

S14

The [Seraph S14](#) is a [Elysian](#)-made organic weapon used by the Elysian military and prized for its powerful telepathic and telekinetic abilities.

Appearance

The S14, like the [S11](#), is generally humanoid in appearance, with white rubbery, slimy skin. The flesh has a gooey, gel-like texture to it and is devoid of any hair. The head features two small black slit-like eyes and a large mouth full of sharp teeth. There is little, if any, features to distinguish one seraph from another. The seraphs are believed to breathe, feel, taste, and hear through their skin. Some seraphs will take on the form of others in order to deceive, but they are not capable of altering their own form without an original at hand to copy.

Abilities

The S14's abilities are based around its telepathic and telekinetic gifts, specialising in taking over its opponents minds. In this it is significantly more powerful than a [Nekovalkyrja](#) of the period, but somewhat less than that of the telepathically gifted [Mishhuvurthyar](#). They have been recorded as showing particular aptness at manipulating subjects through their dreams. However this still makes them dangerous opponents, combined with their natural gifts of endurance, regeneration and Nekovalkyrja like strength.

Culture

S14's have never been seen to operate in teams of more than three - being anti-social creatures - however they operate well by themselves and have a cunning intellect which makes them dangerous foes. Showing higher intellect than the S11 model, the S14 shows no more ability to show remorse or pity - and plenty of sadism. Despite the slightly more friendly face of modern Elysia this facet has not be altered, and the S14 continues to enjoy limited implementation - its expensive cost means it has largely been replaced with the [S17](#) model.

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