

Errors?

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	130 kg	Blue	Brown
Age	Gender	Height	Weight	Eyes	Hair
18		M	153000	161000	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			12	0	4		0
CHA	28	+9			14	4	5		5
48									
HP	TOTAL 334	Current HP 334	Temporary HP	Nonlethal Damage dmg 0	Class HP 334				
AC	45 =	10 +	9	6	5	0	10	5	0
	TOTAL	Armor	Shield	Dex	Size	Natural	Deflect	Misc	
Initiative +9 Perception +26									
Quick Skill 1 Quick Skill 2									
+0 +0									
Flat-Footed AC	Touch AC	Flat-Footed Touch AC	Action Points	Essentia					
40	20	15							
Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod	Armor Type	Light	532
FORTITUDE	+34 =	11	8	6	9	0	Base Speed	30	1064
REFLEX	+30 =	10	5	6	9	0	Air Speed	30	1600
WILL	+29 =	11	3	6	9	0	Air Maneuverability	Average	1600
							Alternate Speed 1	Swim 30	Off Ground
							Alternate Speed 2		Push/ Drag
MELEE	Total Attack Bonus +25/+20/+15 =	Base Attack Bonus 15	Str Mod 10	Size Mod 0	Misc Mod 0	Temp Mod 0	Resistances: Cold 10, Acid 10.		
RANGED	+20/+15/+10 =	15	5	0	0	0	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			Weight	Size	Type
				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+19	1d6+5	x2	Melee	
Special Properties					
Natural			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	+29/+24/+19	1d10+21	x3	Melee or +5'	
Special Properties					
Good, lawful, magic, adamantine, ghost touch, +1d6 vs undead, +2d6 vs evil, +2d6 vs chaoti			Weight	Size	Type
			10 lb.	Two-handed	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Special Properties					
			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA	+25/+20/+15	1d10+33			

Errors?

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane8	+33/+28/+23	1d10+33+8d4			
Special Properties			Weight	Size	Type
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 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	-	
Special Properties		Weight	Spell Fail	Speed	
100% precision hits (sneak attacks, criticals, etc) negated, -1 on off-hand attacks		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	16	1/2	✓	B	✓	B	✓	3500
Dragon Disciple (finished)	10	3/4	✓	G	✓	B	✓	4000
Paladin (no reason to advance)	3	1	✓	G	✓	B	✓	4000
Spellsworn (no reason to advance)	3	1	✓	G	✓	B	✓	4000
Favored Soul	12	3/4	✓	G	✓	G	✓	3000
	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									Other Possessions				
Max Rank 18													
Skill Name	Key Ab	CS	SF	Skill Mod	Ab Mod	Rank	Misc Mod	Racial Mod	Item	Weight (lbs)	Value (gp)	Group	Loc
Animal Kinship [Handle Animal]	Cha	✓	□	+13 =	9 +	1 +	0 +	0	Badge of Protection From Evil (continuous, slotless, no plusse		8000	Person	
Bluff [Bluff + Disguise]	Cha	□	□	+9 =	9 +	0 +	0 +	0	Ring of Freedom of Movement and Protection +5		90000	Person	Ring #1
Cheat [Disable Device + Open Lock + Sleight of Han	Dex	□	□	+5 =	5 +	0 +	0 +	0	Cloak of +5 Resistance and 20% Displacement	1	49000	Person	Shoulders
Concentration	Con	□	□	+8 =	8 +	0 +	0 +	0	Necklace of Adaptation (immune to air or lack thereof)		9000	Person	Throat
Craft	Int	✓	□	+5 =	4 +	0 +	1 +	0	Scout's Heandband (+2 spot, 3 charges: 2/see invis, 3/true se		3400	Person	Head
Device Use [Use Magic Device + Use Psionic Device	Cha	□	□	+9 =	9 +	0 +	0 +	0	Sustaining Spoon (nourishing gruel)		5400	Person	
Fly	Dex	□	✓	+8 =	5 +	0 +	0 +	0	Ring of Counterspells (loaded with CL15 Greater Dispel Magi		4000	Person	Ring #2
Grace [Balance + Escape Artist + Ride + Tumble]	Dex	□	□	+5 =	5 +	0 +	0 +	0	Luckstone (+1 on ability checks, skill checks and saves)		20000	Person	
Initiative	Dex	□	✓	+9 =	5 +	0 +	0 +	0	Finned Gauntlets (natural swim speed 30', +8 swim, can take	1	3500	Person	Hands
Intimidate	Cha	□	□	+9 =	9 +	0 +	0 +	0	Tunic of Steady Spellcasting (+5 conc) and +5 natural armour	1	52500	Person	Torso
Knowledge: Dungeoneering [Dungeoneering + Archi	Int	✓	□	+9 =	4 +	1 +	1 +	0	Belt of Battle (+2 init, 3 charges: 1/move, 2/standard, 3/full ac		12000	Person	Waist
Knowledge: Geography [Geography + The Planes]	Int	✓	□	+9 =	4 +	1 +	1 +	0	Boots of the Winterlands (normal snow movement, ignore col	1	2500	Person	Feet
Knowledge: History [History + Local + Nobility & Roy	Int	✓	□	+9 =	4 +	1 +	1 +	0	Counterstrike Bracers (2/day AoO after missed by melee attai		2500	Person	Arms
Knowledge: Nature	Int	✓	□	+9 =	4 +	1 +	1 +	0	Lesser Truedeath Crystal (+1d6 to undead, weapon ghost tou		5000	Person	Glaive
Knowledge: Occult [Arcana + Psionics]	Int	✓	□	+25 =	4 +	17 +	1 +	0	Rod of 2/day Recall to Edlessar's Castle (standard, command			Person	
Knowledge: Religion	Int	✓	□	+14 =	4 +	6 +	1 +	0	Dragon Statuette from Tyza (4/7 gems alighted)				
Linguistics	Int	□	□	+5 =	4 +	0 +	1 +	0					
Magecraft: Arcane	Wis	✓	□	+12 =	3 +	5 +	1 +	0					
Magecraft: Religion	Wis	□	□	+9 =	3 +	5 +	1 +	0	Handy Haversack	2	2000	Person	
Magecraft: Nature	Wis	□	□	+9 =	3 +	5 +	1 +	0	Rope (200')	20	40	Person	Haversack
Magecraft: Psionics	Wis	□	□	+9 =	3 +	5 +	1 +	0	Dagger	1	2	Person	
Magecraft: Shaping	Wis	□	□	+9 =	3 +	5 +	1 +	0	Journal (weapon site #1)				
Martial Lore	Int	□	□	+10 =	4 +	5 +	1 +	0	Journal (fox delivery)				
Meditation [Autohypnosis + Iaijutsu Focus]	Con	□	□	+8 =	8 +	0 +	0 +	0	Nezumi head				
Mobility [Climb + Jump + Swim]	Str	□	□	+11 =	10 +	0 +	1 +	0	Journal (celestial)				
Perception [Listen + Search + Spot]	Wis	✓	□	+26 =	3 +	17 +	3 +	0					
Perform	Cha	□	□	+9 =	9 +	0 +	0 +	0					
Profession	Wis	✓	□	+4 =	3 +	0 +	1 +	0					
Replicate	Wis	□	□	+4 =	3 +	0 +	1 +	0					

Errors?

Stealth [Hide + Move Silently]	Dex	<input type="checkbox"/>	<input type="checkbox"/>	+5 =	5 +	0 +	0 +	0
Study [Appraise + Decipher Script + Forgery]	Int	<input type="checkbox"/>	<input type="checkbox"/>	+4 =	4 +	1 +	1 +	0
Survival [Heal + Survival + Use Rope]	Wis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	+8 =	3 +	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"/>	=	+	+	+	
Total Skill Points:				82	126			

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		

Amount	Currency	Name	Value
	Coins		54535 gp
Bet Janus that Orm won't eat HS goc 10 gp			
	Expenditures		200gp
	gp total		

Feats & Special Abilities

Human: +2 Str, +2 Cha, +1 SP/level, +2 Initiative, +8 F	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 Spells: 7 slots (1st through 7th, Sorcerer)	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' have +4	10: Chain Spell (+3, too verbose to explain)	44
Senses: LLV, Darkvision 60', Blindsense 60'		8: Improved Buckler Defense (use bonus using buckler	52
Immunities: Sleep, Paralysis, Fire		5: Shield Specialization (buckler, +1 bonus)	57
		3: Endurance (bunch of benefits)	57
	Ignore Spell Failure 15%	0: Weapon Focus (Glaive, +1)	60
	Bonus Feat (10 FP): Metamagic or Fighter	6: Improved Natural Armor (+1)	66
		5: Short Haft	71
		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/ft/feat =			

Spell Saves

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

Languages

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

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, 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 GET DIMENSIONAL ANCHOR AND CONCENTRATIC		
2 - Shatter		GET RESURRECTION FOR THE VAMPIRE DRUID CHICK		
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		

## Errors?

4 - XXXXXXXXXXXXXXXXo	4 - Solid Fog	3 - Remove Curse, Magic Vestment
5 - XXXXXXXXXXXXXXXX		4 - Tongues, Sending, Dismissal, Divine Power, Divination
6 - XXXXXXXXXXXXoo Cast GMW and Dispel if ne	5 - Shadow Evocation (Augmentable 5, 8)	5 - Break Enchantment, Righteous Might, Disrupting Weapon
7 - XXXXXoo Buffs: Heroism	5 - Feeblemind	5 - Summon Monster (Augmentable 1-9)
8 - XXXXXX GET DRAGON BLOOD!	5 - Wall of Stone	6 - Heal, Harm, Find the Path
9 - XXX Get Heals, Get GM Armor, :	5 - Baleful Polymorph	

## Incarnum

## Other Notes

Point buy: Str 17, Dex 15, Con 17, Int 12, Wis 12, Cha 14.

\* 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 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 +9) +3 1 +14

Bluff [Bluff + Disguise] (Cha +9) +3 +13

Cheat [DDevice + OLock + SoH] (Dex +5) +6

Concentration (Con +8) +3 +17

Craft (Int +4) +3 +5

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 18 +32

Intimidate (Cha +9) +4 +14