

SEER

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	ESSENCE	SKILL POINTS	CLASS ABILITIES
1	25	8	4	Single	1S	4	1	+4 Detects Unique Detect Utilise Essence Utilise Light Weapons
2	26	9	8		2S	8	2	+4 Detects +2 Discerns
3	27	10	12		2S	12	1	+4 Detects +2 Discerns
4	28	11	16		2S	16	2	+4 Detects +2 Discerns Special Purchase
5	29	12	20		2S	20	1	+2 Detects +2 Discerns
6	30	13	24		2S	24	2	+2 Detects +2 Discerns
7	31	14	28		3S	28	1	All Detects +2 Discerns
8	32	15	32		4S	32	2	All Discerns Unique Discern Special Purchase
9	33	16	36		4S	36	1	Essential Essence
10	34	17	40		4S	40	2	Free Special Purchase
11	36	19	46		5S	46	1	Perfect Scrying
12	38	21	52		5S	52	2	Special Purchase

Seers can only be Humans, Dwarves (Mountain or Tundra), any of the Barbarian races, Alfar, Elcarists or Half Orcs.

A Human Seer Gains 25:1 Life Points

Seers tend to be Neutral, usually with Good tendencies.

Seers will not wear any armour or carry around any weapons apart from a dagger or a staff as a rule as they have no intention of involving themselves in combat of any kind, although they may use other light weapons if there is no other option.

Seers require money to be exchanged for any services when not on an adventure (not to charge is not only a breaking of their guild's word, but also means terrible things can happen to their abilities). The only exception to this is if a Seer is working on his Master's behalf in using his talents.

Seers can use as many different Gods Charms as they can lay their hands on. (Each after the first has to have been made by a PC Priest.) They can also accept a bless without it interfering in their mana casting, etc.

Seers cannot use any form of enchanted item unless it is directly related to scrying, divining, perception, etc.

Seer Natural Healing is transferable.

Class Abilities

Detects – A Seer picks detects from the Seer Detect List. A Detect has a range of 30' and answers 'Yes' if the target detects as that type. There is no negative answer. All Detects can be used at will.

Unique Detect – Each Seer may pick one unique detect ability which only they have. This may be for anything *not* on the Seer Detect List. Once a Seer has chosen this detect it cannot be changed, but it does not have to be picked at the moment of gaining the ability. No two Seers may have the same Unique Detect.

Utilise Essence – Essence is a variation of all magic forms and can be used as Gymier, Spirit (for casting Priestly Miracles) or Mana (for casting Sorcery or Illusory).

Spells and Miracles cast using Essence is identical to its source.

E.g. A spiritual cure light is simply a spiritual cure light, it is not anything special because it is cast by a Seer using Essence.

The Seer must pick as soon as they gain each point of Essence which form of magic it will be dedicated to.

E.g. At 1st level a Seer decides to devote 2 points of Essence to Power casting, 1 point to Gymeric casting and 1 point to Mana casting.

Seers can cast any spell in the magic types they have made available to themselves, so long as it is not against their alignment, racial posture (eg elemental preferences) and does not exceed one level above their current rank.

E.g. At 1st level a Seer can cast up to 2nd rank miracles or Gymier or 2 mana spells.

There is no additional cost other than the points of essence required for casting Sorcerous or Illusory spells. Essence includes any life point or power costs also required by the spells.

Any permanent penalties for casting magics are doubled for a Seer.

E.g. A 9th rank Seer can cast the Resurrection miracle (as long as they are not evil!), but they lose two levels.

Utilise Light Weapons – This allows the Seer to use any Light Weapon.

Discerns – A Seer picks discerns from the Seer Discern List. A Discern has a range of 30' and will provide more detailed information about the type being discerned for. (Ref's Discretion) All Discerns can be used at will.

All Detects – At this level a Seer has access to all non-unique detects available in the system.

All Discerns – At this level a Seer has access to all non-unique discerns available in the system.

Unique Discern – At this level, the Seer gains the ability to Discern whatever they have previously picked as their Unique Detect.

Special Purchase – Each time this ability is gained the Seer may purchase one ability from the Seer Special Purchase table by sacrificing the listed costs for that ability.

Essential Essence – Once a day, a Seer can cast one spell or miracle using any points of Essence without caring which pool they come from.

E.g. The Seer has 4 points of Gymeric Essence, 2 points of Mana Essence and 2 points of Spiritual Essence remaining. The Seer may cast a 6 mana spell using this ability and take the required 6 points of Essence from any of the pools.

Free Special Purchase – When this ability is gained the Seer may pick one ability from the Seer Special Purchase table for free, without having to make the normally required sacrifice.

Perfect Scrying – The Seer can now Discern, Detect, Scry, etc through any Mortal ranking protections, disguises, misdirections, etc. (Refs discretion re: Immortal ranking protections)

Seer Detect List

Alchemy
Black Arts
Bless/Curse
Chaos
Craft
Cure Balm
Cure Potion
Demon
Demonist
Disease
Draconic
Evil
Extra Planar
Good
Gymiere
Heal Poultice
Herbal Potion
Illusion
Inanimate
Law
Lie
Lore
Magic
Necromancer
Necromantic
Poison
Possession
Potion
Power
Priest
Psionic
Runes/Runic
Scarecrow
Scout
Sorcerer
Spirits
Spirit Guardian
Swordsman
Undead
Unholy Warrior
Unseen
Warrior
Were

Seer Discern List

Alchemy
Black Arts
Bless/Curse
Craft
Cure Balm
Cure Potion
Demon
Disease
Draconic
Heal Poultice
Herbal Potion
Illusion
Lore
Magic
Necromancer
Necromantic
Plane of Origin
Poison
Possession
Potion
Power
Priest
Psionic
Runes/Runic
Sanity
Scarecrow
Smell
Spirit
Spirit Guardian
Undead
Unholy Warrior
Were
Wounds

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Speak with Dead
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Speak with Plant

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Legend Lore
See Auric Strength
Sense Interference
Sense Life
Sense Supernatural
Speak with Objects
Speak with Spirits

Table One

Demon Lore - Gives the Seer some knowledge of demons, their history and items associated with them. This will give for example the plane of origin of a demon but will not give type. It will also allow a Seer some insight into items fashioned by demonkind. (Ref's Discretion) This ability can be used at will.

Evaluate treasure - Gives a Seer a rough idea of the value of an item. This ability will not reveal any mystical properties an item may have. (Ref's discretion) This ability can be used at will.

Foresee - Gives the Seer a vague idea of future events. (Ref's discretion) This ability can be used once per two levels per day.

Foretell - Gives the Seer a specific idea of a future event. (Ref's discretion) This ability can be used once per four levels per day.

Herb Lore - Gives the Seer knowledge of plants and the ability to identify them and their characteristics as well as possible applications for them. (Ref's discretion) This ability can be used at will.

Nature's Lore - Gives the Seer has knowledge of the natural world and how it all relates to each other in the great cycle of life. A Seer may know about ecosystems, animal and plant behaviour (a plant or animal is natural, planar and non-human), climate and seasonal changes, etc. He can know about lunar cycles and the tides and attempt to forecast the weather. (Refs discretion) This ability can be used at will.

Perceive Lie - Gives the Seer the ability, by reading body language and general posture while they talk to someone, to tell if they are being lied too, The conceal lie skill of the likes of Anti- paladins , spies etc will foil this skill. This ability can be used at will.

Recognise Disguise - Gives the Seer the ability to recognise if someone's appearance has been disguised by physical means. This ability does not give them any information as to the identity of the person under the disguise. This ability can be used at will.

Reveal - Gives the Seer the ability to dispel the effects of all Illusion, Chameleon, Unseen, Invisibility, Disappear, Concealed, Vanished or otherwise hidden or false objects rendering anything under the effects of such automatically visible to all. This ability is as the Illusionist spell and can be used one per level per day.

Sense Demon - Gives the Seer the ability to detect the presence of demons within a 30' radius. Demons are any extra planar beings i.e. any being that is not from the current realm: true demons (ones from Hell), angels, elementals, Phantasms and summoned Servants are but a few examples. This does not give a specific location, but simply reveals if there is any demonic presence in 30' radius. NB. This also detects elemental elves, and any embodied Demonist etc. This ability can be used at will.

Speak with Animal - Gives the Seer the ability to speak with any animal and understand what they are saying. (An animal is natural, planar and non-human.) There is no guarantee the animal will want to speak with the Seer or react favourably! This ability can be used at will.

Speak with Dead - Gives the Seer the ability to speak with any dead creature which still has a spirit in the body. The creature does not have to answer the Seer. This ability can be used at will

Speak with Element – Gives the Seer the ability to talk to any elemental object. They will gain variable answers depending on the size or mystical strength of the elemental source they are talking to. (Refs discretion) This ability can be used once per level per day.

Speak with Plant – Gives the Seer the ability to speak with any plant and understand what they are saying. (A plant is natural, planar and non-human.) There is no guarantee the plant will want to speak with the Seer or react favourably! This ability can be used at will.

Table Two

Darksee – Gives the Seer the ability to see through any magical or spiritual darkness. It does not grant the ability to see in the dark. This ability can be used at will.

Legend Lore – Gives the Seer the ability to tap into a small part of the vast knowledge and wisdom of the Bards to ask about any legendary information or stories about the topic, item or person queried about. This ability can be used at will, but a Seer who bothers the Bards' Council too often or with frivolous questions may find them out of favour!

See Auric Strength – Gives the Seer the ability to see the level and level and basic class (warrior, priest, scout, mana caster, etc.) of a person. This ability can be used once per two levels per day.

Sense Interference – Gives the Seer the ability to know if any of their detects, discerns or other detection/scrying abilities have been interfered with in any way to give them a result other than the truth. The Seer does not learn how the answer has been interfered with or who has caused the interference, only that something isn't quite right about the answer. This ability can be used at will.

Sense Life – Gives the Seer the ability to detect the presence of life within a 30' radius. This does not give a specific location, but simply reveals if there is any life in the 30' radius *excluding* the Seer. This ability can be used at will.

Sense Supernatural – Gives the Seer the ability to detect the presence of anything supernatural within a 30' radius. Supernatural creatures include anything extra planar, anything watching the area from a different plane, any ongoing mystical effects, anything non natural in the area in-fact! This ability can be used at will.

Speak with Objects – Gives the Seer the ability to speak with any inanimate object. They will gain variable answers depending on the size or mystical strength of the object. (Refs discretion) This ability can be used at will.

Speak with Spirits – Gives the Seer the ability to speak with any spirit. This can be dead creatures where the spirit is still in the body, or it would allow the Seer to speak with an unconscious person or someone who is silenced. This ability can be used at will.

Seer Special Purchases

Note: If a Seer has already sacrificed an ability for a special purchase they cannot later buy a different special purchase which requires the sacrifice of the same ability.

Apparition

Sacrifice: The Seer sacrifices 2 irrevocable power and 2 irrevocable life points.

Effects: Once per night the Seer may compel the Ghost of a correctly named individual to appear. The Seer can then ask that spirit any number of questions over a five minute period. If the compelled spirit is unwilling to answer a spirit wrack can be used to force the spirit to answer.

OR

The Seer can request to see the spirit's last few living minutes on earth. This will take the form of a 30 second vision involving any people in a reasonable (about 20') proximity to the deceased or what the deceased could see!

The vision will not show the face of a murderer if it is not known. (Players can refuse to be compelled to play their part in a murder at which point a Steward should be asked to play it.)

Apparition only works in the hours of darkness.

Aura of Sanctuary

Sacrifice: The Seer must sacrifice 6 irrevocable power and an ability or abilities to a total value of 2 skill picks. Those abilities are irrevocably lost and cannot be re-bought by the Seer if they gain further skill picks. The Seer must also be of Good alignment.

Effects: The Seer is under a permanent spiritual effect. This effect has the following properties:

- Permanent Protection from Evil 1" radius
- The Seer heals at a rate of one life point per minute. (Nb. This is not regeneration.)

The Seer may extend their aura up to three times per day, this aura will fill a room or geographical location as per the Priestly miracle *Sanctify*. It will last for 30 minutes or until the Seer leaves the area, whichever comes first.

- All Good aligned beings within the area are as if under a *Protection from Evil* miracle and are healed at a rate of one life point per minute while in the area.
- All Evil aligned beings within the area suffer -1 Dexterity AC and take one life point damage per minute. Consequently they are unable to cast due to the fact that they are taking damage.

Aura Shield

Sacrifice: The Seer sacrifices 4 irrevocable Essence, 3 random detects irrevocably and 20 sanity irrevocably.

Effects: The Seer is permanently shielded against all mystical detects, discerns, scrying, etc. Physical sights, senses, etc. still work – the Seer is still there and makes as much noise and needs as many baths as they ever did! Once a month, the Seer can hand their shield over to another individual they touch for up to 24 hours. The individual does not have to be willing! The Seer may recover their shield whenever they desire, at any range.

Coercive Operancy

Sacrifice: The Seer sacrifices 100 unspent xp. They must also sacrifice 2 irrevocable power.

Effects: The Seer is now able to purchase coercive abilities as a wild talent psionicist. If they were not already operant they gain psi points and are affected by effects or abilities which specifically affect psionicists.

Farsensing Operancy

Sacrifice: The Seer sacrifices 100 unspent xp. They must also sacrifice 2 irrevocable power.

Effects: The Seer is now able to purchase farsensing abilities as a wild talent psionist. If they were not already operant they gain psi points and are affected by effects or abilities which specifically affect psionists.

Hex Attacker

Sacrifice: The Seer sacrifices 100 unspent xp. They also lose the ability to be affected by any Herbal-based Potions. The Seer must also NOT be of Good alignment

Effects: The Seer is placed under a permanent Hexing field, and all but the most powerful melee attacks against the Seer are significantly reduced in power as the field hampers and hexes the assailant's skill with a weapon. Any melee attacks against the Seer are reduced by 12lps in damage. If this reduces the damage to 0lps then the attack misses and the Seer is not even bruised by the blow.

Perceive Imminent Arrival

Sacrifice: The Seer sacrifices 2 irrevocable Essence and 1 irrevocable Power.

Effects: The Seer will forevermore know if anything attempts to materialise, gate in, teleport, etc into their vicinity. The seer will not know *what* is coming but will be alerted to the location of the arrival. The seer gets 3 seconds forewarning if something is entering the area. If something is moving within the area the seer gains a time stop action before the appearance but nothing more.

Psi Shields

Sacrifice: The Seer sacrifices 100 unspent xp. They also give up forevermore the use of all Gods Charms, Gypsy Charms, Elven Cloaks and temporary Blesses no matter what the source.

Effects: The Seer is now able to purchase psi shields as an Operant Psionic at normal cost. If this is the only psionic ability the Seer has they do **not** count as psionic and are unaffected by effects or abilities which specifically affect psionists.

Sixth Sense

Sacrifice: The Seer sacrifices 4 irrevocable essence, 20 irrevocable sanity and 100 unspent xp.

Effects: The Seer is now constantly aware of anything untoward happening in their vicinity. (Referee's discretion.) This can include ambushes, cutpursing, being farsensed, scryed or discerned, something really bad about to happen, etc.

Sixth Sense will also function as a Perceive Imminent Arrival.

True Sight

Sacrifice: The Seer irrevocably sacrifices the sight of one eye, 4 irrevocable essence, 20 irrevocable sanity and 100 unspent xp.

Effects: The Seer's remaining eye now sees everything as it truly is. They can see through any illusion, disguise, deception and much much more! (Ref's discretion)