

# Viorel Avernia, Apprentice Historian & World Traveller 16.06.2017

Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 12 / Investigator 1 (Bard VMC)

Stats					
<b>STR</b>	7	-2	<b>HP:</b> 67 = Level x 5 + 2	<b>Movement rate:</b> 30 ft	
<b>DEX</b>	14	+2	<b>INI:</b> +10 = 2(DEX)+2(Trait)+6(School)	<b>BAB:</b> +Lvl/2	<b>Melee:</b> +4
<b>CON</b>	12	+1	Base+Stat+Item(+Misc)		<b>Ranged:</b> +8
<b>INT</b>	23(27)	+6(+8)	<b>Fort:</b> 6 = 4+1+1	<b>AC:</b> 12 (DEX)	
<b>WIS</b>	10	+0	<b>Ref:</b> 9 = 6+2+1	<b>Touch:</b> 12 (DEX)	
<b>CHA</b>	10	+0	<b>Will:</b> 15 = 10+0+1+4	<b>Flat-footed:</b> 10 (-)	



**Combat** CMB: Lvl/2(BAB)-2(Str) = +4 CMD: 10+Lvl/2(BAB)-2(Str)+2(Dex) = 16  
**Dagger** Atk: +4 Damage: 1d4-2 Crit: 19-20/x2 Special: cold iron

Skill (W = Wizard, I = Investigator)	Class	Value		Rank	Skillbonus	Class	Misc
Appraise	WI	15	=	4	+ 8	Int	+ 3
Bluff	I	23	=	(13 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Craft (alchemy)	WI	16(17)	=	1	+ 8	Int	+ 3 + 4(5)
Craft (paintings)	WI	20	=	5	+ 8	Int	+ 3 + 4
Diplomacy	I	23	=	(13 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Disable Device	I	21	=	13	+ 2	Dex	+ 4 + 2
Disguise	I	10	=	4	+ 0	Cha	+ 3 + 3
Escape Artist	I	10	=	5	+ 2	Dex	+ 3
Fly	W	19	=	8	+ 2	Dex	+ 3 + CL/2
Intimidate	I	9	=	3	+ 0	Cha	+ 3 + 3
Knowledge (Arcana)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Dungeon.)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Engineer.)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Geography)* <sup>§</sup>	WI	30	=	(CL)	+ 8	Int	+ 3 + 6
Knowledge (History)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Local)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Nature)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Nobility)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Planes)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Knowledge (Religion)* <sup>§</sup>	WI	19	=	2	+ 8	Int	+ 3 + 6
Linguistics* <sup>§</sup>	WI	22	=	11	+ 8	Int	+ 3
Perception	I	16(17)	=	13	+ 0	Wis	+ 3 + (1)
Perform (Oratory)	I	20	=	10	+ 0	Cha	+ 3 + 7
Perform (String)	I	25	=	13	+ 0	Cha	+ 3 + 9
Sense Motive	I	14	=	11	+ 0	Wis	+ 3
Spellcraft* <sup>§</sup>	WI	23	=	12	+ 8	Int	+ 3
Stealth	I	23	=	(CL)	+ 2	Dex	+ 3 + 5
Use Magic Device*	I	19	=	(CL)	+ 0	Cha	+ 3 + 3

**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), Aboleth(L), Sylvan(L), Thassilonian(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 3-13:** 2(Base)+6(INT)+1(human)+1(Favored Class) = 110 **Points spent (Level 11):** 133

\* = trained only

<sup>§</sup> = free 1d6 bonus on each skill check

<sup>P</sup> = Perform (String) Bonus

NI = Nymph's Inspiration VMC = Variant Multiclassing (Bard)

MV = masterwork Violin

## 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 to Init. (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 to 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, either +2 luck to ability checks, attack rolls, caster level checks, saving throws, and skill checks or -2 untyped penalty, CL rnd/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)  
**Story:** Nymph's Inspiration (+4 on Craft, Perform & Will, +9 rounds of perform/day)  
**Variant Multiclassing:** Versatile Performance (String)

**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  
**Level 11:** Variant Multiclassing  
**Wizard 10 (Level 11):** Time Stutter (Stnd. Action, (Wiz-5)/5 times/day, 1 extra full round)  
**Level 13:** Discordant Voice (within 30' +1d6 dmg on successful weapon attacks)

**Favored Class:** +1 Skillpoint (Level 1, 3-13)

**Equipment** (Cash: 2285 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), lesser Rod of Quicken, alle Spells bis Level 6 (nur Core Book), 500 gp in Diamonddust

- Weapons & Armor:
  - Body: Robes of Runes (Skills: Knowledge (Geography) & Stealth)
  - Weapon: Dagger, cold iron
  - Ring 1: Masterwork Ring (Bonded Item)
  - Ring 2: Ring of Sustenance
  - Cloak: Cloak of Elvenkind (+5 Stealth)
  - Wrists: Sleeves of Many Garments
  - Headband: Headband of vast Intelligence+4 (Skills: UMD & Stealth) Headband of wisdom+2 (noch nicht angelegt)
  - 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:
  - Enervation (5 Ladungen)
  - Scorching Ray (14 Ladungen, 4d6 ggn. Ranged Touch)
  - Magic Missile (15 Ladungen)
  - False Life (21 Ladungen, 1d10+3)
  - Infernal Healing (47 Ladungen)
  - Enlarge Person (43 Ladungen)
  - Shocking Grasp (26 Ldg), Tree Shape (4 Ldg), Silent Image (2 Ldg), Mage Armor (2 Ldg)
- Scrolls:
  - Endure Elements (CL 1), Comprehend Languages, Silent Image (CL 1, DC: 11), Whispering Wind, Protection from Evil, Lightning Bolt (CL 5), Contact other plane, globe of invulnerability

## Magic & other Extraordinary Abilities

### Sp-, Su- & Ex-Abilities / Items with daily uses

Ability	Class	Type	#	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used	Used
<a href="#">Prescience</a>	Wiz.	Su	11	XX	XX	X									
<a href="#">Inspiration</a>	Inv.	Ex	10*	XX											
<a href="#">Foretell</a>	Wiz.	Su	12												
<a href="#">Bardic Perf.</a>	Brd.	Su	22	X											
<a href="#">Time Stutter</a>	Wiz.	Sp	1												
I. Quicken Rod	Item	—	3	X											

\* Free for trained Knowledge, Linguistics & Spellcraft checks / 2 uses for saves (immediate action) and attack rolls

### Extracts Level 1 per day: 1(Base)+2(Int) = 3

Name	Note	Stnd	Used	Name	Note	Stnd	Used
<a href="#">Crafter's Fortune</a>		X	X	<Open Slot>	—	XX	X

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	6+S	6+S	6+S	5+S	4+S	3+S	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	Stnd	Used	Var	Used
<a href="#">Detect Magic</a>	+2 CL	VS	∞	—		
<a href="#">Light</a> (Wayfinder)		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: 4(Base)+2(Int)+Specialisation = 6+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Heightened Awareness</u>	+2 CL	VM	S	X		
<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	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 = 6+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Alter Self</u>		VSM	X	X		
<u>Aram Zey's Focus</u>	+2 CL	VSF	S	X		
<u>Create Pit</u>	Ref DC20	VSF	X			
<u>Glitterdust</u>	Will DC20	VSM	XX			
<u>Invisibility</u>		VSM	X			
<u>Mirror Image</u>	1d4+CL/3	VS	X	X		
Item	Note	#	Used	Used	Used	Used
—	—					

**Spell Level 3** per day: 4(Base)+2(Int)+Specialisation = 6+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Displacement</u>		VM	X	X		
<u>Greater Magic Weapon</u>	No DR bypass	VSM	X	X		
<u>Haste</u>		VSM	X	X		
<u>Heroism</u>	2 slots	VS	X <sup>2</sup>	X		
<u>See Invisibility</u>	+2 CL	VSM	S	X		
<u>Keen Edge</u>	Lvl 3 Spell	VS	X	X		
Item	Note	#	Used	Used	Used	Used
Pearl of Power III	2 <sup>nd</sup> Heroism	1	X			

**Spell Level 4** per day: 3(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Dimension Door</u>		V	X	X		
<u>Emergency Force Sphere</u>		V	XX	X		
<u>Named Bullet</u>	+2 CL	VSM	SX			
<u>Stoneskin</u>	1x Mats	VSM	X			
Item	Note	#	Used	Used	Used	Used
<u>Robes of Runes</u>	—	1				

**Spell Level 5** per day: 3(Base)+1(Int)+Specialisation = 4+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Cone of Cold</u>	Ref DC23	VSM	X			
<u>Overland Flight</u>		VS	X	X		
<u>Summon Monster V</u>		VSF	X			
<u>Telepathic Bond</u>	+2 CL	VSM	S	X		
<u>Wall of Force</u>		VSM	X			
Variant:			—			
Item	Note	#	Used	Used	Used	Used
—	—					

**Spell Level 6** per day: 2(Base)+1(Int)+Specialisation = 3+S

Name	Note	Comp	Stnd	Used	Var	Used
<a href="#">Named Bullet, Greater</a>	+2 CL	VSM	S			
<a href="#">Stone to Flesh</a>		VSM	X			
<a href="#">Forceful Hand</a>		VSF	X			
<a href="#">Tar Pool</a>	Ref DC24	VSM	X			
Item	Note	#	Used	Used	Used	Used
<a href="#">Bonded Ring</a>	—	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), 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](#), [Greater Magic Weapon](#), [Haste](#), [Heatstroke](#), [Heroism](#), [Keen Edge](#), [Lightning Bolt](#), [Shrink Item](#), [Stinking Cloud](#), [Stoneskin](#), [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](#), [Magic Jar](#), [Overland Flight](#), [Roaming Pit](#), [Prying Eyes](#), [Summon Monster V](#), [Telekinesis](#), [Telepathic Bond](#), [Teleport](#), [Wall of Force](#)

**Level 6:** [Forceful Hand](#), [Named Bullet, Greater](#), [Stone to Flesh](#), [Tar Pool](#), [True Seeing](#)

**Level 7:** [Limited Wish](#)

#### 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)	—	—	+3 Comp	—	—

**Daily Buffs:** [Crafter's Fortune](#) (self), [Overland flight](#) (self), [Greater Magic Weapon](#) (Shalelu) (mit X markiert)

**Dungeon Start:** [Heightened Awareness](#) (self), [See Invisible](#) (self), [False Life](#) (self/Sihedron Amulett), [Telepathic Bond](#) (everyone), 2x [Heroism](#) (Shalelu + Brynjar), [Keen Edge](#) (Shalelu) (mit X markiert)