Rite Publishing Presents

Faces of the Tarnished Souk: Elspeth Black, Executive Officer of Blackblade



By Matt Banach and Justin Sluder



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Elspeth Black, Executive Officer of Blackblade

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Dedication:

To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

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「アツフススマ 人立之 ふぐ シホッツス バスム ツス

Elspeth Black is a savvy veteran of scores of military conflicts in the waking world and is currently the Executive Officer of the elite mercenary organization collectively known as "Blackblade". She appears to be a tall, well-muscled human woman of early middle age, dressed in fine armor and wearing her raven-black hair in neat dreadlocks. While her military appearance makes it no surprise that she is an expert tactician and battlefield commander, her shining frost-blue eyes are the only hint that she is an elan, a being of awakened psionic potential far older and more powerful than she appears. Elspeth values those with the skill and willpower to "get the job done", as she is herself deeply motivated to produce results at any cost on behalf of Blackblade's mysterious senior management, to whom she is deeply loyal. When interacting with Blackblade employees she is a stern commanding officer; when interacting with clients and business associates she is pleasant and professional, cutting directly to the point with polite but unapologetic efficiency. Also in charge of local recruiting for Blackblade, Elspeth makes it her business to know the identity and combat skills of most gladiators fighting in the Coliseum Morpheuon, and may share that knowledge for a price or a favor. Her signature weapon is a large black greatsword with a gleaming crystal eye (psicrystal) at the center of a circular hilt of strange geometric design. Unbeknownst to her Blackblade colleagues, Elspeth uses the mercenary organization's wide-ranging operations as an opportunity to vet exceptional beings for possible ascendance into the enlightened ranks of the elan.

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Hope: Elspeth hopes to one day attain complete psychic mastery of her body and self, transcending all limitations of her origins and exulting in an existence that perfectly harmonizes mind, body, and the universe. She constantly daydreams about this, idly musing about advanced psionic theoretics far beyond the ken of mortals.

Aspiration: Elspeth aspires to do her job well and eventually satisfy the mysterious debt of service she owes to Blackblade's senior management. Only then might she be free to wander the planes and adventure as she wishes.

Goal: Encouraged by the bad influence of her psicrystal, Elspeth occasionally fantasizes about moments of

spectacular violence, envisioning herself leveling entire buildings with a sword stroke and shattering opponents with the merest thought.

In the Tarnished Souk

Blackblade kiosks in the Tarnished Souk (or anywhere else, for that matter) are recognizable by their trademark signpost - an oversized black sword, point down and slowly rotating in mid-air above the location. The kiosk is an open military-style white canvas tent with nearly nothing in it except for a wooden table and some benches. Once inside, the tent flaps close and a volley of privacy-ensuring spells trigger, allowing Elspeth and prospective clients to roll out battle maps and discuss contract terms with complete discretion.

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Characters may learn the following information via Diplomacy or Knowledge (Local) skill checks:

DC 15 - Elspeth Black is the public face of Blackblade, a large mercenary outfit. She appears human, but is an elan.

DC 20 - She is a psychic warrior. She tells clients: "Blackblade provides solutions. Tell me your problem and your budget."

DC 25 - She is a brilliant battlefield commander and her self-focused psychic powers make her an expert swordswoman.

DC 35 - The crystal embedded in her sword is an extension of her mind. As an elan, her aberrant nature is a little off-putting.

DC 40 - Elspeth possesses a portal-opening crystal key used to transport Blackblade mercenaries to far-off planes; she sometimes uses it as a perk for high-paying clients.

How to Use Elspeth Black

- · Blackblade is a vast mercenary organization with operations on multiple worlds. They recruit operatives from the gladiators of the Coliseum Morpheuon and advertise there because it is a vacation destination for prime clients (rich, evil despots). Services include: military engagements, contract assassinations, private security, exploring dangerous regions, "pacifying" troublesome populations, building and securing infrastructure, etc. While not purposefully evil, Blackblade isn't squeamish and does some dirty work for shady clients. At GM's discretion, Blackblade could be anywhere, involved with anything, and working for anyone.
- As a segue from the mortal world to Dream and the Coliseum Morpheuon, Blackblade/Elspeth could recruit the PCs as operatives on their homeworld and eventually transition to the Coliseum Morpheuon once they rise in power.
- Elspeth Black might sub-contract the PCs to complete a dangerous assignment that returns them to a familiar battleground or pits them against an old enemy. The payday is too good to pass up.
- If she is extremely impressed by a particular PC, Elspeth could offer to initiate him or her into the enlightened ranks of the elan. Such an ascendance is not quick or easy, but could be a fitting reward for a cherished PC exiting the adventuring life.

レンプレン ひょう アンプレン マン シン

CR 15

XP 51,200 Female elan psychic warrior 5/metamind 5/war mind 5 LN Medium humanoid (aberrant) Init +9; Senses Perception +22

Defense

AC 27, touch 16, flat-footed 24 (+11 armor, +3 deflection, +3 Dex)

hp 131 (15 HD; 5d8+5d6+5d10+60)

Fort +16, Ref +12, Will +14

Defensive Abilities chain of defensive posture, enduring body, resilience, resistance; **DR** 1/-

Offense

Speed 30 ft.

Melee +2 sundering greatsword +16/+11 (2d6+8/17-20)

Special Attacks chain of personal superiority, sweeping strike

Powers Known (ML 13th; concentration +18; Power Points 114)

5th-adapt body

4th—fold space, immovability, slip the bonds

3rd-empathic feedback (DC 18), hostile empathic transfer (DC 18), ubiquitous vision

2nd-animal affinity, body adjustment, dissolving weapon

1st-call weaponry, catfall, conceal thoughts, inertial armor, thicken skin

Tactics

Before Combat Elspeth is wise and cautious, and prefers to be ready for as many situations as possible at all times. She always has adapt body active. Unless surprised, she manifests thicken skin, and dissolving weapon. She rarely sequesters any powers.

During Combat Elspeth focuses on issuing orders to her troops (Blackblade operatives) more than personally engaging the enemy. When she does fight, she usually fights defensively. If she has a solid, defensible position, she'll often manifest immovability and issue commands without moving much. If caught alone, she fights with a cold, calculating focus, making use of the *sundering* power of her sword and using her dissolving weapon power. Against an enemy commander, she uses empathic feedback and hostile empathic transfer.

Morale Elspeth retreats if reduced below 25 hit points, using fold space if necessary. She surrenders if reduced to 10 hit points or less, attempting to parlay, negotiate and later escape.

Statistics

Str 18, Dex 16, Con 18, Int 14, Wis 20, Cha 15 Base Atk +10; CMB +14; CMD 30



Feats Alertness^B (with psicrystal within arms reach), Battlefield Intuition, Combat Advice, Command, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Critical (greatsword), Improved Psicrystal^B, Leadership, Psicrystal Affinity^B, Psionic Meditation^B, Psionic Talent^B (3), Skill Focus (Diplomacy)

Skills Autohypnosis +23, Diplomacy +18, Knowledge (engineering, history, planes, psionics) +11, Perception +22, Profession (general) +15, Profession (soldier) +9, Sense Motive +24, Spellcraft +13, Stealth +7, Use Magic Device +19

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Languages Common, Dwarven, Infernal

SQ cognizance psicrystal 9, efficient recharge (1/day), expanded path, improved psicrystal (friendly, sage [engineering]), path skill, psionic proficiency, sequestration 6, warrior's journey, warrior's path (mind knight +1), well of power

Combat Gear dorje of detect psionics (50 charges), wand of magic missile (5 missiles, 37 charges); Gear +2 sundering greatsword (functions as a psicrystal staff), +2 weightless mithral full-plate of reshaping, belt of physical perfection +4, boots of stomping, bracers of resistance +3, gate key, gloves of activation headband of mental superiority +4(Autohypnosis, Sense Motive), ring of protection +3, ring of sustenance, setting stone of invigoration, setting stone of power echo (3rd), plus additional limited use items worth 15,000 gp

Special Abilities

Aberrant Nature Although human in appearance, Elspeth suffers from a nature slightly off from the rest of the non-elan society. She suffers a -1 penalty to Charisma-based skill checks when dealing with nonelans.

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Chain of Defensive Posture (Ex) Three times per day, as a free action, Elspeth can provide herself with a +2 insight bonus to Armor Class for 1 minute. This is the second principle of warfare for the individual combatant.

Chain of Personal Superiority (Ex) Three times per day, as a free action, Elspeth can provide herself with a +2 insight bonus on Strength and Constitution for 1 minute. This is the first principle of warfare for the individual combatant.

Cognizance Psicrystal (Ex) Elspeth's psicrystal functions as a cognizance crystal, capable of storing 9 power points, in addition to its regular psicrystal abilities.

Efficient Recharge (Su) Once per day, Elspeth can recharge her cognizance psicrystal at half the regular cost

Enduring Body (Ex) Elspeth has gained DR 1/-. This is the third principle of warfare for the individual combatant.

Expanded Path While maintaining psionic focus, Elspeth gains a +1 competence bonus to initiative, and a +1 bonus to attack and damage when wielding any weapon gained through use of call weaponry. Elspeth can expend her psionic focus as a standard action to make a melee attack against any two adjacent creatures.

Naturally Psionic Since she has levels in a psionic class, Elspeth possess Psionic Talent as a bonus feat.

Path Skill Elspeth gains a +2 bonus on all Diplomacy skill checks she makes.

Psionic Aptitude Elspeth has 5 bonus power points from her favored class, psychic warrior, instead of bonus hit points or skill points.

Psionic Proficiency (Ex) Elspeth treats her psychic warrior base attack bonus as equal to her psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

Repletion (Su) Elspeth can sustain her body without need of food or water for 24 hours at the cost of 1 power point.

Resilience (Su) When Elspeth takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage by 2 hit points for every 1 power point she spends.

Resistance (Su) Elspeth can use psionic energy to increase her resistance to various forms of attack. As an immediate action, she can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Sequestration (Ex) Elspeth can sequester up to six of her powers known each day and gain bonus power points equal to the total number of power points needed to manifest the six powers.

Sweeping Strike (Ex) On each melee attack she makes, Elspeth can select two adjacent squares she threatens, and make attacks against creatures occupying both squares. She can do this on any attack, including attacks of opportunity.

She cannot use this ability after moving more than 10 ft. since the end of her last turn.

Warrior's Journey (Ex) Elspeth's war mind levels are treated as psychic warrior levels for the purpose of gaining additional power points, new powers, and manifester level.

Warrior's Path (Ex) Elspeth walks the path of the mind knight, gaining Diplomacy as a class skill, and both *call weaponry* and *inertial armor* as bonus powers known.

Well of Power (Ex) After using chain of defensive posture and personal superiority their three times per day, Elspeth can expend 4 power points to activate each of them. She can do this as many times per day as she desires, until she runs out of power points.

Blackblade and Elspeth Black's

followers [Leadership]

Blackblade (also doing business as "The Blackblade Corps", "The Knights of Blackblade", "Blackblade & Associates", etc.) employs a wide variety of humanoids and monsters from across the planes, never discriminating so long as its employees are willing to do the dirty work. GMs should feel free to fill Blackblades' mercenary ranks with any interesting, useful, or exotic NPCs they desire.

Per the Leadership feat, at CR 15 and CR 7 Elspeth directly commands several Blackblade agents; these followers do not represent all of Blackblade's employees, they are merely competent, loyal favorites she has assigned to her personal troop. They obey her commands with military precision.

At CR 15, Elspeth has a single cohort of 12th-level, one 4th-level follower, one 3rd-level follower, three 2ndlevel followers, and thirty-five 1st-level followers. Example (using core monsters of approximate CR):

- 1 cloud giant cohort (Volfnir, looming bodyguard, with Gargantuan frost morningstar +1 and +2 chain shirt),
- 1 gargoyle (Slate, acid-tongued air support),
- 1 centaur (Cassia, charming cavalry),
- 3 wererats (The Skizzer Brothers, vulgar saboteurs), and
- 35 svirfneblin (Little Grey Men, creepily identical hirelings).

At CR 7, Elspeth has a 4th-level cohort (Example: Slate, a gargoyle) and no followers.

At CR 4, Elspeth has no followers or cohort, but is associated with other Blackblade agents and her own superiors.

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Elspeth's Psicrystal, "Raze"

15th-level **CN** Diminutive Construct Init +2;Senses sighted 40 ft.: Perception +12 Defense AC 23, touch 16, flatfooted 21 (+2 Dex, +7 natural, +4 size) hp 65 (15 HD) Fort +13, Ref +9,



Will +11 Defensive Abilities hardness 8, improved evasion; PR 20

Offense

Speed 30 ft., climb 20 ft., fly 50 ft. (poor); selfpropulsion

Space 1 ft.; Reach o ft.

Special Attacks channel power, deliver touch powers Statistics

Str 1, Dex 15, Con -, Int 13, Wis 10, Cha 10

Base Atk +10; CMB +1; CMD 13

Skills Climb +10, Fly +4, Perception +12, Stealth +15 Languages Common; telepathic link, telepathic speech

SQ personalities (friendly, sage [engineering]), share powers, sight link

Special Abilities

Channel Power (Sp) If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location. When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if *invisible*, as does the psicrystal).

Deliver Touch Powers (Su) If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Flight (Su) If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex) If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Elspeth's Psicrystal

"Raze", Elspeth's psicrystal, is a crystallized fragment of her personality - a cheery, mischievous, gleefully destructive fragment. Elspeth uses her psicrystal as a way of diverting and compartmentalizing the more chaotic elements of her mind, leaving the rest of her more cold, logical, and focused as a result. However, the psicrystal itself has a giddy appetite for destruction that demands to be sated, and it sometimes encourages Elspeth to let go and destroy something - or someone just to feel the rush of it. She indulges Raze from time to time as a guilty pleasure, then resumes her sober and thoughtful existence.

Self-Propulsion (Su) As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su) At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex) Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Sight Link (Sp) If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Telepathic Link (Su) The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Telepathic Speech (Ex) If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30

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feet of the psicrystal, while the psicrystal is also within 1 mile of the owner. 7th-level **CN Diminutive Construct** Init +2; Senses sighted 40 ft.; Perception +4 Defense AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size) hp 24 (7 HD) **Fort** +7, **Ref** +3, **Will** +6 Defensive Abilities hardness 8, improved evasion Offense Speed 30 ft., climb 20 ft.; self-propulsion Space 1 ft.; Reach 0 ft. Special Attacks deliver touch powers Statistics Str 1, Dex 15, Con -, Int 8, Wis 10, Cha 10 Base Atk +4; CMB -5; CMD 7 Skills Climb +10, Perception +4, Stealth +14 Languages Common; telepathic link, telepathic speech SQ personalities (friendly, sage [engineering]), share powers 4th-level **CN** Diminutive Construct Init +2; Senses sighted 40 ft.; Perception +4

Defense AC 17, touch 16, flat-footed 15 (+2 Dex, +1 natural, +4 size) hp 14 (4 HD) **Fort** +6, **Ref** +2, **Will** +5 Defensive Abilities hardness 8, improved evasion Offense Speed 30 ft., climb 20 ft.; self-propulsion Space 1 ft.; Reach o ft. Special Attacks deliver touch powers Statistics Str 1, Dex 15, Con –, Int 7, Wis 10, Cha 10 Base Atk +3; CMB -6; CMD 6 Skills Climb +10, Perception +4, Stealth +14 Languages Common; telepathic link SQ personalities (friendly, sage [engineering]), share

Feats

Battlefield Intuition (Combat)

Your keen wit improves your reaction time. Benefit You add your Wisdom modifier to initiative checks. This is in addition to other modifiers to initiative checks, like the bonus provided by a high Dexterity score or the Improved Initiative feat.

Combat Advice (General)

You instruct your allies in the best ways to attack their foes.

Prerequisites Charisma 15, base attack bonus +6 **Benefit** When you spend a move action surveying the area and issuing orders, all allies within sight and hearing of you gain a +1 competence bonus to attack and damage rolls until your next turn.

Special One cannot receive bonuses from this feat from two different characters in the same day.

Command (General)

You direct your allies efficiently in battle. Prerequisite Charisma 13

Benefit You have a pool of command points equal to your level. Every day, on any round in which you use a move action to direct your comrades, you can spend these points to aid your allies (but not yourself). These points become competence bonuses to individual attack rolls, damage rolls, saving throws, or skill checks. You can never add more to a single roll than your Charisma bonus. So a 10th-level character with Charisma 15 can grant ten competence bonuses of +1, five bonuses of +2, or some combination thereof.

If your allies' actions are a part of a predetermined plan (GM's discretion), the allies need not be within sight or hearing of you to enjoy his aid. If your directions are not part of a set plan, however, allies must be able to see or hear you to gain the bonuses.

Magic Items

Reshaping: This quality is a favorite of stalkers, assassins and spies. Armor enchanted with the reshaping property can reform itself upon command, changing its style and appearance. Plain black leather armor enchanted with this quality can transform into golden plate mail with an eagle crest, for example. Specific uniforms can be adapted to with a successful Disguise check (DC 15). Only a true seeing spell or similar magic see through this enchantment.

Strong transmutation; CL 15thh; Craft Magic Arms and Armor, polymorph any object; Price +2,700 gp

Weightless: Armor given this enchantment has no

weight at all. Weightless armor removes any adjustment for speed from a given armor type and reduces the arcane spell failure percentage chance by 10%. It also decreases the Armor Check penalty by 2 and increases the Max Dex adjustment by 2.

Modferate transmutation; CL 7thh; Craft Magic Arms and Armor, levitate; Price +1 (light or medium), +2 (heavy)

Crystal Key, Jesser

Aura strong conjuration (creation); CL 9thh Slot none; Price 10,000 gp; Weight 1 lb. Description

These keys can be used on mundane doors to open portals to other planes. Each key opens a portal to a specific plane as a standard action. Once open, a portal remains active while in use, closing one minute after the last thing passes through it. Crystal keys do not pass through their own portals, leaving those passing through stranded unless they have another key, or

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some other way to travel the planes. Lesser crystal keys function up to three times each day. Construction

Requirements Craft Wondrous Item, *plane shift*; Cost 5,000 gp

Crystal Key, Greater

Aura strong conjuration (creation); CL 9thh Slot none; Price 30,000 gp; Weight 1 lb. Description

Like their lesser version, greater crystal keys allow passage from one plane to another. Unlike lesser crystal keys, these travel with their user and allow transport back to the plane of origin. Greater crystal keys can be used at will.

Construction Requirements

Wondrous Item, plane shift; Cost 15,000 gp

Craft

Gate Key

Aura strong conjuration (creation); CL 17thh Slot none; Price 100,000 gp; Weight 1 lb. Description

The greatest type of crystal key, a gate key functions as a greater crystal key, but can be used to open portals to any plane and allow passage back and forth through the same portal.

Construction

Requirements Craft Wondrous Item, gate; Cost 50,000 gp

Gloves of Activation

Aura faint divination; CL 1st

Slot hands; Price 1,000 gp (+2), 3,500 gp (+5), 10,000 gp (+10); Weight 1 lb.

Description

These gloves change their appearance to match the overall look of their wearer, and grant the wearer a bonus on Use

Magic Device checks while worn. Both gloves must be worn for the wearer to gain the bonus.

Construction

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Requirements Craft Wondrous Item, *disquise self*, *eagle's splendor*, creator must have twice the number of ranks in Use Magic Device than the bonus granted by the gloves; Cost 500 gp (+2), 1,750 gp (+5), 5,000 gp (+10)

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Operative of Blackblade Section X

CR7

XP 3,200 Female elan psychic warrior 5/metamind 1/war mind 1 LN Medium humanoid (aberrant) Init +2; Senses Perception +11

Defense

AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex) **hp** 49 (7 HD; 5d8+1d6+1d10+14) **Fort** +8, **Ref** +4, **Will** +7

Defensive Abilities resilience, resistance

Offense

Speed 30 ft.

Melee +1 greatsword +8 (2d6+5/19-20) Special Attacks chain of personal superiority

Powers Known (ML 6th; concentration +10; Power Points 35)

2nd-animal affinity, body adjustment, dissolving weapon

1st-call weaponry, catfall, conceal thoughts, inertial armor, thicken skin

Jactics

Before Combat Elspeth is wise and cautious, and prefers to be ready for as many situations as possible at all times. She always has *adapt body* active. Unless surprised, she manifests thicken skin, animal affinity (Dex), and dissolving weapon in that order. She rarely sequesters any powers.

During Combat Elspeth focuses on issuing orders to her troops (Blackblade operatives) more than personally engaging the enemy. When she does fight, she usually fights defensively. If she has a solid, defensible position, she'll often manifest *immovability* and issue commands without moving much. If caught alone, she fights with a cold, calculating focus, using her sword and her dissolving weapon power.

Morale Elspeth retreats if reduced below 15 hit points. She surrenders if reduced to 10 hit points or less,

Statistics

Str 16, Dex 12, Con 15, Int 12, Wis 18, Cha 12 Base Atk +4; CMB +7; CMD 19

Feats Alertness^B (with psicrystal within arms reach), Craft Magic Arms and Armor, Craft Wondrous Item, Improved Psicrystal^B, Leadership, Psicrystal Affinity^B, Psionic Meditation^B, Psionic Talent^B, Skill Focus (Diplomacy)

Skills Diplomacy +9, Knowledge (engineering, history, psionics) +9, Perception +11, Profession (general) +10, Profession (soldier) +8, Sense Motive +13, Spellcraft +10, Use Magic Device +10

Languages Common, Dwarven

SQ cognizance psicrystal 5, expanded path, improved psicrystal (friendly, sage [engineering]), path skill, psionic proficiency, sequestration, warrior's journey, warrior's path (mind knight +1)

Combat Gear dorje of detect psionics (42 charges), wand of magic missile (2 missiles, 15 charges); Gear

+1 greatsword (functions as a psicrystal staff), +2 mithral scale mail, belt of physical might +2 (Str, Con), bracers of resistance +1, gloves of activation +5, greater crystal key, headband of mental superiority +2 (Sense Motive), ring of protection +1, ring of sustenance, plus additional limited use items worth 2,500 gp total

Special Abilities

Aberrant Nature Although human in appearance, Elspeth suffers from a nature slightly off from the rest of the non-elan society. She suffers a -1 penalty to Charisma-based skill checks with non-elans.

Chain of Personal Superiority (Ex) Three times per day, Elspeth can provide herself with a +2 insight bonus on Strength and Constitution as a free action. This ability lasts 1 minute.

Cognizance Psicrystal (Ex) Elspeth's psicrystal functions as a cognizance crystal, capable of storing 5 power points, in addition to its psicrystal abilities.

Expanded Path While maintaining psionic focus, Elspeth gains a +1 competence bonus to initiative, and a +1 bonus to attack and damage when wielding any weapon gained through use of call weaponry. Elspeth can expend her psionic focus as a standard action to make a melee attack against two adjacent creatures.

Naturally Psionic Since she has levels in a psionic class, Elspeth possess Psionic Talent as a bonus feat.

Path Skill Elspeth gains a +2 bonus on all Diplomacy skill checks she makes.

Psionic Aptitude Elspeth has 5 bonus power points from her favored class, psychic warrior, instead of bonus hit points or skill points.

Psionic Proficiency (Ex) Elspeth treats her psychic warrior base attack bonus as equal to her psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

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Repletion (Su) Elspeth can sustain her body without need of food or water for 24 hours at the cost of 1 power point.

Resilience (Su) When Elspeth takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage by 2 hit points for every 1 power point she spends.

Resistance (Su) Elspeth can use psionic energy to increase her resistance to various forms of attack. As an immediate action, she can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Sequestration (Ex) Elspeth can sequester up to two of her powers known each day and gain bonus power points equal to the total number of power points needed to manifest the two powers.

Warrior's Journey (Ex) Elspeth's war mind levels are treated as psychic warrior levels for the purpose of gaining additional power points, new powers, and manifester level.

Warrior's Path (Ex) Elspeth walks the path of the mind knight, gaining Diplomacy as a class skill, and both *call weaponry* and *inertial armor* as bonus powers known.

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Jady Elspeth, Agent of Blackblade

CR4 XP 1,200

Female elan psychic warrior 4 LN Medium humanoid (aberrant) Init +2; Senses Perception +11

(1)etense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 29 (4d8+8) Fort +7, Ref +3, Will +6 Defensive Abilities resilience, resistance

Offense

Speed 30 ft.

Melee +1 greatsword +7 (2d6+5/19-20)

Powers Known (ML 4th; concentration +8; Power Points 16)

2nd—*dissolving* weapon

1st-call weaponry, catfall, conceal thoughts, inertial armor, thicken skin

Tactics

Before Combat Elspeth is wise and cautious, and prefers to be ready for as many situations as possible at all times. She always has adapt body active. Unless surprised, she manifests thicken skin and dissolving *weapon* in that order.

During Combat Elspeth fires her wand at range, then fights defensively in close combat. If caught alone, she fights with a cold, calculating focus, using her sword and her dissolving weapon power.

Morale Elspeth retreats if reduced below 10 hit points. She surrenders if reduced to 5 hit points or less, attempting to parlay, negotiate and later escape.

Statistics

Str 16, Dex 12, Con 15, Int 12, Wis 18, Cha 10 Base Atk +3; CMB +6; CMD 19

Feats Alertness^B (with psicrystal within arms reach), Craft Wondrous Item, Improved Psicrystal^B, Psicrystal AffinityB, Psionic Talent^B, Skill Focus (Diplomacy)

Skills Diplomacy +8, Knowledge (engineering, history, psionics) +6, Perception +11, Profession (general) +10, Profession (soldier) +8, Sense Motive +10, Spellcraft +8, Use Magic Device +6

Languages Common, Dwarven

SQ expanded path, improved psicrystal (friendly, sage [engineering]), path skill, psionic proficiency, warrior's path (mind knight +1)

Combat Gear dorje of detect psionics (23 charges), wand of magic missile (1 missile, 7 charges); Gear +1 greatsword, mithral scale mail, belt of physical might +2 (Str, Con), bracers of resistance +1, gloves of activation +2, headband of mental prowess +2 (Int, Wis; Sense Motive), lesser crystal key, ring of sustenance, plus additional limited use items worth 1,000 gp total

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Special Abilities

Aberrant Nature Although human in appearance, Elspeth suffers from a nature slightly off from the rest of the non-elan society. She suffers a -1 penalty to Charisma-based skill checks when dealing with nonelans.

Expanded Path While maintaining psionic focus, Elspeth gains a +1 competence bonus to initiative, and a +1 bonus to attack and damage when wielding any weapon gained through use of call weaponry. Elspeth can expend her psionic focus as a standard action to make a melee attack against any two adjacent creatures.

Naturally Psionic Since she has levels in a psionic class, Elspeth possess Psionic Talent as a bonus feat.

Path Skill Elspeth gains a +2 bonus on all Diplomacy skill checks she makes.

Psionic Aptitude Elspeth has 5 bonus power points from her favored class, psychic warrior, instead of bonus hit points or skill points.

Psionic Proficiency (Ex) Elspeth treats her psychic warrior base attack bonus as equal to her psychic warrior level for the purposes of requirements for psionic feats. Base attack bonuses granted from other classes are unaffected and are added normally.

Repletion (Su) Elspeth can sustain her body without need of food or water for 24 hours at the cost of 1 power point.

Resilience (Su) When Elspeth takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage by 2 hit points for every 1 power point she spends.

Resistance (Su) Elspeth can use psionic energy to increase her resistance to various forms of attack. As an immediate action, she can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Warrior's Path (Ex) Elspeth walks the path of the mind knight, gaining Diplomacy as a class skill, and both call weaponry and inertial armor as bonus powers known.

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