Save Changes

Click to link Image (125x193 px)

Pareto		AbuDhabi		Forgotten Trail	
Character Name		Player		Campaign	
Human / Drag	on	Lawful Good	Gold Dragon Queen		
Race		Alignment	Deity		
34	Male	200 cm	130 kg	Blue	Brown
Age	Gender	Height	Weight	Eyes	Hair
20		M	184500	194000	210000
Level		Size	XP Used	Current XP	Next Level XP

A special forces magic knight, of golden draconic origin.

Summary Description

		or.	aragori, irroraariig miiş	js (oddiy - leathered	,,	ers and scales. Pareto	o wears light plate an		
Description									
Ability	Final Score	Mod	Temp Score	Temp Mod	Base Score	Racial Bonus	Advancement Bonus	Enhancement Bonus	Inherent Bonus
STR	31	+10	Score	IWIGG	17	10	4	Bullus	0
DEX	21	+5			15	0	4		2
CON	27	+8			17	2	4		4
INT	19	+4			12	2	5		0
WIS	17	+3			12	0	5		0
CHA	30	+10			14 48	4	7		5
	TOTAL	Current HP	Temporary HP	Nonlethal Damage	Class HP		Initiative	Pe	erception
HP	366	366	dmg 171	0	366		+34		+29
AC	48 =	10 + 9 +	6 + 5 +	O + 10		3 C	uick Skill 1	Qu	ick Skill 2
Flat Factor		Flat-F	noted Touch				+0		+0
Flat-Footed /			AC	Action Points	Essentia	Base		ght	Load 012
43	23		18]	Speed		30	Load 1224
Saving Thr	ows	Total Base	Ability Mod	Magic Mod		emp Speed Mod Air		50	Load 1840
FORTITU	JDE	+35 = 12	+ 8	+ 6 +	9 +	0 Manuverability Alternate		rage	Head 1840
REFLE	ΕX	+32 = 12	+ 5	+ 6 +	9 +	O Speed 1 Alternate	Swir	m 30	Ground 3080
WILL	_	+30 = 12	+ 3	+ 6 +	9 +	O Speed 2			Drag 9200
	Total Attack	Bonus Ba	se Attack Bonus	Str Mod Size Mod	d Misc Mod Te	Resistances	: Cold 10, Acid 10, E	lectricity 10.	
MELEE	+30/+25/+2	20/+15 =	20 +	10 + 0	+ 0 +				Death Effects, Energy
RANGED	+25/+20/+2	15/+10 =	20 +	5 + 0	+ 0 +		tive Energy, Grappies kins, Precision Dama		diments, Suffocation,
	Total Attack	Bonus Ba	se Attack Bonus	Dex Mod Size Mod	d Misc Mod Te	emp Mod			//
	Weapon		Total Attack Bonus		Damage	Damage Reducti	on and Resistances	e	Ammunition
2 Claws (Primary)	1100,001		+29/+29		d4+10	x2	Mele		
Natural		Special P	roperties			Weight	Ligh	nt I	Slashing
	Weapon		Total Attack Bonus	E	Damage	Critical	Rang	e	Ammunition
Bite (Secondary)			+24		1d6+5	•			Ammunition
Natural		Special P	ronerties		14013	x2 Weight	Mele		Type
		Special P	roperties		10013	X2 Weight	Mele Size Ligh	ee I	Type P/B/S
	Weapon	Special P	roperties Total Attack Bonus		Damage	X2 Weight	Size	ee Int	Туре
Dagger	Weapon	Special P	Total Attack Bonus			Weight	Size Ligh	ee nt	Type P/B/S Ammunition
Dagger	Weapon	Special P	Total Attack Bonus		Damage	Weight Critical	Size Ligh Rang	ee eee	Type P/B/S
	Weapon		Total Attack Bonus roperties Total Attack Bonus	1	Damage 1d4	Weight Critical 19-20/x2 Weight 1 lb. Critical	Size Ligh Rang Mele Size Ligh Rang	ee entre ent	Type P/B/S Ammunition
+1 (+4 w/ GMW) F	Weapon lideaway Shadows	trike Holy Axiomati	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties	20 10	Damage 1d4 Damage 1d10+21	Critical 19-20/X2 Weight 1 lb. Critical X3 Weight	Size Ligh Rang Mele Size Ligh	ee entre ent	Type P/B/S Ammunition Type P/S
+1 (+4 w/ GMW) F	Weapon lideaway Shadows	trike Holy Axiomati	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties undead, +2d6 vs evi	20 10	Damage 1d4 Damage 1d10+21	Veight Critical 19-20/x2 Weight 1 lb. Critical x3	Size Ligh Rang Mele Size Ligh Rang	ee ee ee ee e e e e e e e e e e e e e	Type P/B/S Ammunition Type P/S Ammunition
+1 (+4 w/ GMW) F	Weapon lideaway Shadows	trike Holy Axiomati	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties undead, +2d6 vs evi Total Attack Bonus	20 10 11, +2d6 vs chaotic,	Damage 1d4 Damage d10+21 folds to dagger si Damage	Critical 19-20/X2 Weight 1 lb. Critical X3 Weight	Size Ligi Rang Mele Size Ligi Rang Meleo Size Size Size Size	ee Int ee Int er	Type P/B/S Ammunition Type P/S Ammunition Type
Good, lawful, mag	Weapon dideaway Shadows ic, adamantine, gho Weapon	trike Holy Axiomati	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties undead, +2d6 vs evi Total Attack Bonus w/buffs 42	20 10 11, +2d6 vs chaotic,	Damage 1d4 Damage 310+21 folds to dagger si	Weight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb.	Size Ligh Rang Mele Size Ligh Rang Melec Size Two-ha	ee e e e e e e e e e e e e e e e e e e	Type P/B/S Ammunition Type P/S Ammunition Type Slashing
+1 (+4 w/ GMW) F	Weapon dideaway Shadows ic, adamantine, gho Weapon	trike Holy Axiomati Special P ost touch, +1d6 vs	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties Total Attack Bonus c +36 vs evi undead, +2d6 vs evi Total Attack Bonus w/buffs 42 roperties	20 10 1, +2d6 vs chaotic,	Damage 1d4 Damage d10+21 folds to dagger si Damage d8+28	Veight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight	Rang Mele Size Ligh Rang Mele Size Ligh Rang Melee C Size Size Two-ha Rang	ee ent ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8	Weapon dideaway Shadows ic, adamantine, gho Weapon	trike Holy Axiomati Special P ost touch, +1d6 vs	Total Attack Bonus roperties Total Attack Bonus C +35/+30/+25/+2 roperties Total Attack Bonus w/buffs 42 roperties Total Attack Bonus Total Attack Bonus Total Attack Bonus	20 10 1, +2d6 vs chaotic,	Damage 1d4 Damage d10+21 folds to dagger si Damage d8+28	Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical	Rang Mele Stze Ligh Rang Mele Stze Ligh Rang Melee Stze Two-ha	ee ent ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8	Weapon dideaway Shadows ic, adamantine, gho Weapon	trike Holy Axiomati Special P ost touch, +1d6 vs	Total Attack Bonus Total Attack Bonus Total Attack Bonus C +35/+30/+25/+2 Total Attack Bonus Wibuffs 42 Total Attack Bonus Wibuffs 42 Total Attack Bonus Total Attack Bonus +31/+26/+21/+2	20 10 1, +2d6 vs chaotic,	Damage 1d4 Damage d10+21 folds to dagger si Damage d8+28	Veight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight	Rang Mele Size Ligh Rang Mele Size Ligh Rang Melee C Size Size Two-ha Rang	ee Int ee Int e Indeed ee Int ee Indeed ee Int ee Indeed ee Int ee Indeed ee Int ee Indeed ee In	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8	Weapon dideaway Shadows ic, adamantine, gho Weapon 3: 49, +8d4 Weapon	trike Holy Axiomati Special P Dist touch, +1d6 vs Special P	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties undead, +2d6 vs evi Total Attack Bonus w/buffs 42 roperties Total Attack Bonus +31/+26/+21/+2 roperties	20 10 1, +2d6 vs chaotic, 2	Damage 1d4 Damage 1d10+21 folds to dagger si Damage 1d8+28 Damage 1d10+33	Weight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight Critical	Size Light Rang Mele Size Light Rang Melee o Size Two-ha Rang Size	ee Int ee Int e Indeed ee Int ee Indeed ee Int ee Indeed ee Int ee Indeed ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8 Glaive PA	Weapon dideaway Shadows ic, adamantine, gho Weapon 3: 49, +8d4 Weapon Weapon	trike Holy Axiomati Special P Dist touch, +1d6 vs Special P	Total Attack Bonus roperties Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties Total Attack Bonus w/buffs 42 roperties Total Attack Bonus +31/+26/+21/+2 roperties Total Attack Bonus	20 10 11, +2d6 vs chaotic, 2	Damage 1d4 Damage 1d10+21 folds to dagger si Damage 1d8+28 Damage 1d10+33	Veight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight Critical	Size Light Rang Mele Size Light Rang Melee c Size Two-ha Rang Size	ee Int ee Int e Indeed ee Int ee Indeed ee Int ee Indeed ee Int ee Indeed ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Slashing Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8 Glaive PA	Weapon dideaway Shadows ic, adamantine, gho Weapon 3: 49, +8d4 Weapon Weapon	trike Holy Axiomati Special P Dist touch, +1d6 vs Special P	Total Attack Bonus roperties Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties Total Attack Bonus W/buffs 42 roperties Total Attack Bonus +31/+26/+21/+2 roperties Total Attack Bonus +39/+34/+29/+2	20 10 11, +2d6 vs chaotic, 2	Damage 1d4 Damage 1d10+21 folds to dagger si Damage 1d8+28 Damage 1d10+33	Weight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight Critical	Size Light Rang Mele Size Light Rang Melee o Size Two-ha Rang Size	ee ent tee ee ent tee ee ee ent tee en	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag	Weapon dideaway Shadows ic, adamantine, ghe Weapon 3: 49, +8d4 Weapon Weapon 3 40+8d4	trike Holy Axiomati Special P ost touch, +1d6 vs Special P Special P	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties undead, +2d6 vs evi Total Attack Bonus w/buffs 42 roperties Total Attack Bonus +31/+26/+21/+2 roperties Total Attack Bonus +39/+34/+29/+2 roperties	20 10 11, +2d6 vs chaotic, 2 16 16 24 1d10	Damage 1d4 Damage d10+21 folds to dagger si Damage d8+28 Damage d10+33 Damage d10+33	Weight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight Critical Weight Critical Weight Weight Weight	Size Light Rang Mele Size Light Rang Melec Size Two-ha Rang Size Rang Size Rang	ee ent ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Ammunition Type Ammunition Type Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8 Glaive PA	Weapon dideaway Shadows ic, adamantine, gho Weapon 3: 49, +8d4 Weapon Weapon	trike Holy Axiomati Special P ost touch, +1d6 vs Special P Special P	Total Attack Bonus roperties Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties Total Attack Bonus W/buffs 42 roperties Total Attack Bonus +31/+26/+21/+2 roperties Total Attack Bonus +39/+34/+29/+2	20 10 11, +2d6 vs chaotic, 2 16 16 24 1d10	Damage 1d4 Damage 1d10+21 folds to dagger si Damage 1d8+28 Damage 1d10+33	Weight Critical 19-20/X2 Weight 1 lb. Critical X3 Weight 10 lb. Critical Weight Critical Weight Critical	Size Light Rang Mele Size Light Rang Melee (Size Two-ha Rang Size Rang Rang	ee ent ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Ammunition Type Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8 Glaive PA	Weapon dideaway Shadows ic, adamantine, ghe Weapon 3: 49, +8d4 Weapon Weapon 3 40+8d4	trike Holy Axiomati Special P ost touch, +1d6 vs Special P Special P	Total Attack Bonus Total Attack Bonus Total Attack Bonus C +35/+30/+25/+2 Toperties Total Attack Bonus W/buffs 42 Toperties Total Attack Bonus +31/+26/+21/+2 Toperties Total Attack Bonus +39/+34/+29/+2 Toperties	20 10 11, +2d6 vs chaotic, 2 16 16 24 1d10	Damage 1d4 Damage d10+21 folds to dagger si Damage d8+28 Damage d10+33 Damage d10+33	Weight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight Critical Weight Critical Weight Weight Weight	Size Light Rang Mele Size Light Rang Melec Size Two-ha Rang Size Rang Size Rang	ee Int ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Ammunition Type Ammunition Type Ammunition
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8 Glaive PA	Weapon dideaway Shadows ic, adamantine, gho Weapon 3: 49, +8d4 Weapon Weapon 3: 40+8d4 Weapon	trike Holy Axiomati Special P Special P Special P Special P	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties undead, +2d6 vs evi Total Attack Bonus w/buffs 42 roperties Total Attack Bonus +31/+26/+21/+2 roperties Total Attack Bonus +39/+34/+29/+2 roperties Total Attack Bonus roperties	20 10 11, +2d6 vs chaotic, 2 16 16 24 1d10	Damage 1d4 Damage 1d10+21 folds to dagger si Damage 1d10+33 Damage 1d10+33 Damage 1d20+33+8d4	Weight Critical 19-20/x2 Weight 1 lb. Critical x3 Weight 10 lb. Critical Weight Critical Weight Critical Weight Critical	Size Light Rang Mele Size Light Rang Melee (Size Two-ha Rang Size Rang Size Rang Size Rang Size	ee Int ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Ammunition Type Ammunition Type Ammunition Type Ammunition Type
+1 (+4 w/ GMW) F Good, lawful, mag w/buffs at Arcane8 Glaive PA Glaive PA Arcane8	Weapon dideaway Shadows ic, adamantine, gho Weapon 3: 49, +8d4 Weapon Weapon 3: 40+8d4 Weapon	trike Holy Axiomati Special P Special P Special P Special P Special P	Total Attack Bonus roperties Total Attack Bonus c +35/+30/+25/+2 roperties undead, +2d6 vs evi Total Attack Bonus w/buffs 42 roperties Total Attack Bonus +31/+26/+21/+2 roperties Total Attack Bonus +39/+34/+29/+2 roperties Total Attack Bonus roperties	20 10 11, +2d6 vs chaotic, 2 16 16 24 1d10	Damage 1d4 Damage d10+21 folds to dagger si Damage d8+28 Damage d10+33 Damage d10+33	Critical 19-20/X2 Weight 1 lb. Critical X3 Weight 10 lb. Critical Weight Critical Weight Critical Weight Critical Weight AC B	Size Light Rang Mele Size Light Rang Melee (Size Two-ha Rang Size Rang Size Rang Size Rang Size	ee Int ee	Type P/B/S Ammunition Type P/S Ammunition Type Slashing Ammunition Type Ammunition Type Ammunition Type Ammunition

Shield/Protective Item	Туре	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 (speak attacks, criticals, etc.) pegated, -1 on off-hand attacks		2.5	0%	-

Class	ı	_evels	Base A	<u>ttack</u>	Fo	<u>ort</u>	Re	flex	<u>v</u>	<u> Will</u>	Skill Points per Level		<u>lit</u> ice	XP to Next Level
Level-Adjustment			Level Ad	justme	ent D	escr	iptior	ı						
Sorcerer		8	1/2	~	В	~	В	~	G	~	3 🗸	4	~	7000
Dragon Disciple (finished)		10	1	~	G	~	В	~	G	~	3 🗸	12	~	3500
Paladin (no reason to advance)		3	1	~	G	~	В	~	В	~	3 🕶	10	~	4000
Spellsword (finished)		10	1	~	G	~	В	~	G	~	3 🗸	8	~	3500
Favored Soul		20	3/4	~	G	~	G	~	G	~	3 🗸	8	~	3500
		0	1/2	~	В	~	В	~	G	~	3 🕶	4	~	8000
			1/2	~	В	~	В	~	В	~	3 🕶	4	~	
			1/2	~	В	~	В	~	В	~	3 🕶	4	~	
			1/2	~	В	~	В	~	В	~	3 🕶	4	v 70 v 35 v 40 v 35 v 36 v 36 v 36 v 36	
			1/2	~	В	~	В	~	В	~	3 🕶	4	~	
			1/2	~	В	~	В	~	В	~	3 🕶	4	~	
			1/2	~	В	~	В	~	В	~	3 🕶	4	~	
			1/2	~	В	~	В	~	В	~	3 🗸	4	~	
			1/2	~	В	~	В	~	В	~	3 🗸	4	~	

Other Possessions

									Other Possessions				
									Item	Weight (lbs)	Value (gp)	Group	Loc
									Badge of Protection From Evil (continuous, slotless, no plusses)	(103)	8000	Person	Loc
									Ring of Freedom of Movement and Protection +5		90000	Person	Ring #1
									Cloak of +5 Resistance and 20% Displacement	1	49000	Person	Shoulders
									Necklace of Adaptation (immune to air or lack thereof)		9000	Person	Throat
									Scout's Heandband (+2 spot, 3 charges: 2/see invis, 3/true seeing)		3400	Person	Head
									Sustaining Spoon (nourishing gruel)		5400	Person	
Skills					Max	Rank	20		Ring of Counterspells (loaded with CL15 Greater Dispel Magic)		4000	Person	Ring #2
Skills	Kev			Skill	Ab		Misc	Racial	Luckstone (+1 on ability checks, skill checks and saves)		20000	Person	
Skill Name		CS		Mod	Mod	Rank	Mod	Mod	Finned Gauntlets (natural swim speed 30', +8 swim, can take 10 always)	1	3500	Person	Hands
Animal Kinship [Handle Animal]	Cha	✓	Ο.	+15 =	10 +	1 +	1 .	+ 0	Tunic of Steady Spellcasting (+5 conc) and +5 natural armour	1	52500	Person	Torso
Bluff [Bluff + Disguise]	Cha		Ο.	+11 =	10 +	0 +	1 .	+ 0	Belt of Battle (+2 init, 3 charges: 1/move, 2/standard, 3/full action)		12000	Person	Waist
Cheat [Disable Device + Open Lock + Sleight of Hand]	Dex			+6 =	5 +	0 +	1 .	+ 0	Boots of the Winterlands (normal snow movement, ignore cold weather)	1	2500	Person	Feet
Concentration	Con			+18 =	8 +	4 +	- 6	+ 0	Counterstrike Bracers (2/day AoO after missed by melee attack) Lesser Truedeath Crystal (+1d6 to undead, weapon ghost touch)		2500 5000	Person Person	Arms Glaive
Craft	Int	\checkmark		+5 =	4 +	0 +	1 .	+ 0	Rod of 2/day Recall to Edlessar's Castle (standard, command word)		5000	Person	Giaive
Device Use [Use Magic Device + Use Psionic Device]	Cha			+11 =	10 +	0 +	1 .	+ 0	Dragon Statuette from Tyza (6/7 gems alighted)			reisuii	
Fly	Dex		7	+19 =	5 +	10 +	1 .	+ 0	Dragon Statue at them 1924 (or gents aligned)				
Grace [Balance + Escape Artist + Ride + Tumble]	Dex	\Box	0	+7 =	5 +	1 +	1 .	+ 0	Wand of Raise Dead, 7 charges				
Initiative	Dex		_	+34 =	5 +		_		- Table - Tabl				
Intimidate	Cha	_		+15 =	10 +	4 +		_					
			Ξ.					_	Handy Haversack	2	2000	Person	
Knowledge: Dungeoneering [Dungeoneering + Architecture & Engineering]	Int		Ο.	+9 =	4 +	1 +			Rope (200')	20	40	Person	Haversack
Knowledge: Geography [Geography + The Planes]	Int		Ο.	+14 =	4 +	6 +			Dagger	1	2	Person	
Knowledge: History [History + Local + Nobility & Royalty]				+14 =	4 +	6 +			Journal (weapon site #1)				
Knowledge: Nature			Ο.	+9 =	4 +	1 +		_	Journal (fox delivery)				
Knowledge: Occult [Arcana + Psionics]	Int	✓	Ο.	+28 =	4 +	20 +	1 .	+ 0	Nezumi head				
Knowledge: Religion	Int	\checkmark	Ο.	+28 =	4 +	20 +	1 .	+ 0	Journal (celestial)				
Linguistics	Int	✓	Ο.	+5 =	4 +	0 +	1 .	+ 0	Mirror Talisman (from Edlessar)				
Magecraft: Arcane	Wis	✓		+12 =	3 +	5 +	1 .	+ 0	Empty mirror case (ghoul hivemind dropped it)				
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	Tome of Dexterity +2		55000		
Martial Lore	Int		\Box	+10 =	4 +	5 +	. 1	+ 0	Tome of Constitution +4		110000		
Meditation [Autohypnosis + Iaijutsu Focus]				+9 =	8 +		_						
Mobility [Climb + Jump + Swim]	Str			+11 =	10 +	0 +							
Perception [Listen + Search + Spot]	Wis	-=		+29 =	3 +	20 +			Tome of Charisma +5		137500		
,							_						
Perform	Cha	-=	Ο.	+11 =	10 +	0 +		_					
Profession	Wis	- =	Ο.	+4 =	3 +	0 +							
Replicate	Wis		Ο.	+4 =	3 +	0 +			+1 Hideaway Shadowstrike Axiomatic Holy Adamantine Glaive	10	60008	Person	Weapon
Sense Motive		4		+14 =	3 +	7 +							
Socialize [Diplomancy + Gather Information]	Cha		Ο.	+18 =	10 +	7 +	1 .	+ 0	+3 Mithril Buckler of Heavy Fortification	2.5	65015	Person	Shield
Stealth [Hide + Move Silently]	Dex		Ο.	+6 =	5 +	0 +	1	+ 0	+3 Soulfire Glamered Mithril Breastplate Total on Person:	15 54.5	55900 752265 gp	Person	Armor
Study [Appraise + Decipher Script + Forgery]	Int			+6 =	4 +	1 +	1 .	+ 0		54.5	752265 yp		
Survival [Heal + Survival + Use Rope]	Wis			+8 =	3 +	1 +	1 .	+ 0	Currency				
				=	+			+	Amount Nan	ıe		Value	
				=	+	-		+	Coins		40035	gp	
		_	\Box		+			+	Figure out cost of raisewand				
					+		. —	+					
			_				. —	+	Bet Janus that Orm won't eat HS godblood. 10 gp				
		0					. —	+	Expenditures	_ 	30200.	.12ap	
Total Skill Points:			<u> </u>			160	1.40	1	Experialitation	-		92	
IUIAI SKIII FUIIIIS.						100	140	J	-		gp total		
									20000gp on raise dead, get that reimbursed maybe				

Human: +2 Str, +2 Cna, +1 SP/level, +2 Initiative, +8 FP

Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA

Breath Weapon: 6d8 fire cone DC 20 + ConMod

Wings: 30' flight, average maneuverability

Senses: LLV, Darkvision 60', Blindsense 60'

Bonus Sorcerer spellcasting: 7

2 Claws (1d4) and Bite (1d6)

Aura or Good (strength as Paladin level)

Divine Grace (+ChaBo to saves)

Smite Evil 1/day (Atk +ChaBo, Dmg +PaladinLv)

Divine Health (immune to diseases, all of them)

Aura of Courage (immune to fear, others in 10' have +4 vs)

Lay On Hands (PaladinLv x ChaBo points)

Detect Evil (at-will)

Senses: LLV, Darkvision 60', Bli	nusense ou		Divine Health (immune to diseases, all of them)	8: Improved Buckler Defense (us	e bonus using buckler nanu)	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 weapon, apply on hit	5: Short Haft		71					
			Multiple spell channel: Can put two spells in weapon.	5: Skill Focus (Initiative)		76					
			manapie open onarmer. Our par two opens in recapon.	5: Skill Focus (Fly)		81					
Summon Familiar			Deity's Weapon Focus	10: Power Attack		91					
Summon r amilia			Energy Resistance: Cold 10	7: Empower Spell (+2)		98					
			Deity's Weapon Specialization	0: Weapon Specialization (Glaive	1 +3)	98					
			Energy Resistance: Acid 10	15: Leadership	5, +2)	113					
FD: (UD:1) + F : 0 + human : 1	O + honus usin/ftr fo	ot = 110		13. Leadership							
FP: (HD+1) * 5 + 8 * human + 1	U ^ DONUS WIZ/ITF TE	eat = 118	Energy Resistance: Electricity 10								
			Wings: 60' (good), feathered								
Save	Saves Spells	Bonus		Spells Number of Spells/Powers Known (E	& Powers Bards, Sorcerers, Psions & Psi Wa	arriors)					
DC LEVEL	/Day	Spells	0	1st	2nd	3rd	4th				
20 / 13 0	6/8	0	5th	6th	7th	8th	9th				
	0.10				 -						
21 / 14 1st	6/6	3/3		# Cast				# Cast			
22 / 15 2nd	6/6	3/3	Spell Name 0 - Detect Magic, Ghost Sound, Mage Hand, Read Magic, N	/Mem	Spell Name 6 - Prying Eyes (Augmentable	5 7)		/Mem			
			O - Arcane Mark, Dancing Lights, Prestidigitation, Open/Clos		6 - Heroism (Augmentable 3,						
23 / 16 3rd	6/6	2/2	o - Arcane mark, Bancing Lights, Frestaightation, Openicio.	30	6 - Disintegrate	J)					
24 / 17 4th	6/6	2/2	1 - Alarm		0 - Distritegrate						
Z4/1/ 401	070	212	1 - Ray of Enfeeblement		7 - Invisibility (Augmentable 2,	4. 7)					
25 / 18 5th	6/6	2/2	1 - Comprehend Languages		7 - Ethereal Jaunt (Augmental	. ,					
00./10	0.10	0.40	1 - Grease		7 - Teleport (Augmentable 5, 7						
26 / 19 6th	6/6	2/2	1 - Silent Image			,					
27 / 20 7th	6/6	1/1			8 - Plane Shift 8	3 - Dimensional Lock					
			2 - Glitterdust		8 - Irresistible Dance						
28 / 21 8th	6/6	1/1	2 - Web			* 36HD gargan	tuan elemental				
29 / 22 9th	6/6	1/1	2 - Mirror Image		9 - Time Stop 9 - Foresi	ght 9 - Summon Elementa	al Monolith*				
		1 1/1	2 - Shatter								
Lang	uages		2 - Detect Thoughts		0 - Light, Mending, D Poison,	Virtue, Create Water, Cure Mi	n W, Purify F&D				
Common	Draconic		<u> </u>		1 - Detect Undead, Comn		Sanctuary				
Celestial	Infernal		3 - Dispel Magic (Augmentable 3, 6)		1 - Cure Wounds (Augmentab		e Elements				
Abyssal	0/10 d12, 0/3 d1	0, 0/7 d8	3 - Ray of Exhaustion		2 - Animal Buffs (Bull, Eagle, E						
	LOH 0/27 used		3 - Haste		2 - Restoration (Augmentable		Make Whole				
Slots	BOB 0/3 used		3 - Magic Weapon (Augmentable 1, 3)		3 - Daylight, Prayer,	Stone Shape					
0 - XXXXXXXXXXXXXX	SH 0/3 used					ve Curse, Magic Vestme					
1 - XXXXXXXXXXXXXXXXXXX	Smite 1/1 used		4 - Dimensional Anchor			issal, Divine Power, Divina	_				
2 - XXXXXXXXXXXXXXXXXX	GMW: 1x		4 - Enervation (Augmentable 4, 9)			hteous Might, Disrupting W					
3 - XXXXXXXXXXXXXXX000	GMV: 2x		4 - Shadow Conjuration (Augmentable 4, 7, 9)		5 - Summon Monster (Augmen		nementFX				
4 - XXXXXXXXXXXXXXXX			4 - Solid Fog		6 - Find the Path, Word of Re	, ,,	t				
5 - XXXXXXXXXXXXXXXXX			5. Objective Francisco (Augmentable 5. 0)		6 - Heal (Augmentable 6, 9),	Harm, Wind Walk	DI-t				
6 - XXXXXXXXXXXXXXXXXX	Cast GMW and	Disnel if needed	5 - Shadow Evocation (Augmentable 5, 8)		7 - Resurrection (Augmentable		Dictum				
7 - XXXXXXXXXXXXXXXX	Buffs: Haste	Disper il ricedeu	5 - Feeblemind		7 - Control Weather, Holy Word, Repulsion, Destruction 8 - Discern Location, Earthquake, Antimagic Field, Greater Planar AllyX						
8 - XXXXXXXXXXXXXXXX		PI OODI	5 - Wall of Stone			•	Greater Planar AllyX				
	GET DRAGON I	BLOOD!	5 - Baleful Polymorph			Greater Spell Immunity (Augn					
- XXXXXXXXXXXXXXX					9 - MiracleX, GateX, Implo	sion, Storm of Vengeance,	Suui BinaM				

4: Escnew materials

7: Still Spell (+1)

7: Silent Spell (+1)

10: Quicken Spell (+3)

10: Arcane Strike (atk +L, dmg +Ld4)

10: Chain Spell (+3, too verbose to explain)

8: Improved Buckler Defense (use bonus using buckler ha

14

24

34

44

52

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.

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

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 fufill your duties for the

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 +A) +3 1 +15
Bluff [Bluff + Disguise] (Cha +A) +3 +14
 Cheat [DDevice + OLock + SoH] (Dex +5)

Concentration
(Int +4) +3 20 +28
(Int +4) +3 20 +28
nt +4) +3 +8
  Know: Occult [Arc + Psi]
  Know: Religion
  Linguistics
                                 (Int +4) +3
 Magecraft: Arcane
                                       (Wis +3) +3 5 +12
(Wis +3) +3 5 +12
  Magecraft: Religion
  Magecraft: Nature
                                        (Wis +3) +3
                                  (Wis +3) +3 5
(Wis +3) +3 5
(Int +4) +3 5 +13
                                                           5 +12
5 +12
 Magecraft: Psionics
  Magecraft: Shaping
  Martial Lore
 Meditation [AutoH + Iaijutsu] (Con +8)
Mobility [Climb + Jump + Swim] (Str +A) +3
  Perception [Lis + Sear + Spot] (Int +4) +3 20 +30
 Perception [Lis + Sear + Spot] (Int +4) +3 20 +30 Perform (Cha +A) +11
Profession (Wis +3) +3 +7
Replicate (Wis +3) +3 7 +14
Socialize [Dip + Gather Inf.] (Cha +A) +3 7 +21
Stealth [Hide + MS] (Dex +5) +5*
Study (Aport + DecS + Force). (Int +4) 1 +6
 Stealth [Hide + MS] (Dex +5) +5*
Study [Appr. + DecS + Forge.] (Int +4) 1 +6
Survival [Heal + Surv + URope] (Wis +3) +3 1 +8
                                          160/160
```

NEED TO GET DRAGON BLOOD

"On the path today, you will meet a fellow, a light in the darkness. Give guidance and shelter, loyalty will be returned as favor." Aurelia the priestess is my cohort.

TO-SMITE-LATER LIST:

- 1. Jurray (evil BBEG mage)
- 2. Flagron (Jurray's idiot subordinate)
- 3. Flagron's wizard (Flagron's idiot subordinate)
- 4. Red (escaped magic thief fox)
- 5. Wossname 1 (the new co-goddess of magic)
- 6. Wossname 2 (the mirror-thingy BBEG)
- 7. Aboleth that ate the dragon cult's dragon