

Lea the Huntress, Guardian of the Sacred Gardens

Character Name: Lea the Huntress, Guardian of the Sacred Gardens Player Name: Leonal (Half-Celestial) / Outsider Minderhal: None Region: Neutral Good
 CLASS: Outsider 14 RACE: Medium / 5 ft. SIZE / FACE: / HEIGHT / WEIGHT: / ALIGNMENT: Darkvision (60 ft.), Low-Light Vision

Character Level (CR): 14 (16) EXP/NEXT LEVEL: 0 / 635000 AGE: Female GENDER: Female EYES: HAIR: Points:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED																																																																																																																																																						
STR Strength	37	+13	37	+13			HP hit points	201		10/Magic and evil and silver	Walk 60 ft., Fly 120 ft.(Good)																																																																																																																																																						
DEX Dexterity	26	+8	26	+8			AC armor class	35	26	19																																																																																																																																																							
CON Constitution	29	+9	29	+9			INITIATIVE modifier: +12 = +8 + +4 TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale Insight Sacred Profane MISC																																																																																																																																																										
INT Intelligence	22	+6	22	+6			Encumbrance : Light MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST																																																																																																																																																										
WIS Wisdom	20	+5	20	+5			TOTAL SKILLPOINTS: 168 MAX RANKS: 14/14 SKILLS																																																																																																																																																										
CHA Charisma	18	+4	18	+4			<table border="1"> <thead> <tr> <th>SKILL NAME</th> <th>KEY ABILITY</th> <th>SKILL MODIFIER</th> <th>ABILITY MODIFIER</th> <th>RANKS</th> <th>MISC MODIFIER</th> </tr> </thead> <tbody> <tr><td>✓ Acrobatics</td><td>DEX</td><td>29</td><td>= 8 + 14 + 7</td><td></td><td></td></tr> <tr><td>✓ Acrobatics (Jump)</td><td>DEX</td><td>41</td><td>= 8 + 14 + 19</td><td></td><td></td></tr> <tr><td>✓ Appraise</td><td>INT</td><td>6</td><td>= 6</td><td></td><td></td></tr> <tr><td>✓ Bluff</td><td>CHA</td><td>21</td><td>= 4 + 14 + 3</td><td></td><td></td></tr> <tr><td>✓ Climb</td><td>STR</td><td>27</td><td>= 13 + 14</td><td></td><td></td></tr> <tr><td>✓ Craft (Untrained)</td><td>INT</td><td>6</td><td>= 6</td><td></td><td></td></tr> <tr><td>✓ Diplomacy</td><td>CHA</td><td>6</td><td>= 4 + 2</td><td></td><td></td></tr> <tr><td>✓ Disable Device</td><td>DEX</td><td>9</td><td>= 8 + 1</td><td></td><td></td></tr> <tr><td>✓ Disguise</td><td>CHA</td><td>4</td><td>= 4</td><td></td><td></td></tr> <tr><td>✓ Escape Artist</td><td>DEX</td><td>9</td><td>= 8 + 1</td><td></td><td></td></tr> <tr><td>✓ Fly</td><td>DEX</td><td>29</td><td>= 8 + 14 + 7</td><td></td><td></td></tr> <tr><td>✓ Handle Animal</td><td>CHA</td><td>21</td><td>= 4 + 14 + 3</td><td></td><td></td></tr> <tr><td>✓ Heal</td><td>WIS</td><td>5</td><td>= 5</td><td></td><td></td></tr> <tr><td>✓ Intimidate</td><td>CHA</td><td>21</td><td>= 4 + 14 + 3</td><td></td><td></td></tr> <tr><td>✓ Perception</td><td>WIS</td><td>22</td><td>= 5 + 14 + 3</td><td></td><td></td></tr> <tr><td>✓ Perform (Untrained)</td><td>CHA</td><td>4</td><td>= 4</td><td></td><td></td></tr> <tr><td>✓ Ride</td><td>DEX</td><td>8</td><td>= 8</td><td></td><td></td></tr> <tr><td>✓ Sense Motive</td><td>WIS</td><td>22</td><td>= 5 + 14 + 3</td><td></td><td></td></tr> <tr><td>✓ Spellcraft</td><td>INT</td><td>20</td><td>= 6 + 14</td><td></td><td></td></tr> <tr><td>✓ Stealth</td><td>DEX</td><td>29</td><td>= 8 + 14 + 7</td><td></td><td></td></tr> <tr><td>✓ Survival</td><td>WIS</td><td>19</td><td>= 5 + 14</td><td></td><td></td></tr> <tr><td>✓ Swim</td><td>STR</td><td>23</td><td>= 13 + 10</td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td>= + +</td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td>= + +</td><td></td><td></td></tr> </tbody> </table>					SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	✓ Acrobatics	DEX	29	= 8 + 14 + 7			✓ Acrobatics (Jump)	DEX	41	= 8 + 14 + 19			✓ Appraise	INT	6	= 6			✓ Bluff	CHA	21	= 4 + 14 + 3			✓ Climb	STR	27	= 13 + 14			✓ Craft (Untrained)	INT	6	= 6			✓ Diplomacy	CHA	6	= 4 + 2			✓ Disable Device	DEX	9	= 8 + 1			✓ Disguise	CHA	4	= 4			✓ Escape Artist	DEX	9	= 8 + 1			✓ Fly	DEX	29	= 8 + 14 + 7			✓ Handle Animal	CHA	21	= 4 + 14 + 3			✓ Heal	WIS	5	= 5			✓ Intimidate	CHA	21	= 4 + 14 + 3			✓ Perception	WIS	22	= 5 + 14 + 3			✓ Perform (Untrained)	CHA	4	= 4			✓ Ride	DEX	8	= 8			✓ Sense Motive	WIS	22	= 5 + 14 + 3			✓ Spellcraft	INT	20	= 6 + 14			✓ Stealth	DEX	29	= 8 + 14 + 7			✓ Survival	WIS	19	= 5 + 14			✓ Swim	STR	23	= 13 + 10						= + +						= + +		
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+18	= +9	+ +9	+ +0	+ +0	+ +0	
REFLEX (dexterity)	+17	= +9	+ +8	+ +0	+ +0	+ +0	
WILL (wisdom)	+9	= +4	+ +5	+ +0	+ +0	+ +0	

Conditional Save Modifiers:
 +4 vs. poison
 +4 vs. poison
 +4 resistance vs. evil

Conditional Combat Modifiers:
 + dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+27/+22/+17	= +14/+9/+4	+ +13	+ +0	+ +0	+ 0	
RANGED attack bonus	+22/+17/+12	= +14/+9/+4	+ +8	+ +0	+ +0	+ 0	
CMB attack bonus	+27/+22/+17	= +14/+9/+4	+ +13	+ +0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+31/+26/+21	+27/+22/+17	+27/+22/+17	+27/+22/+17	+27	+27
CMD	46	46	46	46	46	46

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+27/+22/+17	1d3+13	20/x2	5 ft.

Special Properties:

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+28	1d8+13				

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+28/+28	1d6+13				

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Lay on Hands

Uses per Day:

Lay on Hands (Su): You can heal wounds (your own or those of others) by touch. Each day you can use this ability 11 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Bite	Equipped	1	0 / 0	
Claw	Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	0gp	

WEIGHT ALLOWANCE						
	Light	1386	Medium	2773	Heavy	4160
Light over head	4160		Lift off ground	8320	Push / Drag	20800

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Celestial, Draconic, Infernal	

Other Companions	

Special Attacks	
Grab (Ex)	[Paizo Inc. - Bestiary 2, p.301]

If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constrict damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Pounce (Ex)	[Paizo Inc. - Bestiary, p.302]
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When you make a charge, you can make a full attack (including rake attacks if you also have the rake ability).

Rake (Ex)	[Paizo Inc. - Bestiary, p.303]
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You gain extra natural attacks under certain conditions, typically when you grapple foes. In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Roar (Su)	[Paizo Inc. - Bestiary 2, p.20]
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Up to three times per day, a leonal can emit a powerful roar as a standard action. Each roar affects a 60-foot cone with the effects of a holy word spell and also deals 2d6 points of sonic damage to all creatures in the area (DC 23 Fortitude negates). This is a sonic effect.

Smite Evil (Su)	[Paizo Inc. - Bestiary, p.169]
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Once per day, as a swift action, the half-celestial can smite evil as the smite evil ability of a paladin of the same level as the half-celestial's Hit Dice. The smite persists until target is dead or the half-celestial rests.

Special Qualities	
+4 racial bonus on saves against poison	[Paizo Inc. - Core Rulebook]

Lay on Hands (Su)	[Paizo Inc. - Core Rulebook, p.61]
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You can heal wounds (your own or those of others) by touch. Each day you can use this ability 11 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Aligned (Good)	[Paizo Inc. - Bestiary, p.312]
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Your natural weapons, as well as any weapons you wield, are treated as Good for the purpose of resolving damage reduction.

Darkvision (Ex)	[Paizo Inc. - Bestiary]
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Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Immunity to Disease (Ex)	[Paizo Inc. - Bestiary, p.301]
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You are never subject to disease effects.

Immunity to Electricity (Ex)	[Paizo Inc. - Bestiary, p.301]
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You never take electricity damage.

Immunity to Petrification (Ex)	[Paizo Inc. - Bestiary, p.301]
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You can never be petrified.

Resistance to Acid (Ex)	[Paizo Inc. - Bestiary, p.303]
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You may ignore 10 points of Acid damage each time you take acid damage.

Resistance to Cold (Ex)	[Paizo Inc. - Bestiary, p.303]
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You may ignore 10 points of Cold damage each time you take cold damage.

Resistance to Sonic (Ex)	[Paizo Inc. - Bestiary, p.303]
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You may ignore 10 points of Sonic damage each time you take sonic damage.

Scent (Ex)	[Paizo Inc. - Bestiary, p.304]
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You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Feats	
Ability Focus (Roar)	[Paizo Inc. - Bestiary, p.314]

One of this creature's special attacks is particularly difficult to resist.

Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Dodge	[Paizo Inc. - Core Rulebook, p.122]
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Your training and reflexes allow you to react swiftly to avoid an opponent's attack.

You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
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Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Mobility	[Paizo Inc. - Core Rulebook, p.130]
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You can easily move through a dangerous melee.

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack	[Paizo Inc. - Core Rulebook, p.134]
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You can deftly move up to a foe, strike, and withdraw before he can react.

As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Weapon Focus (Bite, Claw)	[Paizo Inc. - Core Rulebook, p.136]
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You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Martial Weapon Proficiency	[Paizo Inc. - Core Rulebook, p.130]
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You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency	[Paizo Inc. - Core Rulebook, p.133]
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You are trained in the use of basic weapons.

You make attack rolls with simple weapons without penalty.

Proficiencies	
Aldori Dueling Sword, Amentum, Ankus, Atlatl, Boarding Axe, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Bite,	

Blade Boot, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Claw, Club, Combat Scabbard, Heavy Crossbow, Light Crossbow, Cutlass, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Estoc, Falchion, Light Flail, Heavy Flail, Gaff, Gandasa, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Hair, Halberd, Light Hammer, Hanbo, Handaxe, Hook Hand, Hooked Lance, Horsechopper, Hunga Munga, Hurlbat, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Klar, Kukri, Kumade, Kunai, Lance, Laser Torch, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Machete, Manople, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pitchfork, Planson, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Spear-Sling, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck, Stonebow, Switchblade Knife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Great Terbutje, Throwing Arrow Cord, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, War Razor, Dwarven Waraxe, Warhammer, Weighted Spear, Wushu Dart

Templates

Advanced Creature

Half-Celestial

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 10 temporary hit points. [SR:Yes (harmless)]					
<input type="checkbox"/> Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. [SR:Yes (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 4d8+14 points of damage. [SR:Yes (harmless); see text; DC:10, Will half (harmless); see text]					
<input type="checkbox"/> Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (60 ft.)	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 3d8+14 points of damage. [SR:Yes (harmless) or yes; see text; DC:10, Will half (harmless) or Will half; see text]					
<input type="checkbox"/> Detect Evil	Divination	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]					
At Will Detect Thoughts	Divination [Mind-Affecting]	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	CR:p.268
[V, S, F/DF] TARGET: Cone-shaped emanation; EFFECT: You detect surface thoughts. [SR:No; DC:10, Will negates; see text]					
<input type="checkbox"/> Dispel Evil	Abjuration [Good]	1 standard action	14 rounds or until discharged, whichever	Touch	CR:p.271
[V, S, DF] TARGET: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object; EFFECT: Shimmering, white holy energy surrounds you granting a +4 deflection bonus to AC against attacks by evil creatures and you can choose to drive evil creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:17, See text]					
At Will Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (960 ft.)	CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 10d6 points of fire damage to every creature within the area. [SR:Yes; DC:17, Reflex half]					
<input type="checkbox"/> Hallow	Evocation [Good]	24 hours	Instantaneous	Touch	CR:p.293
[V, S, M, DF] TARGET: 40-ft. radius emanating from the touched point; EFFECT: Hallow makes a particular site, building, or structure a holy site. [SR:See text; DC:19, See text]					
<input type="checkbox"/> Heal	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. [SR:Yes (harmless); DC:10, Will negates (harmless)]					
At Will Hold Monster	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 rounds [D]; see text	Medium (240 ft.)	CR:p.296
[V, S, M/DF] TARGET: One living creature; EFFECT: This spell functions like hold person, except that it affects any living creature that fails its Will save. [SR:Yes; DC:18, Will negates; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Holy Aura	Abjuration [Good]	1 standard action	14 rounds [D]	20 ft.	CR:p.297
[V, S, F] TARGET: 14 creatures in a 20-ft.-radius burst centered on you; EFFECT: A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. [SR:Yes (harmless); DC:22, See text]					
<input type="checkbox"/> Holy Smite	Evocation [Good]	1 standard action	Instantaneous [1 round]; see text	Medium (240 ft.)	CR:p.297
[V, S] TARGET: 20-ft.-radius burst; EFFECT: You draw down holy power to smite your enemies. [SR:Yes; DC:18, Will partial; see text]					
<input type="checkbox"/> Holy Word	Evocation [Good, Sonic]	1 standard action	Instantaneous	40 ft.	CR:p.297
[V] TARGET: Nongood creatures in a 40-ft.-radius spread centered on you; EFFECT: Any nongood creature within the area of a holy word spell suffers ill effects. [SR:Yes; DC:21, Will partial]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 140 minutes; see text	Touch	CR:p.316
[V, S, M/DF] TARGET: Creature or object of up to 14 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:10, Will negates (harmless, object)]					
<input type="checkbox"/> Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 140 minutes; see text	Touch	CR:p.316
[V, S, M/DF] TARGET: Creature or object of up to 14 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:10, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from Evil	Abjuration [Good]	1 standard action	14 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:10, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:10, Fortitude negates (harmless)]					
<input type="checkbox"/> Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:10, Fortitude negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wall of Force	Evocation [Force]	1 standard action	14 rounds [D]	Close (60 ft.)	CR:p.365
[V, S, M] TARGET: Wall whose area is up to 14 10-ft. squares; EFFECT: A wall of force creates an invisible wall of pure force. [SR:No]					

* =Domain/Specialty Spell

Innate

- Aid
- Bless
- Cure Critical Wounds (DC:10)
- Cure Serious Wounds (DC:10)
- Detect Evil
- At Will Detect Thoughts (DC:10)
- Dispel Evil (DC:17)
- At Will Fireball (DC:17)
- Hallow (DC:19)
- Heal (DC:10)
- At Will Hold Monster (DC:18)
- Holy Aura (DC:22)
- Holy Smite (DC:18)
- Holy Word (DC:21)
- Neutralize Poison (DC:10)
- Neutralize Poison (DC:10)
- Protection from Evil (DC:10)
- Remove Disease (DC:10)
- Remove Disease (DC:10)
- Wall of Force

Lea the Huntress, Guardian of the Sacred Gardens

Leonal (Half-Celestial)

RACE

AGE

Female

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

HEIGHT

WEIGHT

EYE COLOUR

SKIN COLOUR

/
HAIR / HAIR STYLE

PHOBIAS

/
PERSONALITY TRAITS

INTERESTS

/
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Minderhal

DEITY

Outsider

Race Type

Race Sub Type

Description:

TACTICS

During Combat Her preferred mode of combat is hiding until she announces her presence with a mighty roar hopefully catching all her enemies within the great cone. She then uses wall of force to isolate her foes so she can fight them one at a time. She leaps into combat using her fearsome pounce to grab and maul her enemies. Once that victory is won, she uses heal or cure critical wounds and repeats the procedure until all that invade the Hall of the Huntress are laid low. Lea is not interested in taking prisoners. All who invade her Hall are worthy only death for their crime.

Morale Lea knows that if she dies she will both be banished from this plane and have proven herself an unworthy guardian. Fanatical about seeing that neither occurs, she fights to the death to defend her charge.

Biography: