

No 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
Age	Gender	Weight
18	M	153000
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	20	+5			15	0	3		2
CON	26	+8			17	2	3		4
INT	18	+4			12	2	4		0
WIS	16	+3			12	0	4		0
CHA	28	+9			14	4	5		5
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HP	TOTAL 334	Current HP 334	Temporary HP dmg 77!	Nonlethal Damage	Class HP 334	Initiative +9			
AC	45	= 10 + 9	+ 6 + 5	+ 0 + 10	+ 5 + 0	Perception +26			
Flat-Footed AC 40						Quick Skill 1 +0			
Touch AC 20						Quick Skill 2 +0			
Flat-Footed Touch AC 15						Armor Type Light			
Action Points						Light Load 532			
Essentia						Med Load 1064			
Saving Throws						Max Load 1600			
FORTITUDE						Over Head 1600			
REFLEX						Off Ground 3200			
WILL						Push/ Drag 8000			
MELEE						Resistances: Cold 10, Acid 10.			
RANGED						Immunities: Disease, Fear, Sleep, Paralysis, Fire,			
						Damage Reduction and Resistances			

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+24/+24	1d4+10	x2	Melee	
Special Properties					
Natural				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+19	1d6+5	x2	Melee	
Special Properties					
Natural				Light	P/B/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Dagger		1d4	19-20/x2	Melee	
Special Properties					
			1 lb.	Light	P/S
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
+1 (+4 w/ GMW) Hideaway Shadowstrike Holy	+29/+24/+19	1d10+21	x3	Melee or +5'	
Special Properties					
Good-aligned, lawful-aligned, magic, adamantine, ghost touch, +2d6 vs evil, +2d6 vs chaotic			10 lb.	Two-handed	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Special Properties					
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+25/+20/+15	1d10+33			

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Save Changes

Tome of Charisma +5		137500		
+1 Hideaway Shadowstrike Axiomatic Holy Adamantine Glaiv	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortification	2.5	65015	Person	Shield
+3 Soulfire Glammered Mithril Breastplate	15	55900	Person	Armor
Total on Person:	54.5	752265 gp		

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Value

37535 gp

200gp

gp total

Human: +2 Str, +2 Cha, +1 SP/level, +2 Initiative, +8 FI	Aura of Good (strength as Paladin level)	4: Eschew Materials	4
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA	Detect Evil (at-will)	7: Still Spell (+1)	11
Breath Weapon: 6d8 fire cone DC 20 + ConMod	Smite Evil 1/day (Atk +ChaBo, Dmg +PaladinLv)	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, Sorcerer)	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' 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		5: Shield Specialization (buckler, +1 bonus)	61
		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
Summon Familiar	Deity's Weapon Focus	10: Power Attack	95
	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/ft feat =			

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	<u>9 / 6</u>	1st	<u>5 / 6</u>	2nd	<u>5 / 4</u>	3rd	<u>4 / 3</u>	4th	<u>4</u>
5th	4	6th	3	7th	2	8th	1	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	
1 - Grease		7 - Teleport (Augmentable 5, 7)	
1 - Silent Image			
		8 - Plane Shift	
2 - Glitterdust		8 - Irresistible Dance	
2 - Web			
2 - Mirror Image		9 - Time Stop	
2 - Shatter			
2 - Detect Thoughts		0 - Light, Mending, D Poison, Virtue, Create Water, Cure Min W, Puri	
		1 - Detect Undead, Command, Bless, Bane	
3 - Dispel Magic (Augmentable 3, 6)		1 - Cure Wounds (Augmentable 1, 2, 3, 4)	
3 - Ray of Exhaustion		1 - Endure Elements	
3 - Haste		1 - Sanctuary	
3 - Magic Weapon (Augmentable 1, 3)			
		2 - Animal Buffs (Bull, Eagle, Bear) (Augmentable 2, 6)	
4 - Dimensional Anchor		2 - Restoration (Augmentable 2, 4, 7). Remove Paralysis, Make Who	

Common	Draconic
Celestial	Infernal
Abyssal	
	LOH 0/27 used
	BOB 0/3 used
0 - XXXXXXXXXXXXXXXX	SH 0/3 used
1 - XXXXXXXXXXXXXXXXXX	Smite 1/1 used

Save Changes

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4 - XXXXXXXXXXXXXXXX	
5 - XXXXXXXXXXXXXXXX	
6 - XXXXXXXXXXXXXXXX	Cast GMW and Dispel if ne
7 - XXXXXXX	Bufs:
8 - XXXXXXX	GET DRAGON BLOOD!
9 - XXX	Get Heals, Get GM Armor, :

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
Fly	(Dex +5) +3 10	+18*
Grace [Bal. + EA + Ride + Tmb]	(Dex +5) +3	1 +9*
Initiative	(Dex +5) +4 11	+25
Intimidate	(Cha +9)	+10
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	17 +25
Know: Religion	(Int +4) +3	17 +25
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+10) +3	+12*
Perception [Lis + Sear + Spot]	(Int +4) +3	18 +28
Perform	(Cha +9)	+10
Profession	(Wis +3) +3	+7
Replicate	(Wis +3)	+4
Sense Motive	(Wis +3) +3	5 +12
Socialize [Dip + Gather Inf.]	(Cha +9) +3	+13
Stealth [Hide + MS]	(Dex +5)	+5*
Study [Appr. + DecS + Forge.]	(Int +4)	1 +6
Survival [Heal + Surv + URope]	(Wis +3) +3	1 +8

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NEED TO GET DRAGON BLOOD