

Medjai Issa

Paladin (Warrior of the Holy Light, Shining Knight) 1

CHARACTER LEVEL (favored class = Paladin)

Qlippoth-Spawn Tiefling

RACE

Sarenrae

DEITY

Lawful Good

ALIGNMENT

Medium

SIZE

74

AGE

5' 4"

HEIGHT

140lb.

WEIGHT

SKIN

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 HIT POINTS	TOTAL	11	DR	
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WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE

+1	1	0	HERO PTS	0
TOTAL	DEX MOD.	MISC MOD.		

AC 13	= 10 +		+		+	1	+		TOUCH 11
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
	+	2							FLAT-FOOTED 12
		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	+	0	+	10
TOTAL			BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

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

SKILLS

Skill Name	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
Acrobatics	 1	=Dex	1	+	0	+	
Appraise	-1	=Int	-1	+	0	+	
Bluff	2	=Cha	2	+	0	+	
Climb	 4	=Str	4	+	0	+	
✓ Diplomacy	2	=Cha	2	+	0	+	
Disable Device	  -1	=Dex	1	+	0	+	
Disguise	2	=Cha	2	+	0	+	
Escape Artist	 3	=Dex	1	+	0	+	
Fly	 1	=Dex	1	+	0	+	
✓ 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	 5	=Dex	1	+	1 + 3	+	
✓ Sense Motive	2	=Wis	2	+	0	+	
Sleight of Hand	  1	=Dex	1	+	0	+	
✓ Spellcraft	 -1	=Int	-1	+	0	+	
Stealth	 1	=Dex	1	+	0	+	
Survival	4	=Wis	2	+	0	+	
Swim	 4	=Str	4	+	0	+	
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	150
Silver	0
Copper	0
Valuables	0
ENCUMBRANCE	
Current	0 lbs
Light	100 lbs
Medium	200 lbs
Heavy	300 lbs
EXPERIENCE	
Current	0
Next Level	1300

TRACKED RESOURCES		
Resource	Max.	Used
Blur (1/day) (Sp)	1	
Demon Smiter (1/day)	1	
Smite Evil (1/day) (Su)	1	

GEAR		
Gear In No Container		
Qty	Item	Weight
	none	Cost

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	

BACKGROUND DETAILS

No background details available.

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: 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.