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Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 8 / Investigator 1

Stats

STR 7 -2 **HP:** 47 = Level x 5 + 2 **Movement rate:** 30 ft
DEX 14 +2 **INI:** +8 = 2(DEX)+2(Trait)+4(School) **BAB:** +Lvl/2 **Melee:** +2
CON 12 +1 **Base+Stat+Item(+Misc)** **Ranged:** +6
INT 22(26) +6(+8) **Fort:** 4 = 2+1+1 **AC:** 12 (DEX)
WIS 10 +0 **Ref:** 7 = 4+2+1 **Touch:** 12 (DEX)
CHA 10 +0 **Will:** 9 = 8+0+1 **Flat-footed:** 10 (-)



Combat **CMB:** Lvl/2(BAB)-2(Str) = +2 **CMD:** 10+ Lvl/2(BAB)-2(Str)+2(Dex) = 14
Dagger **Atk:** +2 **Damage:** 1d4-2 **Crit:** 19-20/x2 **Special:** cold iron

Skill (W = Wizard, I = Investigator)	Class	Value	Rank	Skillbonus	Misc. 1	Misc. 2
Acrobatics	I	2	=	2 Dex	+	+
Appraise	WI	13	= 2	8 Int	+	3 Class
Bluff	I	3	=	0 Cha	+	3 Circlet
Climb	I	-2	=	-2 Str	+	+
Craft (alchemy)	WI	12(13)	= 1	8 Int	+	3 Class (1) Creat. only
Craft (painting)	WI	15	= 4	8 Int	+	3 Class
Diplomacy	I	15	= 9	0 Cha	+	3 Class
Disable Device	I	17	= 9	2 Dex	+	4 Class
Disguise	I	8	= 2	0 Cha	+	3 Class
Escape Artist	I	10	= 5	2 Dex	+	3 Class
Fly	W	2	=	2 Dex	+	+
Heal	I	0	=	0 Wis	+	+
Intimidate	I	9	= 3	0 Cha	+	3 Class
Knowledge (Arcana)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Dungeon.)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Engineer.)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Geography)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (History)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Local)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Nature)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Nobility)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Planes)* [§]	WI	13	= 2	8 Int	+	3 Class
Knowledge (Religion)* [§]	WI	13	= 2	8 Int	+	3 Class
Linguistics* [§]	WI	20	= 9	8 Int	+	3 Class
Perception	I	12(13)	= 9	0 Wis	+	3 Class (1) Traps only
Perform (String)	I	16	= 9	0 Cha	+	3 Class 5 Items
Sense Motive	I	8	= 5	0 Wis	+	3 Class
Spellcraft* [§]	WI	17	= 6	8 Int	+	3 Class
Stealth	I	19	= (CL)	2 Dex	+	3 Class 5 Cloak
Use Magic Device*	I	15	= (CL)	0 Cha	+	3 Class 3 Circlet

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), Ignan(L), Abyssal(L), Infernal(L), Giant(L), Goblin(L), Aboleth(L)

Points Level 1: 2(Base)+6(INT)+1(human)+1(Favored Class) = 10 **Points spent (Level 1):** 10

Points Level 2: 6(Base)+6(INT)+1(human) = 13 **Points spent (Level 2):** 23

Points Level 3-9: 2(Base)+6(INT)+1(human)+1(Favored Class) = 70 **Points spent (Level 5):** 93

* = trained only

[§] = free 1d6 bonus on each skill check

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/Level
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. (min. +1)
Divination(Foresight): Prescience (Su): (Int-Bonus+3)x/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, Free Action
Divination(Foresight): 30' Aura, entweder +2 luck auf ability checks, attack rolls, caster level checks, saving throws, and skill checks oder ungetypt als Malus, CLx/day

Feats: **Human:** [Acadamae Graduate](#) (Summons as Standard Action. Fort DC15+SpLvl or fatigued)
Level 1: Extra Traits (Rich Parents & Reactionary)
Wizard 1 (Level 1): Scribe Scroll
Level 3: Spell Focus (Conjuration)
Level 5: Extra Inspiration
Wizard 5 (Level 6): Craft Wondrous Items
Level 7: Extra Inspiration
Level 9: Leadership

Favored Class: +1 Skillpoint (Level 1, 3-9)

Equipment (Cash: 3425 gp 8 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: mw fiddle, mw thieves' tools, [spell component pouch](#), Wayfinder, 2 Pearls of Power I, Potion of CMW (3d8+3), Potion of CSW (5d8+5)

- Weapons & Armor:
 - Weapon: Dagger, cold iron
 - Ring 1: Masterwork Ring (Bonded Item)
 - Ring 2: [Ring of Sustenance](#)
 - Cloak: Resistance+1 (inaktiv) / Cloak of Elvenkind (+5 Stealth)
 - Wrists: [Sleeves of Many Garments](#)
 - Headband: [Headband of vast Intelligence](#)+4 (Skills: UMD & Stealth)
 - Head: [Circlet of Persuasion](#)
 - Amulett: Sihedron Amulet (+1 Saves, 1/day False Life CL5, Free Action, gentle repose)
- Kits:
 - [Wizard's Kit](#): see Trecking for contents (contains 8 torches & 5 trail rations)
 - [Alchemy crafting Kit](#), [Grooming Kit](#)
- Foci: in Spell component pouch: "kostenlose" Foki, Miniature Shovel (Create Pit)
 - Acid Flask (Acid Splash: +1 Damage): Gürtel
 - Harrow Deck (+2 CL to all divination spells)
 - MW thieves' Tools (Aram Zey's Focus)

- Wands:
 - Wand of Scorching Ray (22 Ladungen, 4d6 ggn. Ranged Touch)
 - Mage Armor (2 Ladungen)
 - Magic Missile (16 Ladungen)
 - False Life (24 Ladungen)
 - Infernal Healing (5+50 Ladungen)
 - Enlarge Person (47 Ladungen)
 - Shocking Grasp (26 Ladungen), Tree Shape (4 Ladungen), Silent Image (3 Ladungen)
- Scrolls:
 - Endure Elements (CL 1), Comprehend Languages, Silent Image (CL 1, DC: 11), Whispering Wind, Protection from Evil, Lightning Bolt (CL 5)

Magic & other Extraordinary Abilities

Sp-, Su- & Ex-Abilities

Ability	Class	Type	#	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used
<u>Prescience</u>	Wiz.	Su	11	X	X	X									
<u>Inspiration</u>	Inv.	Ex	12*	X	X										

* 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	Stnd	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	6+S	5+S	5+S	4+S	0	0	0	0	0
Save DC	18	19	20	21	22	23	24	25	26	27
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	Stnd	Used	Var	Used
<u>Detect Magic</u>	+2 CL	VS	∞	—		
<u>Light</u> (Wayfinder)		VM	∞	—		
<u>Mage Hand</u>		VS	∞	—		
<u>Prestidigitation</u>		VS	∞	—		
<u>Read Magic</u>	+2 CL	VSF	∞	—		

Spell Level 1 per day: 4(Base)+2(Int)+Specialisation = 6+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Heightened Awareness</u>	+2 CL	VM	S			
<u>Feather Fall</u>		V	X			
<u>Grease</u>	Ref DC20	VSM	X			
<u>Liberating Command</u>		V	X			
<u>Unseen Servant</u>		VSM	X			
<u>Vanish</u>		VS	XX	X		
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	—	2	X	X		

Spell Level 2 per day: 3(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Stnd	Used	Var	Used
Create Pit	Ref DC21	VSF	X			
Glitterdust	Will DC21	VSM	X	X		
Mirror Image	1d4+CL/3	VS	X			
Aram Zey's Focus	+2 CL	VSF	S			
Summon Monster II		VSF	X			
Web	Ref DC21	VSM	X			
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
—	—					

Spell Level 3 per day: 3(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Stnd	Used	Var	Used
Displacement		VM	XX	XX		
Haste		VSM	XX	XX		
Heatstroke	Fort DC21	VSM				
Summon Monster III		VSF	X	X		
See Invisibility	+2 CL	VSM	S			
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
—	—					

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

Name	Note	Comp	Stnd	Used	Var	Used
Emergency Force Sphere		V	X	X		
Named Bullet		VSM	S	X		
Summon Monster IV		VSF	XXX	XXX		
Variant: Keen Edge			—	—		
Item	Note	#	Used	Used	Used	Used
Bonded Ring	—	1	X			

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 = Conjuraton (+1 DC), rot = Necromancy & Enchantment (Opposition Schools)

Level 0: alle außer Enchantment- und Necromancy-Zauber

Level 1: [Burning Hands](#), [Color Spray](#), [Comprehend Languages](#), [Crafter's Fortune](#), [Detect Secret Doors](#), [Disguise Self](#), [Endure Elements](#), [Feather Fall](#), [Floating Disc](#), [Grease](#), [Heightened Awareness](#), [Identify](#), [Liberating Command](#), [Mage Armor](#), [Protection from Evil](#), [Ray of Enfeeblement](#), [Silent Image](#), [Sleep](#), [Summon Monster I](#), [Unseen Servant](#), [Vanish](#)

Level 2: [Alter Self](#), [Aram Zey's Focus](#), [Blur](#), [Cat's Grace](#), [Create Pit](#), [False Life](#), [Fox's Cunning](#), [Glitterdust](#), [Invisibility](#), [Locate Object](#), [Minor Image](#), [Mirror Image](#), [See Invisibility](#), [Obscuring Mist](#), [Shatter](#), [Spider Climb](#), [Summon Monster II](#), [Web](#)

Level 3: [Blink](#), [Clairaudience/Clairvoyance](#), [Displacement](#), [Fly](#), [Haste](#), [Heatstroke](#), [Keen Edge](#), [Lightning Bolt](#), [Shrink Item](#), [Stinking Cloud](#), [Summon Monster III](#), [Tongues](#), [Vampiric Touch](#)

Level 4: [Dimension Door](#), [Emergency Force Sphere](#), [Named Bullet](#), [Scrying](#), [Summon Monster IV](#)

Combat modifiers

Feature	Attack	Damage	Ability/skill checks	Caster level checks	Saves
Foretell (SU)	+2 Luck	–	+2 Luck	+2 Luck	+2 Luck (all)
Haste (Spell)	+1	+1	–	–	+1 Dodge (Reflex)
Insp. Courage (SU)	+2 Comp	+2 Comp	–	–	+2 Morale (Will vs. charm/fear)
Insp. Competence (SU)	–	–	+2 Comp	–	–

Retraining Bard VMC: 4/10 Tagen