

Viorel Avernia, Apprentice Historian & World Traveller

31.01.2017

Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 9 / Investigator 1

Stats			
STR	7	-2	HP: 52 = Level x 5 + 2
DEX	14	+2	INI: +8 = 2(DEX)+2(Trait)+4(School)
CON	12	+1	Base+Stat+Item(+Misc)
INT	22(26)	+6(+8)	Fort: 5 = 3+1+1
WIS	10	+0	Ref: 8 = 5+2+1
CHA	10	+0	Will: 13 = 8+0+1+4
			Movement rate: 30 ft
			BAB: +Lvl/2 Melee: +3
			Ranged: +7
			AC: 12 (DEX)
			Touch: 12 (DEX)
			Flat-footed: 10 (-)



Combat	CMB: Lvl/2(BAB)-2(Str) = +3	CMD: 10+ Lvl/2(BAB)-2(Str)+2(Dex) = 15
Dagger	Atk: +3 Damage: 1d4-2	Crit: 19-20/x2 Special: cold iron

Skill (W = Wizard, I = Investigator)	Class	Value	Rank	Skillbonus	Misc. 1	Misc. 2
Appraise	WI	13	= 2	+ 8	Int	+ 3
Bluff	I	3	=	+ 0	Cha	+ 3
Craft (alchemy)	WI	16(17)	= 1	+ 8	Int	+ 3
Craft (painting)	WI	19	= 4	+ 8	Int	+ 3
Diplomacy	I	16	= 10	+ 0	Cha	+ 3
Disable Device	I	18	= 10	+ 2	Dex	+ 4
Disguise	I	10	= 4	+ 0	Cha	+ 3
Escape Artist	I	10	= 5	+ 2	Dex	+ 3
Fly	W	2	=	+ 2	Dex	+ 3
Intimidate	I	9	= 3	+ 0	Cha	+ 3
Knowledge (Arcana)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Dungeon.)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Engineer.)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Geography)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (History)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Local)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Nature)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Nobility)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Planes)* [§]	WI	18	= 2	+ 8	Int	+ 3
Knowledge (Religion)* [§]	WI	18	= 2	+ 8	Int	+ 3
Linguistics* [§]	WI	21	= 10	+ 8	Int	+ 3
Perception	I	13(14)	= 10	+ 0	Wis	+ 3
Perform (String)	I	22	= 10	+ 0	Cha	+ 3
Sense Motive	I	11	= 8	+ 0	Wis	+ 3
Spellcraft* [§]	WI	17	= 6	+ 8	Int	+ 3
Stealth	I	20	= (CL)	+ 2	Dex	+ 3
Use Magic Device*	I	16	= (CL)	+ 0	Cha	+ 3

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

Common(M), Varisian(M), Khellic(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), Sylvan(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 3-10: 2(Base)+6(INT)+1(human)+1(Favored Class) = 80 **Points spent (Level 10):** 103

* = 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
Variant Multiclassing: Bardic Knowledge (CL/2 as bonus on knowledge skills)
Variant Multiclassing: Insp. Courage/Comp. as bard CL-4 (Move Action, CL rnd/day)
Variant Multiclassing: Versatile Performance (String)
Story: Nymph's Inspiration (+4 on Craft, Perform & Will, +9 rounds of perform/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: Variant Multiclassing
Level 5: Extra Inspiration
Wizard 5 (Level 6): Craft Wondrous Items
Level 7: Variant Multiclassing
Level 9: Leadership

Favored Class: +1 Skillpoint (Level 1, 3-10)

Equipment (Cash: 14715 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 Enervation (5x)
 - Wand of Scorching Ray (19 Ladungen, 4d6 ggn. Ranged Touch)
 - Mage Armor (2 Ladungen)
 - Magic Missile (16 Ladungen)
 - False Life (24 Ladungen)
 - Infernal Healing (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											
<u>Inspiration</u>	Inv.	Ex	10*	X	X										
<u>Foretell</u>	Wiz.	Su	9	X	X	X	X	X							
<u>Bardic Per.</u>	Brd.	Su	19	XX	XX	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	Std	Used	Name	Note	Std	Used
<u>Shield</u>	10 rnd.	X		<Open Slot>	—	XX	
Variant:	—	—	—	Variant:	—	—	—

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	6+S	6+S	5+S	4+S	3+S	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	Std	Used	Var	Used
<u>Detect Magic</u>	+2 CL	VS	∞	—		
<u>Light</u>	Wayfinder	VM	∞	—		
<u>Mage Hand</u>		VS	∞	—		
<u>Prestidigitat</u>		VS	∞	—		
<u>Read Magic</u>	+2 CL	VSF	∞	—		

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

Name	Note	Comp	Std	Used	Var	Used
<u>Heightened Awareness</u>	+2 CL	VM	S			
<u>Feather Fall</u>		V	X			
<u>Grease</u>	Ref DC19	VSM	X			

<u>Liberating Command</u>		V	X	X		
<u>Unseen Servant</u>		VSM	X			
<u>Vanish</u>		VS	XX	X		
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	–	2				

Spell Level 2 per day: 4(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Create Pit</u>	Ref DC20	VSF	X			
<u>Glitterdust</u>	Will DC20	VSM	X	X		
<u>Mirror Image</u>	1d4+CL/3	VS	XX			
<u>Aram Zey's Focus</u>	+2 CL	VSF	S			
<u>Summon Monster II</u>		VSF	X			
<u>Web</u>	Ref DC20	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
<u>Displacement</u>		VM	X	X		
<u>Fly</u>		VSF	X	X		
<u>Haste</u>		VSM	XX	XX		
<u>Summon Monster III</u>		VSF	X			
<u>See Invisibility</u>	+2 CL	VSM	S			
		VM				
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
<u>Emergency Force Sphere</u>		V	X			
<u>Named Bullet</u>		VSM	S	X		
<u>Summon Monster IV</u>		VSF	XXX	X		
Variant: Keen Edge			–	–		
Item	Note	#	Used	Used	Used	Used
–	–					

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Emergency Force Sphere</u>		V	X	X		
<u>Named Bullet</u>	+2 CL	VSM	X	X		
<u>Prying Eyes</u>	+2 CL	VSM	S	X		
<u>Roaming Pit</u>	Ref DC23	VSM (10 GP)	X	X		
Variant: Teleport statt Roaming Pit			–	–		
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 = Conjuratation (+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**Level 5:** Cone of Cold, Hold Monster, Roaming Pit, Prying Eyes, Telekinesis, Teleport**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	–	–