

ONISHI YUMI: FEMTOLE HUMAN PALESTINE



NEDEXODUS ICONIC:
ONISHI YUMI

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Female human paladin 3

LG Medium humanoid (human)

Homeland Wyldlands of Bal

Deity Dhazvok

Init +2; **Senses** Perception -1

Aura courage (10 ft.)

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)

hp 27 (3d10+6)

Fort +7; **Ref** +6; **Will** +5

Immune diseases, fear

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk longsword +4 (1d8+1/19-20) or mwk longsword +2 (1d8+1/19-20) and mwk shortsword +2 (1d6+1/19-20)

Ranged longbow +5 (1d8/x3)

Special Attack smite evil (1/day, +3 attack and AC, +3 damage)

Spell-Like Abilities (CL 3rd; concentration +6)

At Will—*detect evil*

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 16

Feats Toughness, Two-Weapon Defense, Two-Weapon Fighting

Skills Diplomacy +8, Knowledge (nobility) +5, Knowledge (religion) +5, Sense Motive +4

Languages Common

SQ aura of good, lay on hands (1d6, 3/day), mercy (fatigued)

SPECIAL ABILITIES

Lay on Hands and Mercy (Su) Onishi saves her lay on hands for herself, this is due to her preference to wade into combat when it inevitably arises. Her lay on hands also removes fatigue, which she has used to stave off multiple days of fighting.

EQUIPMENT

Masterwork longsword, masterwork shortsword, masterwork scalemail, waterproof satchel, *cloak of resistance* +1; satchel contains [2] *potions of shield of faith* +2, [2] *potions of magic weapon*, [2] *potion of jump*, *potion of enlarge person*, *potion of endure elements*, *wand of cure light wounds*, purse with 1 pp, 9 gp, 10 sp.



THE CONFEDERACY OF REIS

The Northernmost nation on Exodus, the Confederacy lays claim to the Wyldlands of Bal. The Wyldlands are covered with thick jungles and is seen by outsiders as filled with large monsters, humanoid monsters, cannibals and angry Enuka with little to no civilization. While most of it is true, the Confederacy teems with life and cities - ruined or occupied. In times of war, the Confederacy uses all of the above in its armies.

The Confederacy's traditional enemy is the Caneus Empire. The situation between the two is envenomed by allegation by Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.

ONISHI YUMI

Female human paladin 5

LG Medium humanoid (human)

Homeland Wyldlands of Bal

Deity Dhazvok

Init +2; **Senses** Perception -1

Aura courage (10 ft.)

DEFENSE

AC 19, touch 12, flat-footed 16 (+6 armor, +2 Dex, +1 shield)

hp 42 (5d10+10)

Fort +8; **Ref** +6; **Will** +6

Immune diseases, fear

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 longsword +8 (1d8+3/19-20) or +1 longsword +6 (1d8+3/19-20) and mwk shortsword +6 (1d6+2/19-20)

Ranged mwk longbow +8 (1d8)

Special Attack channel positive energy (DC 15, 3d6), smite evil (2/day, +3 attack and ac, +5 damage)

Spell-Like Abilities (CL 5th; concentration +8)

At Will—*detect evil*

Paladin Spells Prepared (CL 2nd; concentration +5)

1st—*divine favor, hero's defiance*

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +5; **CMB** +7; **CMD** 19

Feats Dual Enhancement, Toughness, Two-Weapon Defense, Two-Weapon Fighting

Skills Diplomacy +10, Knowledge (nobility) +7, Knowledge (religion) +7, Sense Motive +6

Languages Common

SQ aura of good, divine bond (weapons +1, 1/day), lay on hands (1d6, 3/day), mercy (fatigued)

SPECIAL ABILITIES

Divine Bond (Su) Onishi's special training allows her to bestow her +1 enhancement bonus on both her weapons simultaneously. She typically waits until a serious fight begins, right before the initial charge.

Lay on Hands and Mercy (Su) Onishi saves her lay on hands for herself, this is due to her preference to wade into combat when it inevitably arises. Her lay on hands also removes fatigue, which she has used to stave off multiple days of fighting.

EQUIPMENT

+1 *longsword*, masterwork shortsword, masterwork longbow, +1 *scalemail*, *ring of protection* +1, *cloak of resistance* +1, *boots of the cat*, ioun torch, waterproof satchel; satchel contains *wand of cure of light wounds*, [2] *potions of magic weapon*, [2] *potions of enlarge person*, [2] *potions of jump*, [2] *potions of endure elements*, [3]



scrolls of rally point, [2] *scrolls of liberating command*, *potion of barkskin* +2, *potion of bull's strength*, *potion of protection from arrows* (30), and a purse containing 2 pp, 4 gp, 10 sp.

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