

# Viorel Avernia, Apprentice Historian & World Traveller 11.04.2018

Male NG Human (Varisian) Wizard(Divination/Foresight-Specialist) 15 / Investigator 1 (Bard VMC)

Stats					
<b>STR</b>	7	-2	<b>HP:</b> 82 = Level x 5 + 2	<b>Movement rate:</b> 30 ft	
<b>DEX</b>	14	+2	<b>INI:</b> +11 = 2(DEX)+2(Trait)+7(School)	<b>BAB:</b> +Lvl/2	<b>Melee:</b> 6
<b>CON</b>	12	+1	Base+Stat+Item(+Misc)		<b>Ranged:</b> 10
<b>INT</b>	26(32)	+8(+11)	<b>Fort:</b> 12 = 5+1+6(+2)(+1 vs. Death)	<b>AC:</b> 12 (DEX)	
<b>WIS</b>	10	+0	<b>Ref:</b> 15 = 7+2+6(+2)	<b>Touch:</b> 12 (DEX)	
<b>CHA</b>	10	+0	<b>Will:</b> 21 = 11+0+6+4(+2)(+1 vs. Death)	<b>Flat-footed:</b> 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	26	= (16 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Craft (alchemy)	WI	19(20)	= 1	+ 11	Int	+ 3 + 4(5)
Craft (paintings)	WI	23	= 5	+ 11	Int	+ 3 + 4
Diplomacy	I	26	= (16 <sup>P</sup> )	+ 0	Cha	+ (3 <sup>P</sup> ) + (7 <sup>P</sup> )
Disable Device	I	24	= 16	+ 2	Dex	+ 4 + 2
Disguise	I	11	= 5	+ 0	Cha	+ 3 + 3
Escape Artist	I	19	= 14	+ 2	Dex	+ 3
Fly	W	21	= 8	+ 2	Dex	+ 3 + CL/2
Intimidate	I	9	= 3	+ 0	Cha	+ 3 + 3
Knowledge (Arcana)* <sup>§</sup>	WI	38	= (CL)	+ 11	Int	+ 3 + 8
Knowledge (Dungeon.)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (Engineer.)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (Geography)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (History)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (Local)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (Nature)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (Nobility)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (Planes)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Knowledge (Religion)* <sup>§</sup>	WI	25	= 3	+ 11	Int	+ 3 + 8
Linguistics* <sup>§</sup>	WI	25	= 11	+ 11	Int	+ 3
Perception	I	19(20)	= 16	+ 0	Wis	+ 3 + (1)
Perform (Oratory)	I	20	= 10	+ 0	Cha	+ 3 + 7
Perform (String)	I	28	= 16	+ 0	Cha	+ 3 + 9
Sense Motive	I	15	= 12	+ 0	Wis	+ 3
Spellcraft* <sup>§</sup>	WI	27	= 13	+ 11	Int	+ 3
Stealth	I	21	= (CL)	+ 2	Dex	+ 3
Use Magic Device*	I	22	= (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 3-16:** 2(Base)+6(INT)+1(human)+1(Favored Class) = 140 **Points spent (Level 15):** 163

\* = 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  
**Wizard 15 (Level 16):** Opposition Research (Enchantment)

**Favored Class:** +1 Skillpoint (Level 1, 3-16)

**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)
  - Infernal Healing (16 Ladungen)
  - Magic Missile (CL 5, 8 Ladungen, 3d4+3)
  - Lightning Bolt (CL 10, 23 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 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
<a href="#">Prescience</a>	Wiz.	Su	14																								
<a href="#">Moment of P.</a>	Spell	–	1																								
<a href="#">Inspiration</a>	Inv.	Ex	14*																								
<a href="#">Foretell</a>	Wiz.	Su	15																								
<a href="#">Bardic Perf.</a>	Brd.	Su	25																								
<a href="#">Time Stutter</a>	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
<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	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
<u>Detect Magic</u>	+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 DC22	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 = 7+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 DC23	VSF	X			
<u>Glitterdust</u>	Will DC23	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)+3(Int)+Specialisation = 7+S

Name	Note	Comp	Stnd	Used	Var	Used
<u>Displacement</u>		VM				
<u>Greater Magic Weapon</u>	No DR bypass	VSM	XX	XX		
<u>Haste</u>		VSM	X			
<u>Heroism</u>		VS	XXX	XXX		
<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	4 <sup>th</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>Haste (Level 3)</u>		VSM	X			
<u>Named Bullet</u>	+2 CL	VSM	S			
<u>Scrying</u>	+2 CL	VSF	X			
<u>Stoneskin</u>	7x Mats	VSM	X			
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
<u>Overland Flight</u>		VS	X	X		
<u>Prying Eyes</u>		VSM	X			
<u>Summon Monster V</u>		VSF				
<u>Teleport</u>		V	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
<u>Chains of Light</u>	Ref DC27	VSF	X			
<u>Greater Dispell Magic</u>		VS	X			
<u>Named Bullet, Greater</u>	+2 CL	VSM	S			
<u>Mage's Lucubration</u>		VS	X			
<u>Stone to Flesh</u>		VSM	X			
<u>Tar Pool</u>	Ref DC27	VSM				
<u>True Seeing</u>	5x Mats	VSM	X			
Item	Note	#	Used	Used	Used	Used
—	—					

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Arcane Sight, Greater</u>	+2 CL	VS	S			
<u>Firebrand</u>		VS				
<u>Legendary Proportions</u>	5x Mats	VSM	X			
<u>Limited Wish</u>	5x Mats	VSM	XX			
<u>Particulate Form</u>		VSM	X			
<u>Polymorph</u>		VSM				
Item	Note	#	Used	Used	Used	Used
—	—					

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

Name	Note	Comp	Stnd	Used	Var	Used
<u>Mind Blank</u>			XX	X		
<u>Moment of Prescience</u>	+2 CL	VS	S	X		
Item	Note	#	Used	Used	Used	Used
<u>Bonded Ring</u>	—	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:** 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](#)

## 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	—	—
Heroism	+2 Morale	—	+2 Morale	—	+2 Morale

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

**Dungeon Start:** Heightened Awareness (self), See Invisible (self), False Life (self/Sihedron Amulett), Telepathic Bond (everyone), 4x Heroism (everyone), Keen Edge (Shalelu) (mit **X** markiert)