



FRAAL FAR SEER PRESTIGE CLASS: v1.0

Fraal Far Seers, are a hidden sect of powerful remote viewers, who through the use of specially carved and psychically sensitive stones called "Seer Stones", can see other places, people and even predict and see the future. Very few Fraal ever develop this discipline for it can take a heavy mental toll, but those who do are respected and listened too, for ignoring their warnings can meet certain doom for a Fraal Colonies nationship.

The Dragon Empire is unaware of the Far Seers to date, being able to predict the future has allowed them to avoid all encounters with trouble from Mezzenbone. Though needless to say rumours and stories of their existence do exist, and the Dragon Empire may one day decide to follow up on them, but until then the Far Seers are safe from discovery, and spend much of their time psychically searching the depths of space for the Fraal Homeworld.

Hit Die: d8

Requirements

To qualify to become a Fraal Far Seer, a character must fulfil all of the following criteria:

- **Species:** Fraal
- **Base Power points/day:** 15+ (Not including bonus points)
- **Feats:** Skill Focus (Remote View)
- **Skills:** Psicraft 8 ranks, Remote View 10 ranks.
- **Statistic:** Must have a Wis 14+

Class Skills

The Fraal Far Seers class skills (and the key ability for each skill) are Autohypnosis (Wis), Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge-Psionic (Int), Psicraft (Int), Remote View (Int), Sense Motive (Wis), Stabilise Self (Con).

Skill Points at Each Level: 2 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** A Fraal Far Seer has no additional weapon or armor proficiencies, his mind is his weapon and his defence.

All the following are class features of the Fraal Far Seer prestige class:

- **Seers Runes (Su):** At 1st level, the Far is gifted some specially crafted Seers runes, it is by casting these that they can see the future, and focus their power to remote view, effectively this grants the Far Seer the *Remote View* talent (3rd) but only so long as they have the Seers Runes, they also provide a +4 competence bonus to any remote view checks using the runes.
- **See Future (Su):** All Far Seers gain a use of this ability at each of these levels in the Prestige 1st, 5th, 8th, & 10th. The power allows the Far Seer to use their precognitive powers to snatch glimpses of the future seconds ahead. In this way they can attempt or warn others to take actions that would change the future (for good or ill).





Effectively they can make any one rolls, be it theirs, their companions or an enemies be re-rolled, but they must abide by the re-roll be it a higher or lower result.

- **Prescient Sense (Su):** A Far Seer at this point has such pre-warning of things to come, that they can even avoid things they would otherwise not be able to, effectively any situation that would allow a reflex save for half, instead does no damage if a Far Seer saves, quarter if they fail, just like a monks evasion. Note however this works for a far seer regardless of the armor they are wearing.
- **Divination Enhancement (Su):** A Far Seer may his or her Far Seer levels to the Percentage (%) chance of a successful *Divination*, *Augury* or *Precognition*.
- **Foresight (Su):** The Far Seer's ability to foresee events is improved even further, granting them a +2 circumstance bonus to AC and Reflex saves, and the Far Seer may never be surprised or caught flat footed.
- **Mind's Eye (Sp):** A Far Seer can upto 2 times each day close their eyes and expand their awareness of their surrounding, allowing them to see things as they truly are in their minds as if by the *True Seeing* (5th) talent, but with no power point cost..

The Fraal Far Seer

Level	Attack	Fort	Ref	Will	Special	PP/Day	0	1	2	3
1 st	+0	+0	+0	+2	Seers Runes	+3	--	--	--	--
					See Future 1/Day					
2 nd	+1	+0	+0	+3	Prescient sense	+5	--	--	--	--
					Divination enhn					
3 rd	+2	+1	+1	+3	Foresight	+5	--	--	--	--
4 th	+3	+1	+1	+4	--	+5	1	--	--	--
5 th	+3	+1	+1	+4	See Future 2/Day	+7	2	--	--	--
6 th	+4	+2	+2	+5	--	+7	2	1	--	--
7 th	+5	+2	+2	+5	Minds Eye	+7	2	2	--	--
8 th	+6	+2	+2	+6	See Future 3/Day	+9	2	2	1	--
9 th	+6	+3	+3	+6	--	+9	2	2	2	--
10 th	+7	+3	+3	+7	See Future 4/Day	+9	2	2	2	1

