3/8/2021 Pareto

No Errors

Save Changes

Click to link Image (125x193 px)

Pareto		AbuDhabi		Forgotten Tra	Forgotten Trail				
Character Name		Player		Campaign					
Human / Dr	agon	Lawful Good	Gold Dragon	Queen					
Race		Alignment	Deity						
34	Male	200 cm	130 kg	Blue	Brown				
Age	Gender	Height	Weight	Eyes	Hair				
18		М	153000	153800	171000				
Level		Size	XP Used	Current XP	Next Level XP				

Misc Mod Temp Mod Damage Reduction and Resistances

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 Racial Bonus Advancement Bonus Final Score Temp Score Base Score Enhancement Bonus Inherent Bonus Ability Mod 30 3 STR +10 17 10 0 0 2 DEX 20 +5 15 3 CON 26 +8 17 2 3 4 INT 18 +4 2 4 WIS 16 +3 12 0 4 0 CHA 28 +9 5 5 14 4 TOTAL Current HP Temporary HP Class HP HP dmg 77! 334 334 334 Initiative Perception 45 AC 10 + 9 6 5 0 10 5 0 +9 +26 TOTAL Armor Size Quick Skill 1 Quick Skill 2 Flat-Footed Flat Footod AC

Flat-Footed AC	Touch AC		Τοι	ıch	AC	Action Poin		oints	s Essentia			ntia	+0		+0		
40	20			15									Armor Type	Light		Light Load	532
Saving Throws	Total		Base		Ability Mod		Magic Mod		Mi			Temp Mod	Base Speed	30		Med Load	1064
FORTITUDE	+34	- [11	+	8	+	6	+	Ç	+		0	Air Speed	30		Max Load	1600
REFLEX	+30	- [10	+	5	+	6	+	Ç	+		0	Air Manuverability	Averag	е	Over Head	1600
WILL	+29	= [11	_+ [3	+	6	+	ć	+		0	Alternate Speed 1	Swim 3	0	Off Ground	3200
	Total Attack Bonus		Base A	ttack E	Bonus	Stı	Mod	Size M	od	Misc Mod	i	Temp Mod	Alternate Speed 2			Push/ Drag	8000
MELEE	+25]=		15		+	10 +	0	+	0	+	0	Resistances	s: Cold 10, Acid	10.		
RANGED	+20]=		15		+	5 +	0	+	0	+	0	Immunities:	Disease, Fear,	Sleep, Pa	aralysis, F	Fire,

Size Mod

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+24/+24	1d4+10	x2	Melee	
Special P	operties		Weight	Size	Туре
Natural				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+19	1d6+5	x2	Melee	
Special P	roperties		Weight	Size	Туре
Natural				Light	P/B/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Dagger		1d4	19-20/x2	Melee	
Special P		Weight	Size	Туре	
			1 lb.	Light	P/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
+1 (+4 w/ GMW) Hideaway Shadowstrike Holy	1d10+21	x3	Melee or +5'		
Special P	Weight	Size	Type		
Good-aligned, lawful-aligned, magic, adamant	ne, ghost touch, +2d6 v	s evil, +2d6 vs chaotic	10 lb.	Two-handed	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Special P	roperties		Weight	Size	Туре
Weenen	Total Attack Donne	D	0-141		8 mm mm 12*
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+25/+20/+15	1d10+33			

Total Attack Bonus

Base Attack Bonus

3/8/2021

Pareto Save Changes No Errors Weapon Glaive PA Arcane8 +33/+28/+23 1d10+33+8d4 Weapon Armor/Protective Item +3 (+4 w/ GMV) Soulfire Glamered Mithril Breastplate Light +9 -1 +5 Protection from death effects, energy drain and negative energy, can appear as normal clothing 15 15% 30' Shield/Protective Item +3 (+4 w/ GMV) Mithril Buckler of Heavy Fortification Shield +6 n 100% precision hits (sneak attacks, criticals, etc) negated, -1 on off-hand attacks 2.5 0% **Skill Points** <u>Hit</u> Class Levels Base Attack Fort Reflex Will Next per Level **Dice** Level Level Adjustment Description Level-Adjustment Sorcerer 16 1/2 В **∨** B G 4 ~ 3500 Dragon Disciple (finished) 10 3/4 **~** G **~** В **~** G **~** 3 12 ~ 4000 Paladin (no reason to advance) 3 1 ~ G ~ В V В ~ 3 10 ~ 4000 Spellsword (no reason to advance) 3 1 **~** G **~** В ~ G ~ 3 V 8 v 4000 3000 **Favored Soul** 12 3/4 V G V G V G V 3 V 8 V O 1/2 V В ~ В ~ G V 3 V 4 ~ 8000 В 3 4 1/2 V ~ В V В V V 1/2 В ~ В В 3 4 1/2 В V В В 4 1/2 В ~ В В 3 4 1/2 В В 4 В 1/2 В ~ В ~ В V 4 1/2 V В ~ В ~ В V 3 4 1/2 В В В 3 4 ~ ~ ~ Other Possessions Skills Skill Αh Racial Weight Value Key Skill Ab CS SF Mod Skill Name Mod Rank Mod Mod (gp) Group Animal Kinship [Handle Animal] Cha 🗸 9 0 0 Badge of Protection From Evil (continuous, slotless, no plusse 8000 Person Cha_ 9 0 0 0 Ring of Freedom of Movement and Protection +5 90000 Person Ring #1 Cloak of +5 Resistance and 20% Displacement 49000 Shoulders Cheat [Disable Device + Open Lock + Sleight of Han Dex +5 = 5 + 0 Ω 0 Throat Necklace of Adaptation (immune to air or lack thereof) 9000 Person Con +8 = 8 + 0 0 Concentration 0 Scout's Heandband (+2 spot, 3 charges: 2/see invis, 3/true se 3400 Person Head Int 🗸 4 + Craft +5 = 0 1 0 Sustaining Spoon (nourishing gruel) 5400 Person Device Use [Use Magic Device + Use Psionic Device Cha +9 = 9 + 0 + 0 + 0 Ring of Counterspells (loaded with CL15 Greater Dispel Magi 4000 Person Ring #2 Fly 5 + 0 + 0 + 0 Luckstone (+1 on ability checks, skill checks and save Grace [Balance + Escape Artist + Ride + Tumble] 5 + 0 + 0 + 0 3500 Hands Finned Gauntlets (natural swim speed 30', +8 swim, can take Person Initiative Dex - - +9 = 5 + 0 + 0 + 0 Tunic of Steady Spellcasting (+5 conc) and +5 natural armour 52500 Person Torso Waist 0 + Belt of Battle (+2 init, 3 charges: 1/move, 2/standard, 3/full aci 12000 Person 9 + 0 + Intimidate 0 Boots of the Winterlands (normal snow movement, ignore cold 2500 Person Feet Knowledge: Dungeoneering [Dungeoneering + Archil Int +9 = 4 + 1 + 0 Counterstrike Bracers (2/day AoO after missed by melee attac Person Arms Int 🗸 🗌 _ +9 = Knowledge: Geography [Geography + The Planes] 4 + 0 1 Lesser Truedeath Crystal (+1d6 to undead, weapon ghost tou 5000 Person Glaive Knowledge: History [History + Local + Nobility & Roy Int 🗸 🗌 +9 = 4 + 1 + 1 + 0 Rod of 2/day Recall to Edlessar's Castle (standard, command Int 🗸 🗌 +9 = 4 + 1 + 1 + 0 Knowledge: Nature Dragon Statuette from Tyza (4/7 gems alighted) Knowledge: Occult [Arcana + Psionics] +25 = 4 + 17 + 1 + 0 Int 🗸 🗌 -14 = 4 + Int 🗸 🗌 +5 = 4_+ 0 0 3 + Wis 🗸 🗌 +12 = Magecraft: Arcane 5 1 0 Handy Haversack 2000 Person 3 + Magecraft: Religion 0 Rope (200') 20 40 3 + 5 + 1 0 Magecraft: Nature Dagger 1 Person 3 + 5 + 1 + 0

Journal (weapon site #1)

Nezumi head

Journal (celestial)

Meditation [Autohypnosis + Iaijutsu Focus]

Mobility [Climb + Jump + Swim]

Perception [Listen + Search + Spot]

Wis - +9 =

Con _ _ +8 =

Str _ _ +11 =

Wis 🗸 🗌 +4 =

3 +

4 +

8 +

10 +

3 +

9 +

3 +

5 +

0 +

0 +

17 + 3

0 +

0 +

1 + 0

1 + 0

0 + 0

1 +

0 + 0

1 +

0

0

0

Magecraft: Psionics

Magecraft: Shaping

Martial Lore

Perform

3/8/2021 Pareto

Save Changes No Errors Dex _ _ +5 = _ 5 + 0 + 0 + Ο Stealth [Hide + Move Silently] Int _ _ +4 = 4 + 1 + 1 + 0 Study [Appraise + Decipher Script + Forgery] Tome of Charisma +5 137500 Wis / +3 = 3 + 1 + 1 + Survival [Heal + Survival + Use Rope] 0 +1 Hideaway Shadowstrike Axiomatic Holy Adamantine Glaiv 10 60008 Weapon +3 Mithril Buckler of Heavy Fortification 25 65015 Person Shield +3 Soulfire Glamered Mithril Breastplate 55900 Person Armor 752265 gp 54.5 Total Skill Points: 34 126 Currency Value Name Amount 37535 gp Coins Expenditures 200gp gp total Feats & Special Abilities Human: +2 Str, +2 Cha, +1 SP/level, +2 Initiative, +8 FI Aura of Good (strength as Paladin level) 4: Eschew Materials Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA Detect Evil (at-will) 7: Still Spell (+1) 11 Smite Evil 1/day (Atk +ChaBo, Dmg +PaladinLv) 7: Silent Spell (+1) 18 Breath Weapon: 6d8 fire cone DC 20 + ConMod Wings: 30' flight, average maneuverability Divine Grace (+ChaBo to saves) 10: Quicken Spell (+3) 28 10: Arcane Strike (atk +L, dmg +Ld4) 38 Bonus Spells: 7 slots (1st through 7th, Sorcerer) Lay On Hands (PaladinLv x ChaBo points) 2 Claws (1d4) and Bite (1d6) Aura of Courage (immune to fear, others in 10' have +4 10: Chain Spell (+3, too verbose to explain) 48 Senses: LLV, Darkvision 60', Blindsense 60' 8: Improved Buckler Defense (use bonus using buckler 56 Immunities: Sleep, Paralysis, Fire 61 5: Shield Specialization (buckler, +1 bonus) 3: Endurance (bunch of benefits) 64 Ignore Spell Failure 15% 0: Weapon Focus (Glaive, +1) 64 Bonus Feat (10 FP): Metamagic or Fighter 6: Improved Natural Armor (+1) 70 5: Short Haft 75 5: Skill Focus (Initiative) 80 5: Skill Focus (Fly) 85 95 Summon Familiar Deity's Weapon Focus 10: Power Attack Energy Resistance: Cold 10 7: Empower Spell (+2) 102 Deity's Weapon Specialization 0: Weapon Specialization (Glaive, +2) 102 Energy Resistance: Acid 10 Take leadership next level FP: (HD+1) * 5 + 8 * human + 10 * bonus wiz/ftr feat = **Spell Saves** Spells & Powers Save Spells /Day Bonus Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors) LEVEL 0 9/6 1st 5 / 6 2nd 5/4 3rd 4/3 16 / 13 0 0 6/8 4 6th_ 3 7th 2 1 5th 17 / 14 1st 6/6 3/2 # Cast /Mem # Cast Spell Name Spell Name 18 / 15 6/6 2nd 3/2 0 - Detect Magic, Ghost Sound, Mage Hand, Read Magic, Message 6 - Prying Eyes (Augmentable 5, 7) 0 - Arcane Mark, Dancing Lights, Prestidigitation, Open/Close 6 - Heroism (Augmentable 3, 6) 3/2 19 / 16 6/6 3rd 6 - Disintegrate 20 / 17 4th 6/6 3/2 1 - Alarm 1 - Ray of Enfeeblement 7 - Invisibility (Augmentable 2, 4, 7) 21 / 18 5th 6/5 3 1 - Comprehend Languages 7 - Ethereal Jaunt 7 - Teleport (Augmentable 5, 7) 2 6th 22 / 19 6/3 1 - Silent Image 23 / 20 2 8 - Plane Shift 7th 6 2 - Glitterdust 8 - Irresistible Dance 5 24 / 21 8th 1 2 - Web 2 - Mirror Image 9 - Time Stop 25 / 22 3 2 - Shatter Languages 0 - Light, Mending, D Poison, Virtue, Create Water, Cure Min W, Puri 2 - Detect Thoughts Common Draconic 1 - Detect Undead, Command, Bless, Bane Celestial Infernal 3 - Dispel Magic (Augmentable 3, 6) 1 - Cure Wounds (Augmentable 1, 2, 3, 4) 3 - Ray of Exhaustion 1 - Endure Elements Abyssal 1 - Sanctuary LOH 0/27 used 3 - Magic Weapon (Augmentable 1, 3) Slots BOB 0/3 used 2 - Animal Buffs (Bull, Eagle, Bear) (Augmentable 2, 6) 0 - XXXXXXXXXXXXXXX SH 0/3 used 4 - Dimensional Anchor 2 - Restoration (Augmentable 2, 4, 7), Remove Paralysis, Make Who

3/8/2021 Pareto

4 - XXXXXXXXXXXXXXX					
5 - XXXXXXXXXXXXXX					
6 - XXXXXXXXXXX	Cast GMW and Dispel if ne				
7 - XXXXXXX	Buffs:				
8 - XXXXXX	GET DRAGON BLOOD!				
9 - XXX	Get Heals, Get GM Armor,				

No Errors

	Save Changes
4 - Solid Fog	3 - Remove Curse, Magic Vestment
	4 - Tongues, Sending, Dismissal, Divine Power, Divination
5 - Shadow Evocation (Augmentable 5, 8)	5 - Break Enchantment, Righteous Might, Disrupting Weapon
5 - Feeblemind	5 - Summon Monster (Augmentable 1-9)
5 - Wall of Stone	6 - Heal, Harm, Find the Path
5 - Baleful Polymorph	

Incarnum

Other Notes

```
Device Use [UMD + UPD]
                             (Cha +9)
                                              +10
                   (Dex +5)
                             +3 10 +18*
Grace [Bal. + EA + Ride + Tmb] (Dex +5) +3
                                             1 +9*
                    (Dex +5) +4 11 +25
Initiative
Intimidate
                     (Cha +9)
Know: Dungeon [Dungeon + A&E] (Int +4) +3
Know: Geo [Geo + Planes]
                            (Int +4) +3 6 +14
Know: History [His + Loc +N&R] (Int +4) +3
Know: Nature (Int +4) +3 1 +9
Know: Occult [Arc + Psi]
                          (Int +4) +3 17 +25
                        (Int +4) +3 17 +25
Know: Religion
Linguistics
                      (Int +4) +3
                                    +8
                          (Wis +3) +3 5 +12
Magecraft: Arcane
                         (Wis +3) +3
Magecraft: Religion
                                       5 +12
Magecraft: Nature
                         (Wis +3) +3
                                       5 +12
Magecraft: Psionics
                          (Wis +3) +3 5 +12
Magecraft: Shaping
                          (Wis +3) +3 5 +12
Martial Lore
                      (Int +4) +3 5 +13
Meditation [AutoH + laijutsu] (Con +8)
                                           +9
Mobility [Climb + Jump + Swim] (Str+10) +3 +12
Perception [Lis + Sear + Spot] (Int +4) +3 18 +28
Perform
                      (Cha +9)
                                     +10
Profession
                      (Wis +3) +3
                      (Wis +3)
Replicate
                                     +4
                        (Wis +3) +3 5 +12
Sense Motive
Socialize [Dip + Gather Inf.] (Cha +9) +3
                                            +13
                                         +5*
Stealth [Hide + MS]
                         (Dex +5)
Study [Appr. + DecS + Forge.] (Int +4)
Survival [Heal + Surv + URope] (Wis +3) +3 1 +8
                           126/126
NEED TO GET DRAGON BLOOD
```

3EProfiler™ Character Sheet, © 2003 by M. J. Eggertson.