

# NPC Codex, Paladin (Level 1)



## SEELAH

HUMAN PALADIN OF IOMEDAE 1

Medium humanoid (human) LG

Init +0; Senses Perception +1

### DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 13 (1d10+3)

Fort +4, Ref +0, Will +3

### OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+3/19–20)

Ranged shortbow +1 (1d6/x3)

Special Attacks smite evil 1/day (+2 attack and AC, +1 damage)

Paladin Spell-Like Abilities (CL 1st; concentration +3)

At will—detect evil

### TACTICS

**During Combat** Seelah is fearless and vigilant in the face of evil, and she faces fiends, undead, and those with malicious intent headon. Against particularly powerful evil foes—especially fiends and evil dragons—she channels her goddess's power into her attacks with her smite evil ability.

### STATISTICS

Str 16, Dex 10, Con 14, Int 10, Wis 13, Cha 15

Base Atk +1; CMB +4; CMD 14

Feats Power Attack, Weapon Focus (longsword)

Skills Diplomacy +6, Knowledge (religion) +4, Sense Motive +5

Languages Common, Osiriani

SQ aura, code of conduct

**Combat Gear** holy water; **Other Gear** scale mail, heavy wooden shield, longsword, shortbow with 20 arrows, backpack, silver holy symbol, trail rations (4), 18 gp

*Orphaned by a groll attack on a city of pilgrims, a starving young Seelah was fascinated by a paladin's shining helm. After her theft of the helm led to the paladin's death while defending the city, the guilt-stricken girl climbed onto the paladin's pyre—only to be saved by the other paladins, who took her in and made her one of them.*



**Smite Evil (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 Cha 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.

**Detect Evil (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.