

Shaper

The Shaper moulds his psionic potential toward the manipulation of energy. He crafts the forces of light, sound, temperature and movement to his own ends to become a formidable force. Using tele-, pyro- and electrokinetics, the Shaper employs psionics with the force of a nova, yet the control of an artist.

Select this class if you want your character to master the psionic art of metacreation and become a Shaper.

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

REQUIREMENTS

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

Skills: Craft (any two) 3 ranks each, either Knowledge (earth and life sciences) or Knowledge (physical sciences) 6 ranks, either Demolitions or Repair 6 ranks

Feats: Wild Talent

CLASS INFORMATION

The following information pertains to the Shaper advanced class.

Hit die

The Shaper gains 1d6 hit points per level. The character's constitution modifier applies.

Action points

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

Class skills

The Shaper's class skills are as follows.

Autohypnosis (Wis), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Concentration (Con), Demolitions (Int), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Knowledge (current events, earth and life sciences, physical sciences, popular culture) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Repair (Int), Speak Language (none)

Skill Points at Each Level: 7+ Int Modifier

Table: The Shaper

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Psionic skills, psionic powers	+0	+0
2 nd	+1	+0	+0	+3	Imprint tattoo, psionic powers, shape power	+1	+0
3 rd	+1	+1	+1	+3	Bonus feat, psionic powers	+1	+1
4 th	+2	+1	+1	+4	Psionic powers, widen power	+1	+1
5 th	+2	+1	+1	+4	Energy substitution, psionic powers	+2	+1
6 th	+3	+2	+2	+5	Bonus feat, psionic powers	+2	+2
7 th	+3	+2	+2	+5	Combat manifestation psionic powers,	+2	+2
8 th	+4	+2	+2	+6	Maximise power, psionic powers	+3	+2
9 th	+4	+3	+3	+6	Bonus feat, psionic powers	+3	+3
10 th	+5	+3	+3	+7	Energy admixture, psionic powers	+3	+3

CLASS FEATURES

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

Psionic Skills

A Shaper has access to the following psionic skills. These skills are considered class skills for the Shaper, 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.

Task	DC
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 Shaper'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, Shapers don't have spellbooks and they don't prepare powers ahead of time. In addition, a Shaper can use psionics while wearing armor without risking the failure of the power. A Shaper's level limits the number of power points available for manifesting powers. In addition, a Shaper must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Shaper's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Shaper knows three 0-level powers of your choice and one 1st-level power. At each level, the Shaper 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 Shaper's key ability modifier.

Shaper 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 Shaper 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 Shaper's Intelligence score, as shown on the table below.

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

Imprint Tattoo

Starting at 2nd level, a Shaper can create create tattoos on his body or someone else's that can be used to invoke psionic powers. A tattoo is a single-use item that duplicates the effect of a particular power. Imprinting a tattoo takes one day. The purchase DC for the raw materials to imprint a tattoo is 15 + the tattoo's power level + the tattoo's manifester level.

The Shaper must also spend experience points to imprint a tattoo. The XP cost is equal to the power level x the manifester level x the purchase DC of the raw materials.

Finally, the Shaper makes a Craft (visual arts) check. The DC for the check is 10 + the power level + the manifester level of the power. If the check fails, the raw materials are used up but the XP are not spent. The Shaper can try imprinting the tattoo again as soon as he purchases more raw materials.

Shape power

At 2nd level, the Shaper gains the ability to 'sculpt' the area of effect of their powers. The new area must be chosen from the following:

- A 30-foot high cylinder, radius 10 feet.
- A 40-foot cone.
- Four 10-foot cubes.

- A 20-foot radius spread.

The Sculpted power remains the same in all other aspects (damage, saving throws, etc).

A Sculpted power costs power points equal to its normal cost +2.

Bonus feats

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

Builder, Cautious, Combat Expertise, Creative, Far Shot, Focused, Deceptive, Educated, Endurance, Gearhead, Improved Initiative, Medical Expert, Meticulous, Point Blank Shot, Quick Reload

Widen power

At 4th level, the Shaper gains the ability to increase the area of effect of their powers.

All numeric measurements of the power's area increase by one-half. Only powers with an area of burst, emanation or spread can be widened.

A Widened power costs a number of power points equal to its normal cost +6.

Energy substitution

At 5th level, the Shaper can alter a power that uses one type of energy to use another.

The energy type of the power is changed to one the Shaper chooses (for example, a Fire Bolt can be manifested as an Acid Bolt). Only powers that deal energy damage (Acid, Cold, Electricity, Fire or Sonic/Concussion) can be changed. An Energy Substituted power costs no more power points than normal.

Combat manifestation

At 7th Level, the Shaper becomes adept at manifesting powers in combat. He gets a +4 bonus on concentration checks to manifest a power while on the defensive.

Maximise power

At 8th level, a Shaper learns to manifest some powers to maximum effect. All variable, numeric effects of a maximised power automatically achieve their maximum values. Saving throws and opposed checks are not affected. Powers without random variables are not affected.

A Maximised power costs a number of power points equal to its normal cost +6.

Energy admixture

At 10th level, the Shaper can add in energy of a different type to a power that uses one type of energy.

The altered power works in all ways as the normal power, except it deals additional damage of another type equal to it's normal damage (for example, a Fire Bolt can be manifested as an Cold/Fire Bolt).

Only powers that deal energy damage (Acid, Cold, Electricity, Fire or Sonic/Concussion) can be changed. An Energy Substituted power costs a number of power points equal to its normal cost +8.

SHAPER POWERS

The Shaper chooses his powers from the following list.

Refer to the Psionic Handbook for more information on those powers not in the D20 Modern core rulebook.

0-Level Shaper Powers

Daze (Cha). Target loses next action.

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

Far Hand (Con). 5 pound telekinesis.

Far Punch (Con). Telekinetic strike deals 1 damage.

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

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

Trinket (Con). You create a short-lived trinket (handkerchief, piece of paper, etc).

Verve (Str). Gain 1 temporary hit point.

1st-Level Shaper Powers

Astral Construct I (Int). Creates astral construct to fight for you.

Fire Bolt (Int). Deals 1d6+1 fire damage to target.

Lesser Bioweapon (Str). Create a staff of bioenergy that deals 1d4 bludgeoning damage.

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.

Lesser Concussion (Con). Mentally pummel target for 1d6 damage.

Minor Creation (Int). Creates one wood or cloth object.

2nd-Level Shaper Powers

Astral Construct II (Int). Creates astral construct to fight for you.

Body Equilibrium (Str). You can walk on nonsolid surfaces.

Matter Agitation (Con). You heat a creature or object.

Concussion (Con). Mentally pummel target for 3d6 damage.

Control Flames (Con). You control heat and movement of a fire.

Ectoplasmic Cocoon (Int). You encapsulate target so it can't move.

Electric Charge (Int). Shocking touch deals 2d6 damage to target.

3rd-Level Shaper Powers

Astral Construct III (Int). Creates astral construct to fight for you.

Cone of Sound (Con). Sonic energy deals 5d4 sonic/concussion damage.

Metaphysical Weapon (Int). Weapon gains a +3 enhancement bonus.

Mind Darts (Int). A flurry of mental bursts deals 5d6 damage to target.

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

4th-Level Shaper Powers

Astral Construct IV (Int). Creates astral construct to fight for you.

Dismiss Ectoplasm (Int). Dissipates ectoplasmic targets.

Fire storm (Int). Deals 5d6 fire damage in a 30-foot radius.

Telekinesis (Con). Lift or move 25 lbs./level at long distance.

Wall of Ectoplasm (Con). You create a protective barrier.

5th-Level Shaper Powers

Astral Construct V (Int). Creates astral construct to fight for you.

Brilliant Blast (Con). Light blast deals 9d4 damage in a 20-foot radius.

Ectoplasmic Armour (Int): Target gains a +10 equipment bonus to defense.