

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:

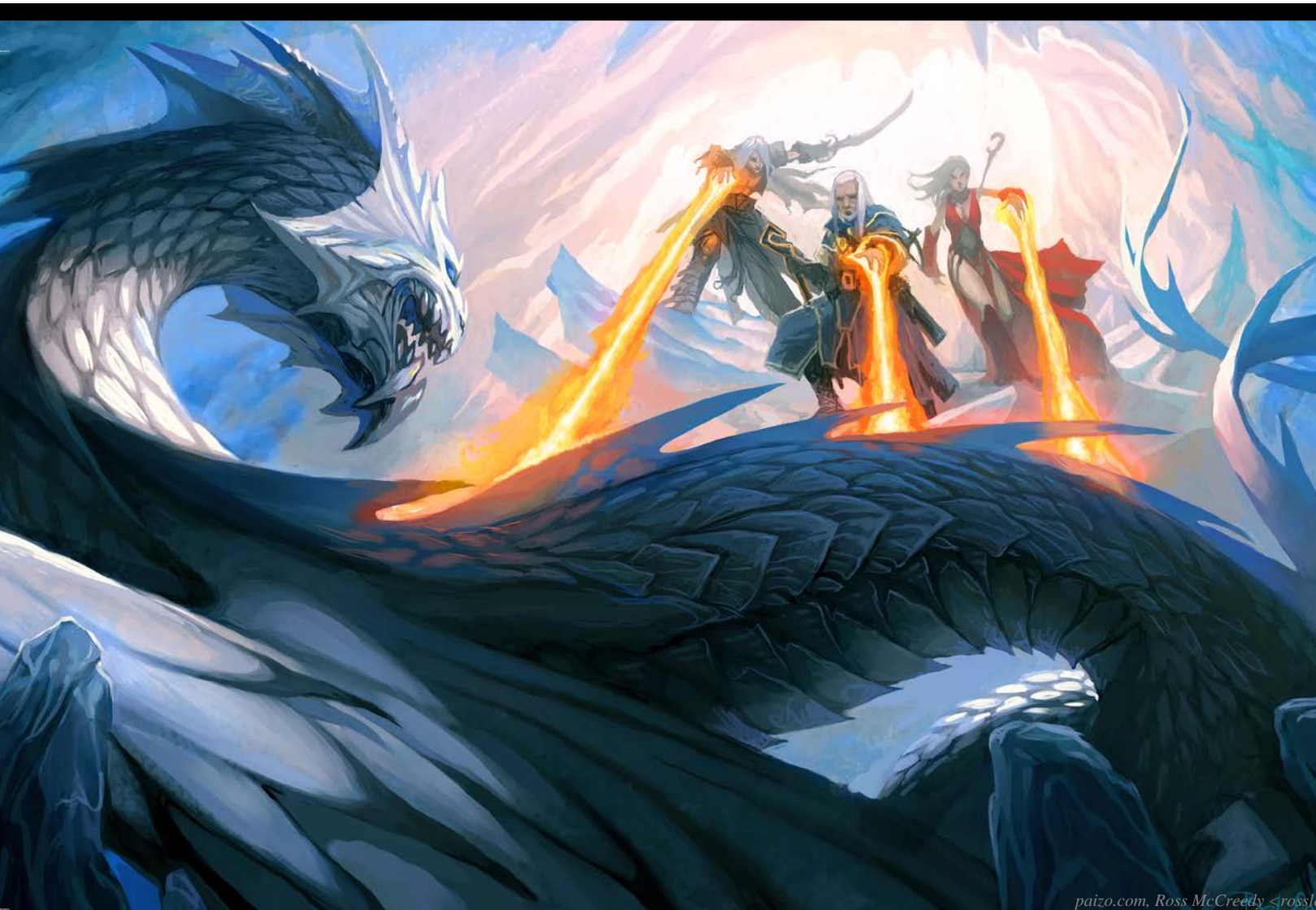
»» **BLASTING ENEMIES WITH FIRE**

»» **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)

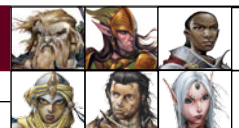
WIZARD CHARACTER SHEET



A CHARACTER NAME

Ezren

ALIGNMENT LN
GENDER Male



RACE Human

CLASS Wizard

XP 0
LEVEL 1

B ABILITY SCORES

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

ABILITY MODIFIERS

F CLASS FEATURES

HIT POINTS 7

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

Arcane Bond: 1 time per day

Hand of the Apprentice: 7 times per day

C RACIAL TRAITS

SPEED 30 Feet (6 Squares)

Bonus Skill Ranks

Bonus Feat

D SKILLS

	CLASS SKILL?	RANKS	ABILITY MOD	MISC. MOD	TOTAL
ACROBATICS	<input type="checkbox"/>	0	+0	+0	+0
BLUFF	<input type="checkbox"/>	0	+1	+0	+1
CLIMB	<input type="checkbox"/>	0	+1	+0	+1
DIPLOMACY	<input type="checkbox"/>	0	+1	+0	+1
DISABLE DEVICE*	<input type="checkbox"/>				
HEAL	<input type="checkbox"/>	1	+2	+0	+3
KNOWLEDGE ARCANA*	<input checked="" type="checkbox"/>	1	+3	+3	+7
KNOWLEDGE DUNGEONEERING*	<input checked="" type="checkbox"/>				
KNOWLEDGE GEOGRAPHY*	<input checked="" type="checkbox"/>				
KNOWLEDGE HISTORY*	<input checked="" type="checkbox"/>	1	+3	+3	+7
KNOWLEDGE LOCAL*	<input checked="" type="checkbox"/>				
KNOWLEDGE NATURE*	<input checked="" type="checkbox"/>				
KNOWLEDGE RELIGION*	<input checked="" type="checkbox"/>				
PERCEPTION	<input type="checkbox"/>	1	+2	+0	+3
RIDE	<input type="checkbox"/>	0	+0	+0	+0
SENSE MOTIVE	<input type="checkbox"/>	0	+2	+0	+2
SPELLCRAFT*	<input checked="" type="checkbox"/>	1	+3	+3	+7
STEALTH	<input type="checkbox"/>	0	+0	+0	+0
SWIM	<input type="checkbox"/>	1	+1	+0	+2

*TRAINED ONLY

E ARMOR AND WEAPON PROFICIENCIES

<input type="checkbox"/> SHIELDS	<input type="checkbox"/> MEDIUM ARMOR	<input type="checkbox"/> SIMPLE WEAPONS
<input type="checkbox"/> LIGHT ARMOR	<input type="checkbox"/> HEAVY ARMOR	<input type="checkbox"/> MARTIAL WEAPONS
club	heavy crossbow	quarterstaff
dagger	light crossbow	

G WEAPONS AND ATTACKS

INITIATIVE	IMPROVED INITIATIVE 4	+ DEX MOD 0	= TOTAL 4
MELEE ATTACK	ATTACK BONUS 0	+ STR MOD 1	= TOTAL 1
RANGED ATTACK	ATTACK BONUS 0	+ DEX MOD 0	= TOTAL 0

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
Masterwork Quarterstaff	+2	1d6+1	20	B	-	-

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

H ARMOR AND ARMOR CLASS

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



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.