

INSPIRED SEEKER

The inspired seeker studies the tools and methods most often used by evil and hones his intuition and understanding of them to the point that he is able to anticipate an evil creature's every move.

REQUIREMENTS

Alignment: Lawful Good.

Concentration: 4 ranks.

Sense Motive: 8 ranks.

Feats: Blind-fight, Dodge.

Special: In campaigns where the multiclassing restrictions on paladins are enforced, the character must be able to gain levels in the paladin class.

Hit Die: d6.

Class Skills: The inspired seeker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

Weapon and Armor Proficiency: An inspired seeker is proficient in the use of all simple weapons, the hand crossbow, rapier, sap, shortbow, and short sword, and with light armor, but not with shields.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Inspired strike +1d6, intuit foe (evil aura), intuit trap
2	+1	+0	+3	+0	Evasion
3	+2	+1	+3	+1	Inspired strike +2d6, intuit foe (+1)
4	+3	+1	+4	+1	Intuit foe (no miss chance), uncanny dodge
5	+3	+1	+4	+1	Inspired strike +3d6
6	+4	+2	+5	+2	Intuit foe (+2)
7	+5	+2	+5	+2	Inspired strike +4d6
8	+6	+2	+6	+2	Improved uncanny dodge, intuit foe (<i>discern lies</i>)
9	+6	+3	+6	+3	Inspired strike +5d6, intuit foe (+3)
10	+7	+3	+7	+3	Intuit foe (<i>true seeing</i>)

Inspired Strike (Su): An inspired seeker is able to sense weaknesses in the defenses of an evil opponent that he focuses on with his intuit foe ability (see below) and can strike devastating blows that deal extra damage against him.

The inspired seeker must be able to strike precisely to deal this extra damage, and may only do so when his opponent would be denied a Dexterity bonus to AC (whether the opponent actually has a Dexterity bonus or not), or when he flanks his opponent. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two levels thereafter. Should the inspired seeker score a critical hit with an inspired strike, this extra damage is not multiplied. Ranged attacks can count as inspired strikes only if his opponent is within 30 feet.

With a sap (blackjack) or an unarmed strike, an inspired seeker can make an inspired strike that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in an inspired strike, not even with the usual –4 penalty.

As an inspired strike exploits weaknesses in an evil opponent's defenses instead of targeting vital areas, creatures that have no vital areas (such as undead, constructs, oozes, plants, and incorporeal creatures) or creatures immune to critical hits are affected by an inspired strike if they are evil. However, the inspired seeker must be able to see the target well enough to strike precisely and cannot make an inspired strike against an opponent with concealment. In addition, an inspired strike does not affect an opponent who is not actually evil (e.g. one affected by a *misdirection* spell), or an evil opponent who has managed to hide his evil aura from the inspired seeker.

Intuit Foe (Su): An inspired seeker gains supernatural insight with respect to the opponent he has designated as the target of his Dodge feat. He is immediately aware if his opponent has an evil aura and the strength of the aura (see the *detect evil* spell). This may be foiled by any effect that can foil *detect evil*. Where applicable, the inspired seeker's caster level for this ability is equal to his paladin level plus his inspired seeker level.

At 3rd level, an inspired seeker becomes able to anticipate the attacks of evil opponents that he focuses on with this ability. If his designated opponent is evil, he gains a +1 bonus on Reflex saves and a +1 dodge bonus to AC (in addition to the bonus already granted by the Dodge feat) against attacks from that opponent. These bonuses rise to +2 when the inspired seeker reaches 6th level, and to +3 when he reaches 9th level.

At 4th level, an inspired seeker is able to sense the location of his designated opponent. He knows the square (or squares) occupied by his opponent and suffers no miss chance from darkness or concealment when attacking him. This ability does not allow him to strike precisely enough to make an inspired strike against an opponent with concealment.

At 8th level, an inspired seeker is able to sense if his designated opponent is lying, as if he had cast the spell *discern lies*. The inspired seeker must concentrate to activate and maintain this ability, and his designated opponent may make a Will save (DC 10 + the inspired seeker's class level + the inspired seeker's Charisma modifier) to resist. If the opponent successfully resists, the inspired seeker cannot attempt to *discern lies* on that opponent again for 24 hours, but stills gain the other benefits of his intuit foe ability against him.

At 10th level, an inspired seeker gains tremendous insight with respect to his designated opponent. He gains information about his designated opponent as if he was seeing him with the benefit of a *true seeing* spell. This allows him to strike precisely enough to make an inspired strike against an opponent with concealment, if that concealment would be negated by a *true seeing* spell.

An inspired seeker does not gain the benefits of this ability against an opponent who is not actually evil (e.g. one affected by a *misdirection* spell), or an evil opponent who has managed to hide his evil aura from the inspired seeker.

Intuit Trap (Su): An inspired seeker with the trap sense ability may add his inspired seeker level to levels of other classes that have that ability to determine his total Reflex and AC bonus against traps. For example, a Rogue 5/Inspired Seeker 1 has the trap sense ability of a 6th-level rogue, and gains a +2 bonus to Reflex saves and a +2 dodge bonus to AC against traps.

An inspired seeker with the ability to turn undead may expend one daily use of the ability as a free action to gain the trapfinding and trap sense abilities of a rogue of his turning level for 1 minute. These levels stack with his inspired seeker levels and levels of any other classes with the trap sense ability to determine his total Reflex and AC bonus against traps.

Evasion (Ex): At 2nd level and higher, an inspired seeker can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the inspired seeker is wearing light armor or no armor. A helpless inspired seeker does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, an inspired seeker can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If an inspired seeker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): An inspired seeker of 8th level or higher can no longer be flanked.

This defense denies a rogue the ability to sneak attack the inspired seeker by flanking him, unless the attacker has at least four more rogue levels than the target does.

If the inspired seeker has uncanny dodge (see above) from a second class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Code of Conduct: An inspired seeker has a code of conduct identical to that of the paladin.

Associates: Like a paladin, an inspired seeker may adventure with characters of any good or neutral alignment, but will never knowingly associate with evil characters. He will not continue an association with someone who consistently offends his moral code, and may only hire henchmen or accept followers who are lawful good.

Ex-inspired seekers: An inspired seeker who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all supernatural special abilities, including inspired strike and intuit trap. He also may not progress in levels as an inspired seeker. He regains his abilities if he atones for his violations, as appropriate.

Multiclassing: Paladins may multiclass freely with this class. In campaigns where the multiclassing restrictions on paladins are enforced, an inspired seeker who gains a level in a class that cannot multiclass freely with the paladin may no longer advance as an inspired seeker.