

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	130 kg	Blue	Brown
Age	Gender	Height	Weight	Eyes	Hair
18		M	152500	168100	171000
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	10	0	12	0	4		0
CHA	28	+9			14	4	5		5
48									
HP	TOTAL 334+1	Current HP 334+18	Temporary HP dmg 149	Nonlethal Damage 0	Class HP 334				
AC	48	10	9	6	5	0	10	5	3
TOTAL		Armor	Shield	Dex	Size	Natural	Deflect	Misc	
Flat-Footed AC	43	Touch AC	23	Flat-Footed Touch AC	18	Action Points	Essentia	Initiative	Perception
								Quick Skill 1	Quick Skill 2
								+0	+0
Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod	Armor Type	Light	Light Load
FORTITUDE	+34	11	8	6	9	0	Base Speed	30	Med Load
REFLEX	+30	10	5	6	9	0	Air Speed	30	Max Load
WILL	+26	11	0	6	9	0	Maneuverability	Average	Over Head
							Alternate Speed 1	Swim 30	Off Ground
							Alternate Speed 2		Push/ Drag
MELEE	Total Attack Bonus +28/+23/+18/+	Base Attack Bonus 18	Str Mod 10	Size Mod 0	Misc Mod 0	Temp Mod 0	Resistances: Cold 10, Acid 10.		
RANGED	Total Attack Bonus +23/+18/+13/+	Base Attack Bonus 18	Dex Mod 5	Size Mod 0	Misc Mod 0	Temp Mod 0	Immunities: Disease, Fear, Sleep,		
							Damage Reduction and Resistances		

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+28/+28	1d4+10	x2	Melee	
Special Properties			Weight	Size	Type
Natural				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+23	1d6+5	x2	Melee	
Special Properties			Weight	Size	Type

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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 Shadows	+33/+28/+23/+18	1d10+21	x3	Melee or +5'	
Special Properties			Weight	Size	Type
Good, lawful, magic, adamantine, ghost touch, +1d6 vs undead, +2d6 vs			10 lb.	Two-handed	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
	w/buffs 40	2d8+28			
Special Properties			Weight	Size	Type
w/buffs at Arcane8: 48, +8d4					
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+29/+24/+19/+14	1d10+33			
Special Properties			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane8	+37/+32/+27/+22	1d10+33+8d4			
Special Properties			Weight	Size	Type
w/buffs 44 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 Glamerd Mithril Breastplate		Light	+9	-1	+5
Special Properties			Weight	Spell Fail	Speed
Protection from death effects, energy drain and negative energy, can appear as			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	-
Special Properties			Weight	Spell Fail	Speed
100% precision hits (sneak attacks, criticals, etc) negated, -1 on off-hand attack			2.5	0%	-

Class	Levels	Base Attack	Fort	Reflex	Will	Skill Points per Level	Hit Dice	XP to Next Level
Level-Adjustment		Level Adjustment Description						
Sorcerer	6	1/2	✓	B	✓	G	✓	6000
Dragon Disciple (finished)	10	1	✓	G	✓	B	✓	3500
Paladin (no reason to advance)	3	1	✓	G	✓	B	✓	4000
Spellswor	10	1	✓	G	✓	B	✓	3500
Favored Soul	14	3/4	✓	G	✓	G	✓	3500
	0	1/2	✓	B	✓	B	✓	8000
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	
		1/2	✓	B	✓	B	✓	

Skills

Max Rank 18

Other Possessions

No Errors

Bluff [Bluff + Disguise]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Cheat [Disable Device + Open Lock]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+5 =	5	+	0	+	0	+	0
Concentration	Con	<input type="checkbox"/>	<input type="checkbox"/>	+8 =	8	+	0	+	0	+	0
Craft	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5 =	4	+	0	+	1	+	0
Device Use [Use Magic Device]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Fly	Dex	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+8 =	5	+	0	+	0	+	0
Grace [Balance + Escape Artist]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+5 =	5	+	0	+	0	+	0
Initiative	Dex	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+9 =	5	+	0	+	0	+	0
Intimidate	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Knowledge: Dungeoneering [Intelligence]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: Geography [Geography]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: History [History]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: Nature	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	4	+	1	+	1	+	0
Knowledge: Occult [Arcana]	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+25 =	4	+	17	+	1	+	0
Knowledge: Religion	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+14 =	4	+	6	+	1	+	0
Linguistics	Int	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5 =	4	+	0	+	1	+	0
Magecraft: Arcane	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	0	+	5	+	1	+	0
Magecraft: Religion	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+6 =	0	+	5	+	1	+	0
Magecraft: Nature	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+6 =	0	+	5	+	1	+	0
Magecraft: Psionics	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+6 =	0	+	5	+	1	+	0
Magecraft: Shaping	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+6 =	0	+	5	+	1	+	0
Martial Lore	Int	<input type="checkbox"/>	<input type="checkbox"/>	+10 =	4	+	5	+	1	+	0
Meditation [Autohypnosis + Language]	Con	<input type="checkbox"/>	<input type="checkbox"/>	+8 =	8	+	0	+	0	+	0
Mobility [Climb + Jump + Swim]	Str	<input type="checkbox"/>	<input type="checkbox"/>	+11 =	10	+	0	+	1	+	0
Perception [Listen + Search + Spot]	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+23 =	0	+	17	+	3	+	0
Perform	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Profession	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+1 =	0	+	0	+	1	+	0
Replicate	Wis	<input type="checkbox"/>	<input type="checkbox"/>	+1 =	0	+	0	+	1	+	0
Sense Motive	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+9 =	0	+	5	+	1	+	0
Socialize [Diplomacy + Gather Information]	Cha	<input type="checkbox"/>	<input type="checkbox"/>	+9 =	9	+	0	+	0	+	0
Stealth [Hide + Move Silently]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+5 =	5	+	0	+	0	+	0
Study [Appraise + Decipher Script]	Int	<input type="checkbox"/>	<input type="checkbox"/>	+4 =	4	+	1	+	1	+	0
Survival [Heal + Survival + Use Magic Device]	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5 =	0	+	1	+	1	+	0
		<input type="checkbox"/>	<input type="checkbox"/>	=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>	=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>	=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>	=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>	=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>	=		+		+		+	
		<input type="checkbox"/>	<input type="checkbox"/>	=		+		+		+	

Total Skill Points:

82

126

Save Changes

Badge of Freedom from Enchantment			Person	
Ring of Freedom of Movement and Protection		90000	Person	Ring #1
Cloak of +5 Resistance and 20% Displacement	1	49000	Person	Shoulders
Necklace of Adaptation (immune to air)		9000	Person	Throat
Scout's Heandband (+2 spot, 3 charge)		3400	Person	Head
Sustaining Spoon (nourishing gruel)		5400	Person	
Ring of Counterspells (loaded with CL)		4000	Person	Ring #2
Luckstone (+1 on ability checks, skill c		20000	Person	
Finned Gauntlets (natural swim speed	1	3500	Person	Hands
Tunic of Steady Spellcasting (+5 conc	1	52500	Person	Torso
Belt of Battle (+2 init, 3 charges: 1/mo		12000	Person	Waist
Boots of the Winterlands (normal snow	1	2500	Person	Feet
Counterstrike Bracers (2/day AoO afte		2500	Person	Arms
Lesser Truedeath Crystal (+1d6 to unc		5000	Person	Glaive
Rod of 2/day Recall to Edlessar's Cas			Person	
Dragon Statuette from Tyza (5/7 gems				
Wand of Raise Dead, 8 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)				
Tome of Dexterity +2		55000		
Tome of Constitution +4		110000		
Tome of Charisma +5		137500		
+1 Hideaway Shadowstrike Axiomatic	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortificatio	2.5	65015	Person	Shield
+3 Soulfire Glamered Mithril Breastpla	15	55900	Person	Armor
Total on Person:	54.5	752265 gp		

Currency

Amount

Name

Value

Coins

24535 gp

Figure out cost of raisewand

Bet Janus that Orm won't eat 10 gp

Expenditures 30200gp

gp total

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Feats & Special Abilities

Human: +2 Str, +2 Cha, +1 SP/level, +2 Init	Aura of Good (strength as Paladin level)	4: Eschew Materials	0
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cha	Detect Evil (at-will)	7: Still Spell (+1)	7
Breath Weapon: 6d8 fire cone DC 20 + Cor	Smite Evil 1/day (Atk +ChaBo, Dmg +Palac	7: Silent Spell (+1)	14
Wings: 30' flight, average maneuverability	Divine Grace (+ChaBo to saves)	10: Quicken Spell (+3)	24
Bonus Spells: 7 slots (1st through 7th, Sorc	Lay On Hands (PaladinLv x ChaBo points)	10: Arcane Strike (atk +L, dmg +Ld4)	34
2 Claws (1d4) and Bite (1d6)	Aura of Courage (immune to fear, others in	10: Chain Spell (+3, too verbose to explain)	44
Senses: LLV, Darkvision 60', Blindsense 60		8: Improved Buckler Defense (use bonus u	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 wea	5: Short Haft	71
	Multiple spell channel: Can put two spells ir	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 v			

Spell Saves

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

Languages

Common	Draconic
Celestial	Infernal
Abyssal	10/10 d12, 0/3 d10, 0/
	LOH 27/27 used
Slots	BOB 3/3 used
0 - XXXXXXXXXXXXoc	SH 3/3 used
1 - XXXXXXXXXXXX	Smite 1/1 used
2 - XXXXoooooooooooc	GMW: 1x
3 - oooooooooooooooooo	GMV: 2x
4 - XXXXXXXXXXXXoc	
5 - XXXXXXXXXXXXX	
6 - XXXXooooooooo	Cast GMW and Dispe
7 - XXXXooooooooo	Bufs: Heroism
8 - oooooo	GET DRAGON BLOC

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 Ma		6 - Prying Eyes (Augmentable 5, 7)		
0 - Arcane Mark, Dancing Lights, Prestidigitation, Ope		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 GET DIMENSIONAL LOCK AND CONC		
2 - Shatter				
2 - Detect Thoughts		0 - Light, Mending, D Poison, Virtue, Create Water, Cu		
		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 Paraly:		
4 - Enervation (Augmentable 4, 9)				
4 - Shadow Conjunction (Augmentable 4, 7, 9)		3 - Daylight, Prayer, Stone Shape, Speak w/ Dead		
4 - Solid Fog		3 - Remove Curse, Magic Vestment		
		4 - Tongues, Sending, Dismissal, Divine Power, Divina		
5 - Shadow Evocation (Augmentable 5, 8)		5 - Break Enchantment, Righteous Might, Disrupting W		
5 - Feeblemind		5 - Summon Monster (Augmentable 1-9), Hallow		
5 - Wall of Stone		6 - Heal, Harm, Find the Path, Word of Recall (Guildha		
5 - Baleful Polymorph		7 - Resurrection (Augmentable 5, 7, 9), Regenerate, D		

Incarnum

Other Notes

Intimidate	(Cha +9)	4	+14
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	18	+26
Know: Religion	(Int +4) +3	18	+26
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	5	+18
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

"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.