

# Viorel Avernia, Apprentice Historian & World Traveller

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Male NG Human(Varisian) Wizard(Divination/Foresight-Specialist) 2 / Investigator 1

Stats						
STR	7	-2	HP:	17 = Level x 5 + 2	Movement rate: 30 ft	
DEX	14	+2	INI:	+5 = 2(DEX)+2(Trait)+1(School)	BAB: +Lvl/2	Melee: -1
CON	12	+1		Base+Stat+Item(+Misc)	Ranged: +3	
INT	20	+5	Fort:	2 = 0+1+1	AC: 12 (DEX)	
WIS	10	+0	Ref:	5 = 2+2+1	Touch: 12 (DEX)	
CHA	10	+0	Will:	6 = 5+0+1	Flat-footed: 10 (-)	



<b>Combat</b>	<b>CMB:</b> Lvl/2(BAB)-2(Str) = -1	<b>CMD:</b> 10+ Lvl/2(BAB)-2(Str)+2(Dex) = 11
<b>Dagger</b>	<b>Atk:</b> -1 <b>Damage:</b> 1d4-2	<b>Crit:</b> 19-20/x2 <b>Special:</b> cold iron

Skill (W = Wizard, I = Investigator)	Class	Value	Rank	Skillbonus	Misc. 1	Misc. 2
Acrobatics	I	=	+	2 Dex	+	+
Appraise	WI	9	= 1	+ 5 Int	+ 3 Class	+
Bluff	I	=	+	0 Cha	+	+
Climb	I	=	+	-2 Str	+	+
Craft (alchemy)	WI	9	= 1	+ 5 Int	+ 3 Class	+
Craft (drawing)	WI	9	= 1	+ 5 Int	+ 3 Class	+
Diplomacy	I	6	= 3	+ 0 Cha	+ 3 Class	+
Disable Device	I	7	= 1	+ 2 Dex	+ 4 Class	+
Disguise	I	4	= 1	+ 0 Cha	+ 3 Class	+
Escape Artist	I	=	+	2 Dex	+	+
Heal	I	=	+	0 Wis	+	+
Intimidate	I	=	+	0 Cha	+	+
Knowledge (arcana)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Knowledge (dungeon)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Knowledge (engineering)*	WI	9	= 1	+ 5 Int	+	+
Knowledge (geography)*	WI	9	= 1	+ 5 Int	+	+
Knowledge (history)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Knowledge (local)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Knowledge (nature)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Knowledge (nobility)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Knowledge (planes)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Knowledge (religion)*	WI	9	= 1	+ 5 Int	+ 3 Class	+
Linguistics*	WI	11	= 3	+ 5 Int	+ 3 Class	+
Perception	I	6(7)	= 3	+ 0 Wis	+ 3 Class	(1) Traps only
Perform (String)	I	8	= 3	+ 0 Cha	+ 3 Class	+ 2 MW item
Sense Motive	I	=	+	0 Wis	+	+
Spellcraft*	WI	11	= 3	+ 5 Int	+ 3 Class	+
Stealth	I	=	+	2 Dex	+	+
Survival	-	=	+	0 Wis	+	+
Use Magic Device*	I	=	+	0 Cha	+	+

**Languages** (M=mother tongue, B=bonus from high INT, L=learned through Linguistics)

Common(M), Varisian(M), Khelic(B), Draconic(B), Dwarven(B), Elven(B), Celestial(B), Terran(L), Aquan(L), Auran(L)

**Points Level 1:** 2(Base)+5(INT)+1(human)+1(Favored Class) = 9 **Points spent (Level 1):** 9

**Points Level 2:** 6(Base)+5(INT)+1(human) = 12 **Points spent (Level 2):** 21

**Points Level 3:** 2(Base)+5(INT)+1(human)+1(Favored Class) = 9 **Points spent (Level 3):** 30

\* = Trained only

## Feats & Features

**Traits:** **Magical Knack (Magic):** Wizard CL+2 (never higher than character level)  
**Harrow Chosen (Race):** Divination spells +2CL, 2x/week Augury with CL=character level  
**Rich Parents (Social):** 900 gp Starting Gold  
**Reactionary (Combat):** +2 Trait bonus on Initiative

**Features:** **Human:** +2 Int, +1 Skill-Point  
**Wizard:** Arcane Bond: MW Ring (+1 Spell/day, taken from Spellbook)  
**Wizard:** Divination Specialization (Opposition Schools = Necromancy & Enchantment)  
**Divination:** Forewarned (Su): can always act in surprise round, + ½ CL auf Ini (mind. +1)  
**Divination(Foresight):** Prescience (Su): 8x/day at beginning of round roll d20 and use it for any other roll, Free Action  
**Investigator:** Trapfinding: + ½ CL auf Perception and Disable Device (min. +1)  
**Investigator:** Inspiration (Ex): (Int-Bonus)x/day for 1d6 bonus on skill check

**Feats:** **Human:** [Acadamae Graduate](#) (Summons as Standard Action. Fort DC15+SpLvl or fatigued)  
**Level 1:** Extra Traits (Rich Parents & Reactionary)  
**Wizard 1:** Scribe Scroll  
**Level 3:** Spell Focus (Conjuration)

**Favored Class:** +1 Skillpoint (Level 1+3)

**Equipment** (Cash: 265 gp 3 sp 9 cp) grey = part of a kit

**Clothing:** scholar's outfit, travellers outfit, kapenia (family scarf), jewelry (worth 50 gp)

**Trecking:** bedroll, belt pouch, flint and steel, iron pot, mess kit, soap, small tent, mule + pack saddle + bit and bridle, grooming kit, hemp rope (40 ft.), waterskin, torches, trail rations, horse + saddle + bit and bridle

**Scribe:** spellbook, formula book, journal, ink, inkpen, scroll case, charcoal, red + white chalk

**Misc:** fiddle (masterwork), spell component pouch, Pearl of Power I

- Weapons & Armor:
  - Weapon: Dagger, cold iron
  - Ring: Masterwork Ring (Bonded Item)
  - Cloak: Resistance+1
  - Wrists: [Sleeves of Many Garments](#)
- Kits:
  - [Wizard's Kit](#): see Trecking for contents (contains 8 torches & 5 trail rations)
  - [Alchemy crafting Kit](#)
  - [Grooming Kit](#)
- Foci: Piece of cured leather (Mage Armor), Prism (Read Magic), Tiny Bag & small candle (Summon Monster)
  - Acid Flask (Acid Splash: +1 Damage)
  - Harrow Deck (+2 CL to all divination spells)
- Wands:
  - Wand of Mage Armor (12 Ladungen)
  - Wand of Shocking Grasp (28 Ladungen)
  - Wand of Silent Image (5 Ladungen)
- Scrolls:
  - Protection from Evil (CL 1)
  - Endure Elements (CL 1)
  - Silent Image (CL 1, DC: 11)
  - Disguise Self (CL 1, DC: 11)

## Magic & other Extraordinary Abilities

### Sp-, Su- & Ex-Abilities

Ability	Class	Type	#	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used
<u>Prescience</u>	Wiz.	Su	8										
<u>Inspiration</u>	Inv.	Ex	5*										

\* Free for trained Knowledge, Linguistics & Spellcraft checks / 2 uses for saves and attack rolls

### Extracts Level 1 per day: 1(Base)+2(Int) = 3

Name	Note	Comp	Std	Used	Var	Used
<u>Shield</u>	-	-	X			
<Open Slot>	-	-	XX			

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	4+S	0	0	0	0	0	0	0	0
Save DC	15	16	17	18	19	20	21	22	23	24
Def Cast	15	17	19	21	23	25	27	29	31	33

Offensive casting: DC10 + Spell Level + Damage      Defensive casting: DC15 + (2 x Spell Level)

Long term Spells (1 Std./Level or more)

Full day duration or longer

Immediate & Free Action spells

Swift Action spells

### Spell Level 0 per day: 4(Base) = 4

Name	Note	Comp	Std	Used	Var	Used
<u>Acid Splash</u>		VS	∞	—		
<u>Detect Magic</u>	+2 CL	VS	∞	—		
<u>Light</u>		VM		—		
<u>Mage Hand</u>		VS		—		
<u>Prestidigitation</u>		VS	∞	—		
<u>Read Magic</u>	+2 CL	VSF	∞	—		

### Spell Level 1 per day: 2(Base)+2(Int)+Specialisation = 4+S

Name	Note	Comp	Std	Used	Var	Used
<u>Color Spray</u>	Will DC16	VSM	XX			
<u>Comprehend Languages</u>	+2 CL	VSM	S			
<u>Grease</u>	Ref DC17	VSM	XX			
<u>Summon Monster I</u>		VSF				
<u>Unseen Servant</u>		VSM				
Variant:			—	—		
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
<u>Bonded Ring</u>	—	1				
<u>Pearl of Power I</u>	—	1				

### Formula book:

**Level 1:** Ant Haul, Comprehend Languages, Crafter's Fortune, Cure Light Wounds, Disguise Self, Endure Elements, Firebelly, Heightened Awareness, Identify, Jump, Long Arm, Reduce Person, Shield

**Spellbook:** grün = Divination (+2 CL), blau = Conjuratun (+1 DC), rot = Necromancy & Enchantment (Opposition Schools)

**Level 0:** alle außer Enchantment- und Necromancy-Zauber

**Level 1:** Color Spray, Comprehend Languages, Crafter's Fortune, Disguise Self, Endure Elements, Feather Fall, Grease, Heightened Awareness, Identify, Mage Armor, Protection from Evil, Silent Image, Summon Monster I, Unseen Servant, Vanish