

Medjai Issa

Paladin (Warrior of the Holy Light, Shining Knight) 1
 CHARACTER LEVEL (favored class = Paladin)
 Clippoth-Spawn Tiefling Medium Male 87 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	0
TOTAL	DEX MOD.
	MISC MOD.

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

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	
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CMB 5	=	1	+	4	+	0	
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER	
CMD 16	=	1	+	4	+	1	+
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	



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
BASE SPEED		WITH ARMOR		
FT.	MANEUVERABILITY	FT.	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)	
Stolen Fury	

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	

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

BACKGROUND DETAILS

[I]Pain . . . burning agony in wrists and lungs . . . nightmare images flash, images of hideous faces, fangs and horns, cruel flame yellow eyes and horrific voices filling the my mind . . . I must do as they instruct . . . must allow them their cruel domination . . . the strength to resist is all but gone!

And then, from somewhere, a rush of calm warmth, an island of serenity within the storm of assault. The infusion of strength bolsters my failing will, shores up the crumbling walls of my soul. I awake . . .[/I]

Dreams of my time in that hell hole now come few and far between. I remember little of what happened there, but the one memory that is always clear is that of the beautiful girl hanging chained from the wall opposite, of the calm clarity in her emerald eyes as she gazes on my misshapen form.

[I]Those eyes glance down, directing my own gaze to the keys on the nearby table. Cautiously, carefully, my long tail feels its way across the small space and wraps itself around the means of our escape. First to my own locks, and then to those binding Green-Eyes to the wall, I apply the keys . . . quietly, oh so quietly . . .[/I]

The next few minutes are a blur of frantic activity, of panicked running through twisting passages and up winding stairs, until Green-Eyes and I burst through a door and into Sarenrae's blessed sunlight, beaming down on a crowded Absalom street.

Long story short, we stuck together for the next few days. Green-Eyes introduced herself as Luna, on her way to Absalom to enter service to Iomedae. Good thing she was there, too, 'cause I had no idea where I was. The last thing I remembered before waking up in that place was falling asleep – after my nightly beating at the hands of my loving roommates - in my cot at the orphanage in Sethis, 300 miles south. She took me with her to the temple of Iomedae, where they let me crash for a few days while I got myself sorted out. For the first time in my wretched life, I found myself wanting to do right by someone. Until then I'd been a rotten soul, bitter and angry. But the Seventh Church was not exactly to my liking, nor I to theirs, in spite of my friendship with Luna. A little too strict for my tastes, and not apt to overlook the all-too-obvious signs of my heritage. After a few days I found myself once more wandering the streets of the Ascendent Court, determined to find another haven before the Greycloaks happened across me and put me out on my arse.

Sanctuary came in the form of the Temple of the Shining Star, and in that place I at last found the acceptance for which I'd been longing. The Dawnflower teaches that none are beyond redemption, and when she saw the mark on my forehead – the birthmark that had been the spark for no few of my childhood scraps – the Bey herself took up the challenge of bringing my scarred and twisted soul into the peace of Sarenrae. It took longer than she thought it would, and by the time she'd pounded some semblance of manners, training and education through the armor of my skull and into my woefully inept brain she was an old lady.

Much time was spent trying to figure out what happened to Luna and me that night when we met. The priests were determined that there was no way my soul should have been able to resist the forces brought against it during that ritual, and truthfully I was more than a little confused myself. They finally decided, after a few long palavers with the priests at the Seventh Church and with Luna and me, that some part of her blessed soul must've been grafted onto my own demonic . . . whatever it is I have. And to my shame, a part of my own essence must've corrupted her purity as well. My soul-sib swears her conviction that everything that happened was as it should be, and that she can never repay me for saving her life . . . but I believe it's me that owes the debt, for without that little piece of her purity I'd have no soul at all. Still, I wonder at the cost, and at night when the dreams come and the suspicion fills my mind that she's not paid, I'm wracked with guilt at my responsibility for that spark of darkness in Luna Lightbringer - my [I]friend[/I].

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.

Stolen Fury (Wrath of the Righteous, Campaign)

Stolen Fury: You were forced to take part in a demonic ritual as a youth after having been captured by cultists. Whatever the ritual's purpose may have been, it didn't work out the way your captors envisioned—rather than corrupting your soul, you absorbed the ritual's energy and made it your own before you escaped to safety. Ever since, you've been haunted by strange nightmares about the ritual, and have long felt that the energies it bathed you in have changed you.

Recently, those energies have changed—it's as if you've finally managed to come to terms with your past and have turned the ritual's aftereffects to your advantage, following the old adage of what doesn't kill you makes you stronger. You've been unable to learn more about the ritual or what it was for, but the question lingers in the back of your head to this day. This nagging has instilled in you a fury against demonkind. Today, when you face demons in combat, those energies bolster your fury, granting you a +2 trait bonus on all combat maneuver checks against demons.

Associated Mythic Path: Champion.

Multiple Characters: You and any other PC who takes this trait were all part of the same ritual, and it was only by working together that you managed to escape—further, the support of your fellow ritual survivors has played a key role in your coming to terms with it, and you retain a close bond of friendship (or perhaps a friendly rivalry) to this day.

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: Tiefling.

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.