

# Viorel Avernia, Apprentice Historian & World Traveller 02.05.2017

Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 11 / Investigator 1 (Bard VMC)

## Stats

**STR** 7 -2 **HP:** 62 = Level x 5 + 2 **Movement rate:** 30 ft  
**DEX** 14 +2 **INI:** +9 = 2(DEX)+2(Trait)+5(School) **BAB:** +Lvl/2 **Melee:** +4  
**CON** 12 +1 **Base+Stat+Item(+Misc)** **Ranged:** +8  
**INT** 23(27) +6(+8) **Fort:** 5 = 3+1+1 **AC:** 12 (DEX)  
**WIS** 10 +0 **Ref:** 8 = 5+2+1 **Touch:** 12 (DEX)  
**CHA** 10 +0 **Will:** 14 = 9+0+1+4 **Flat-footed:** 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	22	=	(12 <sup>P</sup> )	+ 0	Cha + (3 <sup>P</sup> ) + (7 <sup>P</sup> )	Circlet+NI
Craft (alchemy)	WI	16(17)	=	1	+ 8	Int + 3	+4(5) NI (Creation only)
Craft (paintings)	WI	20	=	5	+ 8	Int + 3	+ 4 NI
Diplomacy	I	22	=	(12 <sup>P</sup> )	+ 0	Cha + (3 <sup>P</sup> ) + (7 <sup>P</sup> )	Circlet+NI
Disable Device	I	20	=	12	+ 2	Dex + 4	+ 2 Mwk tools
Disguise	I	10	=	4	+ 0	Cha + 3	+ 3 Circlet
Escape Artist	I	10	=	5	+ 2	Dex + 3	
Fly	W	14	=	3	+ 2	Dex + 3	+ CL/2 Spell
Intimidate	I	9	=	3	+ 0	Cha + 3	+ 3 Circlet
Knowledge (Arcana)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Dungeon.)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Engineer.)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Geography)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (History)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Local)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Nature)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Nobility)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Planes)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Knowledge (Religion)* <sup>§</sup>	WI	19	=	2	+ 8	Int + 3	+ 6 VMC
Linguistics* <sup>§</sup>	WI	21	=	10	+ 8	Int + 3	
Perception	I	15(16)	=	12	+ 0	Wis + 3	+ (1) Traps only
Perform (Oratory)	I	20	=	10	+ 0	Cha + 3	+ 7 Circlet+NI
Perform (String)	I	24	=	12	+ 0	Cha + 3	+ 9 Circlet+MV+NI
Sense Motive	I	14	=	11	+ 0	Wis + 3	
Spellcraft* <sup>§</sup>	WI	22	=	11	+ 8	Int + 3	
Stealth	I	22	=	(CL)	+ 2	Dex + 3	+ 5 Cloak
Use Magic Device*	I	18	=	(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), Aquan(L), Auran(L), Ignan(L), Abyssal(L), Infernal(L), Giant(L), Goblin(L), Aboleth(L), Sylvan(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 3-12:** 2(Base)+6(INT)+1(human)+1(Favored Class) = 100 **Points spent (Level 11):** 123

\* = trained only

§ = 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 (Std. Action, (Wiz-5)/5 times/day, 1 extra full round)

**Favored Class:** +1 Skillpoint (Level 1, 3-12)

**Equipment** (Cash: 2510 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

- Weapons & Armor:
  - Body: [Robes of Runes](#)
  - 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)
  - 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:
  - Wand of Enervation (5 Ladungen)
  - Wand of Scorching Ray (15 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 (3 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)

## 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
<u>Prescience</u>	Wiz.	Su	11	XX	XX	XX	XX	XX							
<u>Inspiration</u>	Inv.	Ex	10*												
<u>Foretell</u>	Wiz.	Su	11	XX	XX	X									
<u>Bardic Perf.</u>	Brd.	Su	21	XX	XX	XX	XX	XX	XX	XX					
<u>Time Stutter</u>	Wiz.	Sp	1	X											
I. Quicken Rod	Item	–	3	X	X	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	Std	Used	Name	Note	Std	Used
<u>Crafter's Fortune</u>		X	X	<Open Slot>	–	XX	
Variant:	–	–	–	Variant:	–	–	–

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

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

Name	Note	Comp	Std	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	X		
<u>Liberating Command</u>		V	X			
<u>Unseen Servant</u>		VSM	X			
<u>Vanish</u>		VS	XX			
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
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			
<u>Create Pit</u>	Ref DC20	VSF	X			
<u>Glitterdust</u>	Will DC20	VSM	XX	XX		
<u>Invisibility</u>		VSM	X	X		
<u>Mirror Image</u>	1d4+CL/3	VS	X	X		
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
—	—					

**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>Stoneskin</u>	1x Mats	VSM	X	X		
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
Pearl of Power III	—	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			
<u>Emergency Force Sphere</u>		V	XX	X		
<u>Named Bullet</u>	+2 CL	VSM	SX			
<u>Keen Edge</u>	Lvl 3 spell	VS	X	X		
<b>Item</b>	<b>Note</b>	<b>#</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>	<b>Used</b>
Robe of Runes	—	1				

**Spell Level 5** per day: 2(Base)+1(Int)+Specialisation = 3+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Overland Flight</u>		VS	X	X		
<u>Roaming Pit</u>	Ref DC23	VSM (10 GP)				
<u>Summon Monster V</u>		VSF	X	X		
<u>Telepathic Bond</u>	+2 CL	VSM	S	X		
<u>Wall of Force</u>		VSM	X			
Variant:			—			
<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: 1(Base)+1(Int)+Specialisation = 2+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Named Bullet, Greater</u>	+2 CL	VSM	S	X		
<u>Stone to Flesh</u>		VSM	X			

<a href="#">Forceful Hand</a>		VSF	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:** Forceful Hand, Named Bullet, Greater, Stone to Flesh

**Level 7:** Limited Wish (Übertragungskosten noch zahlen)

alle Spells bis Level 6 (nur Core Book)

### 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)