

## Andy von de Oniyate

Male human paladin 18

LG Medium humanoid

Init +3; Senses Perception +1

Aura +4 moral vs, charm, compulsion, fear(10ft. ally), SR23(adjacent)

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### DEFENCE

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AC 25; touch 14, flat-footed 22 (armor +10, deflection +1, Dexterity +3, Shield +1)

hp 153(18d10+54)

Fort +24, Ref +19, Will +22

DR 5/evil Immune charm, compulsion, diseases, fear SR 23(Holy Avenger)

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### OFFENCE

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Spd 30 ft.

Melee Holy Avenger +23/+18/+13/+8(1d8+5)

Ranged Revolver +21/+16/+11/+6(1d8) (Ranged touch in 20ft.)

Special Attacks Smite Evil(6/day, AC, Atk +7, dmg +18 (36), bypass any DR)

Spell-Like Abilities (CL 18th) detect evil, greater dispel magic(Holy Avenger, area only)

Spells Prepared (CL 15th, DC SpLv+17)

6th(4/day, full-round act) Call Special Mount

4th(3/day)-Break Enchantment, Death Ward, Holy Sword

3rd(4/day)-Dispel Magic\*2, Heal Mount, Prayer

2nd(5/day)-Delay Poison, Remove Paralysis\*2, Resist Energy\*2

1st(6/day)-Bless Weapon\*4, Cure Light Wounds, Divine Favor

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### STATISTICS

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Str 10, Dex 16, Con 16, Int 8, Wis 12, Cha 24

(Ability Scores は Heroic, 種族ボーナスは Cha+2, 能力地成長は Dex+1, Cha+3, その他 enhance は Dex+2, Con+2, Cha+4)

Base Atk +18; CMB +18; CMD +31

Feats Exotic Weapon Proficiency(firearms), Gunsmithing, Dodge, Mobility, Amateur Gunslinger(deadeye), Deft Shootist, Deadly Aim, Rapid Shot, Point-Blank Shot, Precise Shot

Skills Craft(Archemy) +5. Handle Animal +19, Ride +19, Spellcraft +21

Languages Common

SQ Aura of Good (Ex), Divine Grace (Su), Aura of Courage(Su), Divine Health(Ex), Aura of Resolve

(Su), Aura of Justice (Su), Aura of Faith (Su), Aura of Righteousness (Su)

Gear

Revolver 4000gp

Metal cartridge(100) 1500gp

Metal cartridge, adamantite(30) 2250gp

Metal cartridge, silver(30) 1170gp

Breastplate +4 16350gp

Cloak of Resistance +3 9000gp

Ring of Protection +1 2000gp

Belt of Physical Might +2(Dex, Con) 10000gp

Headband of Alluring Charisma +4 16000gp

Buckler

Gunsmith's kit

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## SPECIAL ABILITIES

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Aura of Justice (Su)

Free act. Smite2 回分消費で 10ft. 以内の ally 全員 (evil を除く ) に smite 能力を与える。次の paladin のターン開始までに使用しないと消える。一分。

Channel Positive Energy (Su)

Lay on hands 2 回分で使用可。その他 Clr と同じ。

Lay On Hands (Su)

16/day, 9d6 + remove Blinded, Dazed, Frightened, Nauseated, Shaken, Stunned condition, std or swift act.

Special Mount

**Onyx (Cerestial Heavy Horse)**

N Large animal (Magical beast vs. spell)

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +1

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## DEFENCE

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AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural armor, &#8211;1 size)

hp 122(15d8+45+15)

Fort +14, Ref +15, Will +8(+12 vs. encha)

Defensive Abilities DR10/evil, Evasion, Resist Cold, Acid, and Electricity 15, SR29

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## OFFENCE

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Speed 50 ft.

Melee bite +17 (1d4+7), 2 hooves +15 (1d6+3)

Space 10 ft.; Reach 5 ft.

Special Attacks Smite evil(1/day, swift act, +0/+15)

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## STATISTICS

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Str 24, Dex 19, Con 17, Int 9, Wis 12, Cha 6

(Int 6 start, Ability score increase Int +3)

Base Atk +11; CMB +17; CMD 31 (35 vs. trip)

Feats Acrobatic, Endurance, Great Fortitude, Improved Overrun, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Run(B), Toughness

Skills Acrobatics +28

Bonus Tricks Combat Training etc.

SQ Link (Ex), Share Spells (Ex), Evasion (Ex), Devotion (Ex),