



The Sighted Seeker



A Psionic Prestige Archetype
by Mark Gedak



Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class. The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread.

Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

A Note About Open Game Content

As roleplaying games are written and expand the number of rules options can become staggering. Some people like to stick to the "Core" and some people like expanded options. Purple Duck Games is definitely in the second camp. This product was created from a prestige class that originated from the masters of psionic content, *Dreamscarred Press*. But if there is something... a power, race, or piece of equipment for which you cannot locate the source please email me (gedakm@gmail.com) and I will point you in the right direction, check out the d20pfsrd.com (typically exhaustive) or porphyra.wikidot.com (always growing) for the content.

This product like all our products is 100% Open Game Content.

Sighted Seeker

There are always people on the run, whether they be a fugitive from the law or some unfortunate circumstance. When mundane trackers fail to recapture their quarry, it is the sighted seeker that is called upon to find them. A talent for clairsentience and excellent combat training render the sighted seeker as one foe that all criminals dread. In the broader world of adventuring, having a full understanding of a situation before heading sword-first into combat can also be a useful facet to that occupation, and an excellent ranged fighter is an asset in any scenario, a living weapon with an intellect.

Prestige Class: Sighted seeker

Build Classes: Marksman, ranger

Role: Sighted seekers are excellent at finding specific individuals using not only active tracking abilities, but of reading the latent knowledge of nearby creatures to seek out their quarry.

Alignment: Any

Hit Dice: d10

Starting Gold: 4d6 x 10 (140 gp average)

Table 1.1 The Sighted Seeker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/day	Powers Known	Maximum Power Level
1	+1	+0	+2	+2	1st favored prey, urban tracking	1	1	1st
2	+2	+0	+3	+3	Combat style, wind reader	3	1	1st
3	+3	+1	+3	+3	Passive seeking	5	2	1st
4	+4	+1	+4	+4	Style skill (+1), style technique	7	3	1st
5	+5	+1	+4	+4	2nd favored prey, mark prey	9	3	1st
6	+6/+1	+2	+5	+5	Style ability, style mantra	13	4	2nd
7	+7/+2	+2	+5	+5	Prescient tactics	17	5	2nd
8	+8/+3	+2	+6	+6	Bonus fear, style skill (+2)	21	5	2nd
9	+9/+4	+3	+6	+6	Seeker's analysis	25	6	2nd
10	+10/+5	+3	+7	+7	3rd favored prey, style ability	29	7	2nd
11	+11/+6/+1	+3	+7	+7	Bonus feat	35	7	3rd
12	+12/+7/+2	+4	+8	+8	Sighted analysis, style skill (+3)	41	8	3rd
13	+13/+8/+3	+4	+8	+8	Quarry	47	9	3rd
14	+14/+9/+4	+4	+9	+9	Bonus feat, hypercognition, style ability	53	9	3rd
15	+15/+10/+5	+5	+9	+9	4th favored prey	59	10	3rd
16	+16/+11/+6/+1	+5	+10	+10	Style skill (+4), the sight	67	11	4th
17	+17/+12/+7/+2	+5	+10	+10	Bonus feat	75	11	4th
18	+18/+13/+8/+3	+6	+11	+11	Metafaculty, style ability	83	12	4th
19	+19/+14/+9/+4	+6	+11	+11	Improved quarry	91	13	4th
20	+20/+15/+10/+5	+6	+12	+12	5th favored prey, bonus feat, style skill (+5)	99	13	4th

Class Skills

The sighted seeker's class skills (and the key ability modifier for each skill) are Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (psionics) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Abilities

The following are class features of the sighted seeker.

Weapon and Armor Proficiency: Sighted seekers are proficient with all simple weapons, all light, projectile, and thrown martial weapons, light armor and bucklers.

Power Points/Day: A sighted seeker's ability to manifest powers is limited by the power points she has available.

Her base daily allotment of power points is given on *Table 1.1 – Sighted Seeker*. In addition, she receives bonus power points per day if she has a high Wisdom score. Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A sighted seeker begins play knowing one seeker power of your choice. At each level indicated on *Table 1.1 – Sighted Seeker*, she unlocks the knowledge of a new power.

Choose the powers known from the seeker power list. (Exception: The feat Expanded Knowledge does allow a sighted seeker to learn powers from the lists of other classes.) A sighted seeker can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a sighted seeker can manifest in a day is limited only by her daily power points. A sighted seeker simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against sighted seeker powers is 10 + the power's level + the sighted seeker's Wisdom modifier.

Maximum Power Level Known: A sighted seeker begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master

more complex powers. To learn or manifest a power, a sighted seeker must have a wisdom score of at least 10 + the power's level.

Favored Prey (Ex): At 1st level, a sighted seeker selects a creature type from the Game Master's current campaign. She gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of her selected type. Likewise, she gets a +2 bonus on weapon attack rolls, damage rolls, and to the save DC when manifesting powers against them. A sighted seeker may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the sighted seeker may select an additional favored prey. In addition, at each such interval, the bonus against any one favored prey (including the one just selected, if so desired) increases by +2.

If the sighted seeker chooses humanoids or outsiders as a favored prey, she must also choose an associated subtype. If a specific creature falls into more than one category of favored enemy, the sighted seeker's bonuses do not stack; she simply uses whichever bonus is higher.

Urban Tracking: A sighted seeker gains Urban Tracking as a bonus feat at 1st level.

Combat Style: At 2nd level, a sighted seeker chooses a type of ranged combat that is her preferred style. This style determines certain class features, skills, and abilities, as described in the different styles below.

Wind Reader (Su): At 2nd level, a sighted seeker can use her heightened senses and awareness of her surroundings to read the wind and environment, allowing her to drastically improve her accuracy. While maintaining psionic focus, she can spend a swift action to gain a competence bonus equal to her Wisdom modifier on ranged attacks until the end of the round. She can do this a number of times per day equal to 3 + her class level.

Passive Seeking (Su): What makes the sighted seekers so efficient at their job is their ability to distill information from the passive thoughts and interactions around them, without arousing suspicion by asking any questions. Starting at 3rd level, while maintaining psionic focus and having a particular goal in mind, the sighted seeker may make a free Diplomacy check to gather information relating to this goal every 10 minutes she's in a crowd as

she detects scraps of information from those around her. If her goal is to locate a mark (see mark prey, below), she gains a bonus on this check equal to her class level.

Style Technique (Su): All sighted seekers, regardless of their chosen combat style, gain special techniques at 4th level that they can use by expending psionic focus. The specific technique is determined by the sighted seeker’s chosen style.

Style Skill (Ex): At 4th level, a sighted seeker gains a +1 bonus to the skill associated to his combat style. Every four levels thereafter (8th, 12th, etc.), this bonus improves by 1.

Mark Prey (Ex): A 5th-level sighted seeker can invest her own psionic power into actively seeking a specific individual target, known as a mark. This investment is a standard action that requires spending power points equal to 3 per specific target selected. While a sighted seeker does not need to know a mark’s specific name or appearance, she must be able to unquestionably identify the specific individual in some way – for instance, “the one who made these tracks” or “the Queen’s killer” would be sufficient, while simply looking for “the elf” would not. This cost must be paid immediately upon recovering power points on each subsequent day that mark is being actively hunted by the sighted seeker. A target remains a mark until the seeker ceases investing power points each day to hunt them. A sighted seeker may only have a number of marks active equal to half his class level (rounded down).

The sighted seeker may treat a mark as a favored prey with a +1 bonus. If that foe is already a favored enemy by virtue of creature type, the favored enemy prey instead improves by +2. Many of a sighted seeker’s class features function in an improved fashion if she uses them against a mark; see the individual abilities for details.

Style Ability: Starting at 6th level, a sighted seeker gains an ability associated with her combat style. Every four levels thereafter (10th, 14th, 18th), she gains a new style ability.

Style Mantra (Su): At 6th level, a sighted seeker gains a mantra associated with her combat style that is active as long as she maintains psionic focus. A sighted seeker may not use her style mantra at the same time she uses Wind Reader; she may only gain the benefit of one or the other, not both.

Prescient Tactics (Ex): When a sighted seeker of 7th level or higher manifests the *defensive precognition*, *offensive precognition*, or *offensive prescience* power, she adds the following augment to the power.

Augment: If you spend 2 additional power points, the duration increases to 1 hour/level, but you only gain the insight bonuses against your favored enemies. In addition, you also add the insight bonus to Survival checks made to follow tracks, and to Diplomacy checks made to use the Urban Tracking feat.

Bonus Feat: A sighted seeker of 8th level gains a bonus feat chosen from his combat style feat list, Deadly Aim, Far Shot, Fell Shot, Greater Psionic Shot, Parting Shot, Precise Shot, Psionic Meditation, Psionic Shot, Quick Draw, Return Shot, Returning Throw, or a feat that requires a particular weapon when it is selected, such as Weapon Focus or Improved Critical. The sighted seeker must still meet all prerequisites for the feat to select it.

At 8th level and every three sighted seeker levels thereafter, the sighted seeker gains another bonus feat from the same list.

Seeker’s Analysis (Ex): A 9th level sighted seeker has mastered the mundane aspects of the hunt, such that they become almost second nature to her. Add the following abilities to the Perception skill:

Find Evidence	Normal time	DC 10-20
Analysis	1 minute	DC 15

Evidence is a physical clue which would provide information about her current task, such as the location or past deeds of a mark or the solution to a mystery. The DC to find a clue is based on how much the scene was disturbed from the act that left the evidence (with 10 being a perfectly undisturbed scene). However, it still must be interpreted to determine any useful information.

Analyzing evidence to determine useful information requires a DC 15 Perception check, +2 per day past the event. Failure of analysis provides incomplete and potentially misleading information, while dramatic success may reveal more information than the clue may initially suggest to a casual observer. Regardless of the success of analysis, though, it takes more dramatic means (such as object reading or related powers) to determine the authenticity of evidence (that fleck of kobold scales could have been planted at the scene, for instance).

A sighted seeker can take 10 to find or analyze ev-

idence, but cannot take 20 and cannot retry failed checks. 5 or more ranks in a relevant Knowledge skill provide a +2 bonus on Perception checks made when analyzing evidence.

Additionally, add the following abilities to the Knowledge skill:

Research Subject	At least 1d4 hours	DC 10
Browse Records	At least 1d4 hours	DC 10-30

Researching a subject involves perusing libraries or related sources for information about a particular subject, such as the nations which export the type of weapon found at a scene or what a particular symbol stands for. Difficult subjects require more time to research (up to the GM), but do not alter the DC – instead, you are limited by the amount of information present in the source you are browsing. Particularly good sources (such as royal archives or related specialists’ libraries) may provide a bonus of up to +6 on this check.

A successful check results in a general understanding of the subject, while higher checks result in better information (to the limit of the source).

Browsing records involves going over files or ledgers looking for a particular piece of information – trends in immigration, taxation patterns, the goals of documented experiments and the like. The complexity of the filing system sets the DC; more difficult systems also take longer to peruse (at the GM’s option). If a sighted seeker sets out with a specific goal in mind – such as the exact date a particular individual checked in at the inn – the DC may increase by +5 - +15 (at the GM’s option), or may decrease dramatically if the filing system is particularly good.

A sighted seeker may take 10, take 20, and retry these Knowledge checks as often as time allows, though she is still limited by the information present in the source.

Sighted Analysis (Su): Beginning at 12th level, a sighted seeker learns to augment her deductive skills with her psionic powers. She may spend 3 power points to automatically determine if a source is authentic during analysis, or to gain a +2 insight bonus to a single Perception or Knowledge check (whether using seeker’s analysis or not). If she increases her Knowledge check this way while browsing records or researching a subject, she is able to make such great leaps of insight that she is no longer bound by the limits of her source of information.

Unlike most supernatural abilities, sighted analysis can be augmented by spending more power points. Each additional power point spent increases the insight bonus on Perception or Knowledge checks by 2. Alternatively, by spending 2 additional power points, the sighted seeker gains the trapfinding feature (as a rogue) for the duration of her Perception check, or she may treat any single Knowledge check as a trained check. The sighted seeker may not spend more power points on a single use of sighted analysis than her class level.

Quarry (Ex): At 13th level, a sighted seeker can, as a standard action, denote one target within her line of sight as her quarry. Whenever she is following the tracks of her quarry, a sighted seeker can take 10 on her Survival skill checks while moving at normal speed, without penalty. In addition, she receives a +2 insight bonus on attack rolls made against her quarry, and all critical threats are automatically confirmed. A sighted seeker can have no more than one quarry at a time and the creature’s type must correspond to one of his favored prey types. She can dismiss this effect at any time as a free action, but she cannot select a new quarry for 24 hours. If the sighted seeker sees proof that her quarry is dead, she can select a new quarry after waiting 1 hour.

Hypercognition (Ps): At 14th level, the sighted seeker gains the ability to use *hypercognition* once per week as a psi-like ability, with a manifester level equal to twice her class level.

The Sight (Su): Experienced sighted seekers develop the technique from which their name derives: the Sight. At 16th level, a sighted seeker learns the *remote viewing* power automatically (without having to select it). If she already knows *remote viewing*, she may learn any other clairsentience power from her class list of 4th level or lower.

Additionally, when she manifests *remote viewing* on a mark, she treats her connection to the mark as if it were one step better (from a likeness or picture to a possession or garment, for instance), reduces the manifesting time from 1 hour to 1 minute, and increases the duration from 1 minute/level to 10 minutes/level. *Remote viewing* doesn’t end if the sighted seeker attempts to manifest a power on her mark from her quasi-real viewpoint, although all other restrictions on such manifestations apply.

Metafaculty (Ps): At 18th level, the sighted seeker gains the ability to use metafaculty once per week as a psi-like ability, with a manifester level equal to twice her class level.

Improved Quarry (Ex): At 19th level, the sighted seeker's ability to hunt her quarry improves. She can now select a quarry as a free action, and can now take 20 while using Survival to track her quarry, while moving at normal speed without penalty. Her insight bonus to attack his quarry increases to +4. If her quarry is killed or dismissed, she can select a new one after 10 minutes have passed.

Combat Styles

Presented below are several ranged combat styles available for sighted seekers to choose. More combat style options may be available at your GM's discretion.

Finesse Style

Finesse sighted seeker learn special techniques with ranged attacks that otherwise would find too difficult to perform. A finesse sighted seeker is capable of knocking the weapon out of an opponent's hand with the flick of the wrist, or pinning a target to a door without drawing blood.

Style Technique: Once a sighted seeker has reached 4th level, she may expend her psionic focus while making a ranged attack to use one of the following combat maneuvers as a ranged attack: bull rush, dirty trick, disarm, sunder, or trip. The sighted seeker may use either her Strength or Dexterity modifier when determining her CMB for this attack. The ranged attack deals no damage and provokes attacks of opportunity as normal.

Style Skill: At 4th level, a finesse sighted seeker gains a +1 bonus to Intimidate. This bonus increases by 1 every three sighted seeker levels thereafter.

Style Mantra: Beginning at 6th level, as long as a finesse sighted seeker maintains psionic focus, she gains a +1 circumstance bonus on attack rolls made when she makes a ranged attack. At 7th level and every four sighted seeker levels thereafter, this circumstance bonus increases by 1.

Dazzling Assault (Su): A finesse sighted seeker of 6th level is capable of charging her ranged or thrown weapon attacks with psychokinetic energy that gives off a bril-

liant burst of light on a successful hit. When this ability is activated, all of the sighted seeker's ranged or thrown weapon attacks for the round that successfully hit their target dazzle the target for one round. This ability may be used a number of times per day equal to 3 + the sighted seeker's Wisdom modifier.

Instill Awe (Su): A finesse sighted seeker of at least 10th level is able to make an opponent think twice before engaging in combat. As a standard action and as long as she maintains psionic focus, the finesse sighted seeker can make a ranged attack at a target. If the attack is successful, the attack deals no damage, but the target is shaken for a number of rounds equal to the sighted seeker's Wisdom modifier. A successful Will saving throw (DC 10 + half the sighted seeker's level + the sighted seeker's Wisdom modifier) reduces the duration to one round. This is a mind-affecting effect.

Teleporting Attack (Su): Upon achieving 14th level, a finesse sighted seeker is capable of teleporting her ranged or thrown attacks to hit enemies from unexpected angles. By expending psionic focus as part of a ranged or thrown attack, the target is considered flat-footed for the attack. Should the target have uncanny dodge or improved uncanny dodge, treat the finesse sighted seeker's class level as her rogue level to determine if the target is treated as flat-footed.

Stunning Display (Su): At 18th level, a finesse sighted seeker is capable of putting on a truly captivating display of ranged combat mastery with her ranged or thrown weapons. As a standard action, all creatures within 30 ft. of the sighted seeker are fascinated for a number of rounds equal to the sighted seeker's Wisdom modifier unless they make a successful Will saving throw (DC 10 + half sighted seeker level + sighted seeker's Wisdom modifier). If something ends the effect prematurely, the creature is instead stunned for one round.

This ability does not affect mindless creatures. This ability may be used once every 10 minutes.

Style Feats: Disrupting Shot, Shot on the Run, Throw Anything

Sniper Style

Sighted seekers of this style focus on taking a single shot and making the most of it. These are the sighted seekers who will use a single attack to change the entire course of the battle by eliminating the enemy's leader. Sometimes nicknamed assassins, these sighted seekers are not cruel, they simply find elegance in a single perfect shot placed at just the right point.

Style Technique: Once a sighted seeker has reached 4th level, she may expend her psionic focus while making a single ranged attack to add her Wisdom modifier to the damage the attack deals. This ability may not be used as part of a full attack.

Style Skill: At 4th level, a sniper sighted seeker gains a +1 bonus to Stealth. This bonus increases by 1 every three sighted seeker levels thereafter.

Style Mantra: Beginning at 6th level, as long as a sniper sighted seeker maintains psionic focus, she gains a +2 competence bonus on damage rolls for attacks made with a ranged or thrown weapon. At 7th level and every four sighted seeker levels thereafter, this bonus increases by 1.

Second Chance (Su): A sniper sighted seeker of 6th level may expend her psionic focus when a ranged attack she has made misses to reroll the attack. This ability can be used a number of times per day equal to 3 + the sighted seeker's Wisdom modifier.

Augmented Shot (Su): As part of a single attack with a ranged or thrown weapon, a sniper sighted seeker of at least 10th level can expend her psionic focus, causing the attack to deal augmented damage. Increase the base damage of the attack by one die. Unlike normal bonus damage, this increases the actual weapon damage (much like your Strength modifier on a melee attack), and is thus multiplied in the case of a critical hit. With feats such as Vital Strike, this increased base damage is used to determine the bonus damage on the attack. For example, if wielding a medium-sized light crossbow, add 1d8 damage. Every six sighted seeker levels thereafter, increase the weapon damage by an additional die. This ability may not be used as part of a full attack.

Unstoppable Force (Ex): Upon achieving 14th level, if a sniper sighted seeker's ranged attack would deal enough

damage to a target to kill the target or knock it unconscious, the sighted seeker may choose to have the bolt continue on a straight line through the target's location until it hits another target, at which point the sighted seeker makes a second attack roll at the same bonus as the previous attack -4. If this attack roll is successful, the target takes damage as if struck by the attack (although bonus damage that would not be multiplied on a critical hit only applies to the first target). This process repeats until a target is not killed or knocked unconscious, an attack roll misses, or the attack reaches its maximum range.

Critical Master (Ex): Once a sniper sighted seeker has reached 18th level, her critical threat range with her favored weapons are doubled and she gains a competence bonus equal to her Wisdom modifier on rolls to confirm critical hits. This ability does not stack with the Improved Critical feat or keen weapons; instead, the critical threat range is only increased by 1.

Style Feats: Greater Vital Strike, Improved Precise Shot, Improved Vital Strike, Pinpoint Targeting, Vital Strike

Volley Style

Volley sighted seekers are all about sending out as many projectiles as possible. These sighted seekers are great at hitting multiple targets, turning an opponent into a pincushion, or drawing a bow with such rapid rate of fire as to seem faster than the eye can see.

Style Technique: Once a sighted seeker has reached 4th level, she may expend her psionic focus while making a full attack with a ranged or thrown weapon to gain one additional attack. This extra attack does not stack with other effects that grant additional attacks such as haste, physical acceleration, or the speed weapon special ability. Beginning at 15th level, this technique does stack with additional attacks such as those from haste, physical acceleration, or the speed weapon special ability.

Style Skill: At 4th level, a volley sighted seeker gains a +1 bonus to Perception. This bonus increases by 1 every three sighted seeker levels thereafter.

Style Mantra: Beginning at 6th level, as long as a volley sighted seeker maintains psionic focus, she gains a +1 competence bonus to her Initiative and Reflex saves. At 7th level and every four sighted seeker levels thereafter,

the competence bonus improves by 1.

Split Shot (Su): At 6th level, a volley sighted seeker is capable of psychokinetically splitting a ranged attack in-flight to hit two targets. When activated, a single ranged attack made by the sighted seeker can strike one additional target within 5 ft. of the initial target. Use the same attack roll to determine the success against both targets. Roll damage normally and split the damage to each target equally. This ability may be used a number of times per day equal to 3 + the sighted seeker's Wisdom modifier.

Quick Volley (Su): Volley sighted seekers of 10th level learn to fire their weapons rapidly while needing to maintain mobility. As long as the sighted seeker maintains psionic focus, she can make a full attack with a ranged or thrown weapon while also moving her full movement, but suffers a -4 penalty to all attacks made during the round and suffers a -2 penalty to her Armor Class until the beginning of her next turn.

Burst Arrows (Su): At 14th level, a volley sighted seeker is capable of charging her ranged attacks with psychokinetic energy to explode and disrupt enemies. Once per day as part of a full attack with a ranged or thrown weapon, the sighted seeker can expend psionic focus and have the space occupied by each target treated as if covered in caltrops for a number of rounds equal to her Wisdom modifier. In addition, all creatures within a 5 ft. radius of the struck target take damage equal to the sighted seeker's Wisdom modifier unless they make a successful Reflex save (DC 10 + half sighted seeker level + sighted seeker's Wisdom modifier). This ability can be used an additional time per day every two sighted seeker levels thereafter.

Vicious Volley (Su): Beginning at 18th level, a volley sighted seeker is able to make her arrows more deadly and accurate. When making a full attack with a ranged or thrown weapon, the sighted seeker may make two attack rolls for each attack in the full attack and take the better roll. This ability may be used once every 10 minutes.

Style Feats: Crossbow Mastery, Manyshot, Rapid Reload, Rapid Shot

Seeker Power List

The seeker power list below combines all powers from the sighted seeker list (including one from *Cryptics of Porphyra*) with options from the a selection of powers from the 1st through 3rd level marksman list.

1st-Level Seeker Powers (1 PP)

Blinding Flash^A: Dazzle an opponent.

Bolt^A: You create a few enhanced short-lived bolts, arrows, or bullets.

Burst: Gain +10 ft. to speed this round.

Call to Mind^A: Gain additional Knowledge check with +4 competence bonus.

Call Weaponry^A: Create temporary weapon.

Catfall^A: Instantly save yourself from a fall.

Chameleon: Gain +10 enhancement bonus to Stealth checks.

Circumstance Shield^A: Gain a +2 bonus to Initiative. Discharge for a bonus to a single Reflex save.

Compression^A: You grow smaller.

Deaden Attack: Your attacks with weapons deal non-lethal damage.

Deflect Missiles^A: Gain protection against ranged attacks.

Destiny Dissonance: Your dissonant touch sickens a foe.

Detect Psionics^A: You detect the presence of psionics.

Detect Teleportation^A: Know when teleportation powers are used in close range.

Forensic Insight^A: You are better able to discover clues.

Grip of Iron^A: Your iron grip gives +4 bonus on grapple checks.

Judge^A: Gain a +2 bonus to Sense Motive checks.

Metaphysical Weapon^A: Weapon gains +1 bonus.

Precognition: Gain +2 insight bonus to one roll.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.

Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Prevenom Weapon^A: Your weapon is mildly poisonous.

Psychic Tracking^A: Track a creature by thought, rather than by physical tracks.

Psychokinetic Cannon^A: Launch a projectile without its launcher.

Sense Minds: Detect non-mindless creatures with pinpoint accuracy.

Vigor^A: Gain 5 temporary hit points.

2nd-Level Seeker Powers (3 PP)

Blinding Shot^A: You charge a piece of ammunition with psychokinetic energy.

Body Equilibrium: You can walk on nonsolid surfaces.

Body Purification^A: Restore 2 points of ability damage.

Clairvoyant Sense: See and hear a distant location.

Cloud Mind: You erase knowledge of your presence from target's mind.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Deflect: Avoid a single ranged attack.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Ephemeral Bolt^A: Create phasing projectiles with a delayed-damage effect.

Everyman^A: Gain +10 to Disguise checks to appear ordinary.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Gravitational Well^A: Cause the target to draw attacks toward it.

Heightened Vision: See 60 ft. in total darkness.

Knockdown: Your ranged attack knocks enemy prone.

Know Direction and Location^A: You discover where you are and what direction you face.

Object Reading^A: Learn details about an object's previous owner.

Prowess: Instantly gain another attack of opportunity.

Psionic Scent: Gain the scent ability.

Recall Agony^A: Foe takes 2d6 damage.

Sensitivity to Psychic Impressions: You can find out about an area's past.

Share Pain: Willing subject takes some of your damage.

Sidestep: Avoid a single melee attack.

Sustenance: Go without food and water for one day.

Wall Walker: Grants the ability to walk on walls and ceilings.

Wind Strike: Attacks with your wind reader ability also daze your targets.

3rd-Level Seeker Powers (5 PP)

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.

Danger Sense^A: Gain +4 bonus against traps.

Dimension Slide^A: Teleports you a very short distance.

Energy Adaptation, Specified^A: Gain resistance 10 to one energy type.

Escape Detection: You become difficult to detect with clairsentience powers.

Fate Link^A: You link the fates of two targets.

Flexible Trajectory^A: Ranged attacks follow imaginary path to target.

Guarded Sleep: Subject's mind is protected while asleep, and awakens in peak condition.

Mental Barrier^A: Gain +4 deflection bonus to your AC until your next action.

Mindhunter: Discover the location of your target while you sleep.

Physical Acceleration^A: You move faster, gain +1 on attack rolls, AC, and Reflex saves.

Touchsight^A: Your telekinetic field tells you where everything is.

Ubiquitous Vision: You have all-around vision.

4th-Level Seeker Powers (7 PP)

Anchored Navigation^A: Establish a mishap-free teleport beacon.

Augured Answer: Provides useful advice for specific proposed action.

Aura Sight^A: Reveals creatures, objects, powers, or spells of selected alignment axis.

Detect Remote Viewing: You know when others spy on you remotely.

Physical Acceleration^A: You move faster, gain +1 on attack rolls, AC, and Reflex saves.

Remote Viewing^A: See, hear, and potentially interact with subjects at a distance.

Steadfast Perception: See through illusions, gain +6 bonus on Perception checks.

Trace Psychoport^A: Learn destination of subject's teleport or psychoport.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of mystic theurge, the following races have the option of choosing an alternate bonus depending on their race.

Blue: Add +1 to Survival to track.

Dromite: Add +1 to Diplomacy checks when using the passive seeking ability.

Duergar: Add 1 to the number of times per day that you may use wind reader with a thrown weapon.

Elan: Add +1 to Perception to see through disguises.

Femanx: Add +1 to Sense Motive to sense enchantment or decipher secret messages.

Forgeborn: Add +1 ft. to base speed. In combat this option has no effect unless the you has selected it five times (or another increment of five).

Half-Giant: Add +1/3 to the damage of thrown weapons.

Maenad: Add +1 to Knowledge (geography) checks for information on lands bordered by oceans or seas.

Noral: Add +1 to Knowledge (local) checks.

Ophiduan: Add +1 to the CMB to bind individuals with ropes.

Qit'ar: Select one ranged weapon. Add +1/2 to confirm critical hits with that weapon (maximum bonus of +4). This does not stack with Critical Focus.

Xeph: Add +1/2 to your style skill.

Sample Sighted Seeker Character

Below is a sample sighted seeker player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional skill points.

Tikki Mantracker (CR 1/2; XP 200)

Female blue sighted seeker 1

CN Small humanoid (goblinoid, psionic)

Init +3; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 17, touch 14, flat-footed 14

(+3 armor, +3 Dex, +1 size)

hp 11 (1d10+1)

Fort +1, **Ref** +5, **Will** +4

Offense

Speed 30 ft.

Melee dogslicer +1 (1d4-1); fragile

Ranged chakram +5 (1d6-1)

Special Attacks favored prey (humans +2)

Powers Known (ML 1st; concentration +3); 4 pp

1st—*psychic tracking*

Statistics

Str 8, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** -2; **CMD** 11

Feats Point Blank Shot, Psionic Talent, Urban Tracking

Skills Diplomacy +5, Knowledge (local) +4, Perception +6, Ride +4, Stealth +10, Survival +6; **Racial Modifiers**

+2 Perception, +2 Ride; Ride is a class skill; **ACP** -1

SQ repletion, weapon familiarity (goblin)

Languages Common, Goblin

Gear backpack, 5 chakram, 2 dogslicers, scent cloak (2),

studded leather, trail rations (5 days)

Mount goblin dog (Scabbie), saddle

Demographics

Faith A'sevelix the Devouring Obsequies

Homeland Clockwork Lands

Tikki Mantracker (CR 4; XP 1,200)

Female blue sighted seeker 5

CN Small humanoid (goblinoid, psionic)

Init +3; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 18, touch 14, flat-footed 15

(+4 armor, +3 Dex, +1 size)

hp 37 (5d10+5)

Fort +2, **Ref** +7, **Will** +6

Offense

Speed 30 ft.

Melee +1 *dogslicer* +6 (1d4)

Ranged chakram +9 (1d6-1)

Special Attacks favored prey (gnome +2, humans +4), mark prey, style technique, wind reader 8/day

Powers Known (ML 5th; concentration +7); 15 pp

1st—*deaden attack* (W-DC 13), *offensive precognition*, *psychic tracking*

Statistics

Str 8, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 16

Feats Agile Maneuvers, Deadly Aim, Point Blank Shot, Psionic Talent, Urban Tracking

Skills Diplomacy +10, Intimidate +3, Knowledge (local) +8 (+13 crystal mask), Perception +10, Ride +5, Stealth +15, Survival +10; **Racial Modifiers** +2 Perception, +2

Ride; Ride is a class skill

SQ finesse style, passive seeking, repletion, weapon

familiarity (goblin)

Languages Common, Goblin

Combat Gear 2 *potions of cure moderate wounds*; **Gear** +1 *dogslicer*, +1 *murmuring studded leather armor*, back-

pack, *boots of landing*, 5 chakram, *crystal mask of local knowledge*, scent cloak (2), studded leather, trail rations

(5 days); **Coins** 110 gp

Mount goblin dog (Scabbie), saddle

Demographics

Faith A'sevelix the Devouring Obsequies

Homeland Clockwork Lands

Tikki Mantracker (CR 9; XP 6,400)

Female blue sighted seeker 10

CN Small humanoid (goblinoid, psionic)

Init +4; **Senses** darkvision 60 ft.; Perception +25

Defense

AC 20, touch 14, flat-footed 17

(+4 armor, +3 Dex, +2 shield, +1 size)

hp 69 (10d10+10)

Fort +3, **Ref** +11, **Will** +9

Offense

Speed 30 ft.

Melee +1 *dogslicer* +11/+6 (1d4)

Ranged +3 *returning chakram* +18 (1d6+2)

Special Attacks dazzling assault 5/day, favored prey (eventual +2, gnome +4, humans +4), instill awe (W-DC 17), mark prey, style mantra, style technique, wind reader 12/day

Powers Known (ML 10th; concentration +12); 41 pp
2nd—*cloud mind* (W-DC 14), *knockdown*, *sensitivity to psychic impressions*

1st—*deaden attack* (W-DC 13), *offensive precognition*, *offensive prescience*, *psychic tracking*

Statistics

Str 8, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +10; **CMB** +13; **CMD** 22

Feats Agile Maneuvers, Deadly Aim, Point Blank Shot, Psionic Talent, Skill Focus (Diplomacy, Survival), Throw Anything, Urban Tracking

Skills Diplomacy +21, Intimidate +4, Knowledge (local) +13 (+18 crystal mask), Perception +25, Ride +6, Stealth +21, Survival +21; **Racial Modifiers** +2 Perception, +2 Ride; Ride is a class skill

SQ finesse style, passive seeking, repletion, seeker analysis, weapon familiarity (goblin)

Languages Common, Goblin

Combat Gear 4 *potions of cure moderate wounds*; **Gear** +1 buckler, +1 *dogslicer*, +1 *murmuring studded leather armor*, +3 *returning chakram*, backpack, *boots of landing*, 5 *chakram*, *crystal mask of local knowledge*, *gauntlet of the thunder shield*, scent cloak (2), *studded leather*, *third eye aware*, trail rations (5 days); **Coins** 83 gp

Mount goblin dog (Scabbie), saddle

Demographics

Faith Asevelix the Devouring Obsequies

Homeland Clockwork Lands

Tikki Mantracker (CR 14; XP 38,400)

Female blue sighted seeker 15

CN Small humanoid (goblinoid, psionic)

Init +4; **Senses** darkvision 60 ft.; Perception +30

Defense

AC 27, touch 14, flat-footed 24

(+7 armor, +3 Dex, +6 shield, +1 size)

hp 113 (15d10+21)

Fort +10, **Ref** +18, **Will** +19

Offense

Speed 30 ft.

Melee +1 *dogslicer* +16/+11/+6 (1d4)

Ranged +4 *returning chakram* +24/+19 (1d6+3)

Special Attacks dazzling assault 8/day, favored prey (eventual +2, goblinoid +2, gnome +4, humans +6), instill awe (W-DC 25), mark prey, style mantra, quarry, style technique, teleporting attack, wind reader 20/day
Psi-Like Abilities (ML 15; concentration +20)

1/day—*hypercognition*

Powers Known (ML 15th; concentration +20); 98 pp
3rd—*escape detection*, *mental barrier*, *ubiquitous vision*
2nd—*cloud mind* (W-DC 17), *knockdown*, *sensitivity to psychic impressions*

1st—*deaden attack* (W-DC 16), *offensive precognition*, *offensive prescience*, *psychic tracking*

Statistics

Str 8, **Dex** 18, **Con** 12, **Int** 10, **Wis** 21, **Cha** 14

Base Atk +10; **CMB** +13; **CMD** 22

Feats Agile Maneuvers, Deadly Aim, Deep Focus, Far Shot, Point Blank Shot, Open Minded, Psionic Body, Psionic Talent, Skill Focus (Diplomacy, Survival), Throw Anything, Urban Tracking

Skills Autohypnosis +20, Climb +4, Diplomacy +26, Intimidate +5, Knowledge (local) +18 (+23 crystal mask), Perception +33, Ride +6, Stealth +26, Survival +29; **Racial Modifiers** +2 Perception, +2 Ride; Ride is a class skill

SQ finesse style, passive seeking, repletion, seeker analysis, sighted analysis, weapon familiarity (goblin)

Languages Common, Goblin

Combat Gear 3 *potions of cure critical wounds*; **Gear** +5 buckler, +1 *dogslicer*, +4 *murmuring studded leather armor*, +4 *returning chakrams* (2), backpack, *boots of landing*, 5 *chakram*, *cloak of resistance* +5, *crystal mask of local knowledge*, *gauntlet of the thunder shield*, *headband of inspired wisdom* +6, *ring of climbing*, scent cloak (2), *studded leather*, *third eye aware*, trail rations (5 days);

Coins 110 gp

Mount goblin dog (Scabbie), saddle

Demographics

Faith Asevelix the Devouring Obsequies

Homeland Clockwork Lands

Tikki works on a contract basis, locating and eliminating corporate rivals within the cutthroat business world of the Clockwork Lands. She is an equal opportunity employee, holding no strong affiliation with any one of the major corporations. Normally, this subjective allegiance would not be tolerated, but the corporations have become far too satisfied with her results to consider who she may be working for next week. When not working, she has an office in Treadwell where she can be easily contacted.

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