



Player Paraphernalia

THE SEEMING
SHAMAN SPIRIT

#82.5



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PLAYER PARAPHERNALIA #82.5

BY THE KNOTTY-WORKS

Welcome to issue eighty-two and a half of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This promotional issue presents The Seeming, a new spirit for the shaman hybrid class. Based on the Seeming mystery presented in issue #82, this spirit is designed to complement the mystery of the same name.

The Seeming

The world as we know it is an illusion. The truth of it is that true reality lies within the collective consciousness of the inhabitants of the world around you. The oracle that gains access to the seeming understands this fundamental concept and has the ability to break through the illusion to empower herself with the true powers of the mind.

Bonus Spells

Psychic Reading (2nd), *Instigate Psychic Duel* (4th), *Suggestion* (6th), *Mind Probe* (8th), *Feeblemind* (10th), *Primal Regression* (12th), *Waves of Ecstasy* (14th), *Demand* (16th), *Microcosm* (18th)

Hexes

Fearful Gaze (Su): As the hex granted to the Bones spirit. In addition, the shaman with

this hex may apply the **shaken** condition to any offensive attack without expending any manifestation points.

Psychic Fuel (Su): When the shaman uses her spells for MP for an offensive manifestation, the spells are treated as **psychic spells** in regards to the type of damage generated in a **psychic duel**. When casting a spell the shaman may choose to either cast it as a normal divine spell or as a **psychic spell**. If casting it as a **psychic spell**, the shaman uses emotion and thought components for the spell rather than verbal or somatic components and rules regarding the casting of **psychic spells** apply.

Quick Prognosticator (Su): The shaman may touch an ally or herself as a **standard action**, granting the recipient the ability to gain a glimpse into the immediate future (one round). The recipient may take a normal actions for its next turn and if the results are not desired, the recipient may choose another action instead and any previous effects from the prior action do not occur. Actions are defined as making an attack as part of a standard or full-round action, moving, or casting a spell. The effects of this hex immediately end after the end of the recipient's next turn.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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The shaman may only use this hex on a single individual once per 24 hours (including herself).

Seeming (Sp): The shaman may cast *Disguise Self* on herself, treating her class level as her effective caster level. She may use this hex a number of times per day equal to 3 + her Charisma modifier. If the shaman is at least 7th level, she may use this hex to gain the effects of the *Seeming* spell in place of the *Disguise Self* spell.

Sense of the Psche (Ex): The shaman gains *Psychic Sensitivity* as a bonus feat when she chooses this hex. She also gains one additional use of any *skill unlocks* she may access based on the frequency of the defined by the *skill unlock* (daily or weekly).

Spirit Animal

The shaman's spirit animal seems to shimmer as if a mirage and its eyes glow with bluish iridescence. The animal gains a +2 bonus to any saving throws versus Illusions including *glamers*, *figments*, and *phantasms*. It is allowed a passive perception skill check when an invisible or incorporeal creature or object is within 30 feet of the animal, gaining a bonus equal to ½ the shaman's class level (minimum of 1). This sense does not grant the animal the ability to pinpoint the location of the invisible or incorporeal creature or object, but if attacked by an invisible foe the shaman's animal does not lose its Dexterity modifier to the animal's AC.

Spirit Ability

A shaman who chooses the seeming spirit as her spirit or wandering spirit gains the following ability.

Elusive Psyche (Su): The shaman grants a +2 *competence bonus* to all saving throws versus mind-affecting effects to all allies (and herself) within 30 feet as a *free action*. She may use this ability a number of rounds per day equal to 3 + her Charisma. If the shaman or an ally within range enters a *psychic duel* while this ability is active, the shaman or ally may use the Evasive Mind defensive manifestation

without spending any MP, though the evasion lasts only until the beginning of participant's next turn.

Greater Spirit Ability

A shaman who chooses the seeming spirit as her spirit or wandering spirit gains the following ability having access to the greater version of that spirit.

Martial Minded (Ex): The shaman gains *Psychic Combatant* as a bonus feat and does not need to meet the Intelligence prerequisite.

True Spirit Ability

A shaman who chooses the seeming spirit as her spirit or wandering spirit gains the following ability having access to the true version of that spirit.

Unconscious Consciousness (Sp): The shaman can cast either *Dream* as a *spell-like ability* once per day. At 18th level, she may cast *Dream Scan* instead of *Dream*. And at 20th level, the shaman may cast *Dream Council* instead of *Dream*.

Manifestation

At 20th level, you gain a number of manifestation points equal to your class level rather than ½ your class level when entering into a psychic duel.

You can also cast *Mindscape Door* as a *spell-like ability* once per day to enter or exit a binary mindscape. You may even use the door to enter the *psychic duel* between two other individuals, but no one else may use the door. If you use the door in this fashion, the door vanishes after a number of rounds equal to ½ your class level. If the door disappears before you leave the mindscape used for a *psychic duel*, you cannot leave the duel until the other two participants agree to leave or one of them is reduced to 0 hit points or you also have the ability to cast *Mindscape Door* as a spell.

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If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. *Advancing with Class* supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

