

Medjai Issa

Paladin (Warrior of the Holy Light, Shining Knight) 1
 CHARACTER LEVEL (favored class = Paladin)
 Clippoth-Spawn Tiefling Medium Male 78 6' 3" 205lb.
 RACE SIZE GENDER AGE HEIGHT WEIGHT
 Sarenrae Pale Skin Bald Black, Insectoid
 DEITY HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	18	+4		
DEX Dexterity	12	+1		
CON Constitution	11	+0		
INT Intelligence	8	-1		
WIS Wisdom	14	+2		
CHA Charisma	14	+2		

HP	TOTAL	DR
HIT POINTS	11	
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		
INITIATIVE		HERO PTS
+1	1	0
TOTAL	DEX MOD.	MISC MOD.

AC	17	= 10 +	4	+		+	1	+		TOUCH	11
TOTAL											
			ARMOR BONUS				SHIELD BONUS			DEX MODIFIER	
			2							SIZE MODIFIER	
			NATURAL ARMOR				DEFLECT MODIFIER			MISC MODIFIER	
										DODGE BONUS	
										FLAT- FOOTED	16

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	2	2				
REFLEX (DEXTERITY)	1		1			
WILL (WISDOM)	4	2	2			

Situational Modifiers

All Saves: +2 trait bonus vs. charm and compulsion

BASE ATTACK BONUS	+1	SPELL RESISTANCE	
CMB	5		
TOTAL	BASE ATTACK	STRENGTH MODIFIER	SIZE MODIFIER
	1	4	0
CMD	16		
TOTAL	BASE ATTACK	STRENGTH MODIFIER	DEXTERITY MODIFIER
	1	4	1
			SIZE MODIFIER
			0
			+ 10

WEAPON			ATTACK BONUS	CRITICAL
Greatsword			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			2d6+6	

WEAPON			ATTACK BONUS	CRITICAL
Earth breaker			+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
B			2d6+6	

WEAPON			ATTACK BONUS	CRITICAL
Dagger			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'	x2	1d4+4	

WEAPON			ATTACK BONUS	CRITICAL
Cestus			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P			1d4+4	



SPEED	LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
BASE SPEED				
	FT.	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	-1	=Dex	1 + 0	-2
Appraise	-1	=Int	-1 + 0	
Bluff	2	=Cha	2 + 0	
Climb	2	=Str	4 + 0	-2
✓ Diplomacy	2	=Cha	2 + 0	
Disable Device	-3	=Dex	1 + 0	-2
Disguise	2	=Cha	2 + 0	
Escape Artist	1	=Dex	1 + 0	-2
Fly	-1	=Dex	1 + 0	-2
✓ Handle Animal	2	=Cha	2 + 0	
✓ Heal	2	=Wis	2 + 0	
Intimidate	2	=Cha	2 + 0	
Linguistics	-1	=Int	-1 + 0	
Perception	2	=Wis	2 + 0	
✓ Ride	3	=Dex	1 + 1 + 3	-2
✓ Sense Motive	2	=Wis	2 + 0	
Sleight of Hand	-1	=Dex	1 + 0	-2
✓ Spellcraft	-1	=Int	-1 + 0	
Stealth	-1	=Dex	1 + 0	-2
Survival	4	=Wis	2 + 0	
Swim	2	=Str	4 + 0	-2
Use Magic Device	2	=Cha	2 + 0	

✓ = Class Skill, ■ = Trained Only, ▮ = Armor Check Penalty Applies

LANGUAGES	
Abyssal • Common	

COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+5	16
Dirty Trick	+5	16
Disarm	+5	16
Drag	+5	16
Feint	+5	16
Grapple	+5	16
Overrun	+5	16
Pull	+5	16
Push	+5	16
Reposition	+5	16
Steal	+5	16
Sunder	+5	16
Trip	+5	16

TRAIT SUMMARY	
Birthmark	
Demon Smiter (1/day)	

SPECIAL ABILITY / FEATURE SUMMARY	
Darkvision (60 feet)	
Damage Resistance, Cold (5)	
Damage Resistance, Electricity (5)	
Damage Resistance, Fire (5)	
Smite Evil (1/day) (Su)	
Detect Evil (At will) (Sp)	
Aura of Good (Ex)	
Prehensile Tail	

FEATS SUMMARY	
Armor of the Pit	
Armor Proficiency (Heavy)	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Martial Weapon Proficiency - All	
Shield Proficiency	
Simple Weapon Proficiency - All	

MONEY	
Platinum	0
Gold	5
Silver	8
Copper	6
Valuables	0
ENCUMBRANCE	
Current	87.5 lbs
Light	100 lbs
Medium	200 lbs
Heavy	300 lbs
EXPERIENCE	
Current	0
Next Level	1300

TRACKED RESOURCES		
Resource	Max.	Used
Dagger	2	
Blur (1/day) (Sp)	1	
Demon Smiter (1/day)	1	
Smite Evil (1/day) (Su)	1	
Trail rations	6	

GEAR			
Backpack			
Qty	Item	Weight	Cost
1	Bedroll	5 lbs	1 SP
6	Trail rations	1 lb	3 GP
2	Waterskin	4 lbs	2 GP
1	Mug/tankard	1 lb	2 CP
1	Rope	10 lbs	1 GP
1	Grappling hook	4 lbs	1 GP
Belt pouch			
Qty	Item	Weight	Cost
1	Whetstone	1 lb	2 CP
Gear In No Container			
Qty	Item	Weight	Cost
1	Lamellar (leather) armor	25 lbs	60 GP
1	Greatsword	8 lbs	50 GP
1	Earth breaker	14 lbs	40 GP
2	Dagger	1 lb	4 GP
1	Cestus	1 lb	5 GP
1	Backpack	2 lbs	2 GP
1	Belt pouch	0.5 lbs	1 GP

BACKGROUND DETAILS

I dream, sometimes . . . Better to say, sometimes I do not dream. Nightmares plague my sleep . . . I know not how but I remember ripping my way from my mother's womb, clawing for freedom from the prison in which I was bound. She did not survive, my mother; it's my special penance that I shall live with the guilt of that - my first murder - for each and every hour of every day of a very long natural life.

Medjai Issa was not born with that name. From the day he was found as a child of about six years on the steps of the great temple of Sarenrae in Sothis until the night he slipped away 12 years later, he was called Myertoola . . . 'Motherless.' Before he learned to wake himself, his dream woke him screaming . . . shouting his guilt over the murder of his mother at his birth.

The priests of the Dawnflower did all that they could, working tirelessly to help their young charge come to terms with his heritage and to forgive himself of the murder he could not help . . . but as he grew in both age and understanding, Myertoola grew to comprehend that he was totally and completely to blame. And one night, unable to bear the thought of another day of the benevolent, selfless care of his wardens, young Myertoola made his 'escape' from the temple.

The years that followed are a blurred tour of the varied vices of Avistan . . . Pesh houses, whore houses, nights - weeks - spent in gutters and under hedges. And yet, none of it was enough to stop the dreams, the guilt, the agony of remembrance. And then the dreams changed . . .

I dream, sometimes . . . not the nightmares of my mother's death, but dreams of peace and warmth in the sweet embrace of the Dawnflower. She, or her angels or other spiritual agents of the world, come to me to grant me the calm in the eye of the storm, surcease from the agonies of my memories. They whisper words of comfort, entreating me to believe in my power to overcome my past. Unlike the misguided priests of my youth, Sarenrae makes no effort to absolve me of my guilt; rather, she urges me to embrace it, to use it as a spur, a goad to betterment. At the urging of the Dawnflower, I use my guilt to help me remember what will happen if I stray from the teachings of my Goddess.

Led by his dreams, by his Goddess, young Myertoola found his way to a temple of the Dawnflower in Kenabres and pledged his troth to his new mistress. For the past sixty-six years he's been serving as an acolyte, finding his strengths and training as a Holy Warrior in the service of the Dawnflower.

On this day he's been pronounced ready, gone through the rights of passage and served his vigil. This day, he presents himself to the world as Medjai Issa - Paladin of Sarenrae, Teacher of Righteousness and Scourge of Evil.

TRAITS

Birthmark (Faith)

You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells, and, as a physical manifestation of your faith, increases your devotion to your god—you gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.

Demon Smiter (1/day) (Combat)

You grew up around those who fight the demons streaming out of the Worldwound, and from their stories you learned about the demons' weaknesses. You are likely from Mendev or have joined that nation's cause as a crusader. Once per day when fighting demons, you gain a +4 trait bonus on a single attack roll.

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Damage Resistance, Cold (5)

You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Electricity (5)

You have the specified Damage Resistance against Electricity attacks.

Damage Resistance, Fire (5)

You have the specified Damage Resistance against Fire attacks.

Smite Evil (1/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Note: Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

Detect Evil (At will) (Sp)

At will, a paladin can use detect evil, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

Aura of Good (Ex)

The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

Prehensile Tail

Many tieflings have tails, but some have long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces fiendish sorcery.

FEATS

Armor of the Pit

Your fiendish traits take the form of a protective scaly skin.

Prerequisite: Tiesling.

Benefit: You gain a +2 natural armor bonus.

Special: If you have the scaled skin racial trait, you instead gain resistance 5 to two of the following energy types that you don't have resistance to already: cold, electricity, and fire.

MAGIC ITEMS

No magic items.