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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
Age	Gender	Height
20		Weight
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 0	Nonlethal Damage 0	Class HP 366	Initiative +34	Perception +29				
AC	48 = 10 + 9	Armor	6 + 5	Shield	Dex	0 + 10	Deflect	5 + 3	Misc	Quick Skill 1	Quick Skill 2
	TOTAL			Size	Natural					+0	+0

Flat-Footed AC	Touch AC	Flat-Footed Touch AC	Action Points	Essentia
43	23	18		

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	+35	12	8	6	9	0
REFLEX	+32	12	5	6	9	0
WILL	+30	12	3	6	9	0

MELEE	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
RANGED	+30/+25/+20/+15	20	10	0	0	0
	+25/+20/+15/+10	20	5	0	0	0
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Armor Type	Light	Light Load	612
Base Speed	30	Med Load	1224
Air Speed	60	Max Load	1840
Air Manuverability	Average	Over Head	1840
Alternate Speed 1	Swim 30	Off Ground	3680
Alternate Speed 2		Push/ Drag	9200

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.

Damage Reduction and Resistances

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+29/+29	1d4+10	x2	Melee	
Natural				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+24	1d6+5	x2	Melee	
Natural				Light	P/B/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Dagger		1d4	19-20/x2	Melee	
Natural				Light	P/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
+1 (+4 w/ GMW) Hideaway Shadowstrike Holy Axiom	+35/+30/+25/+20	1d10+21	x3	Melee or +5'	
Good, lawful, magic, adamantine, ghost touch, +1d6 vs undead, +2d6 vs evil, +2d6 vs chaotic, folds to dagger				Two-handed	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
w/buffs 42		2d8+28			
w/buffs at Arcane8: 49, +8d4					
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+31/+26/+21/+16	1d10+33			
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane8	+39/+34/+29/+24	1d10+33+8d4			
w/buffs 46 d 2d8+40+8d4					
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex	
+3 (+4 w/ GMV) Soulfire Glamerd 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	Type	AC Bonus	Check Pen	Max Dex	
+3 (+4 w/ GMV) Mithril Buckler of Heavy Fortification	Shield	+6	0	-	

Skills

Skill Name	Key	CS	SF	Mod	Ab	Rank	Misc	Racial
	Ab			Mod	Mod		Mod	Mod
Animal Kinship [Handle Animal]	Cha	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+15 =	10 +	1 +	1 +	0
Bluff [Bluff + Disguise]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+11 =	10 +	0 +	1 +	0
Cheat [Disable Device + Open Lock + Sleight of Hand]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+6 =	5 +	0 +	1 +	0
Concentration	Con	<input type="checkbox"/>	<input type="checkbox"/>	+18 =	8 +	4 +	6 +	0
Craft	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5 =	4 +	0 +	1 +	0
Device Use [Use Magic Device + Use Psionic Device]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+11 =	10 +	0 +	1 +	0
Fly	Dex	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+19 =	5 +	10 +	1 +	0
Grace [Balance + Escape Artist + Ride + Tumble]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+7 =	5 +	1 +	1 +	0
Initiative	Dex	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+34 =	5 +	20 +	3 +	2
Intimidate	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+15 =	10 +	4 +	1 +	0
Knowledge: Dungeoneering [Dungeoneering + Architecture + Enginee	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4 +	1 +	1 +	0

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	
Bag of Holding	20	4000	Person	Neck

Total Skill Points: 160 **140**

	Currency	
Amount	Name	Value
	Coins	40035 gp
Figure out cost of raisewand		
Bet Janus that Orm won't eat HS godblood. 10 gp		
	Expenditures	30200.12gp
		gp total

## Special Abilities

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7: Still Spell (+1)

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	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/ftr 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
Abyssal	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 - XXXXXXXXXXXXXXXX	Smile 1/1 used
2 - XXXXXXXXXXXXXXXX	GMW: 1x
3 - XXXXXXXXXXXXXXXX	GMV: 2x
4 - XXXXXXXXXXXXXXXX	
5 - XXXXXXXXXXXXXXXX	
6 - XXXXXXXXXXXXXXXX	Cast GMW and Dispel if needed
7 - XXXXXXXXXXXXXXXX	Bufs: Haste
8 - XXXXXXXXXXXXXXXX	GET DRAGON BLOOD!
9 - XXXXXXXXXXXXXXXX	

Spells & Powers			
Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)			
0 _____	1st _____	2nd _____	3rd _____
5th _____	6th _____	7th _____	8th _____
			4th _____
			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, Prestidigitation, 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
2 - Shatter			9 - Summon Elemental Monolith*
2 - Detect Thoughts			
		0 - Light, Mending, D Poison, Virtue, Create Water, Cure Min W, Purify F&D	
3 - Dispel Magic (Augmentable 3, 6)		1 - Detect Undead, Command, Bless, Bane, Sanctuary	
3 - Ray of Exhaustion		1 - Cure Wounds (Augmentable 1, 2, 3, 4, 5, 6, 7, 8), Endure Elements	
3 - Haste		2 - Animal Bufs (Bull, Eagle, Bear) (Augmentable 2, 6)	
3 - Magic Weapon (Augmentable 1, 3)		2 - Restoration (Augmentable 2, 4, 7), Remove Paralysis, Make Whole	
		3 - Daylight, Prayer, Stone Shape	
4 - Dimensional Anchor		3 - Speak w/ Dead, Remove Curse, Magic Vestment	
4 - Enervation (Augmentable 4, 9)		4 - Tongues, Sending, Dismissal, Divine Power, Divination, Control Water	
4 - Shadow Conjunction (Augmentable 4, 7, 9)		5 - Break Enchantment, Righteous Might, Disrupting Weapon	
4 - Solid Fog		5 - Summon Monster (Augmentable 1-9), Hallow, AtonementFX	
		6 - Find the Path, Word of Recall (Guildhall), Geas/Quest	
5 - Shadow Evocation (Augmentable 5, 8)		6 - Heal (Augmentable 6, 9), Harm, Wind Walk	
5 - Feeblemind		7 - Resurrection (Augmentable 5, 7, 9), Regenerate, Dictum	
5 - Wall of Stone		7 - Control Weather, Holy Word, Repulsion, Destruction	
5 - Baleful Polymorph		8 - Discern Location, Earthquake, Antimagic Field, Greater Planar AllyX	
		8 - Fire Storm, Holy Aura, Greater Spell Immunity (Augmentable 4, 8)	
		9 - MiracleX, GateX, Implosion, Storm of Vengeance, Soul BindM	

Incarnum

Other Notes

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

Concentration	(Con +8) +3	4	+21
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Craft	(Int +4) +3	+5
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Device Use [UMD + UPD]	(Cha +A)	+11
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Fly	(Dex +5)	+3	10	+18*
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Grace [Bal. + EA + Ride + Tmb] (Dex +5) +3	1	+9*
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Initiative	(Dex +5)	+4	20	+34
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Intimidate	(Cha + A)	4	+15
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Known: Gas [Gas : Places] (Int +4) +3 1 +9  
Known: Gas [Gas : Places] (Int +4) +3 6 +11

Know: History: [Lit + Lec + N8B] (Int +4) +3 6 +14

Know: Nature (Int +4) +3 1 +0

Know: Nature	(Int +4) +3	1	+9
Know: Occult [Arc + Psi]	(Int +4) +3	30	+28

Know: Religion (Int +4) +3 20 +28

know: Religion	(Int +4) +8	+8	+8
Linguistics	(Int +4) +3	+8	

Magecraft: Arcane	(Wis +3) +3	5	+12
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Magecraft: Religion	(Wis +3) +3	5	+12
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Magecraft: Nature	(Wis +3) +3	5	+12
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Magecraft: Psionics	(Wis +3) +3	5	+12
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Magecraft: Shaping	(Wis +3) +3	5	+1
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Martial Lore	(Int +4) +3	5	+13
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Meditation [AutoH + Iaijutsu] (Con +8)	+9
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Mobility [Climb + Jump + Swim] (Str +A) +3

Perception [Lis + Sear + Spot] (Int +4) +3	20	+30
Reflex (Cl +1)		+11

Perform	(Cha +A)	+11
Profession	(Wis +2)	+7

Profession	(Wls +3) +3	+7
Replicate	(Wls +3)	+4

Replicate	(WIS +3)	+4	
Sense Motive	(Wis +3) +3	7	+14

Sense Motive	(Wis + S) +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
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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. Wosname 1 (the new co-goddess of magic)
6. Wosname 2 (the mirror-thingy BBEG)
7. Aboloth that ate the dragon cult's dragon