

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
16		M	115500	130700	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	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 191	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				
Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod			
FORTITUDE	+25	= 10	+ 3	+ 6	+ 6	+ 0			
REFLEX	+24	= 8	+ 4	+ 6	+ 6	+ 0			
WILL	+25	= 10	+ 3	+ 6	+ 6	+ 0			
MELEE	Total Attack Bonus +23	= Base Attack Bonus 13	+ Str Mod 10	+ Size Mod 0	+ Misc Mod 0	+ Temp Mod 0			
RANGED	Total Attack Bonus +17	= Base Attack Bonus 13	+ Dex Mod 4	+ Size Mod 0	+ Misc Mod 0	+ Temp Mod 0			
							Resistances: Cold 10.		
							Immunities: Disease, Fear, Sleep,		
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

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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 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			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	☐	☐	+3	= 3	+ 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	

## 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	
Journal (weapon site #1)				
Journal (fox delivery)				
+1 Hideaway Shadowstrike Axioma	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortifica	2.5	65015	Person	Shield
+3 Soulfire Glamerer 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 + Cr	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, Sor)	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

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		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		1st		2nd		3rd		4th	
9 / 6		5 / 6		5 / 4		4 / 3		4	
5th		6th		7th		8th		9th	
Spell Name				# Cast /Mem	Spell Name				# Cast /Mem
0 - Detect Magic, Ghost Sound, Mage Hand, Read Magic					6 - Greater Dispel Magic				2
0 - Arcane Mark, Dancing Lights, Prestidigitation, Open					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				1
2 - Glitterdust									
2 - Web									
2 - Mirror Image									
2 - Shatter									
2 - Detect Thoughts				1					
					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	1 - Cure Light Wounds				
					1 - Endure Elements				
4 - Dimensional Anchor					1 - Bane				1
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				2	3 - Daylight				
5 - Baleful Polymorph					3 - Prayer				
					3 - Stone Shape				

## Incarnum

## Other Notes

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- \* 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.