

# PRIMORDIAL SHAPER

*"Come little spirit. Let me make you great, a vision of my own."*

—A primordial shaper in the middle of sealing a pact.

The binding and crafting of anima is viewed as an abstruse art among spirit binders. But within the anima binder community, there are those who hold a special affinity for these primordial spirits. For them, the crafting and shaping of anima takes on the character of a higher calling.

## Requirements

To qualify to become a primordial shaper, a character must fulfill the following criteria.

**Binding:** Able to bind 3rd level spirits

**Feats:** Anima Binder and Craft Spirit.

**Special:** Must have successfully crafted at least one unique anima type spirit.

## Class Progression

A primordial shaper learns how to manipulate anima with ease.

**Hit Dice:** d8.

**Class Skills:** The primordial shaper's class skills (and the key ability for each skill) are Craft (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (the planes), and Profession (Wis).

**Skill Points at Each Level:** 4 + Int modifier.



TABLE 4-1: THE PRIMORDIAL SHAPER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Imprint the primal horde, +1 binder level
2	+1	+3	+0	+3	Improved crafting, +1 binder level
3	+2	+3	+1	+3	Shaping the facile spirit, +1 binder level
4	+3	+4	+1	+4	Uniquely favoured, +1 binder level
5	+3	+4	+1	+4	Gift of the Neverborn, Inspiration of the Inchoate

### 4 Levels of Binder Progression

## Class Features

All of the following are class features of the primordial shaper.

**Weapon and Armor Proficiency:** Primordial shapers gain no new facility with weapons or armor.

**Improved Binding Ability:** At each level except 5th, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits.

**Imprint the Primal Horde (Ex):** Beginning at 1st level, you can create two unique anima spirits in addition to any other anima that you have crafted previously. Moreover, at each level after 1st, you can craft one additional anima. You can craft these anima at any time, not just when they become available.

**Improved Crafting (Ex):** When crafting an anima spirit, you enjoy a competence bonus on your craft check equal to 3 + your primordial shaper level.

## Shaping the Facile Spirit (Ex):

For any anima spirit that you have crafted, you can summon it at a level higher or lower than its created level by an amount equal to your primordial shaper level. For example, Dunbar the spirit binder has created Shai'ah, a 5th-level blending of Serpentine Lover and Oak of Broken Sky. Upon reaching 3rd level in this class, Dunbar can now bind Shai'ah as a spirit between 2nd and 8th level (5th level +/- 3 class levels) without having to craft a new spirit. You must be able to bind the spirit at the new level.

**Uniquely Favored (Ex):** When binding an anima spirit that you have crafted, you may choose to either boost the range of its abilities by 50% or reduce the wait time between uses of its abilities by 1 round (to a minimum of 1 round). The choice is made at the time of binding and may not be changed for the pact's duration. The benefit lasts for the pact's duration.

**Gift of the Neverborn (Su):** When crafting an anima spirit, you may choose to provide the spirit with a special capstone ability. Select one spell from the list below. The spell must be equal to or less than the crafted spirit's level. Whenever you seal a pact with that anima and succeed on the binding check by 10 or more, that spell becomes a capstone ability (in lieu of the usual second pact augmentation). You use the spell as a supernatural ability. Each time you use the ability, you must wait 5 minutes before using the ability again, and you are limited to three daily uses of that ability in any event.

When used with shaping the facile spirit, you can reduce the wait time from 5 minutes to 5 rounds, and you can change the capstone ability to match the spirit's new level. The selection, once made, is permanent for that spirit.

TABLE 4-2: GIFTS OF THE NEVERBORN

Spirit Level	Spell Options
1	<i>faerie fire</i> , <i>feather fall</i> , or <i>pass without trace</i>
2	<i>blur</i> , or <i>spider climb</i> , or <i>vision of nothing</i> (VoPM, pg 119)
3	<i>blink</i> , <i>etheric step</i> (VoPM, pg 113), or <i>gaseous form</i>
4	<i>confusion</i> , <i>fear</i> , or <i>greater invisibility</i>
5	<i>form of nightmares</i> (SoPM, pg 241), <i>passwall</i> , or <i>supernatural magic jar</i> (SoPM, pg 242)
6	<i>eyebite</i> , <i>repulsion</i> , <i>unhinge the spirit</i> (SoPM, pg 246)
7	<i>delay death</i> (SoPM, pg 240), <i>insanity</i> , <i>sequester</i>
8	<i>doppelganger form</i> (VoPM, pg 112), <i>mind blank</i> , or <i>temporal stasis</i>
9	<i>time stop</i> , <i>vestige ascent</i> (VoPM, pg 119), or <i>weird</i>

**Inspiration of the Inchoate (Ex):** Up to three times per day, for any spirit that you have crafted, you may boost your effective binder level and the spirit's save DC by +3 as a swift action. However, you immediately suffer a side-effect: you are fatigued (or if already fatigued, you are exhausted; and if already exhausted, you are unconscious for 10 minutes). The boost lasts 3 rounds. The side-effect continues until removed through other means.

