

No Errors

Save Changes

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Image
(125x193 px)

Pareto

Character Name

Human / Dragon

Race

40

Age

15

Level

Male

Gender

AbuDhabi

Player

Lawful Good

Alignment

200 cm

Height

M

Size

Deity

130 kg

Weight

108000

XP Used

Forgotten Trail

Campaign

Blue

Eyes

111000

Current XP

Brown

Hair

120000

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 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	22	+6			14	4	4		0
48									
HP	TOTAL 256	Current HP 256	Temporary HP	Nonlethal Damage	Class HP 256				
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	Perception
								Quick Skill 1	Quick Skill 2
								+0	+0
								Armor Type	Light
								Base Speed	30
								Air Speed	30
								Air	Average
								Maneuverability	Swim 30
								Alternate Speed 1	Ground
								Alternate Speed 2	Push/ Drag
								Light Load	532
								Med Load	1064
								Max Load	1600
								Over Head	1600
								Off Ground	3200
								Push/ Drag	8000
Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod			
FORTITUDE	+27	= 9	+ 6	+ 6	+ 6	+ 0			
REFLEX	+23	= 7	+ 4	+ 6	+ 6	+ 0			
WILL	+24	= 9	+ 3	+ 6	+ 6	+ 0			
MELEE	Total Attack Bonus +22	Base Attack Bonus 12	Str Mod 10	Size Mod 0	Misc Mod 0	Temp Mod 0			
RANGED	Total Attack Bonus +16	Base Attack Bonus 12	Dex Mod 4	Size Mod 0	Misc Mod 0	Temp Mod 0			
		Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod			
								Resistances: Cold 10.	
								Immunities: Disease, Fear, Sleep,	
								Damage Reduction and Resistances	

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

No Errors

Save Changes

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 Shadows	+25	1d10+18	x3	Melee or +5'	
Special Properties			Weight	Size	Type
Good-aligned, lawful-aligned, magic, adamantine, ghost touch, +2d6 vs e			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
Special Properties			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
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 as			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 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	13	1/2	▼ B ▼	B ▼	G ▼	3	▼ 4 ▼	3500
Dragon Disciple	10	3/4	▼ G ▼	B ▼	G ▼	3	▼ 12 ▼	3500
Paladin	3	1	▼ G ▼	B ▼	B ▼	3	▼ 10 ▼	4000
Spellswor	3	1	▼ G ▼	B ▼	G ▼	3	▼ 8 ▼	4000
Favored Soul	5	3/4	▼ G ▼	G ▼	G ▼	3	▼ 8 ▼	4000
	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 15

Other Possessions

Save Changes

		9000	Person	
Ring of Freedom of Movement and Protection from Enchantment		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 charges)		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 Mountain King (ignore lig	1	1500	Person	Feet
Counterstrike Bracers (2/day AoO afte		2500	Person	Arms
Lesser Truedeath Crystal (+1d6 to unc		5000	Person	Glaive
Efficient Quiver	2	1800	Person	
Rope (200')	20	40	Person	Quiver
Dagger	1	2	Person	
+1 Hideaway Shadowstrike Axiomatic	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortificatio	2.5	65015	Person	Shield
+3 Soulfire Glamered Mithril Breastpla	15	55900	Person	Armor
Total on Person:	54.5	448565 gp		

Amount	Name	Value
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		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	4
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha	Detect Evil (at-will)	7: Still Spell (+1)	11
Breath Weapon: 6d8 fire cone DC 20 + Cor	Smite Evil 1/day (Atk +ChaBo, Dmg +Palac	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, Sorc	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: Chain Spell (+3, too verbose to explain)	48
Senses: LLV, Darkvision 60', Blindsense 60		8: Improved Buckler Defense (use bonus u	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 ar	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 / 4	3 / 2
19 / 16	3rd	6	2
20 / 17	4th	6	2
21 / 18	5th	6	2
22 / 19	6th	6	2
23 / 20	7th	4	1
	8th		
	9th		

Languages

Common	Draconic
Celestial	Infernal
Abyssal	

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)									
0	9 / 6	1st	5 / 5	2nd	5 / 3	3rd	4	4th	4
5th	4	6th	3	7th	2	8th		9th	
Spell Name				# Cast /Mem	Spell Name				# Cast /Mem
0 - Detect Magic, Ghost Sound, Mage Hand, Read Ma					6 - Greater Dispel Magic				
0 - Arcane Mark, Dancing Lights, Prestidigitat					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									
2 - Glitterdust									
2 - Web									
2 - Mirror Image									
2 - Shatter									
2 - Detect Thoughts									
3 - Dispel Magic					0 - Create Water, Cure Minor Wounds, Purify Food and				
3 - Ray of Exhaustion					0 - Light, Mending, Detect Poison				
3 - Haste									
3 - Greater Magic Weapon					1 - Command				
					1 - Bless				
4 - Dimensional Anchor					1 - Cure Light Wounds				
4 - Enervation					1 - Endure Elements				
4 - Dimension Door					1 - Bane				
4 - Solid Fog									
					2 - Bull's Strength				
5 - Shadow Evocation					2 - Lesser Restoration				
5 - Feeblemind					2 - Eagle's Splendor				
5 - Wall of Stone									
5 - Baleful Polymorph									

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.