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# PATHS OF MAGIC - SHAPER

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[Update and revision log can be found here.](#)

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This document details the shaper, a new entropy and planar-focused base class in the upcoming *Paths of Magic* book by Ascension Games.

The shaper fills in a highly-requested niche among Pathfinder players: an Intelligence-based, full-BAB, prepared arcane spellcaster. The shaper controls the void: the underlying fabric of the multiverse. By warping and manipulating this void, the shaper can alter the battlefield to his whims, hindering his opponents in numerous ways.

At its core, the shaper is a debuff-focused martial class, leaning more on its supernatural and magical powers than its martial capability with a heavy dose of anti-magical power. It gets very little in the way of improving its damage directly (unlike most full BAB classes), instead preferring to penalize enemies' stats to make their attacks more effective. Many of its abilities, from its core void powers to its distortions, make them a nightmare against other spellcasters, including cheap access to *dispel magic*, forced concentration checks, or even draining away spell slots simply by being nearby.

Thematically, void powers (called distortions) encompass many planar or entropic powers, namely around darkness, death effects, time, space, and anti-magic. As mentioned, anti-magic is a bit of its core combat role, but the shaper can easily be built to thrive in a game without many enemy casters.

Threads will be open for discussion on [Reddit](#), the [Paizo forums](#) and the [Giant in the Playground](#) forum, where you can discuss the material in this document and give feedback. You can also give your feedback directly on this google doc by commenting, or through the [Ascension Games website](#) using the contact form there.

While opinions on the new content at first-glance are appreciated, as are theory-crafting builds and characters, actual play is far more useful. Every bit of feedback helps!

I look forward to hearing your thoughts and opinions on *Paths of Magic*!

Christopher Moore,  
Lead Designer

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## REFERENCES

The following shorthand is used in reference to material from the *Pathfinder Roleplaying Game*, as follows:

ACG – *Advanced Class Guide*  
APG – *Advanced Player's Guide*  
ARG – *Advanced Race Guide*  
B(#) – *Bestiary #*  
HA – *Horror Adventures*  
MC – *Monster Codex*  
OA – *Occult Adventures*  
UC – *Ultimate Combat*  
UI – *Ultimate Intrigue*  
UM – *Ultimate Magic*  
UW – *Ultimate Wilderness*  
VC – *Villain Codex*

Spells without a superscript can be assumed to be from the *Pathfinder Roleplaying Game Core Rulebook*. Spells, items, or feats marked with an asterisk (\*) are at the end of this document.

# THE SHAPER

Beneath the expanses of the multiverse lies an infinite realm of nothingness. A vast gulf of entropy, all planes are connected to and shaped by the null space between realms, a place defined not by its existence but lack thereof. The boundary between creation and destruction is a fundamental rule within reality, but it is possible to breach it. Whether born from a desire to mold the world as they see fit, planar experimentation gone awry, or even an otherworldly presence within their soul, the rare few gain the power to control the darkness between worlds. Called shapers, these warriors manipulate the void to control the battlefield, unleashing entropic force that consumes all that would stand in their way.

**Role:** A shaper is an arcane warrior that uses planar magic to hinder their foes and protect themselves. They work best in the thick of a fight, unleashing entropic distortions to ravage opponents while warping reality to defend themselves from aggressors.

**Alignment:** Any

**Hit Die:** d10

**Starting Age:** Trained

**Starting Wealth:** 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The shaper's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Points Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the shaper.

**Weapon and Armor Proficiency:** Shapers are proficient with all simple and martial weapons, with all types of armor (heavy,

medium, and light), and with shields (except tower shields). A shaper can cast shaper spells while wearing armor and using a shield without incurring the normal arcane spell failure chance. A multiclass shaper still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Essence (Su):** A shaper has power over the void, the null-space between planes that all of existence rests upon. Controlling the essence of the void allows him to reshape reality to his whims, molding both arcane energies and disruptive surges of entropy.

The shaper's essence pool has a maximum amount equal to twice his shaper level + his Intelligence modifier (minimum 1), refreshing at the start of each day after gaining 8 hours of rest. Essence is primarily used to fuel his void ability, though the shaper can learn new methods of utilizing his essence through his distortion feature (see below).

**Shaper's Insight (Ex):** A shaper can add half his level to Knowledge (arcana), Knowledge (planes), and Spellcraft checks he makes (minimum +1) and can make such checks untrained.

**Void (Su):** All shapers learn to disrupt the planar structure around them, exposing it to the entropic energies of the void to draw in nearby foes and drain their strength.

The shaper can spend 1 point of essence as a move action to open the void. He must spend 1 point of essence at the start of each turn the void is open: the void remains in effect until closed as a free action on the shaper's turn or if the shaper starts his turn with no essence remaining, whichever comes first. The void also closes early if the shaper is knocked unconscious or killed.

The void pulls at the space within 10 feet of the shaper; he can make the radius of his distortion smaller than this, but the radius must be an increment of 5 feet. The area of the void moves with him as he does, affecting any creatures that enter into the area.

Any creature within the void's area takes a -1 penalty to attack rolls as the void disrupts space, interfering with attacks. The planar disruption

can even consume magic: creatures in the area take a -1 penalty on concentration checks and

his choice, plus an additional distortion every two levels gained thereafter, to a total of nine

Table: Shaper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Essence, Shaper's Insight, Void	—	—	—	—
2nd	+2	+3	+0	+3	Distortion, Eldritch Sight	—	—	—	—
3rd	+3	+3	+1	+3	Entropic Guard	—	—	—	—
4th	+4	+4	+1	+4	Arcane Warrior, Distortion	0	—	—	—
5th	+5	+4	+1	+4	Bonus Feat	1	—	—	—
6th	+6/+1	+5	+2	+5	Distortion	1	—	—	—
7th	+7/+2	+5	+2	+5	Improved Void	1	0	—	—
8th	+8/+3	+6	+2	+6	Distortion	1	1	—	—
9th	+9/+4	+6	+3	+6	Instability	2	1	—	—
10th	+10/+5	+7	+3	+7	Distortion	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Bonus Feat	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Distortion	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Improved Eldritch Sight	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Distortion	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Greater Void	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Distortion	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Bonus Feat	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Distortion	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Improved Instability	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	True Shaper	4	4	3	3

must make a concentration check to cast (DC 10 + the shaper's level + his Intelligence modifier) or lose the spell as the void drains the magic of its potency. Treat this as if casting defensively; a creature that is already casting defensively doesn't need to make a second check, but uses either the normal concentration DC or the one for the shaper's void, whichever is higher.

The penalty to attack rolls and concentration checks increases to -2 at 7th level and to -3 at 15th level. The shaper is immune to the effects of his own void unless otherwise specified, but not the void of another shaper. The penalties applied from multiple shapers' voids do not stack (apply only the highest penalty).

**Distortion:** Starting at 2nd level, the shaper gains further control over the essence of reality, unlocking new powers and infusing his body with null energies. The shaper gains one distortion of

distortions at 18th level.

The shaper must meet the requirements of a distortion he selects, if any, and cannot select the same distortion more than once. If a distortion calls for a saving throw, the save DC is equal to 10 + 1/2 the shaper's level + his Intelligence modifier, unless otherwise noted. Certain distortions can modify the effects of the shaper's void ability and are marked with an asterisk (\*); these distortions do not stack. Only one such distortion can be applied to the void, chosen upon opening the void.

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*Adaptation (Su):* Whenever the shaper is not on his native plane, he gains the benefit of *planar adaptation*<sup>APG</sup>. He can cast *mass planar adaptation*<sup>APG</sup> as a standard action, but must spend 1 essence per target to do so. The shaper

must be at least 10th level before selecting this distortion.

*Adumbral Void\** (Su): The shaper's void consumes light. While the void is opened, the area of the void has its light level lowered by one step, as a *darkness* spell. At 8th level, the light level is lowered by two steps, though it cannot create magical darkness. At 16th level, this functions as *deeper darkness*, instead. The shaper can see through darkness created in this manner. This effect is treated as a 2nd-level darkness effect for the purpose of interacting with light effects, with the effective darkness level increasing by 1 for every four shaper levels gained after 4th. If this distortion is dispelled by a light effect, the shaper cannot use it again for 1 minute. The shaper must be at least 4th level before selecting this distortion.

*Anchoring* (Su): The shaper can manipulate gravity to anchor himself. He can move along any incline, wall, or ceiling as easily as walking on the ground. The shaper must be at least 8th level before selecting this distortion.

*Arcana Drain\** (Su): The shaper's void drains magical reserves from creatures. Any creature capable of casting spells that enters into or starts its turn within the area of the shaper's void must make a Will save or lose a prepared spell or spell slot of 3rd level or lower, similar to the effects of *lesser spellcrash*<sup>ACG</sup> (though only lasting that single round). For every two levels gained after 10th, the maximum level of spell lost increases by 1, up to 7th level spells at shaper level 18th. The shaper must be at least 10th level before selecting this distortion.

*Arcane Harrier* (Ex): The shaper gains Disruptive as a bonus feat, even if he doesn't meet the prerequisites. He may treat his shaper level as his fighter level for meeting the prerequisites of feats, but only if those feats have Disruptive or Spellbreaker as one of their prerequisites. The shaper must be at least 6th level before selecting this distortion.

*Arcane Weakening\** (Su): The void drains foes' resilience towards magic. Creatures apply the void's penalty to their Will saves in addition to its normal effects.

*Breach* (Su): By spending 1 essence as a move action, the shaper can open a small rift in space that he can reach through with his hands. The rift appears at a location of his choice within 30 feet of him and lasts a number of rounds equal to his Intelligence bonus (minimum 1), though it closes early if he moves from his current location or pulls his hands back out of the rift (a free action). By reaching through the rift, he can perform any action he could logically do with his hands if he were in that space, such as attacking with a weapon, grabbing objects, or delivering a touch attack. While his hands are in the rift, he threatens the area around the exit point (as if standing in that space), but not the area next to him. His hands use his normal AC, if someone tries to attack his arms while he is reaching through the rift. This is considered a teleportation effect. The shaper must be at least 6th level before selecting this distortion.

*Breathless* (Su): The shaper no longer needs to breathe, allowing him to survive underwater or in airless environments. This negates effects that rely on inhalation (such as inhaled poisons or *suffocation*<sup>UM</sup>) or those that rely on scent (such as *stinking cloud*). The shaper must be at least 8th level before selecting this distortion.

*Call of the Void* (Sp): Space bends around a creature, teleporting it to the shaper. The shaper can spend 1 essence as a standard action to target a creature within 30 feet. The creature must make a Will save: if it fails, it is teleported to the nearest open space adjacent to the shaper. This is a teleportation effect. The shaper must be at least 8th level before selecting this distortion.

*Cancel* (Su): The shaper can use essence to consume magic as it's being cast. He must identify the spell being cast as normal. If he successfully does so, the shaper can attempt to counter the spell as an immediate action and by expending an amount of essence equal to half the level of the spell being cast, rounded up (minimum 1). The shaper must still attempt a dispel check: treat this as if using *dispel magic* to counter the effect.

*Celerity* (Ex): The shaper gains Combat Reflexes as a bonus feat. He can use his

Intelligence modifier in place of his Dexterity modifier to determine the number of attacks of opportunity he can make each round when using Combat Reflexes.

*Clinging Shadows (Su):* A cloying mass of darkness clouds the vision of the shaper's enemies, making them blind to anyone else. When the shaper hits an enemy with a weapon attack, he can spend 1 essence as an immediate action to cloud their vision with a mass of shadows. The target treats all other creatures except for the shaper as if they had concealment (20% miss chance) for a number of rounds equal to the shaper's Intelligence modifier (minimum 1). A successful Reflex save reduces the duration to 1 round. A creature that can see through supernatural darkness is unaffected by this ability. The shaper must be at least 4th level before selecting this distortion.

*Condense (Ex):* The shaper can reflexively manipulate his own density. He gains a +2 bonus to his CMB and CMD. This bonus increases by +1 at 8th and 16th levels.

*Consumption\* (Su):* Vital energy and life force are consumed by the void. Whenever a creature within the area of the void would be subjected to an effect that recovers hit points (including healing magic, fast healing, or regeneration), the target only receives half of that healing and the shaper receives the other half. If a creature in the area has a form of regeneration that is stopped by a specific damage type (like fire or acid), that regeneration does not prevent the creature from being slain, so long as it is within the void's area at the time of death. The shaper must be at least 14th level before selecting this distortion.

*Death Affinity (Ex):* Entropy suffuses the shaper with life just as easily as positive energy. The shaper is healed by negative energy instead of harmed by it (as if he were undead), but he only recovers half the usual amount. The shaper must be at least 6th level before selecting this distortion.

*Death Field\* (Su):* A wave of destruction emits from the void with every pulse. Creatures that start their turn within the shaper's void or enter into the area of the void on their turn take 1d8

negative energy damage. A Fortitude save halves the damage taken. This negative energy does not heal undead. The damage increases to 2d8 at 8th level and to 4d8 at 16th level. The shaper must be at least 4th level before selecting this distortion.

*Decaying Bolt (Sp):* The shaper can manifest a ray of decay to harm creatures from afar. As a standard action, the shaper can spend 1 essence to fire this ray at a single creature within close range (25 ft. + 5 ft./2 levels). He must make a ranged touch attack to hit. On a successful hit, the shaper deals negative energy damage equal to 1d6 per two levels + his Intelligence modifier. This ray cannot heal undead.

*Devouring Aegis (Sp):* Murky darkness and draining entropy surround the shaper. He can spend 2 essence as a swift action to gain the effects of *vampiric shadow shield*<sup>ACG</sup> for a number of rounds equal to his Intelligence modifier (minimum 1). The shaper must be at least 10th level before selecting this distortion.

*Drift (Su):* The shaper manipulates gravity to fall more slowly, as if under the constant effect of a *glide*<sup>APG</sup> spell. At 8th level, the shaper can spend 1 essence as a move action to grant himself a fly speed (as the *fly* spell) for 1 minute. The shaper must be at least 4th level before selecting this distortion.

*Empty Shell (Su):* The shaper gains Diehard as a bonus feat, even if he doesn't meet the prerequisites. While he is at or below 0 hit points but still conscious, he can spend 1 essence as a free action at the start of his turn to act as if not disabled for 1 round.

*Essence Harvest (Su):* The shaper's can drain life from struck opponents. Whenever the shaper scores a critical hit, he recovers hit points equal to 1d6 times the weapon's critical hit multiplier. This cannot restore more hit points than the creature had remaining, nor restore more hit points than the shaper dealt with the attack. The shaper must be at least 12th level before selecting this distortion.

*Fade (Su):* Whenever the shaper would take damage from any source, he can spend 1 essence as an immediate action to partially

replace himself with intangible shadows, reducing the damage he takes by an amount equal to his shaper level.

*Fold Space (Su)*: The shaper can spend 1 essence point as a move action to teleport up to 30 feet. The shaper must be at least 4th level before selecting this distortion.

*Frozen Time (Ex)*: Time is no longer a hindrance to the shaper. He stops aging and his maximum lifespan is doubled. Age bonuses still accrue, and any penalties already in place remain. He also becomes immune to aging effects and harmful time-based effects like slow or temporal stasis, subject to GM discretion. The shaper must be at least 12th level before selecting this distortion.

*Genesis (Sp)*: The shaper learns to create temporary fixtures within the underlying void, granting him his own extraplanar realms. He can spend 12 essence to cast *lesser create demiplane*<sup>UM</sup> as a spell-like ability, using its normal casting time. He does not require a focus to do so. At 16th level, he can spend 16 essence points to cast *create demiplane*<sup>UM</sup>, instead. At 20th level, he can spend 20 essence points to cast *greater create demiplane*<sup>UM</sup>. Additionally, at 12th level he may spend 6 essence to cast *plane shift* as a spell-like ability, but only to move willing creatures to and from demiplanes he has created with this distortion. The shaper must be at least 12th level before selecting this distortion.

*Gloom Shield (Su)*: A barrier of semi-solid darkness forms around a creature to shield it from injury. The shaper can spend 1 essence as a standard action to grant a single willing creature within 30 feet the shield: this grants the creature temporary hit points equal to twice the shaper's level. The temporary hit points do not stack and last for a number of minutes equal to the shaper's Intelligence modifier (minimum 1) before dissipating.

*Grasping Void\** (Su): Space distorts around the shaper, pulling creatures ever closer. When a creature enters into or starts its turn within the area of the shaper's void, they must make a bull rush attempt against the shaper's CMD. If they succeed, they can move as normal, but failure means they cannot move further away from the

shaper that round. Failing by 10 or more also causes the creature to be pulled 5 feet closer to the shaper. The shaper must be at least 12th level before selecting this distortion.

*Inured to Death (Ex)*: Closeness to oblivion has imparted the shaper with resistance to its effects. He becomes immune to death effects and energy drain. The shaper must be at least 10th level before selecting this distortion.

*Lightweight (Ex)*: The shaper manipulates gravity to ease his own burdens. His carrying capacity is tripled. At 8th level, he treats any armor he is wearing as one category lighter for the purpose of determining his movement speed.

*Maddening Darkness\** (Su): Creatures within the shaper's void are exposed to the horrible revelations that exist at the very edges of reality. Any creature that enters into or starts their turn within the shaper's void must make a Will save or be confused for 1 round and take 1d4 points of Charisma damage. A creature reduced to 0 Charisma by this effect is driven insane (as an *insanity* spell). The shaper must be at least 16th level before selecting this distortion.

*Master of Destruction (Su)*: A shaper with this ability gains control over one of the most infamous forms of destruction: *the sphere of annihilation*. A shaper with this ability is immune to the effects of a *sphere of annihilation* (including any gear he is wearing) and gains a +10 bonus on checks to control the *sphere*. Additionally, the shaper can temporarily manifest an effect similar to the *sphere of annihilation*; though weaker, it contains much of the same destructive power. Doing so is a full-round action and takes 8 essence to use. The sphere briefly appears in a location the shaper can see within 60 feet: any creature or object sharing its space takes 10 damage per shaper level. If reduced to 0 hit points, the object or creature is sucked into the *sphere* and utterly destroyed. A Fortitude save halves the damage. The sphere lasts only until the end of the shaper's turn before imploding on itself, after which he cannot use this ability again for 1 hour. The shaper must be at least 16th level before selecting this distortion.

*Mold Spell (Ex):* Reshaping prepared incantations is not so different from reshaping the void. Upon taking this distortion, the shaper selects one spell of each level (1st through 4th) from the shaper spell list. The shaper can spontaneously convert his prepared shaper spells into the selected spells, similar to a cleric spontaneously casting cure spells. The shaper must be at least 4th level before selecting this distortion.

*Null Sight (Ex):* The shaper gains see in darkness, as the universal monster ability, letting him see in magical darkness to any distance. The shaper must be at least 14th level before selecting this distortion.

*Nullify (Sp):* A shaper with this distortion can use essence to strip away magical effects. He can spend 2 essence points to cast *dispel magic* as a spell-like ability. Upon reaching 16th level, he can spend 4 essence to cast *greater dispel magic*, instead. This counts as casting *dispel magic* for the purpose of benefiting from and qualifying for abilities, feats, or magic items that enhance dispel magic, such as *Dispel Synergy*<sup>UC</sup>. The shaper must be at least 6th level before selecting this distortion.

*Planar Maneuver (Su):* The shaper warps space to disorient his opponents from a distance. He can spend 1 essence as a swift action to activate this effect. For a number of rounds equal to his Intelligence modifier (minimum 1), he can perform trip, bull rush, disarm, steal, or reposition maneuvers from up to close range (25 ft. + 5 ft./2 levels). If he steals from or disarms a foe, he can spend 1 additional essence as a free action to cause the stolen item or disarmed weapon to fly to the shaper. If he has a free hand he can catch the taken item; if not, the item lands in his space. The shaper must be at least 4th level before selecting this distortion.

*Quicken (Sp):* The shaper can spend 2 essence points as a move action to accelerate his own movement, acting as a *haste* spell targeting only himself. The effect lasts a number of rounds equal to the shaper's Intelligence modifier (minimum 1). The shaper must be at least 8th level before selecting this distortion.

*Reality Anchor (Sp):* The shaper can force an area back to its natural state. The shaper can spend 6 essence to form a reality anchor within close range (25 ft. + 5 ft./2 levels). The anchor has a radius of 15 feet and functions as an *antimagic field*. The anchor is immobile and lasts for a number of minutes equal to the shaper's Intelligence modifier (minimum 1) before ending. The shaper must maintain line of effect and line of sight to the anchor to keep it in place: failure to do so ends the effect immediately. The shaper can only have one reality anchor in effect at a time: using it again ends any ongoing reality anchor the shaper has created. The shaper must be at least 14th level before selecting this distortion.

*Riftstrike\* (Su):* The void condenses space around the shaper to let him attack foes with ease. While the shaper's void is open and it is his turn, his reach increases to cover the same area as the void. This only applies to attacks made during the shaper's turn, and does not apply to attacks of opportunity he makes (nor does it increase his threatened area). The shaper must be at least 6th level before selecting this distortion.

*Second Sense (Ex):* A shaper with this ability gains a limited ability to peer forward through time to sense threats. Whenever he rolls for initiative, he can roll twice and use either result.

*Shadowvision (Ex):* The shaper's vision can pierce through shadows, granting him darkvision to a range of 60 feet. If he already has darkvision, it is extended by this amount, instead.

*Shockwave (Su):* By spending 2 essence points as a full-round action, the shaper can ripple the void nearby to send out a concussive shockwave. Each creature within a 20-foot-radius burst around the shaper takes 1d8 force damage per two shaper levels and is knocked prone. A Reflex save halves the damage and negates the prone effect. The shaper must be at least 10th level before selecting this distortion.

*Spatial Mastery (Ex):* The shaper becomes more adept at magics that manipulate space. He becomes immune to teleportation effects, unless

he allows them to affect him. Any teleportation effect he creates (including distortions like *fold space*) have their range doubled, and any teleportation spells he uses always arrive on-target. The shaper must be at least 10th level before selecting this distortion.

*Spatial Rip (Su)*: The shaper brings his weapon down, unleashing a blast of disruptive force from its edge. Doing so is a standard action that requires spending 1 point of essence. The spatial rip allows the shaper to strike all creatures in 30-foot-line: he makes a separate melee attack against each foe, dealing damage on a hit as if he struck with the weapon. However, the weapon's normal damage type is replaced by force damage. Any additional damage to the weapon, such as from the flaming property, deal their normal damage. The shaper must be at least 4th level before selecting this distortion.

*Spell Deflection (Sp)*: A temporary rift within the fabric of magic allows the shaper to repel harmful spells. The shaper can spend 1 or more essence points as an immediate action to reflect a spell back at its caster. This functions as *spell turning*, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, the essence is wasted to no effect. The shaper must be at least 16th level before selecting this distortion.

*Split Time (Su)*: The shaper can briefly rewind an event, giving him a second chance at success. Whenever the shaper rolls a d20 but before the result is revealed, he can spend 1 essence point as an immediate action to reroll it. He must take the second result, even if it is worse. The shaper must be at least 6th level before selecting this distortion.

*Stasis (Sp)*: A shaper with this power can throw a creature outside of the flow of time. The shaper must spend 4 essence and choose a creature or object within 30 feet. The target must make a Will save or vanish completely for a number of rounds equal to the shaper's Intelligence modifier. For the duration, it is undetectable by magic, including divinations: it essentially does not exist. Any effects (positive

or negative) on the creature do not have their durations progress while the creature is in stasis. At the end of the duration, the creature or object reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied or hazardous). Once an object or creature has been subjected to stasis, it cannot be affected again for 24 hours. The shaper must be at least 14th level before selecting this distortion.

*Temporal Reversion (Su)*: A shaper with this ability can manipulate the passage of time for himself, reverting to an earlier state. The shaper can spend 6 essence as a standard action to anchor himself within time. When he does, he records his current location and condition, including current hit point and any ongoing conditions and effects, both beneficial and harmful (including spell effects, poisons or disease, ability damage, fatigue/sicken/other conditions, and so on). As a standard action within the next minute, the shaper can revert himself to this point, restoring him to the same condition and location he was in upon initially using this ability. While this reverts him physically and spatially, it does not restore any used items, charges, spell slots used, essence, or other daily resources he might have. Once the shaper reverts himself, the strain put on his body staggers him for 1 round and prevents him from spending any more essence (for any reason) for 1 minute. The shaper must be at least 16th level before selecting this distortion.

*Time Dilation\* (Su)*: The void minutely slows down time, impairing foes' ability to evade. The void's penalty also applies to Reflex saves, in addition to its other effects.

*Warp Spell (Ex)*: The shaper can utilize planar essence to distort his own spells. Whenever he casts a spell, he can spend essence to affect it with his choice of either the Extend Spell or Reach Spell metamagic feats without increasing its level or casting time. Doing so requires him to spend essence equal to the spell's level. He can only apply one effect to a given spell, and must follow the usual rules for those metamagic feats. The shaper must be at least 8th level before selecting this effect.

*Waste Away\** (Su): The void accelerates the passage of time, if only temporarily, causing creatures to age. Any creature that enters into or starts their turn within the area of the void must make a Fortitude save or be aged to the next age category, similar to a *sands of time*<sup>UM</sup> spell. An undead or construct does not gain a save, and instead takes damage as outlined in *sands of time*<sup>UM</sup>. They must repeat this save each round, the age effect stacking up to old age. At 16th level, the aging effect can stack up to venerable. The aging effect on living creatures ends after 10 minutes. This has no effect on objects, only creatures. The shaper must be at least 8th level before selecting this distortion.

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**Eldritch Sight (Su):** Also at 2nd level, the shaper's understanding of the fundamentals of reality allows him to perceive magical and supernatural alterations around him. He has the constant effect of *detect magic*, as the spell, though it does not require concentration and has a range of 30 feet. He can suppress or reactivate this ability as a free action

**Entropic Guard (Su):** Starting at 3rd level, the shaper can add his Intelligence modifier (minimum +0) to his touch AC. This cannot cause his touch AC to exceed his normal AC.

**Spells:** Beginning at 4th level, a shaper gains the ability to cast a small number of arcane spells, which are drawn from the shaper spell list. A shaper must choose and prepare his spells in advance.

To prepare or cast a spell, a shaper must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a shaper's spell is 10 + the spell level + the shaper's Intelligence modifier.

Like other spellcasters, a shaper can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Shaper**. In addition, he receives bonus spells per day if he has a high Intelligence score (see the Ability Scores section in *Chapter 1 of the Pathfinder Roleplaying Game Core Rulebook*). When **Table: Shaper** indicates that the shaper gets 0 spells per day of a given spell level, he gains only the bonus spells he would

be entitled to based on his Intelligence score for that spell level.

A shaper may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the shaper decides which spells to prepare.

**Spellbooks:** A shaper must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook. Upon reaching 4th level, the shaper gains a spellbook containing three 1st-level shaper spells of his choice. The shaper also selects a number of additional 1st-level shaper spells equal to his Intelligence modifier to add to his spellbook. At each new shaper level, he gains two new shaper spells of any spell level or levels that he can cast (based on his new shaper level) for his spellbook. At any time, a shaper can also add spells found in other spellbooks to his own.

A shaper can learn spells from a wizard's spellbook, just as a wizard can from a shaper's spellbook. The spells learned must be on the shaper spell list, as normal. An alchemist can learn formulae from a shaper's spellbook, if the spells are also on the alchemist spell list. A shaper cannot learn spells from an alchemist.

**Arcane Warrior (Ex):** At 4th level, a shaper is able to use a hand holding a shield or weapon he is wielding to fulfill the somatic components of shaper spells he casts. He must be proficient with the weapon or shield to do so.

**Bonus Feat:** At 5th level, and every six levels thereafter, the shaper receives a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. He must meet the prerequisites of these feats as normal.

**Improved Void (Su):** At 7th level, the shaper's void grows in strength. He may now open the void as a swift action, and the maximum radius of the void increases to 15 feet. The area of the void is treated as difficult terrain.

**Instability (Ex):** Starting at 9th level, the shaper's magics fluctuate with unpredictable entropy, making them more difficult to suppress

by traditional means. He adds his Intelligence modifier to the DC to counter, dispel, or remove his shaper spells or spell-like abilities (such as by *dispel magic* or *break enchantment*).

**Improved Eldritch Sight (Su):** At 13th level, the shaper's eldritch sight improves. He now has the constant benefit of *arcane sight* to a range of 30 feet. He can suppress or reactivate this ability as a free action.

**Greater Void (Su):** At 15th level, the shaper's void becomes even more potent. The maximum radius of the void increases to 20 feet. Additionally, the pull of the void prevents even extra-dimensional forms of escape, affecting the area of the void as a *dimensional lock* spell.

**Improved Instability (Ex):** At 19th level, a shaper's void, distortions, and spells are unaffected by *antimagic fields*, dead magic areas, and similar effects. They can be countered or dispelled, as usual (such as by *dispel magic*).

**True Shaper (Su):** At 20th level, the shaper has become a master of the void, able to bend reality to his whims. At the start of each day when the shaper regains his essence, the shaper selects any combination of two distortions. These distortions can be ones he already knows, but if so they must be distortions that require spending essence to use.

If he selects a distortion he didn't already know, he gains it as an additional distortion known for the next 24 hours, losing access to it once he regains essence the next day (at which point he can choose it again).

If he selects a distortion he already knows that requires spending essence, he reduces the essence point cost by half (rounded down), to a minimum of 0. If this reduces the cost to zero, he can use that distortion at-will so long as he has at least 1 essence point remaining. This benefit lasts until the shaper regains essence the following day, at which point he loses the benefit unless he selects it again with this ability.

## SHAPER SPELLS

Shapers gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other *Pathfinder Roleplaying Game* material, as outlined in the introduction of this book.

**1st-Level Shaper Spells:** *abjuring step*<sup>UC</sup>, *abundant ammunition*<sup>UC</sup>, *air bubble*<sup>UC</sup>, *alarm*, *animate rope*, *ant haul*<sup>UC</sup>, *anticipate peril*<sup>UM</sup>, *break*, *chill touch*, *death knell*, *decompose corpse*<sup>UM</sup>, *deja vu*<sup>OA</sup>, *detect magic*, *endothermic touch*<sup>MC</sup>, *enlarge person*, *entropic shield*, *feather fall*, *floating disk*, *forced quiet*<sup>UM</sup>, *gravity bow*<sup>APG</sup>, *hold portal*, *identify*, *inflict light wounds*, *invisibility alarm*<sup>ACG</sup>, *jump*, *jury-rig*<sup>UC</sup>, *lead blades*<sup>APG</sup>, *longshot*<sup>UC</sup>, *mage armor*, *magic aura*, *magic missile*, *magic weapon*, *memory lapse*<sup>APG</sup>, *mirror strike*<sup>UC</sup>, *phantom blood*<sup>ACG</sup>, *ray of enfeeblement*, *ray of sickening*<sup>UM</sup>, *reduce person*, *restore corpse*<sup>UM</sup>, *returning weapon*<sup>UC</sup>, *shield*, *shock shield*<sup>UC</sup>, *shocking grasp*, *stunning barrier*<sup>ACG</sup>, *sunder breaker*<sup>ACG</sup>, *sundering shards*<sup>ACG</sup>, *true strike*, *unseen servant*, *vanish*, *wizened appearance*<sup>UI</sup>, *youthful appearance*<sup>UM</sup>

**2nd-Level Shaper Spells:** *ablative barrier*<sup>UC</sup>, *ant haul (communal)*<sup>UC</sup>, *apport object*<sup>OA</sup>, *arcane lock*, *augury*, *blindness/ deafness*, *bear's endurance*, *buoyancy*<sup>ACG</sup>, *bull's strength*, *create pit*<sup>APG</sup>, *darkness*, *darkvision*, *detect magic (greater)*<sup>UI</sup>, *dust of twilight*<sup>APG</sup>, *effortless armor*<sup>UC</sup>, *escape alarm*<sup>VC</sup>, *false life*, *fester*<sup>APG</sup>, *flickering lights*<sup>HA</sup>, *fox's cunning*, *gentle repose*, *ghostbane dirge*<sup>APG</sup>, *glide*, *inflict moderate wounds*, *invisibility*, *kinetic reverberation*<sup>UC</sup>, *levitate*, *make whole*, *pain strike*<sup>APG</sup>, *pilfering hand*<sup>UC</sup>, *protective penumbra*<sup>UM</sup>, *resist energy*, *returning weapon (communal)*<sup>UC</sup>, *rope trick*, *see invisibility*, *shatter*, *silence*, *stricken heart*<sup>ACG</sup>, *time shudder*<sup>ACG</sup>, *twisted space*<sup>UC</sup>, *warding weapon*<sup>UC</sup>, *whispering wind*

**3rd-Level Shaper Spells:** *age resistance (lesser)*<sup>UM</sup>, *air breathing*<sup>MC</sup>, *arcane sight*, *blink*,

*burst of speed*<sup>UC</sup>, *confusion*, *conjunction foil*<sup>UI</sup>, *contingent action*<sup>ACG</sup>, *curse of magic negation*<sup>UM</sup>, *darkvision (communal)*<sup>UC</sup>, *deeper darkness*, *dimension door*, *dimensional anchor*, *dispel magic*, *disrupt silence*<sup>UI</sup>, *false life (greater)*<sup>UM</sup>, *fly*, *glimpse of truth*<sup>UI</sup>, *haste*, *healing thief*<sup>UC</sup>, *hostile levitation*<sup>UC</sup>, *howling agony*<sup>UM</sup>, *inflict serious wounds*, *invisibility sphere*, *life bubble*<sup>APG</sup>, *lightning bolt*, *magic weapon (greater)*, *minor creation*, *planar adaptation*<sup>APG</sup>, *protection from energy*, *ray of exhaustion*, *remove curse*, *resist energy (communal)*<sup>UC</sup>, *sands of time*<sup>UM</sup>, *selective alarm*<sup>UI</sup>, *sending*, *slow*, *spiked pit*<sup>APG</sup>, *stunning barrier (greater)*<sup>ACG</sup>, *vampiric touch*

**4th-Level Shaper Spells:** *age resistance*<sup>UM</sup>, *antilife shell*, *arcana theft*<sup>UM</sup>, *ball lightning*<sup>APG</sup>, *banish seeming*<sup>APG</sup>, *black tentacles*, *break enchantment*, *darkvision (greater)*<sup>UM</sup>, *dismissal*, *enervation*, *eyes of the void*<sup>ACG</sup>, *freedom of movement*, *ghostbane dirge (mass)*<sup>APG</sup>, *globe of invulnerability (lesser)*, *hostile juxtaposition*<sup>UC</sup>, *hungry pit*<sup>APG</sup>, *inflict critical wounds*, *invisibility (greater)*, *major creation*, *pain strike (mass)*<sup>APG</sup>, *planar adaptation (mass)*<sup>APG</sup>, *plane shift*, *protection from energy (communal)*<sup>UC</sup>, *sending*, *spell immunity*, *spell resistance*, *suffocation*, *teleport*, *true seeing*

# SHAPER FEATS

This section details some new feats that will be featured in *Paths of Magic* that will benefit the shaper class.

## Controlled Entropy

With some effort, you can bend the powers of the void to avoid your allies.

**Prerequisite:** Int 13, void class feature

**Benefit:** When you activate your void class feature, choose a number of creatures you can see equal to your Intelligence modifier. Those creatures are immune to the effects of your void as long as it remains open. This includes any abilities or distortions that modify the void except for the adumbral void distortion (as that simply lowers the light level rather than inflicting a direct penalty to creatures).

## Extra Distortion

Additional methods of planar control become available to you.

**Prerequisite:** Distortion class feature

**Benefit:** You gain an additional distortion. You must meet all of the prerequisites for this distortion, as normal.

**Special:** You can gain this feat multiple times.

## Extra Essence

Your capability for shaping grows.

**Prerequisite:** Essence class feature

**Benefit:** Your essence pool increases by 4.

**Special:** You can gain this feat multiple times. Its effect stacks.

## Reshape Spell

You gain the power to reshape your prepared magics into something new.

**Prerequisite:** Essence class feature, able to prepare 2nd-level arcane spells

**Benefit:** You can replace your prepared arcane spells with different ones from your spell book. The newly prepared spell must be the same level or lower as the one replaced. Doing so takes 1 minute per spell replaced, and costs 1 essence per spell replaced.