



УЕРА АУЕНАСА: МАЛЕ ГАУИАН ПСИОН (ТЕУЕРАТН)

YEPÄ AWENASA

Female cavian psion (telepath) 3

Homeland The Caneus Empire

Deity The Kaga

N Medium humanoid (cavian)

Init +2; **Senses** thoughtsense 20 ft.; Perception -1

Languages Cavian, Common, Goblin, Caliban.

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 19 (3d6+6)

Fort +2; **Ref** +4; **Will** +3; +4 vs. mind reading

OFFENSE

Speed 30 ft.

Melee bite +1 (1d4 plus seed of clairvoyant sense)

Ranged heavy crossbow +3 (1d10)

Special Attack Seed of Clairvoyant Sense (Fort DC 15, up to 3 victims at once)

Psion Powers Known (ML 3; 17** PP; concentration +6)
 2nd—*brain lock* (DC 15), *swarm of crystals*

1st—*energy ray*, *force screen*, *inertial armor**, *mind thrust* (DC 14), *unearthly terror* (DC 14)

Talents (at will)—*conceal thoughts**, *detect psionics*, *distract* (DC 13), *empathy*, *far hand*, *float*, *telepathic lash* (DC 13), *mindlink* (DC 13), *my light*

*already factored into statblock

**Initially 20 PP, reduced for pre-manifested powers.

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 17, **Wis** 8, **Cha** 14

Base Atk +1; **CMB** +1; **CMD** 13

Feats Ability Focus (Seed of Clairvoyant Sense), Access Talent, Psionic Body, Psionic Talent

Skills Autohypnosis +5, Bluff +8 (+18 vs. Sense Motive), Diplomacy +8, Knowledge (local) +11

SQ hive mind, thoughtsense

SPECIAL ABILITIES

Discipline Talents (Ps) Yepa has two discipline talents: *conceal thoughts* and *mindlink*. She can manifest either of these without paying power point costs, but the power cannot be augmented or affected by metapsionic feats. She may only use *conceal thoughts* on herself.

Hide Mind (Su) Yepa is part of the hive mind. She gains a +2 bonus on her trained Knowledge checks from the hive mind's ambient knowledge but suffers a -1 penalty on Bluff, Diplomacy and Sense Motive checks against creatures outside the cavian hive mind.

Mental Intrusion (Ex) When Yepa maintains psionic focus, any mind-affecting power she manifests increases the DC by 1 for every 2 power points she spends augmenting it, so long as it doesn't already have an option to increase the DC. She can use this ability on mind-affecting powers even if they don't have augment options.



Seeds of Clairvoyant Sense (Su and Ps) Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect target is implanted with a mote of cavian mucus, which allows her to use the target's senses as his own. Yepa can implant 3 creatures. As a full-round action that provokes attacks of opportunity, Yepa can perceive an implanted target as though manifesting the clairvoyant sense power. While using this ability, the target's eyes will glow a faint blue that is undetectable in bright light but clearly visible in low light. If the target overcomes the disease, the marker is removed. The DC includes a +2 from the ability focus feat.

Thoughtsense (Sp) Yepa can sense the thoughts of nearby creatures. So long as she is psionically focused, she can perceive the presence of any thinking creature within 20 feet as though she had blindsense. By expending psionic focus, she can manifest the read thoughts power (Will DC 13 negates). Thoughtsense is considered a mind-affecting effect.

EQUIPMENT

heavy crossbow with quiver of 20 bolts, *cloak of resistance* +1, quick runner's shirt, satchel; satchel contains [2] *oils of magic weapon*, [2] *potions of shield of faith* +2, [2] *potions of magic fang*, *potions of invisibility*, [4] *potions of cure light wounds*, purse with 10 pp, 50 gp, 10 sp, and 4 cp.

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Languages Cavian, Common, Goblin, Caliban.

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 30 (5d6+10)

Fort +3; **Ref** +5; **Will** +5; +4 vs. mind reading

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4 plus seed of clairvoyant sense)

Ranged heavy crossbow +4 (1d10)

Special Attack Seed of Clairvoyant Sense (Fort DC 16, up to 4 victims at once)

Psion Powers Known (ML 5; 30** PP; concentration +9)

3rd—*hostile empathic transfer* (DC 17),

2nd—*brain lock* (DC 16), *energy push* (DC 16), *mental barrier*, *inflict pain* (DC 16), *swarm of crystals*

1st—*energy ray*, *force screen*, *inertial armor**, *mind thrust* (DC 15), *unearthly terror* (DC 15)

Talents (at will)—*conceal thoughts**, *detect psionics*, *distract* (DC 14), *empathy*, *far hand*, *float*, *telepathic lash* (DC 14), *mindlink* (DC 14), *my light*

*already factored into statblock

**Initially 35 PP, reduced for pre-manifested powers.

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 18, **Wis** 8, **Cha** 14

Base Atk +2; **CMB** +2; **CMD** 14

Feats Ability Focus (Seed of Clairvoyant Sense), Access Talent, Overchannel, Psionic Body, Psionic Talent, Talented

Skills Autohypnosis +7, Bluff +10 (+20 vs. Sense Motive), Diplomacy +10, Knowledge (local, history) +13
SQ hive mind, thoughtsense

SPECIAL ABILITIES

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EQUIPMENT

heavy crossbow, *cloak of resistance* +2, quick runner's shirt, *tattoo of ubiquitous vision*, *handy haversack*; haversack contains a *dorje of bolt*, a *dorje of entangling ectoplasm*, [3] *potions of cure moderate wounds*, a *potion of shield of faith* +2, a *potion of magic fang*, a *potion of jump*, a *potion of pass without trace*, a *potion of endure elements*, a *potion of hide from undead*, and a purse containing 3 pp, 12 gp, and 5 sp.