

MindBlast!

Villains Augmented



Pacifier Angel

ULTIMATE
PSIONICS
COMPATIBLE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MINDBLAST!

Villains Augmented

Pacifier Angel

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Angel Pacifier

This dark-skinned man has large, feathery wings sprouting from his robed body. A glinting crescent moon shines on his brow and a pair of golden scimitars gleam in his hands.

PACIFIER ANGEL

CR 7

XP 3,200

NG Medium outsider (angel, extraplanar, good, psionic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +16

Aura protective aura 20 ft.

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +3 natural, +1 shield)

hp 85 (9d10+36)

Fort +10, **Ref** +7, **Will** +10; +4 resistance vs. evil, +4 vs. poison

DR 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; SR 18

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee +2 scimitar +13/+8 (1d6+7/18-20) and +2 scimitar +13 (1d6+7/18-20)

Spell-Like Abilities (CL 9th; concentration +14)
Constant—*detect evil*, *detect thoughts* (DC 17)
3/day—*alter self*, *charm monster* (DC 19)
1/week—*modify memory* (DC 20)

STATISTICS

Str 20, **Dex** 19, **Con** 18, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 28

Feats Double Slice, Power Attack, Two-weapon Defense, Two-weapon Fighting, Weapon Focus (scimitar)

Skills Bluff +17, Diplomacy +14, Fly +20, Heal +13, Knowledge (planes) +15, Knowledge (psionics) +12, Perception +16, Sense Motive +16, Spellcraft +12

Languages Abyssal, Auran, Celestial, Infernal; truespeech

SQ peaceful resolve

ECOLOGY

Environment Any good-aligned plane

Organization Solitary, Pair or Envoy (3-6)

Treasure Double (2 +2 scimitars)

SPECIAL ABILITIES

Peaceful Resolve (Su) As a full-round action, a pacifier angel can make a Diplomacy check to change the attitude of every creature within 30 ft. Make a single roll and compare it to the DC required for each creature involved separately. A creature's attitude can only be shifted by one category per round through the use of this ability.

Pacifier angels often serve as the emissaries and diplomats of the heavens. They are sent into situations where a peaceful resolution is not only the most desirable outcome, but the necessary one. They use their influential powers to slowly coerce the opposing parties of a conflict into the resolution desired by the deities of good. They prefer to use subtle means of influence to achieve their goals, only drawing on their magical abilities when a situation escalates beyond the control of their conventional skills.

There is much debate over the use of pacifier angels among the deities of good—is it the greater good to end bloodshed and conflict; or to allow people to use their own free-will and judgment to solve their own problems. This has led to the two sides of the debate nearly coming to blows on numerous occasions, despite the supposed unity of angels as a whole. Many good deities has refused the services of the pacifier angels for exactly this reason, valuing the freedom of the individual over even the lives of their own followers.

Pacifier angels are masters of diplomacy and coercion, preferring to rely on their skills and powers to solve conflict before bloodshed starts, but they are far from helpless if violence becomes the only solution available. Their gleaming golden swords

look like so much ceremonial garb, but prove utterly deadly in the skilled hands of the angels. An envoy of pacifier angels can prove to be a deadly force when circumstances prevent their peaceful mission from success.

Pacifier angels have perfectly symmetrical facial features and sculpted physiques. They never wear armor or use shields, meant to act as a gesture of peace by demonstrating that they are openly undefended, showing trust in the other party. A pacifier angel stands six feet tall and weighs 180 pounds.



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