Save Changes

Click to link Image (125x193 px)

+3 (+4 w/ GMV) Mithril Buckler of Heavy Fortification

Pareto		AbuDhabi		Forgotten Trail	
Character Name		Player		Campaign	
Human / Dragon		Lawful Good	Gold Dragon Q	ueen	
Race		Alignment	Deity		
34	Male	200 cm	130 kg	Blue	Brown
Age	Gender	Height	Weight	Eyes	Hair
20		M	184500	192400	210000
Level		Size	XP Used	Current XP	Next Level XP

		Level			Size	XP Used	Current XP	Nex	t Level XP	
		A specia	al forces magic knight, of	golden dracon	ic origin.					
		Summary	Description							
			old dragon, including wing	gs (oddly - feat	hered), claws, jaw,	whiskers and scale	s. Pareto wears light p	late armour with	a buckler,	and fights
with a glaive. He is	dutiful and calm in	demeanor.								
Description										
	Final		Temp	Temp	Base	Racial	Advancement	Enhancement	Inh	nerent
Ability	Score	Mod	Score	Mod	Score	Bonus	Bonus	Bonus	Bo	onus
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 48	4	7			5
					48	1.	aitiati .a	Dor	acation.	
	TOTAL	Current HP	Temporary HP Nonl	othal Damaga	Class LID	- 11	nitiative +34	Perception +29		
HP	366	366	dmg 0	olethal Damage Class HP 366		7		_		
AC	48 = 10			+ 10	+ 5 + 3	Qu	ick Skill 1		k Skill 2	
710	TOTAL	Armor Shie		Natural	Deflect Misc		+0		+0	
Flat-Footed A	C Touch		Footed Action	Points	Essentia	Armor Type	Light		Light Load	612
		Iou	ich AC		LOGGIIII	Base Speed	30		Med Load	1224
43	23		18			Air Speed	60		Max Load	1840
Saving Throv	vs Tota	al Base	Ability Ma Mod M	igic M od M	lisc Temp flod Mod	Air Manuverability	Averag	 je	Over Head	1840
FORTITU	DE +3	35 = 12	+ 8 +	6 +	9 + 0	Alternate Speed 1	Swim 3	30	Off Ground	3680
REFLE)	(+3	2 = 12	+ 5 +	6 +	9 + 0	Alternate Speed 2			Push/ Drag	9200
WILL	+3	30 = 12	+ 3 +	6 +	9 + 0				Jonag	
						Resistances: C	old 10, Acid 10, Electr	icity 10.		
	Total Attack Bor		ttack Bonus Str Mod	Size Mod	Misc Mod Temp M	IIIIIIIIIIIIIIIIIIIIIIIIIII	ease, Fear, Sleep, Pa			
MELEE	+30/+25/+20	/+15 =	20 + 10	+ 0 +	0 + 0		Energy, Grapples, Mo , Precision Damage, I		ents, Suffo	ocation,
RANGED	+25/+20/+15	/+10 =	20 + 5	+ 0 +	0 + 0	Allbottle toxilis	s, i recision bamage, i	cc and Snow.		
	Total Attack Bor	nus Base A	ttack Bonus Dex Mod	Size Mod	Misc Mod Temp M	lod				
			,	_		Damage Reduction a	and Resistances			
0.01 (5:)	Weapon		Total Attack Bonus		Damage	Critical	Range		Ammunitio	on
2 Claws (Primary)		Special F	+29/+29		1d4+10	x2 Weight	Mele	<u>e</u>	Tyne	
Natural					,	1 25	Ligh	nt	Slashir	ng
	Weapon		Total Attack Bonus		Damage	Critical	Range	3	Ammunitio	on
Bite (Secondary)			+24		1d6+5	x2	Mele	е		
Natural		Special F	Properties			Weight	Size		Type	
Naturai			r				Ligh		P/B/S	
D	Weapon		Total Attack Bonus		Damage	Critical	Range		Ammunitio	on
Dagger		Special F	Properties		1d4	19-20/x2 Weight	Mele Size	<u>e</u>	Type	
					,	1 lb.	Ligh	nt	P/S	
	Weapon		Total Attack Bonus		Damage	Critical	Range	3	Ammunitio	on
+1 (+4 w/ GMW) H	Hideaway Shadov	vstrike Holy Axiom	+35/+30/+25/+20	1	.d10+21	х3	Melee o	or +5'		
Cood louful mos	rio adamentino a		Properties	1 1246 40 00	actic folds to dog	Weight	Size	ndod	Type	
Good, idwidi, iiiag	•	most touch, +106 \	vs undead, +2d6 vs evi	T			Two-ha		Slashir	
	Weapon		Total Attack Bonus		Damage	Critical	Range		Ammunitio	on
		Special F	w/buffs 42 Properties	<u> </u>	2d8+28	Weight	Size		Туре	
w/buffs at Arcane8	8: 49, +8d4									
	Weapon		Total Attack Bonus		Damage	Critical	Range	9	Ammunitio	on
Glaive PA			+31/+26/+21/+16	1	.d10+33					
		Special F	Properties			Weight	Size		Type	
	101			1	D		<u> </u>			
Claire DA Arear	Weapon		Total Attack Bonus		Damage	Critical	Range	:	Ammunitio	on
Glaive PA Arcane	D	Special F	+39/+34/+29/+24 Properties	101	.0+33+8d4	Weight	Size		Туре	
w/buffs 46 d 2d8+	40+8d4		·							
	Weapon		Total Attack Bonus		Damage	Critical	Range	9	Ammunitio	on
		Special F	Properties			Weight	Size		Type	
	-	man and Provident	. Ideans			1	T.	Nearly De		
+3 (+4 m/ C**/)		rmor/Protective			Type		+9	-1	Max E	
-3 (14 W GIVIV) S	3 (+4 w/ GMV) Soulfire Glamered Mithril Breastplate Light Special Properties						/eight :	Spell Fail	Sper	ed
Protection from de	eath effects, energ	gy drain and negat	tive energy, can appea	r as normal cl	othing		15	15%	30)'

Shield

+6

0

	Class	Levels Base Attack Fort Reflex Will Skill Points Hit Next
		Leve
Level-Adjustment		Level Adjustment Description
Sorcerer		8 1/2
Dragon Disciple (finished)		10 1
Paladin (no reason to advance)		3 1
Spellsword (finished)		10 1
Favored Soul		20 3/4
		0 1/2 v B v B v G v 3 v 4 v 8000
		1/2
		1/2
		1/2
		1/2
-		1/2
		1/2
		1/2
		Others Proceedings
		Other Possessions Weight Value
		Item (lbs) (gp) Group Loc
		Badge of Protection From Evil (continuous, slotless, no plusses) 8000 Person
		Ring of Freedom of Movement and Protection +5 9000 Person Ring #1 Cloak of +5 Resistance and 20% Displacement 1 4900 Person Shoulders
		Necklace of Adaptation (immune to air or lack thereof) 900 Person Throat
		Scout's Heandband (+2 spot, 3 charges: 2/see invis, 3/true seeing) 3400 Person Head
		Sustaining Spoon (nourishing gruel) 5400 Person
Skills	Max Rank 20	Ring of Counterspells (loaded with CL15 Greater Dispel Magic) 4000 Person Ring #2
	Key Skill Ab Misc Racial	Luckstone (+1 on ability checks, skill checks and saves) 2000 Person Finned Gauntlets (natural swim speed 30', +8 swim, can take 10 always) 1 3500 Person Hands
Skill Name Animal Kinship [Handle Animal]	Ab CS SF Mod Mod Rank Mod Mod Cha ✓ □ +15 = 10 + 1 + 1 + 0	Tunic of Steady Spellcasting (+5 conc) and +5 natural armour 1 52500 Person Torso
Bluff [Bluff + Disguise]	Cha	Belt of Battle (+2 init, 3 charges: 1/move, 2/standard, 3/full action) 12000 Person Waist
Cheat [Disable Device + Open Lock + Sleight of Hand]	Dex	Boots of the Winterlands (normal snow movement, ignore cold weather) 1 2500 Person Feet
Concentration	Con	Counterstrike Bracers (2/day AoO after missed by melee attack) 2500 Person Arms
Craft	Int 🗸 🗌 +5 = 4 + 0 + 1 + 0	Lesser Truedeath Crystal (+1d6 to undead, weapon ghost touch) 5000 Person Glaive
Device Use [Use Magic Device + Use Psionic Device]	Cha	Rod of 2/day Recall to Edlessar's Castle (standard, command word) Person Dragon Statuette from Tyza (6/7 gems alighted)
Fly	Dex 🗌 🗸 +19 = 5 + 10 + 1 + 0	
Grace [Balance + Escape Artist + Ride + Tumble]	Dex	Wand of Raise Dead, 7 charges
Initiative	Dex Dex +34 = 5 + 20 + 3 + 2	
Intimidate	Cha	Hardella warranta
Knowledge: Dungeoneering [Dungeoneering + Architecture & I	Enginee Int	Handy Haversack 2 2000 Person Rope (200') 20 40 Person Haversack
Knowledge: Geography [Geography + The Planes]	Int /	Dagger 1 2 Person
Knowledge: History [History + Local + Nobility & Royalty]	Int	Journal (weapon site #1)
Knowledge: Nature	Int	Journal (fox delivery)
Knowledge: Occult [Arcana + Psionics]	Int	Nezumi head
Knowledge: Religion	Int	Journal (celestial)
Linguistics Magecraft: Arcane	Int ✓ □ +5 = 4 + 0 + 1 + 0 Wis ✓ □ +12 = 3 + 5 + 1 + 0	
Magecraft: Religion	Wis	
Magecraft: Nature	Wis	
Magecraft: Psionics	Wis	
Magecraft: Shaping	Wis	Tome of Dexterity +2 55000
Martial Lore	Int	Tome of Constitution +4 110000
Meditation [Autohypnosis + Iaijutsu Focus]	Con	
Mobility [Climb + Jump + Swim]	Str _ +11 = 10 + 0 + 1 + 0	
Perception [Listen + Search + Spot]	Wis / - +29 = 3 + 20 + 3 + 0	Tome of Charisma +5 137500
Perform	Cha	
Profession	Wis / +4 = 3 + 0 + 1 + 0	
Replicate	Wis	+1 Hideaway Shadowstrike Axiomatic Holy Adamantine Glaive 10 60008 Person Weapon
Sense Motive	Wis V	(2 Mildel Duolder of Lloyer Fortification
Socialize [Diplomancy + Gather Information]	Cha	+3 Mithril Buckler of Heavy Fortification 2.5 65015 Person Shield +3 Soulfire Glamered Mithril Breastplate 15 55900 Person Armor
Stealth [Hide + Move Silently] Study [Appraise + Decipher Script + Forgery]	Dex	Total on Person:
Study [Appraise + Decipner Script + Forgery] Survival [Heal + Survival + Use Rope]	Int	Currency
Carrina (ricar - Sarvival + OSC Nobe)	Wis	Amount Name Value
	0 = + + +	Coins 40035 gp
	0 = + + +	
		Figure out cost of raisewand
		Bet Janus that Orm won't eat HS godblood. 10 gp
		Expenditures 30200.12gp
Total Skill Points:	160 140	gp total
		20000gp on raise dead, get that reimbursed maybe
	Easte & Sno	ial Ahilities
Human 2 Str 2 Cho 11 College 12 College	Feats & Spe	
Human: +2 Str, +2 Cha, +1 SP/level, +2 Initiative, +8 FP Half-Draoon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA	Aura of Good (strength as Paladin level)	4: Eschew Materials 0
Human: +2 Str, +2 Cha, +1 SP/level, +2 Initiative, +8 FP Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA Breath Weapon: 6d8 fire cone DC 20 + ConMod	Aura of Good (strength as Paladin level)	4: Eschew Materials 0
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA Breath Weapon: 6d8 fire cone DC 20 + ConMod Wings: 30' flight, average maneuverability	Aura of Good (strength as Paladin level) Detect Evil (at-will) Smite Evil 1/day (Alk +ChaBo, Dmg +PaladinLv) Divine Grace (+ChaBo to saves)	4: Eschew Materials 0 7: Still Spell (+1) 7 7: Stilent Spell (+1) 14 10: Quicken Spell (+3) 24
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA Breath Weapon: 6d8 fire cone DC 20 + ConMod Wings: 30' flight, average maneuverability Bonus Sorcerer spellcasting: 7	Aura of Good (strength as Paladin level) Detect Evil (at-will) Smite Evil 1/day (Atk +ChaBo, Dmg +PaladinLv) Divine Grace (+ChaBo to saves) Lay On Hands (PaladinLv x ChaBo points)	4: Eschew Materials 0 7: Still Spell (+1) 7 7: Silent Spell (+1) 14 10: Quicken Spell (+3) 24 10: Arcane Strike (atk +L, dmg +Ld4) 34
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA Breath Weapon: 6d8 fire cone DC 20 + ConMod Wings: 30' flight, average maneuverability Bonus Sorcerer spellcasting: 7 2 Claws (1d4) and Bite (1d6)	Aura of Good (strength as Paladin level) Detect Evil (at-will) Smite Evil J/day (Alk +ChaBo, Dmg +PaladinLv) Divine Grace (+ChaBo to saves) Lay On Hands (PaladinLv x ChaBo points) Aura of Courage (immune to fear, others in 10' have +4 vs)	4: Eschew Materials 0 7: Still Spell (+1) 7 7: Silent Spell (+2) 14 10: Quicken Spell (+3) 24 10: Arcane Strike (atk +L, dmg +Ld4) 34 10: Chain Spell (+3, too verbose to explain) 44
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha, +4 NA Breath Weapon: 6d8 fire cone DC 20 + ConMod Wings: 30' flight, average maneuverability Bonus Sorcerer spellcasting: 7	Aura of Good (strength as Paladin level) Detect Evil (at-will) Smite Evil 1/day (Atk +ChaBo, Dmg +PaladinLv) Divine Grace (+ChaBo to saves) Lay On Hands (PaladinLv x ChaBo points) Aura of Courage (immune to fear, others in 10' have +4 vs) Divine Health (immune to diseases, all of them)	4: Eschew Materials 0 7: Still Spell (+1) 7 7: Silent Spell (+1) 14 10: Quicken Spell (+3) 24 10: Arcane Strike (atk +L, dmg +Ld4) 34

			Bonus Feat (10 FP): Metamagic or Fighter	Improved Natura	al Armor (+1)		66			
	Channel spell 5/d: Move to put spell in weapon,									
			Multiple spell channel: Can put two spells in weapon.	5: Skill Focus (Initi	ative)		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 Specia	lization (Glaiv	e, +2)	98			
			Energy Resistance: Acid 10	15: Leadership			113			
human + 1	0 * bonus wiz/ftr	feat = 118	Energy Resistance: Electricity 10				•			
			Wings: 60' (good), feathered	-						
Spell :	Saves				Spells &	& Powers				
	Spells	Bonus	N	lumber of Spells/Pow	ers Known (B	ards, Sorcerers, Psions	s & Psi Warriors)			
LEVEL	/Day	Spells	0	1st		2nd	3rd	4th		
0	6/8	0	5th	6th		7th	8th	9th		
1st	6/6	3/3								
200			Spell Name		# Cast /Mem	Spell Name			# Cast /Mem	
2nd	6/6	3/3		Message			gmentable 5, 7)			
3rd	6/6	2/2	0 - Arcane Mark, Dancing Lights, Prestidigitation, Open/Clo	ose		6 - Heroism (Augme	entable 3, 6)			
Siu			·			6 - Disintegrate				
4th	6/6	2/2	-			7 Inviolatity (Augm	nontoble 2 4 7)			
5th	6/6	2/2								
	0.10	0.40	1 - Comprehent canguages 7 - Teleport (Augmentable 5, 7) 1 - Grease 7 - Teleport (Augmentable 5, 7)							
6th	6/6	212	1 - Silent Image				,,,			
7th	6/6	1/1				8 - Plane Shift	8 - Dimensional Lo	ck		
Otto	616	1 / 1	2 - Glitterdust			8 - Irresistible Dance				
8111	6/6	1/1						• •		
9th	6/6	1/1				9 - Time Stop	9 - Foresight 9 - Summo	on Elemental Monolith*		
Langu	ianac					O Light Monding F	D Doigon Mirtus Crosto Mo	tor Cure Min W Durify ESD		
Lange	0		2 - Detect Moughts							
			3 - Disnel Magic (Augmentable 3, 6)							
			3 - Haste	2 - Restoration (Augmentable 2, 4, 7), Remove Paralysis, Make Whole						
			3 - Magic Weapon (Augmentable 1, 3)	3 - Daylight, Prayer, Stone Shape						
(XX	SH 0/3 used					3 - Speak w/ Dead,	Remove Curse, Ma	gic Vestment		
1 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX			4 - Dimensional Anchor	4 - Tongues, Sending, Dismissal, Divine Power, Divination, Control Water					er '	
				5 - Break Enchantment, Righteous Might, Disrupting Weapon						
3 - XXXXXXXXXXXXXXXX000 GMV: 2x										
XXXXXX	-		4 - Solid Fog				, , , , , , , , , , , , , , , , , , , ,	•		
			E Shadow Evecation (Augmentable E 9)				- ' '			
5 - XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX							•			
	Buffs: Haste	.,	-						(
7 - XXXXXXXXXXXXXXX Buffs: Haste 8 - XXXXXXXXXXXXXXXX GET DRAGON BLOOD!			5 - Baleful Polymorph	8 - Discern Location, Earthquake, Antimagic Field, Greater Planar AllyX 8 - Fire Storm, Holy Aura, Greater Spell Immunity (Augmentable 4, 8)					•	
XXXX	GET DRAGON I	SLOOD!		9 - MiracleX, GateX, Implosion, Storm of Vengeance, Soul BindM						
	Spell S EVEL 0 1st 2nd 3rd 4th 5th 6th 7th 8th 9th Languer (XXX XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	Spell Saves	Spell Saves Spells Spells Spells 0 6/8 0 1st 6/6 3/3 2nd 6/6 3/3 3rd 6/6 2/2 4th 6/6 2/2 5th 6/6 2/2 5th 6/6 1/1 8th 6/6 1/1 8th 6/6 1/1 9th 6/6 1/1 Languages Draconic Infernal 0/10 d12, 0/3 d10, 0/7 d8 LOH 0/27 used BOB 0/3 used CXX SH 0/3 used CXXXXXXX Smite 1/1 used CXXXXXXXX Smite 1/1 used CXXXXXXXX Smite 1/1 used CXXXXXXX Smite 1/1 used CXXXXXXXX Smite 1/1 used CXXXXXXXX Smite 1/1 used CXXXXXXXX Smite 1/1 used CXXXXXXX Smite 1/1 used CXXXXXXXX Smite 1/1 used CXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	Delty's Weapon Specialization Energy Resistance: Acid 10	Delity's Weapon Focus 10: Power Attack	Deity's Weapon Focus 10: Power Attack	Deity's Weapon Focus 10, Power Aspell (*2)	Delty S Weapon Focus 10 Power Attack 91 10 Power Attack 91	Self Food Fig. Self	

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 fufill 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.

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+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
+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: Occult [Arc + Psi] (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
                                       SIJ (Int +4) +3 20 +
(Int +4) +3 20 +28
(Int +4) +3 +8
Know: Religion
Linquistics
                                              (Wis +3) +3 5 +12
(Wis +3) +3 5 +12
(Wis +3) +3 5 +12
Magecraft: Arcane
Magecraft: Religion
                                               (Wis +3) +3 5 +12
(Wis +3) +3 5 +12
Magecraft: Nature
Magecraft: Psionics
Magecraft: Shaping (Wis +3) +3 5
Martial Lore (Int +4) +3 5 +13
Meditation [AutoH + laijutsu] (Con +8)
Mobility [Climb + Jump + Swim] (Str +A) +3 +12
Perception [Lis + Sear + Spot] (Int +4) +3 20 +30
                                       + Spotj (III +4) +3 20

(Cha +A) +11

(Wis +3) +3 +7

(Wis +3) +4

(Wis +3) +3 7 +14
Perform
Profession
Replicate
Sense Motive
Secial Expression (Wis +3) +3 7 +21
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
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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)
- Elagron (Jurray's idiot subordinate)
 Hagron's wizard (Flagron's idiot subordinate)
- 4. Red (escaped magic thief fox)
- 5. Wossname 1 (the new co-goddess of magic)
- Wossname 2 (the mirror-thingy BBEG)
- 7. Aboleth that ate the dragon cult's dragon