

MindBlast!

Villains Augmented



Pacifier Angel

ULTIMATE
PSIONICS
COMPATIBLE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MINDBLAST!

Villains Augmented

Pacifier Angel

Written by: Eric Hindley *Art & Design by:* Rick Hershey

Published by: Fat Goblin Games

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with Psionics Unleashed requires Psionics Unleashed: Core Psionics System from Dreamscarred Press. See <http://dreamscarredpress.com> for more information on Psionics Unleashed. Dreamscarred Press does not guarantee compatibility, and does not endorse this product.

Psionics Unleashed is copyright 2010 Dreamscarred Press and is referenced with permission.

Mindblast! - Villains Augmented: Pacifier Angel ©2015 **Fat Goblin Games**. All rights reserved. www.fat-goblingames.com

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. All other content is considered Open Game Content.



**ULTIMATE
PSIONICS
COMPATIBLE**

**PATHFINDER®
ROLEPLAYING GAME COMPATIBLE**

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.



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if you fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

The Book of Experimental Might, © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics, © 2004, Bruce R Cordell. All rights reserved.

If Thoughts Could Kill, © 2001–2004, Bruce R. Cordell. All rights reserved.

Mindscapes, © 2003–2004, Bruce R. Cordell. All rights reserved.

Unearthed Arcana, © 2004, Wizards of the Coast.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Modern System Reference Document, © 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

The Grand OGL Wiki, <http://grandwiki.wikidot.com> Copyright 2008-2011 Purple Duck Games; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser, Jonathon Thompson, Thomas Boxall.

Legendary VI: Legendary Armor © 2012, Purple Duck Games; Author: Marc Radle.

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens

Pathfinder Companion: Sargava, the Lost Colony. Copyright 2010, Paizo Publishing, LLC; Author: JD Wiker.

Psionics Unleashed, © 2010, Dreamscarred Press.

Psionic Bestiary, © 2013, Dreamscarred Press.

Psionics Augmented, © 2013, Dreamscarred Press

Ultimate Psionics, © 2013, Dreamscarred Press

Mindblast!—Villains Augmented: Mindbird © 2015 Fat Goblin Games; Authors: Eric Hindley