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Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 6 / Investigator 1

Stats							
STR	7	-2	HP: 37 = Level x 5 + 2	Movement rate: 30 ft			
DEX	14	+2	INI: +7 = 2(DEX)+2(Trait)+3(School)	BAB: +Lvl/2 Melee: +1			
CON	12	+1	Base+Stat+Item(+Misc)	Ranged: +5			
INT	21(23)	+6	Fort: 4 = 2+1+1	AC: 12 (DEX)			
WIS	10	+0	Ref: 7 = 4+2+1	Touch: 12 (DEX)			
CHA	10	+0	Will: 8 = 7+0+1	Flat-footed: 10 (-)			
Combat				CMB: Lvl/2(BAB)-2(Str) = +1 CMD: 10+ Lvl/2(BAB)-2(Str)+2(Dex) = 13			
Dagger				Atk: +1 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	11	= 2	+ 6 Int	+	3 Class
Bluff	I	0	=	+ 0 Cha	+	+
Climb	I	-2	=	+ -2 Str	+	+
Craft (alchemy)	WI	10(11)	= 1	+ 6 Int	+	3 Class
Craft (painting)	WI	10	= 1	+ 6 Int	+	3 Class
Diplomacy	I	10	= 7	+ 0 Cha	+	3 Class
Disable Device	I	13	= 5	+ 2 Dex	+	4 Class
Disguise	I	4	= 1	+ 0 Cha	+	3 Class
Escape Artist	I	8	= 3	+ 2 Dex	+	3 Class
Heal	I	0	=	+ 0 Wis	+	+
Intimidate	I	0	=	+ 0 Cha	+	+
Knowledge (arcana)* [§]	WI	11	= 2	+ 5 Int	+	3 Class
Knowledge (dungeon)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (engineer.)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (geography)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (history)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (local)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (nature)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (nobility)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (planes)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Knowledge (religion)* [§]	WI	11	= 2	+ 6 Int	+	3 Class
Linguistics)* [§]	WI	16	= 7	+ 6 Int	+	3 Class
Perception	I	10(11)	= 7	+ 0 Wis	+	3 Class
Perform (String)	I	12	= 7	+ 0 Cha	+	3 Class
Sense Motive	I	0	=	+ 0 Wis	+	+
Spellcraft)* [§]	WI	14	= 5	+ 6 Int	+	3 Class
Stealth	I	7	=	+ 2 Dex	+	+
Survival	-	0	=	+ 0 Wis	+	+
Use Magic Device*	I	10	= (CL)	+ 0 Cha	+	3 Class

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)

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 3-7: 2(Base)+5(INT)+1(human)+1(Favored Class) = 45 **Points spent (Level 5):** 66

* = 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)
Level 5: Extra Inspiration
Level 6: Craft Wondrous Items
Level 7: Extra Inspiration

Favored Class: +1 Skillpoint (Level 1, 3-7)

Equipment (Cash: 7745 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

- 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](#)+2
 - 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: "kostenlose" Foci in Spell component pouch
 - Acid Flask (Acid Splash: +1 Damage): Gürtel
 - Harrow Deck (+2 CL to all divination spells)
 - Miniature Shovel (Create Pit): in pouch
 - MW thieves' Tools (Aram Zey's Focus)
- Wands:
 - Mage Armor (2 Ladungen)
 - Magic Missile (20 Ladungen)

- False Life (25 Ladungen)
- Infernal Healing (15+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	8												
<u>Inspiration</u>	Inv.	Ex	10*												

* 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	5+S	4+S	3+S	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
<u>Acid Splash</u>		VS		—		
<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: 3(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Comprehend Languages</u>	+2 CL	VSM	S			
<u>Feather Fall</u>		V				
<u>Grease</u>	Ref DC18	VSM	X	X		
<u>Liberating Command</u>		V	X			
<u>Summon Monster I</u>		VSF	X			
<u>Unseen Servant</u>		VSM	X			
<u>Vanish</u>		VS	X			
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	—	2				

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

Name	Note	Comp	Stnd	Used	Var	Used
Create Pit	Ref DC19	VSF	X	X		
Glitterdust	Will DC19	VSM	X	X		
Mirror Image	1d4+CL/3	VS	X			
See Invisibility	+2 CL	VSM	S			
Summon Monster II		VSF	X			
Web	Ref DC19	VSM	X			
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
—	—					

Spell Level 3 per day: 2(Base)+1(Int)+Specialisation = 3+S

Name	Note	Comp	Stnd	Used	Var	Used
Displacement		VM	X			
Haste		VSM	X			
Heatstroke	Fort DC19	VSM				
Summon Monster III		VSF	X			
See Invisibility	+2 CL	VSM	S			
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
Bonded Ring	—	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 = 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](#), [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](#), [Haste](#), [Heatstroke](#), [Keen Edge](#), [Lightning Bolt](#), [Stinking Cloud](#), [Summon Monster III](#), [Tongues](#), [Vampiric Touch](#)

Retraining Bard VMC: 2/10 Tagen