

EZREN

MALE HUMAN WIZARD 1

TRAITS

Focused Mind (+2 concentration checks)

Gifted Adept (+1 caster level to one spell)

OWL FAMILIAR

+3 Perception checks

Alertness (when in arm's reach), **improved evasion** (ref save half does no dmg on success), **share spells** (target "you" on familiar), **empathic link** (1 mile, general emotions).

SPECIALIST

Abjuration (resist 5 to one energy type, selected when memorizing spells); Protective Ward (10' radius, +1 AC bonus to self and allies).

Opposed schools: necromancy, illusion.

ARCANE BOND

Ring (cast one spell from spellbook even when not memorized; casting when not wearing ring requires DC 20 + spell level concentration check); selected spell: **shield**.

SPELLBOOK

All cantrips except necromancy and illusion; 3/day

First level (1 spells, +1 for 18 INT; +1 specialist; **3/day total**); plus one arcane bond spell

*Shield**, *Sleep*, *Summon Monster I*, *Alarm*, *Charm Person*, *Protection from Evil*, *Magic Missile*, *Comprehend Languages*, *Touch of Gracelessness*, *Hold Portal*

*Arcane bond spell (**shield**).

MEMORIZED (LEVEL 1: 3/day + free arcane bond spell)

1. *Sleep*
2. *Summon Monster I*
3. (abjuration) *Hold Portal*
4. (free) *Shield*

MEMORIZED (LEVEL 0 CANTRIPS; 3/day)

1. *Detect Magic*
2. *Daze*
3. *Mage Hand*

