

## Seer

The striking fist or speeding bullet pales before a Seer's focused stare. A Seer depends on a continual study of his own mind to discover an ever-wider range of mental powers. He meditates on memories and the nature of memory itself, debate with his own fragment personalities, and delves into the dark recesses of his mind's convoluted corridors. 'Know thyself' is not just a saying for a Seer, but the road to power.

Select this advanced class if you want your character to master the sensory side of psionics and become a Seer.

The fastest path into this advanced class is from the Dedicated hero basic class, though other paths are possible.

## REQUIREMENTS

To qualify to become a Seer, a character must fulfil the following criteria.

**Skills:** Gamble 6 ranks, Knowledge (behavioural sciences) 6 ranks, Sense Motive 6 ranks

**Feats:** Wild Talent

## CLASS INFORMATION

The following information pertains to the Seer advanced class

### Hit die

The Seer gains 1d6 hit points per level. The character's Constitution modifier applies.

### Action points

The Seer gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

### Class skills

The Seer's class skills are as follows.

Autohypnosis (Wis), Concentration (Con), Gamble (Wis), Knowledge (behavioural sciences, current events, popular culture, philosophy and theology) (Int), Read/Write Language (none), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Speak Language (none)

**Skill Points at Each Level:** 5+ Int Modifier

Table: The Seer

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1 <sup>st</sup>	+0	+0	+0	+2	Psionic skills, psionic powers	+1	+0
2 <sup>nd</sup>	+1	+0	+0	+3	Trigger power, psionic powers	+2	+0
3 <sup>rd</sup>	+1	+1	+1	+3	Bonus feat, psionic powers	+2	+0
4 <sup>th</sup>	+2	+1	+1	+4	Sighted, psionic powers	+2	+1
5 <sup>th</sup>	+2	+1	+1	+4	Trigger power, psionic powers	+3	+1
6 <sup>th</sup>	+3	+2	+2	+5	Bonus feat, psionic powers	+3	+1
7 <sup>th</sup>	+3	+2	+2	+5	Combat manifestation, psionic powers	+3	+2
8 <sup>th</sup>	+4	+2	+2	+6	Trigger power, psionic powers	+4	+2
9 <sup>th</sup>	+4	+3	+3	+6	Bonus feat, psionic powers	+4	+2
10 <sup>th</sup>	+5	+3	+3	+7	Maximise power, psionic powers	+4	+3

## CLASS FEATURES

All of the following features pertain to the Seer advanced class.

### Psionic Skills

A Seer has access to the following psionic skills. These skills are considered class skills for the Seer, and he can use his skill points to buy ranks in them, just like other skills in the game.

**Autohypnosis (Wis):** Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

**Check:** The DC and effect depend on the task you attempt.

<u>Task</u>	<u>DC</u>
Resist fear	15
Memorize	15

Tolerate poison Poison's DC

Willpower 20

**Resist Fear:** In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome by fear. A successful check grants you another saving throw with a +4 morale bonus to resist the fear effect.

**Memorize:** You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows you to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. You always retain this information; however, you can only recall it with a successful Autohypnosis check.

**Tolerate Poison:** In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

**Willpower:** If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

**Try Again?:** For resist fear and memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

**Special:** You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

**Concentration (Con):** The normal Concentration skill expands to include psionic applications, as defined below.

**Check:** You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost.

If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

**Try Again?:** You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

**Special:** By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

**Psicraft (Int):** Trained only. Use this skill to identify psionic powers as they manifest or psionic effects already in place.

**Check:** You can identify psionic powers and effects.

DC	Task
15 + power level	Identify a psionic power as it manifests. (You must sense the power's display or see some visible effect to identify a power.) You can't try again.
20 + power level	Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) You can't try again.
20 + power level	Identify materials created or shaped by psionics. You can't try again.
30 or higher	Understand a strange or unique psionic effect. You can't try again.

**Try Again?:** See above.

**Time:** Unless otherwise indicated, Psicraft is a move action.

### Psionic Powers

The Seer's main strength is his ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Seers don't have spellbooks and they don't prepare powers ahead of time. In addition, a Seer can use psionics while wearing armor without risking the failure of the power.

A Seer's level limits the number of power points available for manifesting powers. In addition, a Seer must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Seer's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Seer knows three 0-level powers of your choice and one 1st-level power. At each level, the Seer discovers one or more previously latent powers, as indicated on the table below. The DC for saving throws to resist a psionic power is 10 + the power's level + the Seer's key ability modifier.

Seer Level	Pts/Day	—Powers Discovered by Level—					
		0	1	2	3	4	5
1st	2	3	1	—	—	—	—
2nd	3	3	2	—	—	—	—
3rd	4	3	3	—	—	—	—
4th	7	4	3	1	—	—	—
5th	10	4	3	2	—	—	—
6th	15	4	3	2	1	—	—
7th	20	5	4	3	2	—	—
8th	27	5	4	3	2	1	—
9th	34	5	4	3	3	2	—
10th	43	6	4	3	3	2	1

A Seer can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost; see FX Basics.) He just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Seer's Wisdom score, as shown on the table below.

Wis Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

### Trigger Power

At 2nd, 5th, and 8th level, the Seer chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, you select one 0-, 1st-, 2nd-, or 3rd-level power you can use. From that point on, you can attempt to trigger that power without paying its cost. To trigger a power, you must have enough power points to cover the normal cost of the power manifestation. Then, make an ability check appropriate to the power.

If you succeed at the ability check, the power manifests with no cost in power points. If the check fails, you pay the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0-level, DC 11; 1st-level, DC 13; 2nd-level, DC 15; and 3rd-level, DC 17.

### Bonus feats

At 3rd, 6th and 9th level, the Seer get a bonus feat. The bonus feat must be selected from the following list, and the Seer must meet all the prerequisites of the feat to select it.

Agile Riposte, Alertness, Attentive, Blind-fight, Combat Reflexes, Dodge, Focused, Heroic Surge, Improved Initiative, Iron Will, Lightning Reflexes, Low Profile, Mobility, Renown

### Sighted

At 4<sup>th</sup> level, the Seer's senses improve. Pick one of the following abilities:

- Improved Hearing: The Seer now receives a –1 penalty on Listen checks for every 20 feet of distance between himself and the thing he is trying to hear.
- Improved Sight: The Seer now receives a –1 penalty on Spot checks for every 20 feet of distance between himself and the thing he is trying to spot.
- Low-light vision: The seer can see twice as far as normal in poor lighting conditions
- Darkvision 30ft (p 226 of the D20M core rulebook)
- Blindsight 10ft (p 227 of the D20M core rulebook)
- Scent (p 228 of the D20M core rulebook)

**Combat manifestation**

At 7<sup>th</sup> Level, the Seer becomes adept at manifesting powers in combat, as the Telepath ability, see p 307 of the D20M core rulebook.

**Quicken power**

At 10<sup>th</sup> level, a Seer learns to manifest psionic powers more quickly than normal. Manifesting a quickened power is a free action. You can perform another action, even manifest another power, in the same round you manifest a quickened power. You cannot manifest more than one quickened power in one round. A power whose manifest time is greater than 1 round cannot be quickened. The quickened power costs a number of power points equal to its standard cost +8.

## SEER POWERS

The Seer chooses his powers from the following list.

Those powers not found in the D20 Modern core rulebook can be found in the Psionics Handbook.

### 0-Level Seer Powers

**Burst** (Dex). Speed improves by 10 feet for 1 round.

**Control Shadow** (Con). You control a normal shadow like a puppet.

**Detect Psionics** (Wis). You detect the presence of psionic activity.

**Far Hand** (Con). 5 pound Telekinesis

**Finger of Fire** (Int). You deal 1d3 fire damage to a target.

**Know Direction** (Wis). You know which way is north.

**Missive** (Cha). Send a one-way telepathic message.

**My Light** (Con). Your eyes emit a 20-ft. cone of light.

### 1st-Level Seer Powers

**Combat Precognition** (Wis). You gain a +1 insight bonus to Defense.

**Expanded Vision** (Wis). Wider vision allows you to see more.

**Feather Fall** (Dex). Objects or creatures fall slowly.

**Lesser Body Adjustment** (Str). Heal 1d8 hp, or gain a +1 bonus on the next Fortitude save to resist poison or disease, or heal 1 point of temporary ability damage.

**Object Reading** (Wis). Reveal an object's past.

**Sense Link** (Cha). You sense what another creature senses (one-way).

### 2nd-Level Seer Powers

**Augury** (Wis). Learn if an intended action will be good or bad.

**Blend Senses** (Wis). Sense light and sound through auditory, tactile and visual means. (Combination of See sound, Hear Light, Feel Sound and Feel Light)

**Clairaudience/Clairvoyance** (Wis). Hear or See at a distance.

**Combat Precience** (Wis). You gain a +2 insight bonus on your attack roll.

**Intrusive Sense Link** (Cha). Subject senses what another you sense.

**Recall Pain** (Wis). Foe takes 3d6 damage from painful memory.

**Sensitivity to Psychic Impressions** (Wis). You can find out about an area's past.

### 3rd-Level Seer Powers

**Control Sound** (Con). You can create very specific sounds.

**False Sensory Input** (Cha). You falsify one of the subject's senses.

**Fate Link** (Wis). You link the fate of two targets.

**Intrusive Sense Link** (Cha). Subject senses what another you sense.

**Negate Psionics** (Con). Cancels psionic powers and effects.

**Ubiquitous Vision** (Wis). You have all-around vision.

### 4th-Level Seer Powers

**Aura Sight** (Wis). You can read things in other's auras.

**Divination** (Wis). Provides specific advice for proposed actions.

**Fatal Attraction** (Cha). Implants death urge in subject.

**Fate of One** (Wis). You can reroll a bad roll.

### 5th-Level Seer Powers

**Mindprobe** (Cha). Discover a target's secret thoughts.

**Recall Agony** (Wis). Foe takes 9d6 damage from painful memory.

**Sense Psionics** (Wis). You sense psionic powers and effects (1 mile/level radius).