

SIGNER (HD D4)

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"I'm sorry I laughed at you, but I promised myself I wouldn't take myself so seriously. I hadn't realized it, but now that I see you, I realize I have quite a sense of humor."

Everything is an illusion, a temporary construct by the One True Being, the only living thing in the multiverse. The One True Being might be you -- it might be me -- who knows? Better safe than sorry. Live life like everything revolves around you...because it might.

This self-centered philosophy is hard for many people to stomach, but there are those that lend it credence. Called signers, the elite members of the Sign of One faction manifest fantastic mental abilities that allow them to manipulate matter and delve into the mysteries of the past and future. Spellcasters discover the uniqueness of their own spirit before other classes, but all walks of life can be found among the signers. Because they do not know who is real and who is an illusion, they struggle with an inner turmoil, fighting the growing doubt that they are not real. Thus, advancement as a signer is much slower than another path a person might choose. But how can you risk ignoring your destiny? You'd only be cheating yourself...



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Vivid Imagination, Shared Mind, Mental Defense
2	+1	+0	+0	+3	Dreaming, Mental Offense
3	+1	+1	+1	+3	Mental Defense
4	+2	+1	+1	+4	Imagining, Mental Offense
5	+2	+1	+1	+4	Universal Mind, Mental Defense
6	+3	+2	+2	+5	Thinking, Mental Offense
7	+3	+2	+2	+5	Mental Defense
8	+4	+2	+2	+6	Cogitating, Mental Offense
9	+4	+3	+3	+6	Mental Defense
10	+5	+3	+3	+7	Originating, Self Awareness, Mental Offense

Class Requirements:

To qualify to become a signer, a character must fulfill all the following criteria.

Base Will Save: +5.

Concentration: 10 ranks.

Sense Motive: 5 ranks.

Special: Character cannot have the psionic template from the *Psionic's Handbook*.

Class Skills:

Skill Points at Each Level: 2 + Int modifier.

Constitution: Concentration.

Intelligence: Appraise, Craft, Knowledge (any), Remote View*, Scry.

Wisdom: Profession, Sense Motive.

Charisma: Animal Empathy, Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate,



Perform.

*See the *Psionics Handbook*.

Class Features:

All of the following are class features of the signer prestige class.

Weapon and Armor Proficiency: A character who takes a level of signer gains no proficiency in armor or weapons.

Vivid Imagination (Ex): At 1st level, the signer gains a +2 bonus to Will saves vs. illusions. This bonus applies only if the signer interacts with the illusion in some way.

Shared Mind (Su): At 1st level, the signer can communicate telepathically with any other signer or creature with telepathy within 100 feet.

Mental Defense (Sp): At 1st level, the signer chooses one of the following psionic defense modes. She can manifest the defense mode at will. She chooses another psionic defense mode at 3rd level, 5th level, 7th level, and 9th level.

Empty Mind

Intellect Fortress

Mental Barrier

Thought Shield

Tower of Iron Will

Dreaming (Sp): At 2nd level, the signer chooses one of the following psionic powers. She can manifest the power at will, but now incurs a +1 ECL. Only one use of a power may be active at any time.

Bolt

Finger of Fire

Know Direction

Know Location

Object Reading



Psycholuminescence

Mental Offense (Sp): At 2nd level, the signer chooses one of the following psionic attack modes. She can manifest the attack mode at will. She chooses another psionic attack mode at 4th level, 6th level, and 8th level. At 10th level, she receives the *mind blast* psionic attack mode.

Ego Whip

Id Insinuation

Mind Thrust

Psychic Crush

Imagining (Sp): At 4th level, the signer either chooses two of the following psionic powers, two of the psionic powers from the Dreaming class ability, or any combination of two powers from the two lists. She can manifest the two powers at will, but now incurs an additional +1 ECL (total of +2). A power that is always active may be deactivated or activated as a free action. Only one use of a particular power may be active at any one time.

Clairaudience/Clairvoyance

Create Food and Water

Danger Sense (always active)

Darkvision (always active)

Nondetection (self only)

Remote Viewing

Sudden Minor Creation

Ubiquitous Vision (always active)

Universal Mind (Su): At 5th level, the signer can communicate telepathically with any creature within 100 feet that has a language.

Thinking (Sp): At 6th level, the signer either chooses three psionic powers from the following list, three powers from the Dreaming or Imagining class abilities, or any combination of



three powers from the three lists. She can now manifest the three powers at will, but incurs an additional +1 ECL (total +3). A power that is always active may be deactivated or activated as a free action. Only one use of a particular power may be active at any one time.

Aura Sight

Detect Remote Viewing

Divination

Fabricate

Major Creation

Sense Psionics

Cogitating (Sp): At 8th level, the signer either chooses three psionic powers from the following list, three powers from the Dreaming, Imagining, or Thinking class abilities, or any combination of three powers from the four lists. She can now manifest the three powers at will, but incurs an additional +1 ECL (total +4). A power that is always active may be deactivated or activated as a free action. Only one use of a particular power may be active at any one time.

Improved Anchored Navigation

Improved Fabricate

Precognition

Remote View Trap (always active)

Shield of Prudence

Originating (Sp): At 10th level, the signer either chooses four psionic powers from the following list, four powers from the Dreaming, Imagining, Thinking, or Cogitating class abilities, or any combination of four powers from the five lists. She can now manifest the four powers at will, but incurs an additional +1 ECL (total +5). A power that is always active may be deactivated or activated as a free action. Only one use of a particular power may be active at any one time.



Foresight
Genesis
Hypercognition
Mind Store

Self Awareness (Ex): At 10th level, the signer now has the psionic template. Psionic feats are now available, and the signer has power resistance 25.

