

# Viorel Avernia, Apprentice Historian & World Traveller 01.12.2017

Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 13 / Investigator 1 (Bard VMC)

Stats			
<b>STR</b>	7	-2	<b>HP:</b> 72 = Level x 5 + 2
<b>DEX</b>	14	+2	<b>INI:</b> +10 = 2(DEX)+2(Trait)+6(School)
<b>CON</b>	12	+1	Base+Stat+Item(+Misc)
<b>INT</b>	23(29)	+6(+9)	<b>Fort:</b> 11 = 4+1+6(+1 vs. Death)
<b>WIS</b>	10	+0-1	<b>Ref:</b> 14 = 6+2+6
<b>CHA</b>	10	+0	<b>Will:</b> 20 = 10+0+6+4(+1 vs. Death)
			<b>Movement rate:</b> 30 ft
			<b>BAB:</b> +Lvl/2 <b>Melee:</b> +5
			<b>Ranged:</b> +9
			<b>AC:</b> 12 (DEX)
			<b>Touch:</b> 12 (DEX)
			<b>Flat-footed:</b> 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	17	= 5	+ 9	Int	+ 3
Bluff	I	24	= (14 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Craft (alchemy)	WI	17(18)	= 1	+ 9	Int	+ 3 + 4(5)
Craft (paintings)	WI	21	= 5	+ 9	Int	+ 3 + 4
Diplomacy	I	24	= (14 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Disable Device	I	22	= 14	+ 2	Dex	+ 4 + 2
Disguise	I	11	= 5	+ 0	Cha	+ 3 + 3
Escape Artist	I	15	= 10	+ 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	33	= (CL)	+ 9	Int	+ 3 + 7
Knowledge (Dungeon.)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (Engineer.)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (Geography)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (History)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (Local)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (Nature)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (Nobility)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (Planes)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Knowledge (Religion)* <sup>§</sup>	WI	21	= 2	+ 9	Int	+ 3 + 7
Linguistics* <sup>§</sup>	WI	23	= 11	+ 9	Int	+ 3
Perception	I	17(18)	= 14	+ 0	Wis	+ 3 + (1)
Perform (Oratory)	I	20	= 10	+ 0	Cha	+ 3 + 7
Perform (String)	I	26	= 14	+ 0	Cha	+ 3 + 9
Sense Motive	I	14	= 11	+ 0	Wis	+ 3
Spellcraft* <sup>§</sup>	WI	24	= 12	+ 9	Int	+ 3
Stealth	I	19	= (CL)	+ 2	Dex	+ 3
Use Magic Device*	I	20	= (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 3-14:** 2(Base)+6(INT)+1(human)+1(Favored Class) = 120 **Points spent (Level 11):** 143

\* = 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, 3-14)

**Equipment** (Cash: 23735 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:** handy haversack, 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, Mats für Limited Wish (siehe Zauber), 1x Mats für Legendary Proportions, Scrying Mirror, 2x Mats True Seeing

- 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 (8 Ladungen, 1d10+3)
  - Infernal Healing (20 Ladungen)
  - Magic Missile (CL 5, 8 Ladungen, 3d4+3)
  - Lightning Bolt (CL 10, 25 Ladungen)
  - Enervation (5 Ladungen)
  - Shocking Grasp (26 Ldg), Tree Shape (4 Ldg), Silent Image (2 Ldg), Mage Armor (2 Ldg), Magic Missile (15 Ldg), Scorching Ray (12 Ldg), Bears Endurance (37 Ldg), Clairvoyance/Clairaudience (29 Ldg), Enlarge Person (42 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	X											
<a href="#">Inspiration</a>	Inv.	Ex	10*												
<a href="#">Foretell</a>	Wiz.	Su	13												
<a href="#">Bardic Perf.</a>	Brd.	Su	23												
<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)+2(Int) = 3

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

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	6+S	6+S	6+S	6+S	4+S	3+S	2+S	0	0
Save DC	19	20	21	22	23	24	25	26	27	28
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 (Wayfinder)</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: 4(Base)+2(Int)+Specialisation = 6+S

Name	Note	Comp	Stnd	Used	Var	Used
<a href="#">Heightened Awareness</a>	+2 CL	VM	S	X		
<a href="#">Feather Fall</a>		V	X			
<a href="#">Grease</a>	Ref DC19	VSM	X			
<a href="#">Liberating Command</a>		V	X			
<a href="#">Unseen Servant</a>		VSM	X			
<a href="#">Vanish</a>		VS	XX			
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
<a href="#">Alter Self</a>		VSM	X			
<a href="#">Aram Zey's Focus</a>	+2 CL	VSF	S			
<a href="#">Create Pit</a>	Ref DC20	VSF	X			
<a href="#">Glitterdust</a>	Will DC20	VSM	XX			
<a href="#">Invisibility</a>		VSM	X			
<a href="#">Mirror Image</a>	1d4+CL/3	VS	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
<a href="#">Displacement</a>		VM	X			
<a href="#">Greater Magic Weapon</a>	No DR bypass	VSM	X	X		
<a href="#">Haste</a>		VSM	X			
<a href="#">Heroism</a>	2 slots	VS	X <sup>2</sup>	X		
<a href="#">See Invisibility</a>	+2 CL	VSM	S	X		
<a href="#">Keen Edge</a>	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: 4(Base)+2(Int)+Specialisation = 6+S

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

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

Name	Note	Comp	Stnd	Used	Var	Used
<a href="#">Cone of Cold</a>	Ref DC23	VSM	X			
<a href="#">Overland Flight</a>		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			
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
—	—					

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Named Bullet, Greater</u>	+2 CL	VSM	S			
<u>Mage's Lucubration</u>		VS	X			
<u>Tar Pool</u>	Ref DC24	VSM	X			
<u>True Seeing</u>	2x Mats	VSM	X			
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
—	—					

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Arcane Sight, Greater</u>	+2 CL	VS	X			
<u>Limited Wish</u>	3x Mats	VSM	X			
<u>Particulate Form</u>		VSM	X			
<u>Legendary Proportions</u>	1x Mats	VSM				
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
<u>Bonded Ring</u>	—	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, Legendary Proportions, Limited Wish, Particulate Form, Teleport, Greater, Summon Monster VII

#### 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 + Ardon), Keen Edge (Shalelu) (mit **X** markiert)