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Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 3 / Investigator 1

Stats							
STR	7	-2	HP: 22 = Level x 5 + 2	Movement rate: 30 ft			
DEX	14	+2	INI: +6 = 2(DEX)+2(Trait)+2(School)	BAB: +Lvl/2 Melee: +0			
CON	12	+1	Base+Stat+Item(+Misc)	Ranged: +4			
INT	21	+5	Fort: 3 = 1+1+1	AC: 12 (DEX)			
WIS	10	+0	Ref: 6 = 3+2+1	Touch: 12 (DEX)			
CHA	10	+0	Will: 6 = 5+0+1	Flat-footed: 10 (-)			



Combat	CMB: Lvl/2(BAB)-2(Str) = +0	CMD: 10+ Lvl/2(BAB)-2(Str)+2(Dex) = 12
Dagger	Atk: +0 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 Dex	+	+
Appraise	WI	10	= 2	+ 5 Int	+	3 Class
Bluff	I	=	+	0 Cha	+	+
Climb	I	=	+	-2 Str	+	+
Craft (alchemy)	WI	9(10)	= 1	+ 5 Int	+	3 Class
Craft (drawing)	WI	9	= 1	+ 5 Int	+	3 Class
Diplomacy	I	7	= 4	+ 0 Cha	+	3 Class
Disable Device	I	8	= 2	+ 2 Dex	+	4 Class
Disguise	I	4	= 1	+ 0 Cha	+	3 Class
Escape Artist	I	6	= 1	+ 2 Dex	+	3 Class
Heal	I	=	+	0 Wis	+	+
Intimidate	I	=	+	0 Cha	+	+
Knowledge (arcana)* [§]	WI	10	= 2	+ 5 Int	+	3 Class
Knowledge (dungeon)* [§]	WI	9	= 1	+ 5 Int	+	3 Class
Knowledge (engineer.)* [§]	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	10	= 2	+ 5 Int	+	3 Class
Knowledge (religion)* [§]	WI	9	= 1	+ 5 Int	+	3 Class
Linguistics* [§]	WI	12	= 4	+ 5 Int	+	3 Class
Perception	I	7(8)	= 4	+ 0 Wis	+	3 Class
Perform (String)	I	9	= 4	+ 0 Cha	+	3 Class
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), Ignan(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+4: 2(Base)+5(INT)+1(human)+1(Favored Class) = 18 **Points spent (Level 4):** 39

* = 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

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, 3-4)

Equipment (Cash:1312 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: fiddle (masterwork), spell component pouch, Pearl of Power I

- Weapons & Armor:
 - Weapon: Dagger, cold iron
 - Ring 1: Masterwork Ring (Bonded Item)
 - Ring 2: Ring of Sustenance
 - 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: for Mage Armor, Read Magic, Summon Monster
 - Acid Flask (Acid Splash: +1 Damage)
 - Harrow Deck (+2 CL to all divination spells)
 - Miniature Shovel (Create Pit)
- Wands:
 - Mage Armor (6 Ladungen)
 - Shocking Grasp (26 Ladungen)
 - Silent Image (3 Ladungen)
 - Magic Missile (25 Ladungen)
 - Tree Shape (4 Ladungen)
- Scrolls:
 - Endure Elements (CL 1)
 - Silent Image (CL 1, DC: 11)

- Disguise Self (CL 1, DC: 11)
- Comprehend Languages
- Whispering Wind
- Protection from Evil

Magic & other Extraordinary Abilities

Sp-, Su- & Ex-Abilities

Ability	Class	Type	#	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used
Prescience	Wiz.	Su	8										
Inspiration	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	Stnd	Used	Var	Used
Shield	-	-	X			
<Open Slot>	-	-	XX	X		

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	4+S	2+S	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	Stnd	Used	Var	Used
Acid Splash		VS	∞	—		
Detect Magic	+2 CL	VS	∞	—		
Light		VM		—		
Mage Hand		VS		—		
Prestidigitation		VS	∞	—		
Read Magic	+2 CL	VSF	∞	—		

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

Name	Note	Comp	Stnd	Used	Var	Used
Comprehend Languages	+2 CL	VSM	S			
Grease	Ref DC17	VSM	X			
Liberating Command		V	X			
Summon Monster I		VSF	X			
Unseen Servant		VSM	X			
Variant:			—	—		
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	—	1				

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

Name	Note	Comp	Stnd	Used	Var	Used
Create Pit	Ref DC18	VSF	X			
Glitterdust	Will DC18	VSM	X			

<u>Mirror Image</u>	1d4+CL/3	VS				
<u>See Invisibility</u>	+2 CL	VSM	S			
<u>Summon Monster II</u>		VSF				
<u>Web</u>	Ref DC18	VSM				
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
<u>Bonded Ring</u>	—	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, Blur, Create Pit, Fox' Cunning, Glitterdust, Invisibility, Locate Object, Minor Image, Mirror Image, See Invisibility, Obscuring Mist, Shatter, Spider Climb, Summon Monster II, Web