

No Errors

Save Changes

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(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	
17		M	136000	137300	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	18	+4			15	0	3		0
CON	22	+6			17	2	3		0
INT	18	+4			12	2	4		0
WIS	16	+3			12	0	4		0
CHA	23	+6			14	4	5		0
48									
HP	TOTAL 284	Current HP 284	Temporary HP	Nonlethal Damage	Class HP 284				
AC	42	10 + 8	5 + 4	0 + 10	5 + 0	Initiative +18	Perception +26		
Flat-Footed AC	38	Touch AC	19	Flat-Footed Touch AC	15	Action Points	Essentia	Quick Skill 1 +0	Quick Skill 2 +0
Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod	Armor Type	Light	532
FORTITUDE	+28	10	6	6	6	0	Base Speed	30	1064
REFLEX	+25	9	4	6	6	0	Air Speed	30	1600
WILL	+25	10	3	6	6	0	Air Maneuverability	Average	1600
MELEE	+24	14	10	0	0	0	Alternate Speed 1	Swim 30	3200
RANGED	+18	14	4	0	0	0	Alternate Speed 2		8000
Paralysis, Fire, Death Effects, Energy Drain, Negative Energy, Grapples, Movement Impediments, Suffocation, Damage Reduction and Resistances									

Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
2 Claws (Primary)	+23/+23	1d4+10	x2	Melee	
Special Properties					
Natural				Light	Slashing
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Bite (Secondary)	+18	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					

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Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
+1 (+4 w/ GMW) Hideaway Shadow	+26/+21/+16	1d10+18	x3	Melee or +5'	
Special Properties			Weight	Size	Type
Good-aligned, lawful-aligned, magic, adamantine, ghost touch, +2d6 vs			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	+22/+17/+12	1d10+30			
Special Properties			Weight	Size	Type
Weapon	Total Attack Bonus	Damage	Critical	Range	Ammunition
Glaive PA Arcane8	+30/+25/+20	1d10+30+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 Soulfire Glamered Mithril Breastplate		Light	+8	-1	+5
Special Properties			Weight	Spell Fail	Speed
Protection from death effects, energy drain and negative energy, can appear			15	15%	30'
Shield/Protective Item		Type	AC Bonus	Check Pen	Max Dex
+3 Mithril Buckler of Heavy Fortification		Shield	+5	0	-
Special Properties			Weight	Spell Fail	Speed
100% precision hits (sneak attacks, criticals, etc) negated, -1 on off-hand att			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	15	1/2	✓	B	✓	G	✓	3000
Dragon Disciple (finished)	10	3/4	✓	G	✓	B	✓	3500
Paladin (no reason to advance)	3	1	✓	G	✓	B	✓	4000
Spellsworn (no reason to advance)	3	1	✓	G	✓	B	✓	4000
Favored Soul	9	3/4	✓	G	✓	G	✓	7000
	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	✓	

Skills										Other Possessions			
Skill Name	Key Ab	CS	SF	Skill Mod	Ab Mod	Rank	Misc Mod	Racial Mod		Weight (lbs)	Value (gp)	Group	Loc
Animal Kinship [Handle An	Cha	✓	□	+11 =	6 +	1 +	1 +	0	Badge of Protection From Evil (con		8000	Person	
Bluff [Bluff + Disguise]	Cha	□	□	+7 =	6 +	0 +	1 +	0	Ring of Freedom of Movement and		90000	Person	Ring #1
Cheat [Disable Device + O	Dex	□	□	+5 =	4 +	0 +	1 +	0	Cloak of +5 Resistance and 20% D	1	49000	Person	Shoulders
Concentration	Con	□	□	+7 =	6 +	0 +	1 +	0	Necklace of Adaptation (immune to		9000	Person	Throat
Craft	Int	✓	□	+5 =	4 +	0 +	1 +	0	Scout's Heandband (+2 spot, 3 cha		3400	Person	Head
Device Use [Use Magic De	Cha	□	□	+7 =	6 +	0 +	1 +	0	Sustaining Spoon (nourishing gruel		5400	Person	
Fly	Dex	□	✓	+18 =	4 +	10 +	1 +	0	Ring of Counterspells (loaded with		4000	Person	Ring #2
									Luckstone (+1 on ability checks, ski		20000	Person	

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[illegible]

Total Skill Points:

98 119

Belt of Battle (+2 init, 3 charges: 1/r		12000	Person	Waist
Boots of the Winterlands (normal sr	1	2500	Person	Feet
Counterstrike Bracers (2/day AoO ε		2500	Person	Arms
Lesser Truedeath Crystal (+1d6 to i		5000	Person	Glaive
Rod of 2/day Recall to Edlessar's C			Person	
Handy Haversack	2	2000	Person	
Rope (200')	20	40	Person	Haversack
Dagger	1	2	Person	
Journal (weapon site #1)				
Journal (fox delivery)				
Nezumi head				
+1 Hideaway Shadowstrike Axioma	10	60008	Person	Weapon
+3 Mithril Buckler of Heavy Fortifica	2.5	65015	Person	Shield
+3 Soulfire Glamerred Mithril Breast	15	55900	Person	Aarmor
Total on Person:	54.5	449765 qp		

Currency

Amount	Name	Value
	Coins	254035 gp
	Expenditures	100gp
		gp total

Feats & Special Abilities

Human: +2 Str, +2 Cha, +1 SP/level, +2 Ir	Aura of Good (strength as Paladin level)	4: Eschew Materials	4
Half-Dragon: +8 Str, +2 Con, +2 Int, +2 Cl	Detect Evil (at-will)	7: Still Spell (+1)	11
Breath Weapon: 6d8 fire cone DC 20 + C	Smite Evil 1/day (Atk +ChaBo, Dmg +Pal	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, Sor	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 i	10: Chain Spell (+3, too verbose to explai	48
Senses: LLV, Darkvision 60', Blindsense 6		8: Improved Buckler Defense (use bonus	56
Immunities: Sleep, Paralysis, Fire		5: Shield Specialization (buckler, +1 bonu	61
		3: Endurance (bunch of benefits)	64
	Ignore Spell Failure 15%	7: Weapon Focus (Glaive, +1)	71
	Bonus Feat (10 FP): Metamagic or Fighte	6: Improved Natural Armor (+1)	77

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		5: Skill Focus (Fly)	92
Summon Familiar	Deity's Weapon Focus (10 FP of which 7	10: Power Attack	102
	Energy Resistance: Cold 10	7: Empower Spell	109
		109/106 spent	

Spell Saves

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

Languages

Common	Draconic
Celestial	Infernal
Abyssal	
Sorcerer	Cleric
0 - XXXXXX	0 - XXXXXXXX
1 - XXXXXXXXXX	1 - XXXXXXXXXX
2 - XXXXXXXXXX	2 - XXXXXXXXXX
3 - XXXXXXoo	3 - XXXXX
4 - XXXXXXXXX	4 - XXXX
5 - XXXXXXXXX	
6 - XXXXXXXXX	Cast GMW and Dispr
7 - XXXXXX	
8 - XXXX	

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)									
0	9 / 6	1st	5 / 6	2nd	5 / 4	3rd	4 / 3	4th	4
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 M		6 - Prying Eyes (Augmentable 5, 7)	
0 - Arcane Mark, Dancing Lights, Prestidigitation, O		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		0 - Create Water, Cure Minor Wounds, Purify Food a	
2 - Shatter		0 - Light, Mending, Detect Poison, Virtue	
2 - Detect Thoughts		1 - Command, Bless, Bane	
		1 - Detect Undead	
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,	
4 - Dimensional Anchor		2 - Restoration (Augmentable)	
4 - Enervation (Augmentable 4, 9)		2 - Remove Paralysis	
4 - Dimension Door			
4 - Solid Fog		3 - Daylight, Prayer, Stone Shape	
		3 - Speak With Dead	
5 - Shadow Evocation (Augmentable 5, 8)			
5 - Feeblemind		4 - Tongues	
5 - Wall of Stone		4 - Sending	
5 - Baleful Polymorph		4 -Dismissal	

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 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.