

SEEKER

In spite of immense hurdles, you've leveraged your superb intuition to master the art of combat. Discipline is the key to the careful consideration behind your every move, and you're guided by a wealth of experience. Although your appearance may belie your abilities, you are capable of great feats of martial arts prowess. Yours is the patient and unerring blade, the calm amidst the storm.

KEY ABILITY

WISDOM

At 1st level, your class gives you an ability boost to Wisdom.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Expert in Reflex

Expert in Will

SKILLS

Trained in one or more skills determined by your seeker's path
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Expert in unarmored defense

CLASS DC

Trained in seeker Class DC

DURING COMBAT ENCOUNTERS...

You move carefully and deliberately, letting nothing on the battlefield escape your notice. You study your foes closely, using your sharp senses to avoid harm and pausing between attacks to maintain your state of concentration. Although you have personal restrictions that others are not burdened by, you are as worthy a combatant as any of your peers.

DURING SOCIAL ENCOUNTERS...

Your intuition lets you unravel others' true intentions, and you know proverbs and truisms appropriate to most situations.

IN DOWNTIME...

You practice with your weaponry of choice, meditate, pause to smell the roses, and reflect on past lessons. You likely take great pride in perfecting your technique in everything you do.

YOU MIGHT...

- Continually seek to improve your mental and offensive capabilities
- Draw on your experience to face hardship dispassionately
- Prefer to avoid unnecessary bloodshed

OTHERS PROBABLY...

- Wonder about the details of your past
- Find your sharp instincts astonishing
- Admire your accomplishments as both a duelist and a thinker

TABLE 1-1: SEEKER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, attribute boosts, seeker's path, Center Mind, Inner Calm, artful fencer, seeker feats, vigilant combatant
2	Seeker feat, skill feat
3	General feat, skill increase, wanderer
4	Seeker feat, skill feat
5	Ability boosts, ancestry feat, honed senses, shrewd strikes, skill increase
6	Seeker feat, skill feat
7	General feat, forbidden adage, mindful reflexes, skill increase, weapon specialization
8	Seeker feat, skill feat
9	Ancestry feat, breathing techniques, seeker's foresight, skill increase
10	Ability boosts, seeker feat, skill feat
11	General feat, harmonious senses, iron will, skill increase
12	Seeker feat, skill feat
13	Ancestry feat, skill increase, unarmored mastery, weapon mastery
14	Seeker feat, skill feat
15	Ability boosts, enlightened reflexes, final adage, general feat, greater weapon specialization, skill increase
16	Seeker feat, skill feat
17	Ancestry feat, master oneself, skill increase
18	Seeker feat, skill feat
19	Effortless observation
20	Ability boosts, seeker feat, skill feat

CLASS FEATURES

You gain these features as a seeker. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

SEEKER'S PATH

The path that lies before each Seeker is unique, informed by their past and dictating how they conquer the many hurdles along the way. At 1st level, your path grants you a specialized form, a unique vigil action, and proficiency with a particular skill. You also gain intermediate and profound adages at later levels, as well as access to path-specific feats.

CENTER MIND

You gain the Center Mind action, which lets you expand your awareness and quiet your thoughts.

CENTER MIND ♦

CONCENTRATE **MENTAL** **SEEKER**

You enter a trance-like state in which your senses guide your movements without a thought. You gain the benefit of your chosen path's specialized form. Center mind lasts until you go a full round without using a concentrate action, you fall unconscious, or the encounter ends, whichever comes first.

INNER CALM

You gain the Inner Calm free action, which lets you focus your thoughts as soon as the need arises.

INNER CALM ♦

SEEKER

Trigger You roll initiative

Requirement You are not fatigued or wearing armor

Your body is strictly attuned to your preternaturally sharp instincts. You center mind.

ARTFUL FENCER

You can avert your foes' attacks through precise footwork and a sense for the rhythm of battle. You gain the following benefits when you are unarmored: When you wield a two-handed, non-finesse melee weapon, it gains the Parry trait. Such a weapon that already has the Parry trait instead gains the Forceful trait. When you would gain a circumstance bonus to your AC from the Parry trait, you can choose to subtract your Dexterity modifier from your Wisdom modifier and gain that value as an item bonus instead (to a maximum of +4). This bonus is cumulative with those from armor potency runes and spells. Rather than expire after one round, the benefits of the Parry trait persist as long as your mind is centered.

SEEKER FEATS

At 1st level and every even-numbered level, you gain a seeker class feat.

VIGILANT COMBATANT

You can discern your foes' intentions in battle from slight tells in their movement. When you Sense Motive in combat, you can choose to have your check lose the secret trait; when you do so, compare the result to the higher of the target's Deception DC, Stealth DC, or a standard DC for their level. The target is then designated as your Adversary until the next time you Sense Motive. This check has none of the normal effects of Sense Motive and the following critical failure effect.

Critical Failure You are Off Guard until the start of your next turn as your attention is misdirected.

WANDERER

3RD

You tend to drift around like a leaf on the wind. You gain a +5-foot status bonus to your speed. This bonus increases to +10 feet when your mind is centered.

HONED SENSES

5TH

Little can escape your notice. Your proficiency rank in Perception increases to Expert. You gain a +1 circumstance bonus to Seek, Sense Motive, and disbelieve illusions, and when you roll a success on a Perception check to Seek, you get a critical success instead. At level 11, this bonus increases to a +2.

KEY TERMS

You'll see the following key terms in many seeker class features.

Adversary: When you make a non-secret Sense Motive check against a creature in combat, it is marked as your adversary until your next Sense Motive. Certain seeker abilities and feats give you unique benefits against your adversary.

Composure: Your mind must be centered to use actions with the Composure trait, and they end automatically when your mind is no longer centered.

Vigil: A vigil is a special technique that allows you to observe a creature's bearing in battle and capitalize on an insight you've gleaned. Vigils are free action which modify the Sense Motive action, and each path starts with a unique vigil action. Because they have a conflicting requirement, you cannot use multiple vigils to modify the same Sense Motive check unless otherwise noted. Feats with the vigil trait can give you access to other actions that modify your Sense Motive action in unique ways.

Introspection: Introspective actions require you to confront the paradoxes of your innermost thoughts to realize your potential. When you take an action with the Introspection trait, you must make a non-secret Sense Motive check against your Seeker Class DC. On a success, you can take the action without issue. On a failure, you can take the action, but become stupified 1 for one minute after the action is resolved. On a critical failure, the action is disrupted, and you're stupified 1 for one minute and fatigued for ten minutes as you glimpse a hidden truth about yourself you were unprepared to confront.

To take an Introspection action, you can't be fatigued. Some particularly arduous actions have a Jolt entry, a manifestation of the lasting psychic ramifications of straining your inner focus. If the result of your Sense Motive check was anything other than a critical success, you take the listed effects of the Jolt entry after the action is resolved and your mind is then no longer centered. An effect inflicted by a Jolt entry that does not have a duration can be removed with ten minutes of focused meditation.

SHREWD STRIKES

5TH

Your intuition ensures your attacks land true. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. While your mind is centered, you have the critical specialization benefits for weapons with the parry trait and unarmed attacks.

FORBIDDEN ADAGE

7TH

You can unleash a deadly attack by briefly discarding your limitations. You gain the intermediate adage from the path you chose at 1st level.

MINDFUL REFLEXES

7TH

You can sense threats coming before they have a chance to reach you. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

WEAPON SPECIALIZATION

7TH

You can inflict greater injuries with your favored weapons. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

BREATHING TECHNIQUES

9TH

A regimented mind has resulted in control over your physical body. Your proficiency rank for Fortitude saves increases to Expert. You gain the Breath Control general feat as a bonus feat.

SEEKER'S FORESIGHT

9TH

Tireless training has resulted in improvement in all of your techniques. Your proficiency rank for your seeker class DC increases to expert. When you Ready an action with the attack trait, you can designate two triggers and use the action if either of the two is met.

HARMONIOUS SENSES

11TH

Your mind is perfectly attuned to your senses. Your proficiency rank in Perception increases to master. You gain a +2 circumstance bonus to Perception-based initiative rolls. When your mind is centered during an encounter, you gain spiritsense as an imprecise sense with a range of 30 feet.

IRON WILL

13TH

Long contemplation has made you the master of your own thoughts. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

UNARMORED MASTERY

13TH

Your every footfall is a thorn in the side of your foes. Your proficiency rank for unarmored defense increases to master.

WEAPON MASTERY

13TH

You know the weapons you wield as well as you know yourself. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

ENLIGHTENED REFLEXES

15TH

You can find a clear path even through a hail of arrows. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you fail a Reflex save against an effect that deals damage, you halve the damage you take.

FINAL ADAGE

15TH

You have unraveled the last great mystery of your philosophy. You gain the profound adage from the path you chose at 1st level.

GREATER WEAPON SPECIALIZATION **15TH**

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

MASTER ONESELF

17TH

You understand your own weaknesses better than any foe ever could. Your proficiency rank in your seeker class DC increases to master. When you make a Perception check against your own class DC, increase your bonus from honed senses to +4.

EFFORTLESS OBSERVATION

19TH

Your lightning fast mind is always calculating your enemies' next move. Once per round while your mind is centered, you can Sense Motive as a free action.

SEEKER'S PATH

Your journey towards mastery has been a long and difficult one, but you are stronger for it. Your path grants you certain benefits and restrictions, particularly when your mind is centered. Your chosen path also grants you training in a particular skill, a unique vigil action, and allows you to qualify for certain feats.

PATH OF THE PRODIGY

Your talent is your cross to bear, and you're loath to let your full strength loose on the poor souls who think to cross blades with you. For some this means renouncing tools of war altogether, while others still will seal their sword in its scabbard or wrap their blade in cloth to prevent it from taking another life. Despite this, you're no pushover, as any who think to challenge you soon discover.

You do not take the normal penalty for attacks made with improvised weapons.

Path Skill Intimidation

SPECIALIZED FORM

ADEPT'S TEMPERANCE

The damage die for improvised weapons increases by one step in your hands, to a maximum of d10. When you Strike a living creature with a non-improvised weapon or unarmed attack that deals slashing or piercing damage, it becomes Nonlethal and deals bludgeoning damage instead. When you attempt an Intimidation check to Demoralize your Adversary, you can add half your Wisdom modifier as a circumstance bonus. An adversary frightened by your Demoralize treats its frightened value as 1 higher for its defenses against your Strikes and seeker abilities (to a maximum of 4).

DISCIPLE ADAGE

DELIBERATE STRIKE ◊

COMPOSURE FLOURISH SEEKER VIGIL

Requirement You are unarmored

You watch your foe's form and wait for the perfect moment to crush it in one fell swoop. If your next action is a single action to make a non-secret Sense Motive check against a creature within thirty feet, it gains the following effects:

IMPROVISED WEAPONS

Some prodigy-specific abilities and feats call for improvised weapons. The weapon improviser archetype is a good reference for how to adjudicate objects picked up in the heat of battle, but if you wish to regularly use a certain item as an improvised weapon, it should generally have the same die size and no more traits than a comparable simple weapon.

Critical Success You can attempt a Strike against the target with a +2 circumstance bonus as a free action

Success As critical success, but the circumstance bonus is +1.

Failure As success, but with no bonus.

Critical Failure As failure, but your Strike has a -1 circumstance penalty and you are Off Guard until the start of your next turn.

INTERMEDIATE ADAGE

UNRESTRAINED ASSAULT ◊◊

COMPOSURE FLOURISH INTROSPECTION SEEKER

You tear down your mental barriers and make a single, all-out attack with killing intent. Make a Strike against your adversary. This Strike is lethal, deals its normal damage type, and deals two additional damage dice plus your Wisdom modifier as a circumstance bonus to damage. On a critical success, the target is knocked prone.

Jolt You are Stunned 1 as you wrest your instinctual response to bloodshed under control once again.

PROFOUND ADAGE

LIGHTNING OFFENSIVE ◊◊◊

COMPOSURE CONCENTRATE FLOURISH SEEKER

You rush forward and carry out a series of attacks too quickly for the naked eye to follow. Stride up to half your Speed, make a Strike against a foe within your melee reach, and then Stride back to where you began your movement. If you end this movement in the same square you began in, you can repeat this process up to two more times. Each attack counts toward your multiple attack penalty, but you do not increase your penalty until you have made all your attacks. This movement does not trigger reactions.

PATH OF THE STOIC

A grievous injury or solemn oath has led you to develop a unique fighting style that foreswears the use of one of your arms. Your fate has instilled in you a tendency towards patience and a willingness to let the whims of fate simply pass over you like water.

Choose a hand. The chosen hand is your wrathful hand, and the other is your tranquil hand. You may not use your tranquil hand to Strike, and it is always considered occupied when your mind is centered. If you're holding an item in your tranquil hand when you Center Mind, you Release it and it falls to the ground in your space. You gain Combat Climber as a bonus feat.

Path Skill Athletics

SPECIALIZED FORM

SINGULAR ADAPTATION

While wielding a weapon in one hand, you can evade glancing blows by keeping your off-hand out of reach, allowing you to treat it as if it had the Parry trait and benefit from its Parry trait. You gain a kick unarmed attack that deals 1d6 bludgeoning damage and has the agile, nonlethal, and unarmed traits. You can attempt actions that do not require a check and ordinarily require two hands with your wrathful hand, but still cannot wield two-handed weapons. You have a +1 circumstance bonus to saves against emotion effects and take a -1 circumstance penalty to your Class DC when you make a check against it.

DISCIPLE ADAGE

CASTIGATE ADVERSARY

COMPOSURE SEEKER VIGIL

Requirement You are unarmored

You adopt a posture with your wrathful hand forward in order to punish the slightest overextension. If your next action is to make a non-secret Sense Motive check against a creature within thirty feet, it gains the following effects:

Critical Success Your Strikes against the target gain your choice of the Reach trait or a one step larger die size until the end of your next turn.

SEEKERS AND DISABILITIES

As a class that is dedicated to overcoming limitations, self-imposed and otherwise, a seeker is a great class for a character who wants their disability to have a tangible mechanical impact without letting it hold them back, at times even turning it into an advantage!

Success As critical success, but the duration is until the beginning of your next turn.

Failure As success, but the bonus applies only to your next attack.

INTERMEDIATE ADAGE

TRANQUIL AS THE GRAVE

COMPOSURE FLOURISH INTROSPECTION MAGICAL SEEKER
SPIRIT

A ghostly afterimage of your wrathful hand appears in place of your tranquil hand and lashes out at a foe of its own volition. Make a melee Strike. This attack's damage type changes to spirit damage and it deals persistent spirit damage equal to your Wisdom modifier. A target that takes damage from this Strike must make a Fortitude save or be Drained 1. (Fatigued and Drained 1 on a critical failure)

Jolt You are Frightened 2 by the dangerous power you momentarily failed to restrain.

PROFOUND ADAGE

INEXORABLE STRIKE

COMPOSURE CONCENTRATE FLOURISH SEEKER

You focus all your strength into one unstoppable blow. Make a melee Strike against your adversary. This Strike deals three additional weapon dice of damage. On a hit, apply the success effects of the Shove action (or critical success on a critical hit). A creature that is pushed into an obstacle in this way takes damage of the type appropriate for the obstacle (as determined by the GM) equal to double your Wisdom modifier. A creature that takes damage from this Strike must make a Will save against your Class DC, with a -1 circumstance penalty if they were pushed into an obstacle, or be Stunned 1 (Stunned 2 on a critical failure).

PATH OF THE VAGABOND

UNCOMMON

Intense training sharpened your senses so that vision would be a mere distraction in the heat of battle. Although you may act the part of a harmless traveler, trouble has a way of finding you all the same.

You no longer treat terrain you cannot see as difficult terrain. You can Seek as a free action triggered by the start of your turn, and when you do so, the action loses the Concentrate trait. When you Seek, you can designate one additional area. The first time each round that you Seek, if you successfully detect a hostile creature, then you can treat an imprecise sense (typically hearing) as a precise sense until the beginning of your next turn.

Path Skill Deception

SPECIALIZED FORM

UNSEEN STILLNESS

You gain the Blinded condition. You cannot remove this condition as long as your mind is centered except with vagabond-specific abilities. You are not automatically off-guard to enemies you can't see provided you are detecting them with an imprecise sense. If you fail a check to Seek a creature with an imprecise sense and it would remain hidden to you as a result, it instead becomes concealed until the beginning of your next turn. You can add half your Wisdom modifier as a circumstance bonus on checks to Feint, and when you succeed at a check to Feint against an enemy, in addition to the usual effects, it takes a -1 circumstance penalty to Strikes against you while it is off-guard from the Feint.

DISCIPLE ADAGE

CAREFUL STUDY ◊

COMPOSURE SEEKER VIGIL

Requirement You are unarmored

You calmly observe your foe's movement for an opportunity to turn it against them. If your next action is to make a non-secret Sense Motive check against a creature within thirty feet, it gains the following effects:

Critical Success Your Strikes against the target deal an additional 2 precision damage or ignore an amount of the target's resistance equal to half your level (minimum 1) until the beginning of your next turn.

Success As critical success, but only on your next Strike before the beginning of your next turn.

Failure As success, but you can not ignore the target's resistance.

INTERMEDIATE ADAGE

BLINDING VISION ◊◊

COMPOSURE FLOURISH INCAPACITATION INTROSPECTION
MAGICAL SEEKER VISUAL

You let loose a baleful gaze that was never meant to be unleashed, threatening to unravel your foes with a glance. You lose the Blinded condition until the beginning of your next turn, even if you couldn't normally see. All enemies within 30 feet must make a Will save against your Class DC

Critical Success The creature is unaffected

Success The creature is dazzled for one round

Failure The creature is blinded for one round

Critical Failure The creature is confused for one round and blinded for one minute

Jolt You become Drained 1, or increase your Drained value by 1 if you were already drained.

PROFOUND ADAGE

EQUALIZING ONSLAUGHT ◊◊

COMPOSURE CONCENTRATE FLOURISH SEEKER

You even the odds by momentarily blinding, deafening, or otherwise disrupting a foe's senses. Make a melee Strike against a creature. This Strike deals the precision damage from your Careful Study. A creature lower level than you that takes precision damage from this Strike cannot detect you with a single precise sense until the end of its next turn. A creature your level or higher that took precision damage instead treats you as concealed with one precise sense until the end of its next turn.

SEEKER FEATS

At every level that you gain a seeker feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

CAUTIOUS ADVANCE ◊

FEAT 1

SEEKER

You dash into the fray, keeping your senses primed for danger. You Stride and can either Parry or Seek once at any point during your movement. If you end your movement next to an enemy that is not Undetected to you, you can make a Strike against it.

DANCING ARCHER ◊

FEAT 1

SEEKER STANCE

Requirements You are wielding a ranged weapon and have a hand free. You only need to meet this requirement to enter the stance, and at the end of each of your turns to remain in it.

You enter into a state of mind that allows your instincts to flow, guiding your shots and footwork. Your ranged and thrown weapons gain the Parry trait. When you Ready to make a ranged Strike while in this stance, you add half your Wisdom modifier as a circumstance bonus to damage.

FALSE OPENING ◊

FEAT 1

SEEKER

Requirements Trained in Deception

You make a show of letting your guard down by studying your opponent's movements. Sense Motive against a creature in your melee reach and then Feint against the same creature. If you succeed at your Sense Motive check, the target takes a -1 circumstance penalty to its Perception DC against the Feint (-2 on a critical success.)

PHILOSOPHICAL COMMITMENTS

A seeker always follows a code of some form or another. What that means to you is in your hands, as a seeker can be driven by a deep piety towards the gods just as much as sheer pragmatic belief in the value of self-discipline. Each seeker pursues mastery in their own way, so explore the possibilities!

INSIGHT INITIATE

FEAT 1

SEEKER

Through meditation practices, you've developed a technique that channels your focus into mystical energy. You gain your choice of one insight spell from the initial insight spells (or another you have access to). You use your seeker class DC for these spells.

Special You can take this feat multiple times, choosing a different initial insight spell each time.

QUICK PARRY ↘

FEAT 1

SEEKER

Trigger A creature targets you with a Strike

Requirements You're not off-guard to the Strike and are wielding a weapon or have an unarmed attack with the Parry trait

You instinctively raise your guard, looking to capitalize on a near miss to adopt a better position. You gain the Parry trait's circumstance bonus to your AC against the triggering attack. If the attack misses or critically misses you due to a circumstance bonus to your AC, you can Step as a free action.

SCABBARD SKIRMISHER

FEAT 1

SEEKER

You've survived countless battles with nothing but your weapon, its scabbard, and the clothes on your back. In your hands, a parrying scabbard is a martial weapon in the club group that deals 1d4 bludgeoning damage and has the agile, finesse, parry, and twin traits. This twin trait applies only to the weapon you holster in the scabbard. You can etch runes onto your parrying scabbard like a normal weapon.

2ND LEVEL**ANTICIPATORY OBSTRUCTION ◆****FEAT 2**

SEEKER VIGIL

Requirements You have melee reach of at least five feet

You halt a foe's movement, checking it with a blade or an open hand at every turn. If your next action is a non-secret Perception check to Sense Motive against an enemy, it gains the following effects:

Critical Success The creature treats all squares adjacent to you as if you were occupying them for the purposes of moving through them.

Success The creature treats all squares adjacent to you as difficult terrain.

APPLICABLE LESSON ◆**FEAT 2**

AUDITORY LINGUISTIC SEEKER

Frequency Once per minute

You search your situation for something that recalls a sage proverb. Designate an ally within 30 feet; this action counts as sufficient preparation to Aid that ally. When you use the Aid reaction to help that ally, you can roll Perception in place of the usual check.

FENCING TWIST ◆**FEAT 2**

SEEKER

You can counterattack and then spin an opponent's weapon out of their grip in one swoop. If your next action is to Ready to Strike an enemy with a trigger based on an enemy in your melee reach missing you with a Strike, you can add the effects of a successful Disarm action to your Strike on a success (or the effects of a critical success to Disarm if your Strike is a critical hit). If your attack has the Disarm trait, you gain a +1 circumstance bonus on your attack roll.

OVER THERE! ◆**FEAT 2**

AUDITORY CONCENTRATE SEEKER

Your enemies can't fool you, and you do everything in your power to keep your allies alert to trickery. You Seek. Creatures you succeed at your Perception check against take a -2 circumstance penalty to Stealth, Thievery, and Deception checks against your allies until the end of your next turn. Additionally, you can Point Out one creature you detect as a free action.

SUDDEN STRIKE ◆**FEAT 2**

COMPOSURE FLOURISH SEEKER

Requirement You are unarmored

You quickly assume a neutral stance before unleashing a devastating blow. You can Interact to stow a held melee weapon as a free action, then Interact to draw a one-handed melee weapon or make a meditative hand gesture. Make an unarmed melee Strike or a melee Strike with the weapon you drew. If the Strike doesn't have the two-hand trait, it increases its weapon die size by one step for this attack. If the Strike has the two-hand trait, you gain the benefit of that trait and add a circumstance bonus to damage equal to the weapon's number of damage dice, even if you are attacking with one hand.

When you Ready this action, it does not trigger reactions that can be triggered by Manipulate actions and the attack gains the Brace trait.

4TH LEVEL**ALERT DEFLECTION****FEAT 4****SEEKER**

Trigger You are the target of a physical ranged attack
Requirements You're aware of the attack, are not off-guard against it, and have an AC bonus from Parry

You bat away a projectile from an opponent who thought they had you dead to rights. Make a Sense Motive check against the triggering creature, with the following results:

Critical Success The target takes a -4 circumstance penalty on its attack

Success As critical success, but the circumstance penalty is -3.

Failure As critical success, but the circumstance penalty is -2.

ASSESS ADVERSARY**FEAT 4****COMPOSURE** **SECRET** **SEEKER**

You can make certain assumptions based on a foe's behavior to give yourself and your allies an edge. Attempt to Sense Motive against a creature you've seen act in combat and compare it to the higher of the target's Deception DC or Stealth DC with the following effects.

Critical Success The GM chooses two of the following pieces of information about the enemy to tell you: which of the enemy's weaknesses is highest, which of the enemy's saving throws has the lowest modifier, one immunity the enemy has, or which of the enemy's resistances is highest. If the event of a tie, the GM should pick one at random.

Success The GM chooses one piece of information from the above list to tell you about the enemy.

Critical Failure The GM gives you false information (the GM makes up the information).

The target is then immune to your Assess Adversary for 24 hours.

COOLER HEADS PREVAIL**FEAT 4****SEEKER**

Trigger A hostile creature in your melee reach would roll initiative after a conversation

One sword keeps another in the sheath as you implore your would-be opponent to reconsider. Make a Reflex save against a very hard DC of the foe's level. On a success, you Interact to momentarily prevent the foe from standing, drawing a weapon, or charging at an ally, then attempt a to Make an Impression or Coerce the triggering creature. If you succeed, the creature will usually give you one more chance to make your case, but the GM makes the final decision on if they can be swayed.

IMPROVISED DUELIST**FEAT 4****SEEKER**

Prerequisites Path of the Prodigy

Whether to make a fool of your enemies or simply because it is the best fit for your unorthodox fighting style, you're in the habit of bringing an unremarkable tool to a sword fight. As part of your daily preparations, you can practice with one object that could be used as an improvised weapon. If you're benefiting from handwraps of mighty blows, you use the handwraps' item bonus and can choose to use its number of damage dice when you Strike with the item you practice with. Any property runes from the handwraps also apply if you use the handwraps' number of weapon damage dice, provided they could apply to the improvised weapon (as determined by the GM).

NONCOMMITTAL STRIKE**FEAT 4****SEEKER**

Prerequisites Path of the Vagabond

Trigger You miss with a Strike against your adversary

Your foes have a tendency to underestimate you, and you can use that to your advantage. Attempt to Feint against your adversary. The target is then immune to your Noncommittal Strike for one minute.

QUICK FINGERS ◊

MANIPULATE | SEEKER

Prerequisites Path of the Stoic

Frequency Once per round

You can twirl an item effortlessly, freeing up your hand for a moment before reasserting your grip. If your next action is one you could not normally take because your hand is occupied, you can treat your hand as if it were free for that action.

SKIRMISH STRIKE ◊

FLOURISH | SEEKER

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

SKULL SPLITTER ◊

SEEKER

You unleash a descending vertical chop to punch through a foe's defenses. Make a melee Strike. This Strike ignores an amount of the target's or their shield's hardness equal to your Wisdom modifier. If you Ready this action, it also ignores half of the target's circumstance bonus to their AC.

6TH LEVEL

CANNY REFLEXES

SEEKER

Even when giving your full attention to a task, your instincts are razor-sharp. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to use a readied action. As normal for Ready, this does not let you use a readied action multiple times, as the action is consumed the first time you spend a reaction on it.

FEAT 4

INTUIT STRATEGY ◊

SEEKER | VIGIL

You predict how a foe will target you based on a minor clue in their behavior. If your next action is a non-secret Perception check to Sense Motive against an enemy, it gains the following effects:

Critical Success You gain a +2 circumstance bonus to saving throws against the creature until the start of your next turn

Success As critical success, but the bonus is +1

KNOW THY ENEMY

FEAT 6

SEEKER

Firsthand experience with a foe's weapons or fighting form allows you to develop counters to their attacks. During your daily preparations, you can either reflect on a creature you've seen fight in the last week or practice with a weapon in your possession that is commonly used by a creature or ancestry. You gain a +1 circumstance bonus to saves and skill checks against the relevant creature or ancestry until your next daily preparations.

NORMALIZE BREATHING ◊

FEAT 6

COMPOSURE | CONCENTRATE | SEEKER

Frequency Once per round

You turn your attention inward, focusing on your breathing in order to banish bodily pain and distress. Make a non-secret Perception check to Sense Motive and compare the result to your Class DC. This check gains the following effects:

Critical Success You immediately reduce your frightened value by 1 and gain temporary hit points equal to your level that last for one minute.

Success As critical success, but the temporary hit points are equal to half your level

Critical Failure You are sickened 1

FEAT 6

FEAT 6

REACTIVE STRIKE

FEAT 6

SEEKER

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

8TH LEVEL

ALACRITOUS ASCENT

FEAT 8

COMPOSURE | CONCENTRATE | SEEKER

You look for footholds in a vertical surface to run along it before kicking off into a soaring attack. Make a Perception check and compare the result to the Climb DC of an adjacent vertical surface. Depending on the results of your Perception check, you can Stride vertically along the surface once. At any point during this movement, you can spend another action to Leap toward a foe and attempt a Strike against it. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the distance of your Stride, you take no damage and land upright.

Critical Success You can Stride up to your full Speed with a 5-foot circumstance bonus to your Speed

Success You can Stride up to your full Speed

Failure You can Stride up to half your Speed

Critical Failure You fail to find a way to run along the surface and can't try again for one round

BLIND FIGHT

FEAT 8

SEEKER

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not off-guard to creatures that are hidden from you (unless you're off-guard to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you

CULTIVATED FOCUS

FEAT 8

SEEKER | VIGIL

Prerequisites Insight Initiate

You look inward for a reminder of what grounds you. Once per day, when you make a Sense Motive check against your own Class DC, you regain 1 focus point.

FOREBODING STARE

FEAT 8

MENTAL | SEEKER | VISUAL

You fix your foe with a steely gaze that gives them pause. If your next action is to Ready to Strike a foe with a trigger based on the foe attempting to Strike you, the foe must make a Will save against your class DC when you use the readied action. On a failure, the foe takes a -1 circumstance penalty to their attack roll, or -2 on a critical failure. A creature that is frightened decreases their degree of success on this save by one step. As usual for using Ready to respond to a Strike, the triggering Strike resolves first.

IRONBLOOD STANCE

FEAT 8

SEEKER STANCE

Requirements You are unarmored.

You enter the stance of impenetrable iron, refusing to yield to any blow. You can make iron sweep unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the nonlethal, parry, sweep, and unarmed traits.

While in Ironblood Stance, you gain resistance 2 to all damage. The resistance increases to 3 at 12th level, to 4 at 16th level, and to 5 at 20th level.

QUICK COUNTER

FEAT 8

SEEKER

Prerequisites Quick Parry

You deflect a foe's attack and immediately counter to catch them unawares. Any time you would Step due to Quick Parry, you can attempt to Strike the triggering creature before or after you Step. The target is off-guard to this Strike.

10TH LEVEL

CATCH BLADE

FEAT 10

COMPOSURE MANIPULATE SEEKER

Trigger A creature no more than one size category larger than you would critically hit you with a melee Strike

You snap your hands around a deadly blow, potentially stopping it altogether. If you're holding any items, you Release them and they fall to the ground in your square. Make a Reflex save with a -4 circumstance penalty against the triggering foe's Reflex DC. On a critical success, you stop the triggering attack and take no damage, although other effects that apply on critical hit still apply. On a success, you gain resistance equal to your level plus your Wisdom modifier against the triggering damage. On a critical failure, you're clumsy 1 for one minute.

Special If you have Titan Wrestler, the largest size category of creature you can attempt Athletics maneuvers against can trigger this reaction

COMPARTMENTALIZED AWARENESS

FEAT 10

SEEKER

With your keen mind, you can give your full attention to numerous threats simultaneously. When you make a Perception check to Sense Motive, you can target up to two creatures. At level 19, this number increases to three.

GREATER INSIGHT

FEAT 10

SEEKER

Prerequisites Insight Initiate

You've gleaned a deeper truth in the nature of magic. You gain your choice of one insight spell from the greater insight spells (or another you have access to).

Special You can take this feat multiple times, choosing a different greater insight spell each time.

REPRISAL BREEDS REPRISAL

FEAT 10

SEEKER VIGIL

You search an enemy's demeanor for signs of remorse before turning their hostility against them. If your next action is a non-secret Perception check to Sense Motive against a foe that has attacked you or your allies in the last round, it gains the following effects:

Critical Success The creature gains weakness to your Strikes equal to half your level plus your Wisdom modifier that lasts until the start of your next turn

Success As critical success, but the weakness is equal to half your level

SHARE INSIGHT

FEAT 10

COMPOSURE CONCENTRATE SEEKER

Requirements You're benefiting from a vigil action against a single enemy

With a meaningful nod or a well-rehearsed command, you alert an ally to an opening you've glimpsed. Choose an ally within 60 feet. That ally gains the benefits of your vigil action until it expires or until the beginning of your next turn, whichever comes first. Depending on how you convey this information, this action gains the auditory or visual trait.

SPLITTING HEADACHE

FEAT 10

SEEKER

Prerequisites Skull Splitter

You concuss your foes with overwhelming force. When you Ready to hit a living creature with Skull Splitter, a target that you hit and deal damage to is stupefied 1 until the end of your next turn (stupefied 2 on a critical hit).

12TH LEVEL

DISCONCERTING SMIRK

FEAT 12

INTROSPECTION | MENTAL | MISFORTUNE | SEEKER

Prerequisites Path of the Vagabond

Frequency Once per day

Trigger Your adversary targets you with a Strike

You search yourself for the determination to face an attack without fear. The triggering creature rolls the triggering attack roll twice and uses the worse result. If the Strike misses, they must attempt a Will save against your Class DC or be Stunned 1. This save has the incapacitation trait unless triggered by a creature benefiting from an emotion effect (such as rage).

INGENIOUS PARRY

FEAT 12

COMPOSURE | SEEKER

Prerequisites Quick Parry

With a quick, careful cut, you can divert even a raging avalanche. You can use Quick Parry before attempting a Reflex save against a damaging effect in addition to its original trigger. If you do, the circumstance bonus from the Parry trait applies to your Reflex save against the triggering effect.

INNER FOCUS

FEAT 12

SEEKER

Prerequisites Insight Initiate

You're used to quickly regathering your composure in difficult circumstances. When you Refocus, you regain all your Focus Points instead of 1.

JUSTIFIED BLOODSHED

FEAT 12

COMPOSURE | INTROSPECTION | SEEKER

Prerequisites Path of the Prodigy

You reflect on whether the time has come to unleash your killing intent. Your Strikes against your adversary become lethal and gain a status bonus to damage rolls equal to double the number of weapon damage dice. If your adversary has killed an ally of yours in the last day, you automatically critically succeed your Introspection check.

Jolt Once your adversary dies or you designate a new creature to be your adversary, you can't use concentration actions for ten minutes.

LIVER SHOT

FEAT 12

CONCENTRATE | SEEKER

Prerequisites Dancing Archer

Requirements You are in Dancing Archer stance

You shoot at a particularly debilitating area to hamper a foe. Make a ranged weapon Strike against your adversary. This Strike adds persistent bleed damage equal to twice your Wisdom modifier and the target is enfeebled 2 for as long as they are bleeding.

METTLE

FEAT 12

COMPOSURE | INTROSPECTION | SEEKER

Requirements

You are not fatigued

Trigger You take damage that would reduce you to 0 hit points

You burn through your nearly bottomless reserve of willpower and somehow stay standing. You remain at one hit point and gain temporary hit points equal to your level plus your Wisdom modifier that last for one minute. You become fatigued for ten minutes and increase your wounded value by one.

OPEN GATE ◀▶

FEAT 12

COMPOSURE | INTROSPCTION | SEEKER

Frequency Once per day

Prerequisites Path of the Stoic

Unlocking a mental obstruction, you flood your body with a rush of energy. You're quickened for one minute and can use the extra action to Stride, Strike, or Parry. For the duration you're quickened, you gain temporary hit points equal to your level that last for one round at the start of each of your turns.

WHIRLING MIND ↗

FEAT 12

SEEKER

Requirements You have not used a concentrate action this turn

Trigger You complete the last action on your turn, and your turn has not ended yet

When your carefully cultivated serenity threatens to unravel, your mind works overtime to salvage it. Use a single action that you know with the concentrate trait. You forgo the ability to use reactions until the start of your next turn and are stupefied 1 for 1 round.

14TH LEVEL

ELEMENTAL AFFINITY ◀▶

FEAT 14

COMPOSURE | CONCENTRATE | INTROSPCTION | SEEKER

Frequency Once per day

You've learned how to take advantage of a slight imbalance of one of the fundamental elements in your body's systems. Choose an elemental trait when you gain this feat (air, earth, fire, metal, water, or wood). You're affected by an elemental form spell with the trait you chose. You can heighten it to any spell rank up to half your level rounded up.

IRONBLOOD SURGE ◀▶

FEAT 14

SEEKER

Prerequisites Ironblood Stance

Requirements You are in Ironblood Stance

You steel yourself, preparing to resist oncoming attacks and using your muscles to absorb the impact. You gain the benefits of your iron sweep's parry trait (a +1 circumstance bonus to AC until the start of your next turn) and your resistance from Ironblood Stance increases to your Strength modifier (if it's higher) for the same duration.

PILL OF IMMORTALITY

FEAT 14

SEEKER

You've acquired an esoteric medicine that has enhanced your body and longevity beyond what is normally possible. You cease aging and your natural lifespan is increased by 100 years. You gain a +2 status bonus to Fortitude saves and you lower the DC of recovery checks by 2.

SPIRITUAL HARMONY ◀▶

FEAT 14

COMPOSURE | CONCENTRATE | MAGICAL | SEEKER | STANCE

Prerequisites Harmonious Senses

You can align your own spirit with the supernatural ability to detect the presence of others that you've developed. Your spiritsense from Harmonious Senses becomes precise. You gain a +1 status bonus to saves against incorporeal creatures and your Strikes gain the effects of a ghost touch property rune.

16TH LEVEL

FURIOUS OUTBURST ◀▶

FEAT 16

COMPOSURE | EMOTION | SEEKER

The roiling passions beneath the surface burst forth in a single reckless attack. Make a Strike or Athletics maneuver with a +2 circumstance bonus. On a success, the target is clumsy 2 for 1 round (and clumsy 1 for one minute on a critical success). Your mind is then no longer centered.

KNOW THYSELF

FEAT 16

FORTUNE | SEEKER

Your mind is your temple. Once per day, when you would fail or critically fail an introspection check, you can reroll the check and keep the better result.

REASSURING DISCIPLINE

FEAT 16

AURA | MENTAL | SEEKER

You've instilled in your allies a deep understanding of your personal philosophy, and your every glance carries profound meaning as a result. Allies within 15 feet of you gain a +2 status bonus to Will saving throws against effects that would directly inflict the confused, controlled, or unconscious conditions. Additionally, you can Point Out an enemy in this aura as a free action once per turn. If you do so, allies in your aura treat it as concealed rather than hidden.

18TH LEVEL

FREED FROM ATTACHMENT

FEAT 18

SEEKER

Prerequisites Path of the Stoic

Your mind is pristine and devoid of vacillation. You are immune to emotion effects. Your circumstance bonus from Singular Adaptation applies to all Will saving throws. You gain resistance 10 to mental damage.

HEIGHTENED AWARENESS

FEAT 18

SEEKER

Prerequisites Path of the Vagabond

You've had to adapt to fighting in adverse conditions, and your senses are supremely attuned to the world around you as a result. You gain tremorsense as a precise sense with a range of 60 feet at all times. You can detect ethereal creatures, those in an extra-dimensional space with an aperture within 60 feet, incorporeal creatures and objects, and other creatures and objects that are insubstantial or not fully in phase with reality using either spiritsense or hearing.

IMPOSSIBLE OFFENSIVE

FEAT 18

SEEKER

Prerequisites Path of the Prodigy

Your ultimate technique sees you transform into an unstoppable maelstrom of death. When you use Lightning Offensive, you can continue to Stride and make Strikes against new targets for as long as there are new targets and you return to where you started.

INVIOABLE SENSES ♦

FEAT 18

SEEKER

Trigger Your turn ends and you are blinded, dazzled, deafened, or stupefied.

Your mind rejects attempts to dull your acuity. End one blinded, dazzled, deafened, or stupefied condition affecting you.

UNERRING SAGACITY

FEAT 18

SEEKER

You can recognize others by the sound of their footfalls and even their scent, allowing you to detect the most minor changes. You have the effect of a 6th rank truesight on any precise sense you have, using your Perception modifier for the counteract check.

20TH LEVEL

ALWAYS WATCHING

FEAT 20

SEEKER

You can detect and interpret the faintest changes effortlessly. You're permanently quickened. You can use your extra action to Seek or to provide one of the actions needed to Ready.

UNCANNY INTUITION

FEAT 20

SEEKER

You're ready to react to new threats at all times. At the start of each enemy's turn, you gain a reaction you can use only during that turn for any reaction from a seeker feat or class feature.

SEEKER SPELLS

INITIATE INSIGHT SPELLS

CLEANSE MERIDIANS ◊

SPELL 1

CONCENTRATE | HEALING | MANIPULATE | SEEKER

Duration sustained up to 4 rounds

Range touch; **Targets** 1 willing living creature

You infuse the natural pathways of the target's body with a rush of healing energy. The target gains fast healing 4 and a +1 status bonus to Fortitude saves for the duration.

Heightened (+1) The fast healing increases by 2

CONSPICUOUS DETAIL ◊

SPELL 1

CONCENTRATE | FOCUS | FORTUNE | SEEKER

Trigger You attempt a skill check to Recall Knowledge and haven't rolled yet

The world around you momentarily melts away as you focus completely on a minor detail that may hold some great relevance. Roll the triggering Recall Knowledge skill check twice and use the higher result.

VANISH INTO FOLIAGE ◊

SPELL 1

CONCENTRATE | FOCUS | SEEKER | TELEPORT | WOOD

Range See Below

You disappear in a burst of leaves or flower petals before reappearing, momentarily obscured. Teleport up to half your speed to a space you can see. You are concealed until the beginning of your next turn.

Heightened (3rd) You can teleport a distance up to your Speed

GREATER INSIGHT SPELLS

DISRUPT MERIDIANS ◊

SPELL 4

CONCENTRATE | FOCUS | SEEKER

You infuse an attack with harmful energy that reverberates destructively within your foe. Make a melee Strike against a living creature. On a hit, the target must attempt a Fortitude save

Critical Success The creature is unaffected

Success The creature is sickened 1

Failure The creature is stunned 1 and sickened 1

Critical Failure The creature is stunned 2 and sickened 2

KINETIC BURST ◊ OR ◊

SPELL 4

CONCENTRATE | FOCUS | FORCE | MANIPULATE | SEEKER

Area Varies; **Defense** Reflex

You gather energy and forcibly expel it outwards, blasting away everything in your surroundings. If you Cast this Spell with 2 actions, it has an area of a 5-foot emanation and deals 4d8 force damage; if you Cast this Spell with 3 actions, the area increases to a 10-foot emanation and it deals 5d8 force damage. Each creature in the area must attempt a basic Reflex save against the listed damage according to how many actions you use to cast the spell. A creature that fails its save is pushed 10 feet away from you. On a critical failure, it's pushed 15 feet and lands prone.

Heightened (+2) The damage increases by 3d8

WIRE TRICK ◊

SPELL 4

CONCENTRATE | FOCUS | METAL | SEEKER

Duration 1 minute

You can see and move between a haphazard array of ghostly wires suspended all around you. For the duration, whenever you jump, drop, or otherwise choose to move through the air at least five feet, you may land on a quasi-real suspended wire that only you can see. You can Leap to a new wire or make a DC 15 Balance check to move along one in a straight line. You are not off-guard while standing on a wire. Once per round, you can sustain the spell to Leap up to half your speed vertically to a wire.

Heightened (5th) The distance you can leap when you sustain the spell increases to your full Speed