

Click to link
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
Age	Gender	Height
20	M	184500
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 (oddly - feathered), 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	31	+10			17	10	4		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	4	7		5
48									
HP	TOTAL 366	Current HP 366	Temporary HP dmg 171	Nonlethal Damage 0	Class HP 366	Initiative +34	Perception +29		
AC	48	10	9	6	5	Quick Skill 1	Quick Skill 2		
	TOTAL	Armor	Shield	Dex	Size	Deflect	Misc	+0	+0
Flat-Footed AC	43	Touch AC	23	Flat-Footed Touch AC	18	Action Points	Essentia	Armor Type	Light
								Base Speed	612
								Air Speed	1224
								Maneuverability	60
								Alternate Speed 1	1840
								Alternate Speed 2	1840
Saving Throws								Average	1840
FORTITUDE	+35	12	8	6	9	0		Swim 30	3680
REFLEX	+32	12	5	6	9	0			9200
WILL	+30	12	3	6	9	0			
MELEE	Total Attack Bonus +30/+25/+20/+15	Base Attack Bonus 20	Str Mod 10	Size Mod 0	Misc Mod 0	Temp Mod 0	Resistances: Cold 10, Acid 10, Electricity 10. Immunities: Disease, Fear, Sleep, Paralysis, Fire, Death Effects, Energy Drain, Negative Energy, Grapples, Movement Impediments, Suffocation, Airborne Toxins, Precision Damage, Ice and Snow.		
RANGED	+25/+20/+15/+10	20	5	0	0	0			
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod			

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+29/+29	1d4+10	x2	Melee	
Natural	Special Properties	Weight	Size	Type	
				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+24	1d6+5	x2	Melee	
Natural	Special Properties	Weight	Size	Type	
				Light	P/B/S
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 (+4 w/ GMW) Hideaway Shadowstrike Holy Axiomatic	+35/+30/+25/+20	1d10+21	x3	Melee or +5'	
	Special Properties	Weight	Size	Type	
		10 lb.		Two-handed	Slashing
Good, lawful, magic, adamantine, ghost touch, +1d6 vs undead, +2d6 vs evil, +2d6 vs chaotic, folds to dagger si					
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
	w/buffs 42	2d8+28			
	Special Properties	Weight	Size	Type	
	w/buffs at Arcane8: 49, +8d4				
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+31/+26/+21/+16	1d10+33			
	Special Properties	Weight	Size	Type	
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane8	+39/+34/+29/+24	1d10+33+8d4			
	Special Properties	Weight	Size	Type	
	w/buffs 46 d 2d8+40+8d4				
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
	Special Properties	Weight	Size	Type	
Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex	
+3 (+4 w/ GMV) Soulfire Glamered Mithril Breastplate	Light	+9	-1	+5	
	Special Properties	Weight	Spell Fail	Speed	

No Errors

Shield/Protective Item	Type	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 (sneak attacks, criticals, etc) negated, -1 on off-hand attacks		2.5	0%	-

[illegible][illegible]

Other Possessions				
Item	Weight (lbs)	Value (gp)	Group	Loc
Badge of Protection From Evil (continuous, slotless, no plusses)		8000	Person	
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	
Ring of Counterspells (loaded with CL15 Greater Dispel Magic)		4000	Person	Ring #2
Luckstone (+1 on ability checks, skill checks and saves)		20000	Person	
Finned Gauntlets (natural swim speed 30', +8 swim, can take 10 always)	1	3500	Person	Hands
Tunic of Steady Spellcasting (+5 conc) and +5 natural armour	1	52500	Person	Torso
Belt of Battle (+2 init, 3 charges: 1/move, 2/standard, 3/full action)		12000	Person	Waist
Boots of the Winterlands (normal snow movement, ignore cold weather)	1	2500	Person	Feet
Counterstrike Bracers (2/day AoO after missed by melee attack)		2500	Person	Arms
Lesser Truedeath Crystal (+1d6 to undead, weapon ghost touch)		5000	Person	Glaive
Rod of 2/day Recall to Edlessar's Castle (standard, command word)			Person	
Dragon Statuette from Tyza (6/7 gems alighted)				
Wand of Raise Dead, 7 charges				
Handy Haversack	2	2000	Person	
Rope (200')	20	40	Person	Haversack
Dagger	1	2	Person	
Journal (weapon site #1)				
Journal (fox delivery)				
Nezumi head				
Journal (celestial)				
Mirror Talisman (from Edlessar)				
Empty mirror case (ghoul himemind dropped it)				
Tombe of Dexterity +2		55000		
Tombe of Constitution +4		110000		
Tombe of Charisma +5		137500		
+1 Hideaway Shadowstrike Axiomatic Holy Adamantine Glaive	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortification	2.5	65015	Person	Shield
+3 Souffire Glamered Mithril Breastplate	15	55900	Person	Armor
Total on Person:	54.5	752265 gp		
Amount	Currency	Name	Value	
	Coins		40035 gp	
Figure out cost of raisewand				
Bet Janus that Orm won't eat HS godblood.	10 gp			
Expenditures			30200.12gp	
on total				

20000gp on raise dead, get that reimbursed maybe

No Errors

Human: +2 Str, +2 Con, +1 Sp/level, +2 Initiative, +8 HP	Aura of Good (strength as Paladin level)	4: Eschew Materials	0
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA	Detect Evil (at-will)	7: Still Spell (+1)	7
Breath Weapon: 6d8 fire cone DC 20 + ConMod	Smite Evil 1/day (Atk +ChaBo, Dmg +PaladinLv)	7: Silent Spell (+1)	14
Wings: 30' flight, average maneuverability	Divine Grace (+ChaBo to saves)	10: Quicken Spell (+3)	24
Bonus Sorcerer spellcasting: 7	Lay On Hands (PaladinLv x ChaBo points)	10: Arcane Strike (atk +L, dmg +Ld4)	34
2 Claws (Ld4) and Bite (Ld6)	Aura of Courage (immune to fear, others in 10' have +4 vs)	10: Chain Spell (+3, too verbose to explain)	44
Senses: LLV, Darkvision 60', Blindsense 60'	Divine Health (immune to diseases, all of them)	8: Improved Buckler Defense (use bonus using buckler hand)	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
		5: Skill Focus (Fly)	81
Summon Familiar	Deity's Weapon Focus	10: Power Attack	91
	Energy Resistance: Cold 10	7: Empower Spell (+2)	98
	Deity's Weapon Specialization	0: Weapon Specialization (Glaive, +2)	98
	Energy Resistance: Acid 10	15: Leadership	113
FP: (HD+1) * 5 + 8 * human + 10 * bonus wiz/trr feat = 118	Energy Resistance: Electricity 10		
	Wings: 60' (good), feathered		

Spell Saves			
Save DC	LEVEL	Spells /Day	Bonus Spells
20 / 13	0	6 / 8	0
21 / 14	1st	6 / 6	3 / 3
22 / 15	2nd	6 / 6	3 / 3
23 / 16	3rd	6 / 6	2 / 2
24 / 17	4th	6 / 6	2 / 2
25 / 18	5th	6 / 6	2 / 2
26 / 19	6th	6 / 6	2 / 2
27 / 20	7th	6 / 6	1 / 1
28 / 21	8th	6 / 6	1 / 1
29 / 22	9th	6 / 6	1 / 1

Languages	
Common	Draconic
Celestial	Inferral
Abysal	0/10 d12, 0/3 d10, 0/7 d8
	LOH 0/27 used
Slots	BOB 0/3 used
0 - XXXXXXXXXXXXXXXX	SH 0/3 used
1 - XXXXXXXXXXXXXXXXXXXX	Smite 1/1 used
2 - XXXXXXXXXXXXXXXXXXXX	GMW: 1x
3 - XXXXXXXXXXXXXXXXooo	GMV: 2x
4 - XXXXXXXXXXXXXXXXXXXX	
5 - XXXXXXXXXXXXXXXXxo	
6 - XXXXXXXXXXXXXXXX	Cast GMW and Dispel if needed
7 - XXXXXXXXXXXXXXXXo	Bufs: Haste
8 - XXXXXXXXXXXXXXXXooo	GET DRAGON BLOOD!
9 - XXXXXXXXXXXXXXXX	

Spells & Powers					
Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)					
0 _____	1st _____	2nd _____	3rd _____	4th _____	
5th _____	6th _____	7th _____	8th _____	9th _____	
Spell Name	# Cast /Mem	Spell Name	# Cast /Mem		
0 - Detect Magic, Ghost Sound, Mage Hand, Read Magic, Message		6 - Prying Eyes (Augmentable 5, 7)			
0 - Arcane Mark, Dancing Lights, Prestidigitiation, Open/Close		6 - Heroism (Augmentable 3, 6)			
		6 - Disintegrate			
1 - Alarm					
1 - Ray of Enfeeblement		7 - Invisibility (Augmentable 2, 4, 7)			
1 - Comprehend Languages		7 - Ethereal Jaunt (Augmentable 7, 9)			
1 - Grease		7 - Teleport (Augmentable 5, 7)			
1 - Silent Image					
		8 - Plane Shift	8 - Dimensional Lock		
2 - Glitterdust		8 - Irresistible Dance			
2 - Web				* 36HD gargantuan elemental	
2 - Mirror Image		9 - Time Stop	9 - Foresight	9 - Summon Elemental Monolith*	
2 - Shatter					
2 - Detect Thoughts		0 - Light, Mending, D Poison, Virtue, Create Water, Cure Min W, Purify F&D			
		1 - Detect Undead, Command, Bless, Bane, Sanctuary			
3 - Dispel Magic (Augmentable 3, 6)		1 - Cure Wounds (Augmentable 1, 2, 3, 4, 5, 6, 7, 8), Endure Elements			
3 - Ray of Exhaustion		2 - Animal Buifs (Bull, Eagle, Bear) (Augmentable 2, 6)			
3 - Haste		2 - Restoration (Augmentable 2, 4, 7), Remove Paralysis, Make Whole			
3 - Magic Weapon (Augmentable 1, 3)		3 - Daylight, Prayer, Stone Shape			
		3 - Speak w/ Dead, Remove Curse, Magic Vestment			
4 - Dimensional Anchor		4 - Tongues, Sending, Dismissal, Divine Power, Divination, Control Water			
4 - Enervation (Augmentable 4, 9)		5 - Break Enchantment, Righteous Might, Disrupting Weapon			
4 - Shadow Conjunction (Augmentable 4, 7, 9)		5 - Summon Monster (Augmentable 1-9), Hallow, AtonementFX			
4 - Solid Fog		6 - Find the Path, Word of Recall (Guildhall), Geas/Quest			
		6 - Heal (Augmentable 6, 9), Harm, Wind Walk			
5 - Shadow Evocation (Augmentable 5, 8)		7 - Resurrection (Augmentable 5, 7, 9), Regenerate, Dictum			
5 - Feeblemind		7 - Control Weather, Holy Word, Repulsion, Destruction			
5 - Wall of Stone		8 - Discern Location, Earthquake, Antimagick Field, Greater Planar AllyX			
5 - Baleful Polymorph		8 - Fire Storm, Holy Aura, Greater Spell Immunity (Augmentable 4, 8)			
		9 - MiracleX, GateX, Implosion, Storm of Vengeance, Soul BindM			

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 adjudicator's conditions: 'Grant 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 fulfill your duties for the pact."]
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 innately 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)			+6
Concentration	(Con +8)	+3	4	+21
Craft	(Int +4)	+3		+5
Device Use [UMD + UPD]	(Cha +A)			+11
Fly	(Dex +5)	+3	10	+18*
Grace [Bal. + EA + Ride + Tmb]	(Dex +5)	+3	1	+9*
Initiative	(Dex +5)	+4	20	+34
Intimidate	(Cha +A)		4	+15
Know: Dungeon [Dungeon + A&E]	(Int +4)	+3	1	+9
Know: Geo [Geo + Planes]	(Int +4)	+3	6	+14
Know: History [His + Loc +N&R]	(Int +4)	+3	6	+14
Know: Nature	(Int +4)	+3	1	+9
Know: Occult [Arc + Psi]	(Int +4)	+3	20	+28
Know: Religion	(Int +4)	+3	20	+28
Linguistics	(Int +4)	+3		+8
Magecraft: Arcane	(Wis +3)	+3	5	+12
Magecraft: Religion	(Wis +3)	+3	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 + Iaijutsu]	(Con +8)			+9
Mobility [Climb + Jump + Swim]	(Str +A)	+3		+12*
Perception [Lis + Sear + Spot]	(Int +4)	+3	20	+30
Perform	(Cha +A)			+11
Profession	(Wis +3)	+3		+7
Replicate	(Wis +3)			+4
Sense Motive	(Wis +3)	+3	7	+14
Socialize [Dip + Gather Inf.]	(Cha +A)	+3	7	+21
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. Wosssname 1 (the new co-goddess of magic)
6. Wosssname 2 (the mirror-thingy BBEG)
7. Aboleth that ate the dragon cult's dragon