

Himo Galonodel

Male aasimar fighter 13

LG Medium outsider (native)

Init +2; **Senses** Perception +22

Languages Celestial, Common

DEFENSE

AC 27, touch 22, flat-footed 25 (+14 armor, +1 deflection, +2 Dex)

hp 139 (13 HD)

Fort +15, **Ref** +11, **Will** +11; +3 vs. fear, +2 vs. evil effects

Defensive Abilities bravery +3, exalted resistance; **SR** 18 (vs. evil magic and magic from evil outsiders only)

OFFENSE

Speed 30 ft. (6 squares), fly 30 ft. (average)

Melee +3 *greatsword* +28/+23/+18 (2d6+19/19-20) or
+3 *greatsword* +24/+19/+14 (2d6+31/19-20) with Power Attack

Ranged +3 *adaptive composite longbow* +24/+19/+14 (1d8+17/×3) or
+3 *adaptive composite longbow* +20/+15/+10 (1d8+25/×3) with Deadly Aim, or
+3 *adaptive composite longbow* +22/+22/+17/+12 (1d8+17/×3) with Rapid Shot, or
+3 *adaptive composite longbow* +18/+18/+13/+8 (1d8+25/×3) with Rapid Shot and Deadly Aim

Special Attacks advanced weapon training (heavy blades; weapon sacrifice [4/day]), weapon training (bows +5, heavy blades +4)

Spell-Like Ability (CL 13th; Concentration +15)

At-will – *light* (on halo only)

2/day – *daylight* or *wandering star motes*^{APG}

STATISTICS

Abilities Str 24 (+7), Dex 14 (+2), Con 14 (+2), Int 11 (+0), Wis 14 (+2), Cha 15 (+2)

Base Atk +13; **CMB** +20 (+30 with greatsword); **CMD** 33

Feats Angel Wings, Angelic Blood, Dazing Assault^B, Deadly Aim (–4 attack, +8 damage), Heavenly Radiance, Point Blank Shot, Power Attack^B (–4 attack, +4/+8/+12 damage), Precise Shot, Rapid Shot, Shield of Swings^B, Weapon Focus (greatsword^B, longbow^B), Weapon Specialization (greatsword^B, longbow^B)

Skills Diplomacy +17, Fly +18, Perception +22; **Armor Check Penalty** –2; **Racial Modifiers** +2 Diplomacy, +2 Perception

SQ armor training 3, halo, wings of heaven (11 minutes/day)

Combat Gear arrows (60), potions of cure light wounds (16); **Other Gear** +3 adaptive composite longbow, +3 *greatsword*, +5 *full plate*, *belt of giant strength* +6, *cloak of resistance* +5, eyes of the eagle, *gloves of dueling*, masterwork backpack, *ring of protection* +1, tender (47gp)

Encumbrance light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 75 lb. (excluding tender)

SPECIAL ABILITIES

Armor Training (Ex) When wearing armor, you reduce your armor check penalty by 3 (to a minimum of 0) and increase your armor's maximum Dexterity modifier limit by 3. In addition, your speed is not reduced for wearing medium or heavy armor.

Bravery (Ex) You gain a +3 bonus on Will saves against fear effects.

Exalted Resistance You gain spell resistance equal to 5 + your level against spells and spell-like abilities with the evil descriptor, as well as any spells and spell-like abilities cast by evil outsiders.

Halo You possess the ability to manifest a halo. You can create light centered on your head at will as a spell-like ability. When using your halo, you gain a +2 circumstance bonus on Intimidate checks against evil creatures and on saving throws against becoming blinded or dazzled.

Weapon Sacrifice (Ex) When damage would cause you or an adjacent ally to be knocked unconscious or killed, as a swift or immediate action you can instead direct the damage to a weapon from the associated weapon group that you are wielding. The original target takes no damage, but the weapon receives only



half its normal hardness. You can use this option a number of times per day equal to your weapon training bonus with the associated weapon group.

Weapon Training (Ex) You receive a +5 bonus to attack and damage rolls when using bows, to any combat maneuver checks made with bows, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against bows. You receive a similar bonus with heavy blades, but only at +4.