poisons, and other dangers, you need to make a saving throw. Roll a 20-sided die (d20) and add one of three saving throw statistics determined by the effect you're rolling against: Fortitude, Reflex, or Will.

### J DEFENSES

Your Armor Class represents how hard it is for enemies to hit you. As a wizard, you can't wear armor.

### K WEAPONS AND ATTACKS

You can make a melee or ranged attack with the Strike action (see your reference card). Roll a 20-sided die (d20), add the attack statistic, and compare it to the target's AC.

### L LEVEL

You're a 1st-level wizard. As you gain Experience Points in adventures, you can track it in the XP box.

### M EQUIPMENT

backpack	compass	flint and steel	rope (50 feet)	waterskin
bedroll	crossbow with 60 bolts	material component pouch	soap	writing set
chalk (10 pieces)	dagger	rations (2 weeks)	staff	8 gold pieces (gp)

## N SPELLCASTING

SPELL ATTACK ROLL **7** = **4** (INT) + **3** (PROF) + **0** (T)

SPELL DC **17** = 10 + **4** (INT) + **3** (PROF) + **0** (T)

You have prepared the spells *magic missile* and *shocking grasp*. When you cast a spell, check it off. Remember that your arcane bond class ability (section C) lets you cast one spell an extra time. At the start of each day, your spells come back and you uncheck them.

☐ **Magic Missile** **◆, ◆◆, or ◆◆◆** For every action you spend to cast this spell, you shoot a dart of magical force toward a creature you can see within 120 feet. It hits automatically, dealing 1d4+1 force damage. Choose the target for each missile individually.

☐ **Shocking Grasp** **◆◆** Make a spell attack roll against one creature you can touch. If you hit, the target takes 2d12 electricity damage. If the target is wearing metal armor or is made of metal, you gain a +1 bonus to your attack roll and, on a hit, you also deal 1d4 persistent electricity damage. On a critical hit, double the initial damage, but not the persistent damage.

**Spellbook:** If you want to prepare different spells, see page 36 of the *Hero's Handbook*. Your spellbook contains *burning hands*, *fleet step*, *gust of wind*, *magic missile*, and *shocking grasp*.

### School Spell

You can cast *force bolt*. Rather than getting it back only once each day, you can spend 10 minutes studying your spellbook to get it back.

☐ **Force Bolt** **◆◆** (arcane, evocation, force, manipulate) You fire a dart of force that automatically hits and deals 1d4+1 force damage to a target within 30 feet.

### Cantrips

You can cast these five spells any number of times per day.

**Detect Magic** **◆◆** You detect any magic in effect within 30 feet of you.

**Light** **◆◆** Touch an object to make it glow with bright light in a 20-foot radius until you either cast *light* again or prepare your spells.

**Mage Hand** **◆◆** A magical hand grasps a small object within 30 feet that no one is holding. You can move the object slowly up to 20 feet in any direction.

**Message** **◆◆** Words you speak go directly to the ears of one creature within 120 feet. The target can give a brief response as a reaction.

**Ray of Frost** **◆◆** Make a spell attack roll against the AC of a target within 120 feet. If you hit, the ray deals cold damage equal to 1d4 + your Intelligence. On a critical hit, the target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.





## **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 that was relatively free of 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, instead putting his trust in his own brilliant intellect and magical abilities.