

# Medjai Issa

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

Lawful Good

CHARACTER LEVEL (favored class = Paladin)

ALIGNMENT

RACE  
Qlippoth-Spawn Tiefling

Medium

74

5' 4"

140lb.

SIZE

GENDER

HEIGHT

WEIGHT

DEITY  
Sarenrae

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 11	DR
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WOUNDS/CURRENT HP
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NONLETHAL DAMAGE
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<b>INITIATIVE</b>	HERO PTS
+1 = 1 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

<b>AC</b> 13 = 10 +	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	<b>TOUCH</b> 11
	2				
	NATURAL ARMOR	DEFLECT MODIFIER	MISC MODIFIER	DODGE BONUS	<b>FLAT-FOOTED</b> 12

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

### Situational Modifiers

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

<b>BASE ATTACK BONUS</b> +1	<b>SPELL RESISTANCE</b>
<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

<b>SPEED</b>	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	0
Appraise	-1 = Int	-1	0	0
Bluff	2 = Cha	2	0	0
Climb	4 = Str	4	0	0
✓ Diplomacy	2 = Cha	2	0	0
Disable Device	-1 = Dex	1	0	0
Disguise	2 = Cha	2	0	0
Escape Artist	3 = Dex	1	0	0
Fly	1 = Dex	1	0	0
✓ Handle Animal	2 = Cha	2	0	0
✓ Heal	2 = Wis	2	0	0
Intimidate	2 = Cha	2	0	0
Linguistics	-1 = Int	-1	0	0
Perception	2 = Wis	2	0	0
✓ Ride	5 = Dex	1	1 + 3	0
✓ Sense Motive	2 = Wis	2	0	0
Sleight of Hand	1 = Dex	1	0	0
✓ Spellcraft	-1 = Int	-1	0	0
Stealth	1 = Dex	1	0	0
Survival	4 = Wis	2	0	0
Swim	4 = Str	4	0	0
Use Magic Device	2 = Cha	2	0	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	Weight	Cost
Qty Item none		

## 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.