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ABANDONED ARTS® PRESENTS:

CLASS ACTS: ORACLE ARCHETYPES

FOUR NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE DOOMSAYER (ORACLE ARCHETYPE)

The doomsayer is a prophet of fear, always foreshadowing some dire apocalypse or impending calamity. While most call them mad, these dark figures are undeniably and supernaturally skilled in the art of fearmongering.

A doomsayer has the following class features.

Class Skills: Doomsayers add Intimidate to their list of class skills.

Foreshadow (Ex): A doomsayer can attempt to use the Intimidate skill to demoralize an opponent as a move action. This ability replaces the revelation gained at 1st level.

Contagious Fear (Su): At 7th level, a doomsayer can cause the fear experienced by one creature with the shaken, frightened, or panicked condition within 30 feet to become “contagious” as a swift action. The oracle may attempt to use the Intimidate skill to demoralize any and all creatures adjacent to the target as a standard action. This is a mind-affecting fear effect. This ability replaces the revelation gained at 7th level.

THE HARUSPEX (ORACLE ARCHETYPE)

The grim and gruesome haruspex is more than a tremendously capable diviner – these rare oracles pursue obscure, mysterious, and often otherworldly avenues of power. Though often mistrusted, none doubt the terrible power that the haruspex wields.

A haruspex has the following class features.

Haruspex Hex (Su): A haruspex practices a number of suspiciously occult traditions and practices. The haruspex may choose one hex from the list of hexes available to members of the witch class. He gains the benefits of that hex as though he were a witch with a class level equal to his oracle level. At 11th level, the haruspex gains access to a grand hex in an identical fashion. This ability replaces the revelation gained at 1st level and the revelation gained at 11th level.

Divinatory Disembowelment (Su): At 7th level, the haruspex gains the ability to perform an obscure and gruesome divinatory ritual in which a recently-slain creature is disemboweled and its entrails are strewn and read. This ritual requires 1 minute to perform and must incorporate the physical remains of a once-living creature, which are destroyed in the process of reading the remains. At the conclusion of the ritual, the haruspex must immediately begin casting one of the following spells: *augury*, *divination*, or any divination spell with a percentile chance to reveal information. Any such percentile chance is improved by a number equal to the Hit Die of the creature sacrificed in this manner.

This ability replaces the revelation gained at 7th level.

THE INDWELLING (ORACLE ARCHETYPE)

Some oracles' connection to the divine is empowered or facilitated by an advantageous (if not always benign) relationship with a possessing spirit. Such an oracle is more than just a host; an indwelling spirit consumes or incorporates the oracle's very soul.

An indwelling has the following class features.

Alignment: must be non-neutral with regards to either good and evil or chaos and law

Curse of the Indwelling Spirit (Su): An indwelling oracle benefits from a possessing spirit so deeply intertwined with the oracle's soul that the two entities have effectively become one. Such a bond is unbreakable and inseparable; no exorcism or spell can drive the spirit out, or even conclusively detect it. Due to this intimate relationship, the oracle becomes susceptible to spells which would otherwise not affect him. *Banishment* and *dismissal* spells may target the oracle as though he were an extraplanar creature. Rather than banish the oracle to another plane, these spells attack the bond between oracle and spirit, dealing 1d6 (*dismissal*) or 2d4 (*banishment*) points of damage per caster level to an oracle that fails its saving throw against the spell, to a maximum of 10d6 or 20d4 points of damage, respectively. Furthermore, the spells *magic circle against chaos/evil/good/law* and *protection from chaos/evil/good/law* treat an indwelling as if he were an outsider. All other spells which treat outsiders or extraplanar creatures differently (such as *detect evil* or *holy word*) also treat the indwelling as though it were a native outsider. Lastly, the indwelling is harmed by *outsider bane* weapons with an alignment subtype matching the indwelling's alignment.

This relationship is not without its benefits, however. The indwelling spirit that possesses the oracle is ever-vigilant and never sleeps, granting the indwelling a +2 insight bonus on Perception skill checks and allowing the oracle to ignore any penalty to Perception checks due to resting or sleeping. At 5th level, the indwelling gains the ability to cast *guidance* as a spell-like ability usable at will. This spell-like ability may only target the oracle and functions at a caster level equal to the indwelling's class level. At 10th level, the indwelling gains the ability to see invisible creatures as though under the effects of a *see invisibility* spell. At 15th level, the indwelling gains the ability to use *true seeing* as a spell-like ability with a caster level equal to the oracle's class level, usable once per day.

This ability replaces the oracle's curse.

Revelations: An indwelling must take the following revelations at the listed levels.

Two Minds (Su): You gain a +2 bonus on Will saving throws against enchantment spells and effects. At 7th level, you may reroll a failed Will saving throw once per day as an immediate action. You must take the second result, even if it is worse. You must take this revelation at 1st level.

Spiritual Strength (Su): Once per day, you can treat your Strength score as though it were equal to your Charisma score for 1 round as a swift action. Used in this way, your total Strength score is treated in all ways as though it were equal to your total Charisma score (including any bonuses to your Charisma score that you might benefit from). At 7th level, you may use this ability twice per day. At 11th level, you may use this ability three times per day. You must take this revelation at 3rd level.

THE ORACULAR OPIATE (ORACLE ARCHETYPE)

Some oracles turn to mind-altering drugs in order to expand their minds and explore the mysteries of the cosmos. While some doubters scoff at this tradition, these oracles' connection to the divine is in no way diminished by this ancient practice.

An oracular opiate has the following class features.

Curse of Addiction (Su): As long as an oracular opiate suffers from the effects of a minor, moderate, or severe drug addiction (see the *Pathfinder® Roleplaying Game: Gamemaster's Guide™* for rules regarding drugs and addiction), the negative effects of his oracle's curse are magically lifted. Any bonuses or benefits conferred by his oracle's curse are retained during this time.

Mystery Bonus Spells: An oracular opiate may cast his mystery bonus spells only while under the influence of an addictive drug. If the drug is an inhaled drug, the oracular opiate may cast his mystery bonus spells at a caster level one higher than usual.

This ability alters the oracle's mystery bonus spells.

Secular Insight (Ex): An oracular opiate gains a +4 bonus on any Will saving throw made to disbelieve an illusion.

Hallucinogenic Haze (Su): At 3rd level, an oracular opiate under the influence of an addictive, inhaled drug gains the ability to expel a supernatural cloud of hallucinogenic vapor into an adjacent square as a standard action. The vapors dissipate almost instantly, but breathing creatures that occupy the space are exposed to the drug as though they had inhaled a dose. In addition, such creatures are dazzled for 1 round (no save). If the oracular opiate is under the influence of more than one inhaled drug, he may choose which drug to expose his victims to.

This ability replaces the revelation gained at 3rd level.

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