

Seer Class

Baleful diviners who reek of smoke and blood. They untangle the whispers of the gods by reading the runes, the bones, and the stars. Their knowledge of fate allows them to bend it.

Weapons: Dagger, stave, spear

Armor: Leather armor

Hit Points: 1d6 per level

Destined. Whenever you use a luck token, add 1d6 to the roll.

Omen. 3/day, you can make a DC 9 WIS check. On a success, gain a luck token (you can't have more than one luck token at a time).

Spellcasting. You can cast seer spells you know. You know one tier 1 spell of your choice from the seer spell list (see pg. 30).

Each time you gain a level, you choose a new seer spell to learn according to the Seer Spells Known table.

You use your Wisdom stat to cast seer spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest. If you roll a natural 1 on a spellcasting check, you can't cast that spell again until you complete Seer Penance.

SEER TALENTS

2d6	Effect
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2	Learn an additional seer spell from any tier you can cast
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3-6	Gain an additional use of your Omen talent each day
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7-9	+2 to WIS or CHA stat, or +1 to spellcasting checks
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10-11	Increase the die category of your Destined talent by one
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12	Choose a talent or +2 points to distribute to stats
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Nord Backgrounds

NORD BACKGROUND

d20 Details

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| 1 | Freed. You were a thrall, but escaped or won your freedom |
| 2 | Displaced. You fled after a rival jarl attacked your village |
| 3 | Criminal. You were exiled from your village for a crime |
| 4 | Drifter. You have not yet found a jarl worthy of your loyalty |
| 5 | Crop Farmer. You toil in the earth and know all plants |
| 6 | Livestock Farmer. You have intuition about all animals |
| 7 | Hunter. You know how to move quietly in the wilds |
| 8 | Fisher. You know all the sea creatures and legends |
| 9 | Enforcer. You enforce the jarl's law in your village |
| 10 | Trader. You have mercantile connections in every village |
| 11 | Crafter. You can make and fix any utilitarian item |
| 12 | Bowyer. You can make and fix any bow or arrow |
| 13 | Seer's Apprentice. You know some of the mystic arts |
| 14 | Shipwright. You know how to build and repair longboats |
| 15 | Blacksmith. Weapons, armor, horseshoes; you do it all |
| 16 | Far Traveler. You know many distant people and customs |
| 17 | Skald. You are a poet and know all the ancient ballads |
| 18 | Heroborn. You are the descendant of a famous warrior |
| 19 | Nobleborn. You are the child of a 1d6: 1-5. jarl, 6. king |
| 20 | God's Blood. You are descended from a god; it marks you |

Seer Spell List

TIER 1

- Chant
- Evoke Rage
- Potion
- Trance

TIER 2

- Fate
- Read The Runes
- Sacrifice
- Soulbind

TIER 3

- Cast Out
- Hallucinate
- Raven
- Wolfshape

TIER 4

- Freya's Omen
- Loki's Trickery
- Odin's Wisdom
- Thor's Thunder

TIER 5

- Ragnarok
- Valkyrie
- World Serpent
- World Tree



Seer Spells



CAST OUT

Tier 3, seer

Duration: Focus

Range: Far

You turn a creature aside, throwing it out of your presence.

Choose a creature you can see. For the spell's duration, that creature can't come within near range of you. It can still attack you from outside of near range.



CHANT

Tier 1, seer

Duration: Focus

Range: Self

You begin an unearthly chant that lifts your vision beyond its ordinary limitations.

For the spell's duration, you can see all invisible and hidden things as though they were plainly visible. This spell does not allow you to see in a way that you could not normally, such as in darkness or through walls.



EVOKE RAGE

Tier 1, seer

Duration: 1d4 rounds

Range: Close

You call out the berserk rage locked inside someone.

One willing humanoid you touch enters a berserk state. The target is immune to morale checks, has ADV on STR checks and melee attacks, and deals +1d4 damage for the spell's duration.

If the target does not attack another creature on its turn, the spell ends.



FATE

Tier 2, seer

Duration: Instant

Range: Near

You painfully twist the golden threads of a creature's fate.

One creature you target in range takes 1d10 damage and loses any luck tokens it has.



FREYA'S OMEN

Tier 4, seer

Duration: 1d6 rounds

Range: Self

For the spell's duration, you do not lose the ability to cast a spell if you fail its spellcasting check.

If you critically fail a spellcasting check, you may reroll your check once. You must use the new result.



HALLUCINATE

Tier 3, seer

Duration: Focus

Range: Near

One creature you target in near whose level is less than or equal to your own is overcome by visions of what might yet come to pass.

For the spell's duration, the target cannot act on its turn unless it passes a Wisdom check equal to your last spellcasting check.



LOKI'S TRICKERY

Tier 4, seer

Duration: Instant

Range: Near

You are filled with Loki's hypnotic guile. Creatures who hear you speak will alter their own beliefs and memories to match your suggestion.

Target one creature who can hear and understand you within range. You make one plausible statement, true or not.

The target must make a Wisdom check vs. your spellcasting check. If it fails, it now believes what you stated as though it were fact, regardless of what it knows.



ODIN'S WISDOM

Tier 4, seer

Duration: 1d6 rounds

Range: Self

For the spell's duration, add your level as an additional bonus to your Wisdom checks and spellcasting checks.

POTION

Tier 1, seer

Duration: Instant

Range: Close

As a part of casting this spell, you must bless a single drink of any liquid.

The liquid gains healing properties for 1 day. A creature who imbibes it may end the effects of one poison or may immediately stop dying (the creature remains at 0 HP).

RAGNAROK

Tier 5, seer

Duration: Instant

Range: Far

You look deep into the strands of fate, learning the final destiny of one soul after the battle of Ragnarok. Do they live, or die?

Choose one creature in range. You can only target the same creature with this spell one time.

That creature must pass a CON check equal to your spellcasting check or die instantly.

RAVEN

Tier 3, seer

Duration: Instant

Range: Unlimited

You whisper a message to Odin's own ravens, and they carry it across all worlds to its recipient.

Speak a short sentence, and the name of its recipient, dead or alive. That creature hears your utterance whispered in its mind.

READ THE RUNES

Tier 2, seer

Duration: Instant

Range: Self

You ask the gods a question and cast the runestones, interpreting the meaning of the results.

Ask the Game Master one yes or no question. The Game Master truthfully answers "yes" or "no."



SACRIFICE

Tier 2, seer

Duration: Instant

Range: Close

As a part of casting this spell, you must ritually sacrifice a living creature of LV 2 or higher.

The target you touch gains a bonus to their next check or attack roll equal to the sacrificed creature's level.

SOULBIND

Tier 2, seer

Duration: Focus

Range: Close

You seal the soul of a living creature, preventing magic from leeching into it.

One creature you touch becomes nearly impervious to all magic. For the spell's duration, all other spells targeting the creature (harmful or helpful) are DC 18 to cast.

This spell ends as soon as the target is affected by another spell.

THOR'S THUNDER

Tier 4, seer

Duration: Instant

Range: Far

Thor casts down a bolt of lightning to strike one target. The target takes 3d6 damage.



TRANCE

Tier 1, seer

Duration: Instant

Range: Close

You enter a trance, catching small glimpses of a creature's fate. One humanoid creature you touch (you can't target yourself) gains a luck token. It can't have more than one luck token at once.

VALKYRIE

Tier 5, seer

Duration: 10 rounds

Range: Near

You summon a valkyrie to your aid. She appears in a location within near and acts of her own free will to help you. She returns to Valhalla when the spell ends.

You can't cast this again until you complete penance.



WORLD SERPENT

Tier 5, seer

Duration: Focus

Range: Close

The torturous venom of the World Serpent drips from the weapons of a creature you touch.

The target deals x2 damage with each attack (x4 on a critical hit) for the spell's duration.

WOLFSHAPE

Tier 3, seer

Duration: Focus

Range: Self

You and your gear transform into a wolf for the spell's duration. You assume the wolf's STR, DEX, CON, HP, AC, speed, attacks, and physical characteristics, but retain your INT, WIS, and CHA.

You can cast spells in this form. If you go to 0 HP, you revert to your true shape at 0 HP.

If you are level 5+, you can transform into a dire wolf or a winter wolf instead.

WORLD TREE

Tier 5, seer

Duration: Focus

Range: Close

The roots of the life-giving World Tree wrap around the soul of a creature you touch.

For the spell's duration, the target can't be brought below 1 HP.