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Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 16 / Investigator 1 (Bard VMC)

Stats					
STR	7	-2	HP: 87 = Level x 5 + 2	Movement rate: 30 ft	
DEX	14	+2	INI: +12 = 2(DEX)+2(Trait)+8(School)	BAB: +Lvl/2	Melee: 6
CON	12	+1	Base+Stat+Item(+Misc)		Ranged: 10
INT	26(32)	+8(+11)	Fort: 12 = 5+1+6(+2)(+1 vs. Death)	AC: 12 (DEX)	
WIS	10	+0	Ref: 15 = 7+2+6(+2)	Touch: 12 (DEX)	
CHA	10	+0	Will: 22 = 12+0+6+4(+2)(+1 vs. Death)	Flat-footed: 10 (-)	
Combat CMB: Lvl/2(BAB)-2(Str) = +6 CMD: 10+Lvl/2(BAB)-2(Str)+2(Dex) = 18					
Dagger		Atk: +6	Damage: 1d4-2	Crit: 19-20/x2	Special: cold iron



Skill (W = Wizard, I = Investigator)	Class	Value		Rank	Skillbonus	Class	Misc
Appraise	WI	20	=	6	+ 11	Int + 3	
Bluff	I	27	=	(17 ^P)	+ 0	Cha + (3 ^P) + (7 ^P)	Circlet+NI
Craft (alchemy)	WI	19(20)	=	1	+ 11	Int + 3	+4(5) NI (Creation only)
Craft (paintings)	WI	23	=	5	+ 11	Int + 3	+ 4 NI
Diplomacy	I	27	=	(17 ^P)	+ 0	Cha + (3 ^P) + (7 ^P)	Circlet+NI
Disable Device	I	24	=	16	+ 2	Dex + 4	+ 2 Mwk tools
Disguise	I	11	=	5	+ 0	Cha + 3	+ 3 Circlet
Escape Artist	I	20	=	15	+ 2	Dex + 3	
Fly	W	23	=	10	+ 2	Dex + 3	+ CL/2 Spell
Intimidate	I	9	=	3	+ 0	Cha + 3	+ 3 Circlet
Knowledge (Arcana)* [§]	WI	39	=	(CL)	+ 11	Int + 3	+ 8 VMC
Knowledge (Dungeon.)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (Engineer.)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (Geography)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (History)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (Local)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (Nature)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (Nobility)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (Planes)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Knowledge (Religion)* [§]	WI	25	=	3	+ 11	Int + 3	+ 8 VMC
Linguistics* [§]	WI	25	=	11	+ 11	Int + 3	
Perception	I	20(21)	=	17	+ 0	Wis + 3	+ (1) Traps only
Perform (Oratory)	I	20	=	10	+ 0	Cha + 3	+ 7 Circlet+NI
Perform (String)	I	29	=	17	+ 0	Cha + 3	+ 9 Circlet+NI+Mwk Violin
Sense Motive	I	17	=	14	+ 0	Wis + 3	
Spellcraft* [§]	WI	30	=	16	+ 11	Int + 3	
Stealth	I	22	=	(CL)	+ 2	Dex + 3	
Use Magic Device*	I	23	=	(CL)	+ 0	Cha + 3	+ 3 Circlet
—			=				

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 3-17: 2(Base)+6(INT)+1(human)+1(Favored Class) = 150 **Points spent (Level 15):** 173

* = trained only

[§] = free 1d6 bonus on each skill check

^P = 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 (Swift 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
Wizard 15 (Level 16): Opposition Research (Enchantment)
Level 17: Fleeting Spell (Spell with duration becomes dismissable as Swift Action)

Favored Class: +1 Skillpoint (Level 1, 3-17)

Equipment (Cash: 245 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: 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 Diamondddust, 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
- 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 (44 Ladungen, 1d10+3)
 - Enervation (7 Ladungen)
 - Lightning Bolt (CL 10, 23 Ladungen)
 - Scorching Ray (12 Ldg), Bears Endurance (36 Ldg), Clairvoyance/Clairaudience (29 Ldg), Infernal Healing (16 Ldg), Magic Missile (CL 5, 8 Ldg, 3d4+3)
- 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 Invuln., Foresight, Raise Dead, Breath of Life

Magic & other Extraordinary Abilities

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

Ability	Class	Type	#	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4
Prescience	Wiz.	Su	14																								
Moment of P.	Spell	–	1																								
Inspiration	Inv.	Ex	14*																								
Foretell	Wiz.	Su	16																								
Bardic Perf.	Brd.	Su	26																								
Time Stutter	Wiz.	Sp	2																								
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	Stnd	Used	Name	Note	Stnd	Used
Crafter's Fortune		X	X	<Open Slot>	–	XXX	

Spl Level	0	1	2	3	4	5	6	7	8	9
Per day	4	7+S	7+S	7+S	6+S	6+S	5+S	4+S	2+S	0
Save DC	21	22	23	24	25	26	27	28	29	30
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
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)+3(Int)+Specialisation = 7+S

Name	Note	Comp	Stnd	Used	Var	Used
Heightened Awareness	+2 CL	VM	S	X		
Feather Fall		V	X			
Grease	Ref DC22	VSM	X			
Liberating Command		V	XX			
Unseen Servant		VSM	X			
Vanish		VS	XX			
Item	Note	#	Used	Used	Used	Used
Pearl of Power I	—	2				

Spell Level 2 per day: 4(Base)+3(Int)+Specialisation = 7+S

Name	Note	Comp	Stnd	Used	Var	Used
Alter Self		VSM	X			
Aram Zey's Focus	+2 CL	VSF	S			
Create Pit	Ref DC23	VSF	X			
Glitterdust	Will DC23	VSM	XX			
Invisibility		VSM	X			
Mirror Image	1d4+CL/3	VS	XX			
Item	Note	#	Used	Used	Used	Used
Pearl of Power II	—	1				

Spell Level 3 per day: 4(Base)+3(Int)+Specialisation = 7+S

Name	Note	Comp	Stnd	Used	Var	Used
Displacement		VM	X			
Greater Magic Weapon	No DR bypass	VSM	XX	XX		
Heroism		VS	XXX	XXX		
See Invisibility	+2 CL	VSM	S	X		
Keen Edge		VS	X	X		
Item	Note	#	Used	Used	Used	Used
Pearl of Power III	4 th Heroism	1	X			

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

Name	Note	Comp	Stnd	Used	Var	Used
Dimension Door		V	XX			
Emergency Force Sphere		V	XX			
Haste (Level 3)		VSM	XX			
Named Bullet	+2 CL	VSM	S			
Scrying	+2 CL	VSF	X			
Stoneskin	7x Mats	VSM				
Item	Note	#	Used	Used	Used	Used
Robes of Runes	—	1				

Spell Level 5 per day: 4(Base)+2(Int)+Specialisation = 6+S

Name	Note	Comp	Stnd	Used	Var	Used
Overland Flight		VS	X	X		

Prying Eyes		VSM	X			
Summon Monster V		VSF				
Teleport		V	X			
Telepathic Bond	+2 CL	VSM	S	X		
Wall of Force		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
Chains of Light	Ref DC27	VSF	X			
Greater Dispell Magic		VS	X			
Named Bullet, Greater	+2 CL	VSM	S			
Mage's Lucubration		VS	X			
Stone to Flesh		VSM	X			
Tar Pool	Ref DC27	VSM				
True Seeing	5x Mats	VSM	X			
Item	Note	#	Used	Used	Used	Used
—	—					

Spell Level 7 per day: 3(Base)+2(Int)+Specialisation = 5+S

Name	Note	Comp	Stnd	Used	Var	Used
Arcane Sight, Greater	+2 CL	VS	S			
Legendary Proportions	2x Mats	VSM	X			
Limited Wish	4x Mats	VSM	XX			
Particulate Form		VSM	X			
Teleport, Greater		V	X			
Item	Note	#	Used	Used	Used	Used
—	—					

Spell Level 8 per day: 2(Base)+1(Int)+Specialisation = 3+S

Name	Note	Comp	Stnd	Used	Var	Used
Mind Blank			X	X		
Moment of Prescience	+2 CL	VS	S	X		
Prediction of Failure	+2 CL	VS	X			
Protection from Spells		VSMF	X	X		
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), 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: Chains of Light, Forceful Hand, Greater Dispell Magic, 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

Level 8: Mind Blank, Moment of Prescience, Prediction of Failure, Protection from Spells

Combat modifiers

Feature	Attack	Damage	Ability/skill checks	Caster level checks	Saves
Foretell (SU)	+2 Luck	–	+2 Luck	+2 Luck	+2 Luck (all)
Haste	+1	+1	–	–	+1 Dodge (Reflex)
Insp. Courage (SU)	+3 Comp	+3 Comp	–	–	+3 Morale (Will vs. charm/fear)
Insp. Competence (SU)	–	–	+3 Comp	–	–
Heroism	+2 Morale	–	+2 Morale	–	+2 Morale
Protection from Spells	–	–	–	–	+8 Resistance

Daily Buffs: Crafter's Fortune (self), Overland flight (self), Greater Magic Weapon (Shalelu + Alexandra), Mind Blank (Shalelu). Moment of Prescience (self) (marked with X)

Dungeon Start: Heightened Awareness (self), See Invisible (self), False Life (self/Sihedron Amulett), Telepathic Bond (everyone), 4x Heroism (everyone), Keen Edge (Shalelu), Protection from Spells (everyone) (marked with X)