

# Viorel Avernia, Apprentice Historian & World Traveller 25.01.2018

Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 14 / Investigator 1 (Bard VMC)

## Stats

**STR** 7 -2 **HP:** 77 = Level x 5 + 2 **Movement rate:** 30 ft  
**DEX** 14 +2 **INI:** +11 = 2(DEX)+2(Trait)+7(School) **BAB:** +Lvl/2 **Melee:** +5  
**CON** 12 +1 **Base+Stat+Item(+Misc)** **Ranged:** +9  
**INT** 25(31) +7(+10) **Fort:** 11 = 4+1+6(+1 vs. Death) **AC:** 12 (DEX)  
**WIS** 10 +0-1 **Ref:** 14 = 6+2+6 **Touch:** 12 (DEX)  
**CHA** 10 +0 **Will:** 21 = 11+0+6+4(+1 vs. Death) **Flat-footed:** 10 (-)



**Combat** **CMB:** Lvl/2(BAB)-2(Str) = +5 **CMD:** 10+Lvl/2(BAB)-2(Str)+2(Dex) = 17  
**Dagger** **Atk:** +5 **Damage:** 1d4-2 **Crit:** 19-20/x2 **Special:** cold iron

Skill (W = Wizard, I = Investigator)	Class	Value		Rank	Skillbonus	Class	Misc
Appraise	WI	18	=	5	+ 10	Int	+ 3
Bluff	I	25	=	(15 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Craft (alchemy)	WI	18(19)	=	1	+ 10	Int	+ 3 + 4(5)
Craft (paintings)	WI	22	=	5	+ 10	Int	+ 3 + 4
Diplomacy	I	25	=	(15 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Disable Device	I	23	=	15	+ 2	Dex	+ 4 + 2
Disguise	I	11	=	5	+ 0	Cha	+ 3 + 3
Escape Artist	I	17	=	12	+ 2	Dex	+ 3 +
Fly	W	20	=	8	+ 2	Dex	+ 3 + CL/2
Intimidate	I	9	=	3	+ 0	Cha	+ 3 + 3
Knowledge (Arcana)* <sup>§</sup>	WI	35	=	(CL)	+ 10	Int	+ 3 + 7
Knowledge (Dungeon.)* <sup>§</sup>	WI	23	=	3	+ 10	Int	+ 3 + 7
Knowledge (Engineer.)* <sup>§</sup>	WI	22	=	2	+ 10	Int	+ 3 + 7
Knowledge (Geography)* <sup>§</sup>	WI	22	=	2	+ 10	Int	+ 3 + 7
Knowledge (History)* <sup>§</sup>	WI	23	=	3	+ 10	Int	+ 3 + 7
Knowledge (Local)* <sup>§</sup>	WI	23	=	3	+ 10	Int	+ 3 + 7
Knowledge (Nature)* <sup>§</sup>	WI	23	=	3	+ 10	Int	+ 3 + 7
Knowledge (Nobility)* <sup>§</sup>	WI	22	=	2	+ 10	Int	+ 3 + 7
Knowledge (Planes)* <sup>§</sup>	WI	23	=	3	+ 10	Int	+ 3 + 7
Knowledge (Religion)* <sup>§</sup>	WI	22	=	2	+ 10	Int	+ 3 + 7
Linguistics* <sup>§</sup>	WI	24	=	11	+ 10	Int	+ 3 +
Perception	I	18(19)	=	15	+ 0	Wis	+ 3 + (1)
Perform (Oratory)	I	20	=	10	+ 0	Cha	+ 3 + 7
Perform (String)	I	27	=	15	+ 0	Cha	+ 3 + 9
Sense Motive	I	14	=	11	+ 0	Wis	+ 3 +
Spellcraft* <sup>§</sup>	WI	25	=	12	+ 10	Int	+ 3 +
Stealth	I	20	=	(CL)	+ 2	Dex	+ 3 +
Use Magic Device*	I	21	=	(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), 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 3-15:** 2(Base)+6(INT)+1(human)+1(Favored Class) = 130 **Points spent (Level 15):** 153

\* = 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)

## 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), [Lore Master](#) (Bard Level 5)

**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)  
**Level 15:** Variant Multiclassing

**Favored Class:** +1 Skillpoint (Level 1, 3-15)

Equipment	(Cash: 245 gp 8 sp 9 cp)	grey = part of a kit
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**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:** handy haversack, spellbook, formula book, journal, ink, inkpen, scroll case, charcoal, red + white chalk

**Misc:** Book of int+2 (read), 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, Mats für Limited Wish (siehe Zauber), Mats für Legendary Proportions, Scrying Mirror, Mats True Seeing, Potion of CSW

- 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: Resistance+5
  - Belt:

- Wrists: [Sleeves of Many Garments](#)
- Headband: [Headband of vast Intelligence](#)+6 (Skills: UMD, Stealth, Know[Arcana])
- Head: [Circlet of Persuasion](#)
- Amulett: Sihedron Amulet (+1 Saves, 1/day False Life CL5, Free Action, gentle repose)
- Ioun Stones:
  - [Pale Green Prism, cracked](#): +1 Competence Bonus to Saves
  - [Pale Orange Rhomboid, flawed](#): schützt einmal vor Tod
  - [Tourmaline Sphere, cracked](#): +1 insight bonus to Saves vs. Death effects
- 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:
  - False Life (48 Ladungen, 1d10+3)
  - Infernal Healing (17 Ladungen)
  - Magic Missile (CL 5, 8 Ladungen, 3d4+3)
  - Lightning Bolt (CL 10, 25 Ladungen)
  - Scorching Ray (12 Ldg), Bears Endurance (36 Ldg), Clairvoyance/Clairaudience (29 Ldg), Enervation (7 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	12												
<a href="#">Inspiration</a>	Inv.	Ex	11*												
<a href="#">Foretell</a>	Wiz.	Su	14												
<a href="#">Bardic Perf.</a>	Brd.	Su	24												
<a href="#">Time Stutter</a>	Wiz.	Sp	1												
I. Quicken Rod	Item	–	3												

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

### Extracts Level 1 per day: 1(Base)+3(Int) = 4

Name	Note	Std	Used	Name	Note	Std	Used
<a href="#">Crafter's Fortune</a>		X	X	<Open Slot>	–	XXX	

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	7+S	7+S	6+S	6+S	5+S	5+S	3+S	0	0
Save DC	20	21	22	23	24	25	26	27	28	29
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="#">Detect Magic</a>	+2 CL	VS	∞	–		

<u>Light (Wayfinder)</u>		VM	∞	—		
<u>Mage Hand</u>		VS	∞	—		
<u>Prestidigitation</u>		VS	∞	—		
<u>Read Magic</u>	+2 CL	VSF	∞	—		

**Spell Level 1** per day: 4(Base)+3(Int)+Specialisation = 7+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 DC21	VSM	X			
<u>Liberating Command</u>		V	XX			
<u>Unseen Servant</u>		VSM	X			
<u>Vanish</u>		VS	XX			
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	—	2				

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Alter Self</u>		VSM	X			
<u>Aram Zey's Focus</u>	+2 CL	VSF	S			
<u>Create Pit</u>	Ref DC22	VSF	X			
<u>Glitterdust</u>	Will DC22	VSM	XX			
<u>Invisibility</u>		VSM	X			
<u>Mirror Image</u>	1d4+CL/3	VS	XX			
Item	Note	#	Used	Used	Used	Used
Pearl of Power II	—	1				

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Displacement</u>		VM	X			
<u>Greater Magic Weapon</u>	No DR bypass	VSM	X	X		
<u>Haste</u>		VSM	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>		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: 4(Base)+2(Int)+Specialisation = 6+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Dimension Door</u>		V	XX			
<u>Emergency Force Sphere</u>		V	XX			
<u>Named Bullet</u>	+2 CL	VSM	SX			
<u>Stoneskin</u>	0x Mats	VSM				
Item	Note	#	Used	Used	Used	Used
<u>Robes of Runes</u>	—	1				

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Cone of Cold</u>	Ref DC25	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	XX			

Item	Note	#	Used	Used	Used	Used
–	–					

### Spell Level 6 per day: 3(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Stnd	Used	Var	Used
<a href="#">Named Bullet, Greater</a>	+2 CL	VSM	S			
<a href="#">Mage's Lucubration</a>		VS	XX			
<a href="#">Stone to Flesh</a>		VSM	X			
<a href="#">Tar Pool</a>	Ref DC26	VSM	X			
<a href="#">True Seeing</a>	2x Mats	VSM	X			
Item	Note	#	Used	Used	Used	Used
–	–					

### Spell Level 7 per day: 2(Base)+1(Int)+Specialisation = 3+S

Name	Note	Comp	Stnd	Used	Var	Used
<a href="#">Arcane Sight, Greater</a>	+2 CL	VS	S			
<a href="#">Firebrand</a>		VS	X			
<a href="#">Legendary Proportions</a>	0x Mats	VSM	X			
<a href="#">Limited Wish</a>	3x Mats	VSM				
<a href="#">Particulate Form</a>		VSM	X			
Item	Note	#	Used	Used	Used	Used
<a href="#">Bonded Ring</a>	–	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), 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](#), [Mage's Lucubration](#), [Named Bullet, Greater](#), [Stone to Flesh](#), [Tar Pool](#), [True Seeing](#)

**Level 7:** [Arcane Sight, Greater](#), [Firebrand](#), [Legendary Proportions](#), [Limited Wish](#), [Polymorph, Greater](#), [Particulate Form](#), [Teleport, Greater](#), [Summon Monster VII](#), [Vision](#)

### 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)	+3 Comp	+3 Comp	–	–	+3 Morale (Will vs. charm/fear)

Insp. Competence (SU)	–	–	+3 Comp	–	–
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**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 + Ardon), Keen Edge (Shalelu) (mit **X** markiert)