

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
19		M	152500	173700	190000
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	20	+5			15	0	3		2
CON	26	+8			17	2	3		4
INT	18	+4			12	2	4		0
WIS	16	+3			12	0	4		0
CHA	28	+9			14	4	5		5
48									
HP	TOTAL 334	Current HP 334	Temporary HP dmg 0	Nonlethal Damage 0	Class HP 334				
AC	48	= 10 + 9	+ 6 + 5	+ 0 + 10	+ 5 + 3				
TOTAL		Armor	Shield	Dex	Size	Natural	Deflect	Misc	
Flat-Footed AC	43	Touch AC 23	Flat-Footed Touch AC 18	Action Points	Essentia	Initiative +9		Perception +26	
					Quick Skill 1		Quick Skill 2		
					+0		+0		
Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod	Armor Type	Light	Light Load
FORTITUDE	+34	= 11	+ 8	+ 6	+ 9	+ 0	Base Speed	30	Med Load
REFLEX	+30	= 10	+ 5	+ 6	+ 9	+ 0	Air Speed	30	Max Load
WILL	+29	= 11	+ 3	+ 6	+ 9	+ 0	Air	Average	Over Head
						Maneuverability	Swim 30	Off Ground	3200
						Alternate Speed 1		Push/ Drag	8000
						Alternate Speed 2			
MELEE	Total Attack Bonus +28/+23/+18/+	Base Attack Bonus 18	Str Mod 10	Size Mod 0	Misc Mod 0	Temp Mod 0	Resistances: Cold 10, Acid 10.		
RANGED	+23/+18/+13/+	= 18	+ 5	+ 0	+ 0	+ 0	Immunities: Disease, Fear, Sleep,		
						Dex Mod	Size Mod	Misc Mod	Temp Mod
Damage Reduction and Resistances									

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+28/+28	1d4+10	x2	Melee	
Special Properties			Weight	Size	Type
Natural				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+23	1d6+5	x2	Melee	
Special Properties			Weight	Size	Type

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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 (+4 w/ GMW) Hideaway Shadows	+33/+28/+23/+18	1d10+21	x3	Melee or +5'	
Special Properties			Weight	Size	Type
Good, lawful, magic, adamantine, ghost touch, +1d6 vs undead, +2d6 vs			10 lb.	Two-handed	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
	w/buffs 40	2d8+28			
Special Properties			Weight	Size	Type
w/buffs at Arcane8: 48, +8d4					
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+29/+24/+19/+14	1d10+33			
Special Properties			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane8	+37/+32/+27/+22	1d10+33+8d4			
Special Properties			Weight	Size	Type
w/buffs 44 d 2d8+40+8d4					
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Special Properties			Weight	Size	Type
Armor/Protective Item		Type	AC Bonus	Check Pen	Max Dex
+3 (+4 w/ GMV) Soulfire Glamerd Mithril Breastplate		Light	+9	-1	+5
Special Properties			Weight	Spell Fail	Speed
Protection from death effects, energy drain and negative energy, can appear as			15	15%	30'
Shield/Protective Item		Type	AC Bonus	Check Pen	Max Dex
+3 (+4 w/ GMV) Mithril Buckler of Heavy Fortification		Shield	+6	0	-
Special Properties			Weight	Spell Fail	Speed
100% precision hits (sneak attacks, criticals, etc) negated, -1 on off-hand attack			2.5	0%	-

Class	Levels	Base Attack	Fort	Reflex	Will	Skill Points per Level	Hit Dice	XP to Next Level						
Level-Adjustment	Level Adjustment Description													
Sorcerer	6	1/2	✓	B	✓	G	✓	3	✓	4	✓	6000		
Dragon Disciple (finished)	10	1	✓	G	✓	B	✓	G	✓	3	✓	12	✓	3500
Paladin (no reason to advance)	3	1	✓	G	✓	B	✓	B	✓	3	✓	10	✓	4000
Spellsworn (finished)	10	1	✓	G	✓	B	✓	G	✓	3	✓	8	✓	3500
Favored Soul	14	3/4	✓	G	✓	G	✓	G	✓	3	✓	8	✓	3500
	0	1/2	✓	B	✓	B	✓	G	✓	3	✓	4	✓	8000
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	
		1/2	✓	B	✓	B	✓	B	✓	3	✓	4	✓	

Skills

Max Rank 19

Other Possessions

No Errors

Bluff [Bluff + Disguise]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Cheat [Disable Device + Open Lock]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+5 =	5	+	0	+	0	+	0
Concentration	Con	<input type="checkbox"/>	<input type="checkbox"/>	+8 =	8	+	0	+	0	+	0
Craft	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5 =	4	+	0	+	1	+	0
Device Use [Use Magic Device]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Fly	Dex	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+8 =	5	+	0	+	0	+	0
Grace [Balance + Escape Artist]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+5 =	5	+	0	+	0	+	0
Initiative	Dex	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+9 =	5	+	0	+	0	+	0
Intimidate	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Knowledge: Dungeoneering [Intelligence]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: Geography [Geography]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: History [History]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: Nature	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: Occult [Arcana]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+25 =	4	+	17	+	1	+	0
Knowledge: Religion	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+14 =	4	+	6	+	1	+	0
Linguistics	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5 =	4	+	0	+	1	+	0
Magecraft: Arcane	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+12 =	3	+	5	+	1	+	0
Magecraft: Religion	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	3	+	5	+	1	+	0
Magecraft: Nature	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	3	+	5	+	1	+	0
Magecraft: Psionics	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	3	+	5	+	1	+	0
Magecraft: Shaping	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	3	+	5	+	1	+	0
Martial Lore	Int	<input type="checkbox"/>	<input type="checkbox"/>	+10 =	4	+	5	+	1	+	0
Meditation [Autohypnosis + Language]	Con	<input type="checkbox"/>	<input type="checkbox"/>	+8 =	8	+	0	+	0	+	0
Mobility [Climb + Jump + Swim]	Str	<input type="checkbox"/>	<input type="checkbox"/>	+11 =	10	+	0	+	1	+	0
Perception [Listen + Search + Spot]	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+26 =	3	+	17	+	3	+	0
Perform	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Profession	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+4 =	3	+	0	+	1	+	0
Replicate	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+4 =	3	+	0	+	1	+	0
Sense Motive	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+12 =	3	+	5	+	1	+	0
Socialize [Diplomacy + Gather Information]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Stealth [Hide + Move Silently]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+5 =	5	+	0	+	0	+	0
Study [Appraise + Decipher Script]	Int	<input type="checkbox"/>	<input type="checkbox"/>	+4 =	4	+	1	+	1	+	0
Survival [Heal + Survival + Use Magic Device]	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+8 =	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"/>	=		+		+		+	

Total Skill Points:

82

126

Save Changes

Badge of Freedom from Enchantment			Person	
Ring of Freedom of Movement and Protection		90000	Person	Ring #1
Cloak of +5 Resistance and 20% Displacement	1	49000	Person	Shoulders
Necklace of Adaptation (immune to air)		9000	Person	Throat
Scout's Heandband (+2 spot, 3 charge)		3400	Person	Head
Sustaining Spoon (nourishing gruel)		5400	Person	
Ring of Counterspells (loaded with CL)		4000	Person	Ring #2
Luckstone (+1 on ability checks, skill c		20000	Person	
Finned Gauntlets (natural swim speed	1	3500	Person	Hands
Tunic of Steady Spellcasting (+5 conc	1	52500	Person	Torso
Belt of Battle (+2 init, 3 charges: 1/mo		12000	Person	Waist
Boots of the Winterlands (normal snow	1	2500	Person	Feet
Counterstrike Bracers (2/day AoO afte		2500	Person	Arms
Lesser Truedeath Crystal (+1d6 to unc		5000	Person	Glaive
Rod of 2/day Recall to Edlessar's Cas			Person	
Dragon Statuette from Tyza (5/7 gems				
Wand of Raise Dead, 8 charges				
Handy Haversack	2	2000	Person	
Rope (200')	20	40	Person	Haversack
Dagger	1	2	Person	
Journal (weapon site #1)				
Journal (fox delivery)				
Nezumi head				
Journal (celestial)				
Tome of Dexterity +2		55000		
Tome of Constitution +4		110000		
Tome of Charisma +5		137500		
+1 Hideaway Shadowstrike Axiomatic	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortificatio	2.5	65015	Person	Shield
+3 Soulfire Glamerred Mithril Breastpla	15	55900	Person	Armor
Total on Person:	54.5	752265 gp		

Currency

Amount

Name

Value

Coins

24535 gp

Figure out cost of raisewand

Bet Janus that Orm won't eat 10 gp

Expenditures 30200gp

gp total

No Errors

Save Changes

Feats & Special Abilities

Human: +2 Str, +2 Cha, +1 SP/level, +2 Init	Aura of Good (strength as Paladin level)	4: Eschew Materials	0
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha	Detect Evil (at-will)	7: Still Spell (+1)	7
Breath Weapon: 6d8 fire cone DC 20 + Cor	Smite Evil 1/day (Atk +ChaBo, Dmg +Palac	7: Silent Spell (+1)	14
Wings: 30' flight, average maneuverability	Divine Grace (+ChaBo to saves)	10: Quicken Spell (+3)	24
Bonus Spells: 7 slots (1st through 7th, Sorc	Lay On Hands (PaladinLv x ChaBo points)	10: Arcane Strike (atk +L, dmg +Ld4)	34
2 Claws (1d4) and Bite (1d6)	Aura of Courage (immune to fear, others in	10: Chain Spell (+3, too verbose to explain)	44
Senses: LLV, Darkvision 60', Blindsense 60		8: Improved Buckler Defense (use bonus u	52
Immunities: Sleep, Paralysis, Fire		5: Shield Specialization (buckler, +1 bonus)	57
		3: Endurance (bunch of benefits)	57
	Ignore Spell Failure 30%	0: Weapon Focus (Glaive, +1)	60
	Bonus Feat (10 FP): Metamagic or Fighter	6: Improved Natural Armor (+1)	66
	Channel spell 5/d: Move to put spell in wea	5: Short Haft	71
	Multiple spell channel: Can put two spells ir	5: Skill Focus (Initiative)	76
		5: Skill Focus (Fly)	81
Summon Familiar	Deity's Weapon Focus	10: Power Attack	91
	Energy Resistance: Cold 10	7: Empower Spell (+2)	98
	Deity's Weapon Specialization	0: Weapon Specialization (Glaive, +2)	98
	Energy Resistance: Acid 10	15: Leadership	113
FP: (HD+1) * 5 + 8 * human + 10 * bonus v			

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
19 / 13	0	6 / 8	0
20 / 14	1st	6 / 6	3 / 3
21 / 15	2nd	6 / 6	2 / 2
22 / 16	3rd	6 / 6	2 / 2
23 / 17	4th	6 / 6	2 / 2
24 / 18	5th	6 / 5	2 / 2
25 / 19	6th	6 / 4	1 / 1
26 / 20	7th	6 / 3	1 / 1
27 / 21	8th	5	1
28 / 22	9th	3	1

Languages

Common	Draconic
Celestial	Infernal
Abyssal	0/10 d12, 0/3 d10, 0/5
	LOH 0/27 used
Slots	BOB 0/3 used
0 - XXXXXXXXXXXX: SH 0/3 used	
1 - XXXXXXXXXXXX: Smite 0/1 used	
2 - XXXXXXXXXXXX: GMW: 1x	
3 - XXXXXXXXXXXX: GMV: 2x	
4 - XXXXXXXXXXXX:	
5 - XXXXXXXXXXXX:	
6 - XXXXXXXXXXXX: Cast GMW and Dispe	
7 - XXXXXXXXXXXX: Buffs: Heroism	
8 - XXXXXX	GET DRAGON BLOC

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)				
0	1st	2nd	3rd	4th
5th	6th	7th	8th	9th
Spell Name	# Cast /Mem	Spell Name	# Cast /Mem	
0 - Detect Magic, Ghost Sound, Mage Hand, Read Ma		6 - Prying Eyes (Augmentable 5, 7)		
0 - Arcane Mark, Dancing Lights, Prestidigitat		6 - Heroism (Augmentable 3, 6)		
		6 - Disintegrate		
1 - Alarm				
1 - Ray of Enfeeblement		7 - Invisibility (Augmentable 2, 4, 7)		
1 - Comprehend Languages		7 - Ethereal Jaunt		
1 - Grease		7 - Teleport (Augmentable 5, 7)		
1 - Silent Image				
		8 - Plane Shift		
2 - Glitterdust		8 - Irresistible Dance		
2 - Web				
2 - Mirror Image		9 - Time Stop GET DIMENSIONAL LOCK AND CONC		
2 - Shatter				
2 - Detect Thoughts		0 - Light, Mending, D Poison, Virtue, Create Water, Cu		
		1 - Detect Undead, Command, Bless, Bane		
3 - Dispel Magic (Augmentable 3, 6)		1 - Cure Wounds (Augmentable 1, 2, 3, 4)		
3 - Ray of Exhaustion		1 - Endure Elements		
3 - Haste		1 - Sanctuary		
3 - Magic Weapon (Augmentable 1, 3)				
		2 - Animal Buffs (Bull, Eagle, Bear) (Augmentable 2, 6)		
4 - Dimensional Anchor		2 - Restoration (Augmentable 2, 4, 7), Remove Paraly:		
4 - Enervation (Augmentable 4, 9)				
4 - Shadow Conjunction (Augmentable 4, 7, 9)		3 - Daylight, Prayer, Stone Shape, Speak w/ Dead		
4 - Solid Fog		3 - Remove Curse, Magic Vestment		
		4 - Tongues, Sending, Dismissal, Divine Power, Divina		
5 - Shadow Evocation (Augmentable 5, 8)		5 - Break Enchantment, Righteous Might, Disrupting W		
5 - Feeblemind		5 - Summon Monster (Augmentable 1-9), Hallow		
5 - Wall of Stone		6 - Heal, Harm, Find the Path, Word of Recall (Guildha		
5 - Baleful Polymorph		7 - Resurrection (Augmentable 5, 7, 9), Regenerate, D		

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.

+1 to skills due to Luckstone. +2 Spot from Headband.

ACP -1*. +2 racial Initiative. Belt of Battle +2 Init.

+5 Concentration from vest.

CS SF RK

Animal Kinship [Handle Animal] (Cha +9) +3 1 +14

Bluff [Bluff + Disguise] (Cha +9) +3 +13

Cheat [DDevice + OLock + SoH] (Dex +5) +6

Concentration (Con +8) +3 +17

Craft (Int +4) +3 +5

Device Use [UMD + UPD] (Cha +9) +10

Fly (Dex +5) +3 10 +18*

Grace [Bal. + EA + Ride + Tmb] (Dex +5) +3 1 +9*

Initiative (Dex +5) +4 18 +32

Intimidate (Cha +9) +4 +14