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(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
16		M	115500	121700	136000
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			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 256	Temporary HP	Nonlethal Damage	Class HP 270				
AC	42	= 10 + 8	+ 5 + 4	+ 0 + 10	+ 5 + 0				
TOTAL		Armor	Shield	Dex	Size	Natural	Deflect	Misc	
Flat-Footed AC	38	Touch AC 19	Flat-Footed Touch AC 15	Action Points	Essentia	Initiative +8 Perception +6			
						Quick Skill 1 +0 Quick Skill 2 +0			
Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod	Armor Type		
FORTITUDE	+28	= 10	+ 6	+ 6	+ 6	+ 0	Light	Light Load 532	
REFLEX	+24	= 8	+ 4	+ 6	+ 6	+ 0	Base Speed 30	Med Load 1064	
WILL	+25	= 10	+ 3	+ 6	+ 6	+ 0	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	Total Attack Bonus +23	=	Base Attack Bonus 13	+ Str Mod 10	+ Size Mod 0	+ Misc Mod 0	+ Temp Mod 0	Resistances: Cold 10.	
RANGED	Total Attack Bonus +17	=	Base Attack Bonus 13	+ Dex Mod 4	+ Size Mod 0	+ Misc Mod 0	+ Temp Mod 0	Immunities: Disease, Fear, Sleep,	
Damage Reduction and Resistances									

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

No Errors

Save Changes

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
+1 (+3 w/ GMW) Hideaway Shadow	+26/+21/+16	1d10+18	x3	Melee or +5'	
Special Properties			Weight	Size	Type
Good-aligned, lawful-aligned, magic, adamantine, ghost touch, +2d6 vs			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			
Special Properties			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane7	+29/+24/+19	1d10+30+7d4			
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 Glamerd Mithril Breastplate		Light	+8	-1	+5
Special Properties			Weight	Spell Fail	Speed
Protection from death effects, energy drain and negative energy, can appear			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 att			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	14	1/2	▼	B ▼	B ▼	G ▼	3	▼	4 ▼	3500
Dragon Disciple (finished)	10	3/4	▼	G ▼	B ▼	G ▼	3	▼	12 ▼	3500
Paladin (no reason to advance)	3	1	▼	G ▼	B ▼	B ▼	3	▼	10 ▼	4000
Spellsworn (no reason to advance)	3	1	▼	G ▼	B ▼	G ▼	3	▼	8 ▼	4000
Favored Soul	6	3/4	▼	G ▼	G ▼	G ▼	3	▼	8 ▼	5000
	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 ▼	
		1/2	▼	B ▼	B ▼	B ▼	3	▼	4 ▼	

Skills

Max Rank 16

Other Possessions

Skill Name	Key Ab	CS	SF	Skill Mod	Ab Mod	Rank	Misc Mod	Racial Mod	Item	Weight (lbs)	Value (gp)	Group	Loc
Animal Kinship [Handle An	Cha	☑	☐	+10	= 6	+ 1	+ 0	+ 0	Badge of Protection From Evil (con		8000	Person	
Bluff [Bluff + Disguise]	Cha	☐	☐	+6	= 6	+ 0	+ 0	+ 0	Ring of Freedom of Movement and		90000	Person	Ring #1
Cheat [Disable Device + O	Dex	☐	☐	+5	= 4	+ 0	+ 1	+ 0	Cloak of +5 Resistance and 20% D	1	49000	Person	Shoulders
Concentration	Con	☐	☐	+6	= 6	+ 0	+ 0	+ 0	Necklace of Adaptation (immune to		9000	Person	Throat
Craft	Int	☑	☐	+5	= 4	+ 0	+ 1	+ 0	Scout's Heandband (+2 spot, 3 cha		3400	Person	Head
Device Use [Use Magic De	Cha	☐	☐	+6	= 6	+ 0	+ 0	+ 0	Sustaining Spoon (nourishing gruel		5400	Person	
Fly	Dex	☐	☑	+17	= 4	+ 10	+ 0	+ 0	Ring of Counterspells (loaded with		4000	Person	Ring #2
									Luckstone (+1 on ability checks, ski		20000	Person	

No Errors

Save Changes

[illegible]

Total Skill Points:

17 112

Belt of Battle (+2 init, 3 charges: 1/r		12000	Person	Waist
Boots of the Winterlands (normal sr	1	2500	Person	Feet
Counterstrike Bracers (2/day AoO &		2500	Person	Arms
Lesser Truedeath Crystal (+1d6 to i		5000	Person	Glaive
Rod of 2/day Recall to Edlessar's C			Person	
Handy Haversack	2	2000	Person	
Rope (200')	20	40	Person	Haversack
Dagger	1	2	Person	
+1 Hideaway Shadowstrike Axioma	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortifica	2.5	65015	Person	Shield
+3 Soulfire Glamerred Mithril Breast	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 Ir	Aura of Good (strength as Paladin level)	4: Eschew Materials	4
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cr	Detect Evil (at-will)	7: Still Spell (+1)	11
Breath Weapon: 6d8 fire cone DC 20 + C	Smite Evil 1/day (Atk +ChaBo, Dmg +Pal	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, So	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 i	10: Chain Spell (+3, too verbose to explai	48
Senses: LLV, Darkvision 60', Blindsense 6		8: Improved Buckler Defense (use bonus	56
Immunities: Sleep, Paralysis, Fire		5: Shield Specialization (buckler, +1 bonu	61
		3: Endurance (bunch of benefits)	64
	Ignore Spell Failure 15%	7: Weapon Focus (Glaive, +1)	71
	Bonus Feat (10 FP): Metamagic or Fighte	6: Improved Natural Armor (+1)	77

No Errors

Save Changes

		5: Skill Focus (Fly)	92
Summon Familiar	Deity's Weapon Focus (10 FP of which 7 :)	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

[illegible]

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	<u>9 / 6</u>	1st	<u>5 / 6</u>	2nd	<u>5 / 4</u>	3rd	<u>4 / 3</u>	4th	<u>4</u>
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		6 - Greater Dispel Magic	
0 - Arcane Mark, Dancing Lights, Prestidigitation, Open Minded		6 - Greater Heroism	
		6 - Disintegrate	
1 - Alarm			
1 - Ray of Enfeeblement		7 - Greater Teleport	
1 - Comprehend Languages		7 - Ethereal Jaunt	
1 - Grease			
1 - Silent Image		8 - Greater Prying Eyes	
2 - Glitterdust			
2 - Web			
2 - Mirror Image			
2 - Shatter			
2 - Detect Thoughts			
		0 - Create Water, Cure Minor Wounds, Purify Food and Drink	
3 - Dispel Magic		0 - Light, Mending, Detect Poison, Virtue	
3 - Ray of Exhaustion		1 - Command	
3 - Haste		1 - Bless	
3 - Greater Magic Weapon		1 - Cure Light Wounds	
		1 - Endure Elements	
4 - Dimensional Anchor		1 - Bane	
4 - Enervation		1 - Detect Undead	
4 - Dimension Door		2 - Bull's Strength	
4 - Solid Fog		2 - Lesser Restoration	
		2 - Eagle's Splendor	
5 - Shadow Evocation		2 - Bear's Endurance	
5 - Feeblemind			
5 - Wall of Stone		3 - Daylight	
5 - Baleful Polymorph		3 - Prayer	
		3 - Stone Shape	

Incarnum

Other Notes

- * 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.