

# Medjai Issa

Paladin (Warrior of the Holy Light, Shining Knight) 1  
CHARACTER LEVEL (favored class = Paladin)

Lawful Good

ALIGNMENT

Qlippoth-Spawn Tiefling

Medium

Male

78

6' 3"

205lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Sarenrae

Pale

Bald

Black, Insectoid

DEITY

SKIN

HAIR

EYES

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

<b>HP</b> HIT POINTS	TOTAL	DR
	11	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

<b>INITIATIVE</b>				HERO PTS
+1	=	1	+	0
TOTAL		DEX MOD.		MISC MOD.
				0

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

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

## Situational Modifiers

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

<b>BASE ATTACK BONUS</b>	+1	<b>SPELL RESISTANCE</b>	
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<b>CMB</b> 5	=	1	+	4	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
<b>CMD</b> 16	=	1	+	4	+	1	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

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	



<b>SPEED</b>	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
LAND	BASE SPEED		
	WITH ARMOR		
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

## 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

## 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

## 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
1	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.