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Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 7 / Investigator 1

Stats							
STR	7	-2	HP: 42 = Level x 5 + 2	Movement rate: 30 ft			
DEX	14	+2	INI: +7 = 2(DEX)+2(Trait)+3(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: 8 = 7+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	12	= 1	+ 8 Int	+	3 Class
Bluff	I	3	=	+ 0 Cha	+	3 Item
Climb	I	-2	=	+ -2 Str	+	+
Craft (alchemy)	WI	12(13)	= 1	+ 8 Int	+	3 Class
Craft (painting)	WI	14	= 3	+ 8 Int	+	3 Class
Diplomacy	I	14	= 8	+ 0 Cha	+	3 Class
Disable Device	I	16	= 8	+ 2 Dex	+	4 Class
Disguise	I	8	= 2	+ 0 Cha	+	3 Class
Escape Artist	I	9	= 4	+ 2 Dex	+	3 Class
Fly	W	2	= 0	+ 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	19	= 8	+ 8 Int	+	3 Class
Perception	I	11(12)	= 8	+ 0 Wis	+	3 Class
Perform (String)	I	15	= 8	+ 0 Cha	+	3 Class
Sense Motive	I	6	= 3	+ 0 Wis	+	3 Class
Spellcraft* [§]	WI	17	= 6	+ 8 Int	+	3 Class
Stealth	I	18	= (CL)	+ 2 Dex	+	3 Class
Use Magic Device*	I	14	= (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), Goblin(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 3-8:	2(Base)+6(INT)+1(human)+1(Favored Class)	= 60	Points spent (Level 5): 83

* = 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 (Level 1): Scribe Scroll
Level 3: Spell Focus (Conjuration)
Level 5: Extra Inspiration
Wizard 5 (Level 6): Craft Wondrous Items
Level 7: Extra Inspiration

Favored Class: +1 Skillpoint (Level 1, 3-8)

Equipment (Cash: 495 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

1000 gp **Schulden an Reevea**

- 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:
 - 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
Prescience	Wiz.	Su	11												
Inspiration	Inv.	Ex	12*												

* 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
Shield	-	-	X	X		
<Open Slot>	-	-	XX	XX		

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

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

Name	Note	Comp	Std	Used	Var	Used
Comprehend Languages	+2 CL	VSM	S			
Feather Fall		V	X			
Grease	Ref DC20	VSM	X	X		
Liberating Command		V	X			
Summon Monster I		VSF	X			
Unseen Servant		VSM	X			
Vanish		VS	X			
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	—	2	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			
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: 2(Base)+2(Int)+Specialisation = 4+S

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

Spell Level 4 per day: 1(Base)+2(Int)+Specialisation = 3+S

Name	Note	Comp	Stnd	Used	Var	Used
Named Bullet		VSM	S			
Summon Monster IV		VSF	XXX			
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 = 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](#), [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](#)

Level 4: [Named Bullet](#), [Summon Monster IV](#)

Retraining Bard VMC: 2/10 Tagen