

No Errors

Save Changes

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Image
(125x193 px)

Pareto

AbuDhabi

Forgotten Trail

Character Name

Player

Campaign

Human / Dragon

Lawful Good

Gold Dragon Queen

Race

Alignment

Deity

34

Male

200 cm

130 kg

Blue

Brown

Age

Gender

Height

Weight

Eyes

Hair

17

M

115500

136500

153000

Level

Size

XP Used

Current XP

Next Level XP

A special forces magic knight, of golden draconic origin.

Summary Description

A towering giant of a man, with the partial features of a gold dragon, including wings, claws, jaw, whiskers and scales. Pareto wears light plate armour with a buckler, and fights with a glaive. He is dutiful and calm in demeanor.

Description

Ability

Final Score

Mod

Temp Score

Temp Mod

Base Score

Racial Bonus

Advancement Bonus

Enhancement Bonus

Inherent Bonus

STR

30

+10

17

10

3

0

DEX

18

+4

15

0

3

0

CON

22

+6

16

+3

17

2

3

0

INT

18

+4

12

2

4

0

WIS

16

+3

12

0

4

0

CHA

23

+6

14

4

5

0

48

HP

TOTAL

256

Current HP

159

Temporary HP

Nonlethal Damage

Class HP

270

AC

42

10

8

5

4

0

10

5

0

Initiative

+8

Perception

+6

Quick Skill 1

+0

Quick Skill 2

+0

Flat-Footed AC

38

Touch AC

19

Flat-Footed Touch AC

15

Action Points

Essentia

Saving Throws

FORTITUDE

REFLEX

WILL

Total

Base

Ability Mod

Magic Mod

Misc Mod

Temp Mod

+25

10

3

6

6

0

+24

8

4

6

6

0

+25

10

3

6

6

0

Armor Type

Light

Light Load

532

Base Speed

30

Med Load

1064

Air Speed

30

Max Load

1600

Air Maneuverability

Average

Over Head

1600

Alternate Speed 1

Swim 30

Off Ground

3200

Alternate Speed 2

Push/ Drag

8000

MELEE

RANGED

Total Attack Bonus

Base Attack Bonus

Str Mod

Size Mod

Misc Mod

Temp Mod

+23

13

10

0

0

0

+17

13

4

0

0

0

Immunities: Disease, Fear, Sleep, Paralysis, Fire,

Damage Reduction and Resistances

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+23/+23	1d4+10	x2	Melee	
Special Properties			Weight	Size	Type
Natural				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+18	1d6+5	x2	Melee	
Special Properties			Weight	Size	Type
Natural				Light	P/B/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Dagger		1d4	19-20/x2	Melee	
Special Properties			Weight	Size	Type
			1 lb.	Light	P/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
+1 (+3 w/ GMW) Hideaway Shadowstrike Holy	+26/+21/+16	1d10+18	x3	Melee or +5'	
Special Properties			Weight	Size	Type
Good-aligned, lawful-aligned, magic, adamantine, ghost touch, +2d6 vs evil, +2d6 vs chaotic			10 lb.	Two-handed	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Special Properties			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+22/+17/+12	1d10+30			

No Errors

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane8	+30/+25/+20	1d10+30+8d4			
Special Properties			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Special Properties			Weight	Size	Type
Armor/Protective Item		Type	AC Bonus	Check Pen	Max Dex
+3 Soulfire Glamered Mithril Breastplate		Light	+8	-1	+5
Special Properties			Weight	Spell Fail	Speed
Protection from death effects, energy drain and negative energy, can appear as normal clothing			15	15%	30'
Shield/Protective Item		Type	AC Bonus	Check Pen	Max Dex
+3 Mithril Buckler of Heavy Fortification		Shield	+5	0	-
Special Properties			Weight	Spell Fail	Speed
100% precision hits (sneak attacks, criticals, etc) negated, -1 on off-hand attacks			2.5	0%	-

[illegible]

Skills				Max Rank			17			
Skill Name	Key Ab	CS	SF	Skill Mod	Ab Mod	Rank	Misc Mod	Racial Mod		
Animal Kinship [Handle Animal]	Cha	✓	☐	+10	= 6	+ 1	+ 0	+ 0		
Bluff [Bluff + Disguise]	Cha	☐	☐	+6	= 6	+ 0	+ 0	+ 0		
Cheat [Disable Device + Open Lock + Sleight of Hand]	Dex	☐	☐	+5	= 4	+ 0	+ 1	+ 0		
Concentration	Con	☐	☐	+3	= 3	+ 0	+ 0	+ 0		
Craft	Int	✓	☐	+5	= 4	+ 0	+ 1	+ 0		
Device Use [Use Magic Device + Use Psionic Device]	Cha	☐	☐	+6	= 6	+ 0	+ 0	+ 0		
Fly	Dex	☐	✓	+17	= 4	+ 10	+ 0	+ 0		
Grace [Balance + Escape Artist + Ride + Tumble]	Dex	✓	☐	+8	= 4	+ 1	+ 0	+ 0		
Initiative	Dex	☐	✓	+18	= 4	+ 5	+ 3	+ 2		
Intimidate	Cha	☐	☐	+6	= 6	+ 0	+ 0	+ 0		
Knowledge: Dungeonneering [Dungeonneering + Architecture]	Int	✓	☐	+9	= 4	+ 1	+ 1	+ 0		
Knowledge: Geography [Geography + The Planes]	Int	✓	☐	+9	= 4	+ 1	+ 1	+ 0		
Knowledge: History [History + Local + Nobility & Royalty]	Int	✓	☐	+9	= 4	+ 1	+ 1	+ 0		
Knowledge: Nature	Int	✓	☐	+9	= 4	+ 1	+ 1	+ 0		
Knowledge: Occult [Arcana + Psionics]	Int	✓	☐	+20	= 4	+ 16	+ 1	+ 0		
Knowledge: Religion	Int	☐	☐	+9	= 4	+ 1	+ 1	+ 0		
Linguistics	Int	✓	☐	+5	= 4	+ 0	+ 1	+ 0		
Magecraft: Arcane	Wis	✓	☐	+12	= 3	+ 5	+ 1	+ 0		
Magecraft: Religion	Wis	☐	☐	+9	= 3	+ 5	+ 1	+ 0		
Magecraft: Nature	Wis	☐	☐	+9	= 3	+ 5	+ 1	+ 0		
Magecraft: Psionics	Wis	☐	☐	+9	= 3	+ 5	+ 1	+ 0		
Magecraft: Shaping	Wis	☐	☐	+9	= 3	+ 5	+ 1	+ 0		
Martial Lore	Int	☐	☐	+10	= 4	+ 5	+ 1	+ 0		
Meditation [Autohypnosis + Iaijutsu Focus]	Con	☐	☐	+3	= 3	+ 0	+ 0	+ 0		
Mobility [Climb + Jump + Swim]	Str	☐	☐	+10	= 10	+ 0	+ 0	+ 0		
Perception [Listen + Search + Spot]	Wis	✓	☐	+25	= 3	+ 16	+ 3	+ 0		
Perform	Cha	☐	☐	+6	= 6	+ 0	+ 0	+ 0		
Profession	Wis	✓	☐	+4	= 3	+ 0	+ 1	+ 0		
Replicate	Wis	☐	☐	+4	= 3	+ 0	+ 1	+ 0		
				=						

[illegible]

No Errors

Stealth [Hide + Move Silently]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+4	=	4	+	0	+	0	+	0
Study [Appraise + Decipher Script + Forgery]	Int	<input type="checkbox"/>	<input type="checkbox"/>	+4	=	4	+	1	+	1	+	0
Survival [Heal + Survival + Use Rope]	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+3	=	3	+	1	+	1	+	0
		<input type="checkbox"/>	<input type="checkbox"/>		=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>		=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>		=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>		=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>		=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>		=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>		=		+		+		+	
Total Skill Points:											17	112

+1 Hideaway Shadowstrike Axiomatic Holy Adamantine Glaiv	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortification	2.5	65015	Person	Shield
+3 Soulfire Glamerred Mithril Breastplate	15	55900	Person	Armor
Total on Person:		54.5	449765 gp	

Currency		
Amount	Name	Value
	Coins	4135 gp
		gp total

Feats & Special Abilities

Human: +2 Str, +2 Cha, +1 SP/level, +2 Initiative, +8 FI	Aura of Good (strength as Paladin level)	4: Eschew Materials	4
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA	Detect Evil (at-will)	7: Still Spell (+1)	11
Breath Weapon: 6d8 fire cone DC 20 + ConMod	Smite Evil 1/day (Atk +ChaBo, Dmg +PaladinLv)	7: Silent Spell (+1)	18
Wings: 30' flight, average maneuverability	Divine Grace (+ChaBo to saves)	10: Quicken Spell (+3)	28
Bonus Spells: 7 slots (1st through 7th, Sorcerer)	Lay On Hands (PaladinLv x ChaBo points)	10: Arcane Strike (atk +L, dmg +Ld4)	38
2 Claws (1d4) and Bite (1d6)	Aura of Courage (immune to fear, others in 10' have +2)	10: Chain Spell (+3, too verbose to explain)	48
Senses: LLV, Darkvision 60', Blindsense 60'		8: Improved Buckler Defense (use bonus using buckler)	56
Immunities: Sleep, Paralysis, Fire		5: Shield Specialization (buckler, +1 bonus)	61
		3: Endurance (bunch of benefits)	64
	Ignore Spell Failure 15%	7: Weapon Focus (Glaive, +1)	71
	Bonus Feat (10 FP): Metamagic or Fighter	6: Improved Natural Armor (+1)	77
		5: Short Haft	82
		5: Skill Focus (Initiative)	87
		5: Skill Focus (Fly)	92
Summon Familiar	Deity's Weapon Focus (10 FP of which 7 are WF: Glaiv)	10: Power Attack	102
	Energy Resistance: Cold 10		
		102/101 spent	

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
16 / 13	0	6 / 6	0
17 / 14	1st	6 / 6	3 / 2
18 / 15	2nd	6 / 5	3 / 2
19 / 16	3rd	6 / 3	2 / 1
20 / 17	4th	6	2
21 / 18	5th	6	2
22 / 19	6th	6	2
23 / 20	7th	5	1
24 / 21	8th	3	0
	9th		

Languages

Common	Draconic
Celestial	Infernal
Abyssal	

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)									
0	9 / 6	1st	5 / 6	2nd	5 / 4	3rd	4 / 3	4th	4
5th	4	6th	3	7th	2	8th	1	9th	
Spell Name	# Cast /Mem			Spell Name	# Cast /Mem				
0 - Detect Magic, Ghost Sound, Mage Hand, Read Magic, Message	1			6 - Greater Dispel Magic	7				
0 - Arcane Mark, Dancing Lights, Prestidigitation, Open/Close				6 - Greater Heroism					
				6 - Disintegrate	1				
1 - Alarm	5								
1 - Ray of Enfeeblement				7 - Greater Teleport	5				
1 - Comprehend Languages				7 - Ethereal Jaunt	1				
1 - Grease									
1 - Silent Image				8 - Greater Prying Eyes	3				
2 - Glitterdust	1								
2 - Web									
2 - Mirror Image									
2 - Shatter									
2 - Detect Thoughts	1								
				0 - Create Water, Cure Minor Wounds, Purify Food and Drink					
3 - Dispel Magic	3			0 - Light, Mending, Detect Poison, Virtue					
3 - Ray of Exhaustion				1 - Command					
3 - Haste	2			1 - Bless					
3 - Greater Magic Weapon	1			1 - Cure Wounds (Augmentable)	5				
				1 - Endure Elements					
4 - Dimensional Anchor				1 - Bane					

No Errors

Save Changes

		4 - Solid Fog		2 - Restoration (Augmentable)	
				2 - Eagle's Splendor	
		5 - Shadow Evocation	2	2 - Bear's Endurance	
		5 - Feeblemind	1		
		5 - Wall of Stone	5	3 - Daylight	3
		5 - Baleful Polymorph		3 - Prayer	
				3 - Stone Shape	

Incarnum

Other Notes

Point buy: Str 17, Dex 15, Con 17, Int 12, Wis 12, Cha 14.

* HUMANOID (Human)
* Medium Size
* Shells: 13-19
* 30-Foot (6 square) Base Land Speed
* +2 Bonus to any single physical ability score and again to any single mental ability score
**Skilled*: Humans gain a +2 bonus to any one skill, chosen at 1st level
**Adaptive Learning*: +1 Skill Points per level
**Bonus Feat*: Humans gain 8 bonus feat points at 1st level. You must meet all requirements for the feat to take it.

21:32 <[R]> An airy voice, goes over the pact in your mind dully. ["Your conditions: 'Defend Queen Nytora with your life, so long as the Queen Nytora is living, and you are upon Ord soil.' The adjudicator's conditions: 'Grant the authority of a sub-commander to yourself.' Break clause: none. Exit clause: none."]
21:32 <[R]> A moment later the same airy voice speaks again. ["Your pact is stalled. Queen Nytora is not living. The conditions for your duties are not met. You do not need to fulfill your duties for the pact."]
22:05 <[R]> Three things happen. The penalty to your caster levels has changed to a bonus, you now have +2 to all your caster and manifester levels. The fog is no longer visible to you. You are fully understanding of the full layout of the castle, with the simplest thought you are inately aware of every path you could take to anywhere in the castle, and which routes are the fastest, and which are the slowest.