Letharion

Must be non-evil, and also must be Lawful or Chaotic

+2 to any one mental attribute (6CP)

Spirit Weapon - any melee weapon (6CP)

Exotic Appearance (3CP)

Mystic Link - Spirit Weapon (3CP)

+2 Persuasion and Insight (4CP)

Bonus Feat (6CP)

The Letharion are a race of diplomats, to put it simply. They have developed a seemingly supernatural sense of right and wrong, and are unusually adept at rooting out truth amidst deception. Most races call upon the Letharion to be judges or mediators, even negotiators in times of war. Unfortunately, the Letharion are all too familiar with one discouraging fact: some disputes cannot be solved with words and papers alone – sometimes physical force is unavoidable. As such, some Letharion have developed more physical abilities, but never instigate violence themselves.