

Lenata

Female aasimar cleric of Celestian 14 - CR 13

Neutral Good Outsider (Native); Deity: **Celestian**; Age: **37**;
Height: **5' 2"**; Weight: **110 lb.**; Eyes: **Purple**; Hair: **White**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	15	+2	
WIS WISDOM	19/23	+4/+6	
CHA CHARISMA	15	+2	

Angelic Blood: +2 to stabilize

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+9	+1				Angelic Blood: +2 vs. [evil], Birthmark: +2 trait bonus vs. charm and compulsion

REFLEX (DEXTERITY)	+5 =	+4	+1				Angelic Blood: +2 vs. [evil], Birthmark: +2 trait bonus vs. charm and compulsion
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WILL (WISDOM)	+17 =	+9	+6		+2		Angelic Blood: +2 vs. [evil], Birthmark: +2 trait bonus vs. charm and compulsion
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Energy Resistance, Acid (5)	Energy Resistance, Electricity (5)
Energy Resistance, Cold (5)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =	+6		+1					

Touch AC 11	Flat-Footed AC 16
	BAB Strength Size Misc

CM Bonus +11 =	+10	+1	-	-
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CM Defense 22 = 10	BAB	Strength	Dexterity	Size
	+10	+1	+1	-

Hero Points	□□□□□	HP 93
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Base Attack	+10	Damage / Current HP
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Initiative	+1
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Speed	40 ft
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Adamantine dagger

Main hand: **+12/+7, 1d4+1** Crit: 19-20/x2
Rng: 10'
Ranged: **+12, 1d4+1** Light, P/S

Dragon pistol

Ranged: **+11, 1d6** Crit: x4
Ranged, both hands: **+11, 1d6** 1-hand, B/P,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (1)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+2	CHA (2)	-	
Climb	-1	STR (1)	-	
Craft (firearms)	+6	INT (2)	1	
Diplomacy	+10	CHA (2)	3	
Disguise	+2	CHA (2)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+15	WIS (6)	4	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+11	INT (2)	6	
Knowledge (planes)	+11	INT (2)	6	
Knowledge (religion)	+9	INT (2)	4	
Knowledge (Wildspace)	+10	INT (2)	8	
Linguistics	+7	INT (2)	2	
Perception	+12	WIS (6)	4	
Profession (Pilot)	+18	WIS (6)	7	
Ride	-1	DEX (1)	-	
Sense Motive	+6	WIS (6)	-	
Spellcraft	+17	INT (2)	12	
Stealth	-1	DEX (1)	-	
Survival	+8	WIS (6)	-	
Swim	-1	STR (1)	-	
Use Magic Device	+4	CHA (2)	2	

Activated Abilities & Adjustments

Attribute Typed Bonus: +4
Skill Bonus: +2
Skill Bonus: +2

Feats

Angelic Blood
Armor Proficiency (Light)
Armor Proficiency (Medium)
Divine Interference
Exotic Weapon Proficiency (Firearms)
Healer's Hands (+6, 6/day) (Su)
Hero's Fortune
Iron Will
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Birthmark
Focused Mind

EIN Chainmail

+6

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Gear

**Total Weight Carried: 31.5/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Adamantine dagger	1 lb
Alchemist's fire x2	1 lb
Alchemist's kindness x3 <In: Endless bandolier (12 @ 1.5 lbs)>	-
Alchemist's kindness x2 <In: Endless bandolier (12 @ 1.5 lbs)>	-
Antiplaque x2 <In: Endless bandolier (12 @ 1.5 lbs)>	-
Antitoxin x2 <In: Endless bandolier (12 @ 1.5 lbs)>	-
Artisan's outfit (Free)	-
Belt pouch (empty)	0.5 lbs
Bloodblock x2 <In: Endless bandolier (12 @ 1.5 lbs)>	-
Boots of elvenkind	1 lb
Bottle of strong brandy <In: Endless bandolier (12 @ 1.5 lbs)>	-
Dragon pistol	3 lbs
EIN Chainmail	20 lbs
Endless bandolier (12 @ 1.5 lbs)	2 lbs
Healer's kit	1 lb
Money	-
Potion of cure light wounds	-
Smelling salts	-
Soothe syrup x2	0.5 lbs

Special Abilities

Agile Feet (9/day) (Su)
Aura (Ex)
Cleric Domain (Fate)
Cleric Domain (Travel)
Darkvision (60 feet)
Fate Variant Channeling (±3 Sacred)
Fate Variant Channeling 7d6 plus 3 channel bonus (5/day,
Hero Points
Spontaneous Casting
Tugging Strands (2/day) (Su)

Experience & Wealth

Current Cash: **54,601 gp**

Spell-Like Abilities

Bit of Luck (9/day) (Sp)
Daylight (1/day)
Dimensional Hop (28 5-ft inc/day) (Sp)

Tracked Resources

Adamantine dagger
Agile Feet (9/day) (Su)
Alchemist's fire
Alchemist's kindness
Alchemist's kindness
Antiplaque
Antitoxin
Bloodblock
Fate Variant Channeling 7d6 plus 3 channel bonus (5/day, DC 19) (Su)
Healer's kit
Healer's Hands (+6, 6/day) (Su)
Potion of cure light wounds
Smelling salts
Soothe syrup
Tugging Strands (2/day) (Su)

Languages

Celestial	Elven
Common	Hellenic
Draconic	Sylvan

Lenata – Abilities & Gear

Angelic Blood

Feat

Your blood is infused with holy power.

Prerequisites: Con 13, aasimar.

Benefit: You gain a +2 bonus on saving throws against effects with the evil descriptor and on Constitution checks to stabilize when you are reduced to negative hit points (but not dead). Furthermore, each time you take bleed or blood drain damage, each undead creature or creature with the evil subtype that is currently adjacent to you also takes 1 point of damage.

Appears In : Advanced Race Guide

Divine Interference

Feat

You can convert a spell to interfere with an enemy's attack.

Prerequisites: Divine spellcaster, caster level 10th.

Benefit: As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

Appears In : Ultimate Magic

Exotic Weapon Proficiency (Firearms)

Feat

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: The Exotic Weapon Proficiency (firearms) feat allows you to use all of the firearms presented here without penalty. A non-proficient character takes the standard -4 penalty on attack rolls with firearms and increases all misfire values by 4.

Even though Exotic Weapon Proficiency (firearms) grants you proficiency with all firearms, when you take feats that modify a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one type of firearm (such as musket or pistol) for those feats to affect.

Appears In : Ultimate Combat, Inner Sea World Guide

Healer's Hands (+6, 6/day) (Su)

Feat

Your healing efforts are bolstered by positive energy.

Prerequisites: Heal 1 rank, Knowledge (planes) 1 rank.

Benefit: You can use the Heal skill to treat deadly wounds as a full-round action. You do not take a penalty for not using a healer's kit when treating deadly wounds this way, and you can do so on a given creature more than once per day. When treating deadly wounds this way, if your result exceeds the DC by 10 or more, add your ranks in Knowledge (planes) to the damage healed. These benefits do not apply to creatures that are not healed by positive energy.

You can use this feat's benefit a number of times per day equal to your ranks in Knowledge (planes).

Appears In : Planar Adventures

Hero's Fortune

Feat

Even at the start of your career, it was clear that you had a chance at greatness, and your legend continues to grow with every adventure.

Benefit: You gain a hero point (you must add this manually). The maximum number of hero points you can have at any one time is increased to 5.

Normal: You can have no more than 3 hero points at one time.

Special: NPCs who take this feat receive 1 hero point and can have up to 3 (not 5).

Note: You must add the additional hero point gained for taking this feat manually.

Appears In : Advanced Player's Guide Hero Points

Iron Will

Feat

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Selective Channeling

Feat

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, channel energy class feature.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

Birthmark

Trait

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.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Focused Mind

Trait

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.

Benefit: You gain a +2 trait bonus on concentration checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Darkvision (60 feet)

Racial Ability,Senses (Outside)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energy Resistance, Acid (5)

Unknown

You have the specified Energy Resistance against Acid attacks.

Lenata – Abilities & Gear

Energy Resistance, Cold (5)

Unknown

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5)

Unknown

You have the specified Energy Resistance against Electricity attacks.

Fate Variant Channeling 7d6 plus 3 channel **Class Ability** (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Hero Points

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special : You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In : Advanced Player's Guide Hero Points

Lenata – Abilities & Gear

Agile Feet (9/day) (Su)

Class Ability (Cleric, Road Keeper)

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aura (Ex)

Class Ability (Cleric)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Bit of Luck (9/day) (Sp)

Class Ability (Cleric)

You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Dimensional Hop (28 5-ft inc/day) (Sp)

Class Ability (Cleric, Road Keeper)

At 8th level, you can teleport up to 10 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

Fate Variant Channeling (±3 Sacred)

Class Ability (Cleric)

Heal - Creatures gain a channel bonus on one d20 roll made during their next readied action as long as it is taken before the end of your next turn. *Harm* - Creatures gain a channel penalty on ability checks and skill checks for 1 minute.

Appears In : Ultimate Magic

Spontaneous Casting

Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Tugging Strands (2/day) (Su)

Class Ability (Cleric)

At 8th level, you can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. You can use this ability once per day at 8th level, and one additional time per day for every 6 levels beyond 8th.

Antitoxin

Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells.

Neutralize Poison (M) : Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Boots of elvenkind

Wondrous Item (Feet)

These soft boots are partially made out of living leaves and other natural materials. They enable the wearer to move nimbly about in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.

Construction

Requirements Craft Wondrous Item, creator must be an elf; **Cost** 1,250 gp

Endless bandolier (12 @ 1.5 lbs)

Wondrous Item (Chest)

Small loops sewn into this bandolier look like they can hold twenty alchemical cartridges (ammunition for a firearm, see *Ultimate Combat*), but due to a subtle bending of space can actually hold up to 60 cartridges. Additionally, the six thin pockets on the bandolier are extradimensional spaces meant to hold extra guns and gear. The four small pockets can each hold a one-handed firearm, 1 pound of ammunition, a powder horn, or a similarly sized object. The two large pockets are large enough to hold a two-handed firearm or a similarly sized object. The wearer can draw an item stored in the bandolier as easily as if from an ordinary ammunition pouch or holster. The bandolier weighs the same no matter what is placed inside it.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 750 gp

Appears In : Ultimate Equipment

Spells & Powers

Cleric spells memorized (CL 14th; concentration +22)

Melee Touch +11 Ranged Touch +11

7th—portal, resurrection, reverse gravity^D

6th—greater dispel magic, find the path^D, forbiddance, heroes' feast, truespeak^{ARG}

5th—commune with plane, flame strike (DC 21), mass heroic fortune, raise dead, teleport^D

4th—dimension door^D, dimensional anchor, replenish ki, restoration, sending, tongues

3rd—dispel magic, fly^D, glyph of warding, nap stack^{APG} (DC 19), touch of incompetence, unravel destiny (DC 19)

2nd—heroic fortune, locate object^D, owl's wisdom, peacemaker's parley (DC 18), communal protection from evil^{UC}, lesser restoration, status (DC 18)

1st—abundant ammunition^{UC}, air bubble^{D,UC}, bless, comprehend languages, protection from evil, protection from evil, shield of faith

0th (at will)—light, light, read magic, stabilize

[D] Domain spell; **Domains** Fate, Luck, Travel

Sourcebooks Used

- **Advanced Player's Guide** - Fate (special ability); Nap Stack (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Antiplague (equipment); Bloodblock (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemist's kindness (equipment); Smelling salts (equipment); Soothe syrup (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment); Hero's Fortune (feat); Heroic Fortune (spell); Heroic Fortune, Mass (spell); Unravel Destiny (spell)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Focused Mind (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Birthmark (trait)
- **Advanced Race Guide** - Angelic Blood (feat); Truespeak (spell)
- **Advanced Race Guide / Advanced Races Compendium / Bestiary / Blood of Angels / Inner Sea Races** - Aasimar (race)
- **Dwarves of Golarion** - Peacemaker's Parley (spell)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Inner Sea Gods / Jade Regent** - Replenish Ki (spell)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Planar Adventures** - Commune With Plane (spell); Healer's Hands (feat)
- **RGG - 110 Spell Variants 1&3** - Portal (spell)
- **RGG - 110 Spell Variants 2** - Touch of Incompetence (spell)
- **Ultimate Combat** - Abundant Ammunition (spell); Air Bubble (spell); Protection from Evil, Communal (spell)
- **Ultimate Combat / Ultimate Equipment** - Dragon pistol (weapon)
- **Ultimate Equipment** - Endless bandolier (equipment)
- **Ultimate Magic** - Divine Interference (feat); Fate Variant Channeling (special ability)

Title - Lenata (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/03/04

XP Reward : 0 XP; **Net Cash** :

Synaptic Accelerators (Technology), MK 2
Item Level 7; Ability Modifier +4 Wisdom
Source Starfinder Core Rulebook pg. 212

Maze Mind Graft

Item Level 3; System Brain

Several microchips installed in your brain grant you a +2 enhancement bonus to Piloting and Survival checks (as long as you have 1 or more ranks in those skills). In addition, you can attempt a special level-based Wisdom check (1d20 + your level + your Wisdom modifier) instead of using your total bonus in the Piloting skill to navigate or your total bonus in the Survival skill for orienteering.

Source Alien Archive 4 pg. 145