

# Viorel Avernia, Apprentice Historian & World Traveller

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Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 4 / Investigator 1

Stats							
<b>STR</b>	7	-2	<b>HP:</b> 27 = Level x 5 + 2	<b>Movement rate:</b> 30 ft			
<b>DEX</b>	14	+2	<b>INI:</b> +6 = 2(DEX)+2(Trait)+2(School)	<b>BAB:</b> +Lvl/2 <b>Melee:</b> +0			
<b>CON</b>	12	+1	Base+Stat+Item(+Misc)	<b>Ranged:</b> +4			
<b>INT</b>	21	+5	<b>Fort:</b> 3 = 1+1+1	<b>AC:</b> 12 (DEX)			
<b>WIS</b>	10	+0	<b>Ref:</b> 6 = 3+2+1	<b>Touch:</b> 12 (DEX)			
<b>CHA</b>	10	+0	<b>Will:</b> 7 = 6+0+1	<b>Flat-footed:</b> 10 (-)			



<b>Combat</b>	<b>CMB:</b> Lvl/2(BAB)-2(Str) = +0	<b>CMD:</b> 10+ Lvl/2(BAB)-2(Str)+2(Dex) = 12
<b>Dagger</b>	<b>Atk:</b> +0 <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	=	+ 2 Dex	+	+
Appraise	WI	10	= 2	+ 5 Int	+	3 Class
Bluff	I	0	=	+ 0 Cha	+	+
Climb	I	-2	=	+ -2 Str	+	+
Craft (alchemy)	WI	9(10)	= 1	+ 5 Int	+	3 Class
Craft (painting)	WI	9	= 1	+ 5 Int	+	3 Class
Diplomacy	I	8	= 5	+ 0 Cha	+	3 Class
Disable Device	I	11	= 3	+ 2 Dex	+	4 Class
Disguise	I	4	= 1	+ 0 Cha	+	3 Class
Escape Artist	I	6	= 1	+ 2 Dex	+	3 Class
Heal	I	0	=	+ 0 Wis	+	+
Intimidate	I	0	=	+ 0 Cha	+	+
Knowledge (arcana)* <sup>§</sup>	WI	10	= 2	+ 5 Int	+	3 Class
Knowledge (dungeon)* <sup>§</sup>	WI	10	= 2	+ 5 Int	+	3 Class
Knowledge (engineer.)* <sup>§</sup>	WI	9	= 1	+ 5 Int	+	+
Knowledge (geography)* <sup>§</sup>	WI	9	= 1	+ 5 Int	+	+
Knowledge (history)* <sup>§</sup>	WI	10	= 2	+ 5 Int	+	3 Class
Knowledge (local)* <sup>§</sup>	WI	9	= 1	+ 5 Int	+	3 Class
Knowledge (nature)* <sup>§</sup>	WI	9	= 1	+ 5 Int	+	3 Class
Knowledge (nobility)* <sup>§</sup>	WI	9	= 1	+ 5 Int	+	3 Class
Knowledge (planes)* <sup>§</sup>	WI	10	= 2	+ 5 Int	+	3 Class
Knowledge (religion)* <sup>§</sup>	WI	10	= 2	+ 5 Int	+	3 Class
Linguistics* <sup>§</sup>	WI	13	= 5	+ 5 Int	+	3 Class
Perception	I	8(9)	= 5	+ 0 Wis	+	3 Class
Perform (String)	I	10	= 5	+ 0 Cha	+	3 Class
Sense Motive	I	0	=	+ 0 Wis	+	+
Spellcraft* <sup>§</sup>	WI	12	= 4	+ 5 Int	+	3 Class
Stealth	I	2	=	+ 2 Dex	+	+
Survival	-	0	=	+ 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), Abyssal(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 3-5:** 2(Base)+5(INT)+1(human)+1(Favored Class) = 27 **Points spent (Level 5):** 48

\* = trained only

<sup>§</sup> = 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

**Favored Class:** +1 Skillpoint (Level 1, 3-5)

**Equipment** (Cash:1212 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), mw thieves' tools, 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: "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 (4 Ladungen), Enlarge Person (50 Ladungen)
  - Shocking Grasp (26 Ladungen), Magic Missile (23 Ladungen)
  - Silent Image (3 Ladungen), Tree Shape (4 Ladungen)
- Scrolls:
  - Endure Elements (CL 1), Comprehend Languages
  - Silent Image (CL 1, DC: 11), Disguise Self (CL 1, DC: 11)
  - 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
<a href="#">Prescience</a>	Wiz.	Su	8										
<a href="#">Inspiration</a>	Inv.	Ex	8*										

\* 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
<a href="#">Shield</a>	-	-	X			
<Open Slot>	-	-	XX	X		

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	5+S	3+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	Std	Used	Var	Used
<a href="#">Acid Splash</a>		VS	∞	—		
<a href="#">Detect Magic</a>	+2 CL	VS	∞	—		
<a href="#">Light</a>		VM		—		
<a href="#">Mage Hand</a>		VS		—		
<a href="#">Prestidigitation</a>		VS	∞	—		
<a href="#">Read Magic</a>	+2 CL	VSF	∞	—		

### Spell Level 1 per day: 3(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Std	Used	Var	Used
<a href="#">Comprehend Languages</a>	+2 CL	VSM	S			
<a href="#">Grease</a>	Ref DC17	VSM	X			
<a href="#">Liberating Command</a>		V	X			
<a href="#">Summon Monster I</a>		VSF	X			
<a href="#">Unseen Servant</a>		VSM	X			
<a href="#">Vanish</a>		VS	X			
Variant:			—	—		
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	—	1	X			

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

Name	Note	Comp	Std	Used	Var	Used
<a href="#">Create Pit</a>	Ref DC18	VSF	X			
<a href="#">Glitterdust</a>	Will DC18	VSM	X			
<a href="#">Mirror Image</a>	1d4+CL/3	VS				
<a href="#">See Invisibility</a>	+2 CL	VSM	S	X		
<a href="#">Summon Monster II</a>		VSF	X			

<a href="#">Web</a>	Ref DC18	VSM				
Variant:			–	–		
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
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