# Wisher Oracle by Sigfried Trent



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### **Advanced Feats: Visions of the Oracle**

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# Expanded Options and Builds for the Oracle

## Introduction

More than just a list of feats, **Advanced Feats: Visions of the Oracle** scries the depths of the oracle class, examining its many mysteries. With a class breakdown, 30 new feats, and character builds showing you how to put it all together, the Advanced Feats series takes character building to a higher level.

For the advanced player, we hope to spark your imagination. For the casual player, we hope to show you the path to making fun characters. For the GM, *Advanced Feats* provides feats your players can use without slowing down or unbalancing your adventures.

Advanced Feats draws heavily on the Netbook of Feats, an **Open Gaming** License (OGL) publication for feats in the d20 system. As its chief editor, I have more than 10 years of experience crafting and editing feats for playability, accuracy, and balance. Before publication, feats in the Netbook of *Feats* are reviewed by a panel of experienced rules experts, and only a select number are accepted for publication.

Advanced Feats takes this a step further by selecting the best and most applicable feats for the class highlighted. Each feat in this book has been either carefully re-worked to be fully compatible with the *Pathfinder* Roleplaying Game or created specifically for this book based on the new Advanced Player's Guide classes.

# Examining the Oracle

The oracle stands at the crossroads of sorcerer and cleric as a spontaneous divine caster. While that paints the class in broad strokes, the details of the mysteries give each oracle a distinctive feel and roleplaying hook.

### Spellcasting

At their heart, oracles are divine spell casters. They are spontaneous casters with full spell levels and progression similar to the sorcerer. Their spell selection is drawn from the cleric list and they receive additional spells from their choice of mystery. Like the sorcerer, the oracle's choices

are limited in that wider range. Charisma is their primary casting statistic, which makes them good social characters as well as casters.

### Oracle's Curse

Each curse brings both a penalty and a benefit, both of which are great roleplaying hooks for your character. They won't typically have a huge build impact, but they can be very challenging to life outside of combat.

### <u>Mystery</u>

Picking a mystery really defines your oracle. Each one feels a bit like its own variant class with a list of special abilities (revelations) you can choose from as well as additional class skills and available spells. While many mysteries share common abilities —such as granting magical armor each by and large they each have a strong roleplaying and mechanical flavor. Selecting a mystery is likely your first choice when creating a new oracle.

*Battle*—This mystery offers combat bonuses and feat trees that can turn your oracle into quite the warrior without weakening their spellcasting.



point-and-kill spells or undead followers.

- *Flame*—The flame mystery gives your oracle a wealth of damage spells and supernatural powers to burn enemies.
- *Heavens*—This mystery is a mixed bag of divination, madness, mobility, and damage powers.
- *Life*—The life mystery is pure healing power personified, both highly focused and very potent.
- Lore—This mystery is all about gathering information both magical and mundane—but it offers little in the way of combat prowess.
- Nature—The nature mystery offers many druid-like powers, including an animal companion mount.
- *Stone*—The mystery of stone includes many defensive powers, and you can turn the earth into a weapon against your foes.
- Waves—This mystery includes defensive physical transformations and cold-based damage powers.
- *Wind*—The last of the mysteries offers enhanced mobility as well as lightning damage effects.

Many of the revelations you can gain are very powerful, granting multiple feats or supernatural abilities. Because you can pick up more of them with the Extra Revelation feat, you can really leverage them early in your build.

### Skills

The oracle skill list is pretty typical for a caster, and the 4 skill points per level are enough to cover the basics you might need. Intelligence doesn't do a lot for an oracle, so it's unlikely that any given oracle is heavy with skills.

### Defensive potential

With shields and medium armor, an oracle is decently protected, and nearly every mystery offers further defensive options. Their hit points are not spectacular nor are their saving throws, but the cleric spell list has a remedy for nearly any defensive challenge. An oracle who chooses to make defense a priority should have little difficulty doing so.

### Offensive potential

Oracles can either focus on a strong casting offense by taking one of the elemental mysteries or they can opt for some weapon prowess by taking the battle mystery and augmenting themselves with divine buffs. While not quite specialized for dealing damage, each offers tools to expand beyond the divine caster's traditional support role.

### Multiclassing

Oracles really don't have much multiclassing potential beyond prestige classes designed for spontaneous divine casters. Like any spontaneous caster, its spells come slowly, and spellcasting is very level dependent. Most often, the oracle's class abilities are tied up in the revelations, and those are also very level dependent. Beyond that, there simply isn't much it needs from other classes. The mysteries offer a range of specializations similar to what you would get from other classes.

### Summary

What kind of character you make depends a lot on the mystery you choose. An oracle of battle is a formidable fighter, an oracle of fire a powerful damage caster, and an oracle of life is a peerless healer. With great casting power, decent base attack bonus, and few restrictions, you can build in nearly any direction.

# 30 New Feats for the Oracle

While the following feats are especially useful for oracle, most can be chosen by any PC. The exceptions are, of course, those that have a oracle class features as a requirement.

### Armed Touch Casting

You deliver touch spells using a melee weapon.

**Prerequisites**: Combat Casting, 9 ranks in Spellcraft, BAB +6

**Benefit:** When casting a spell with a range of touch, you may deliver the spell using a melee weapon or unarmed attack as a free action during the same turn.

**Special**: Though there is only one attack roll, the spell does not share the weapon's critical range or multiplier. Instead, the spell uses the standard profile (critical range 20, ×2 damage). If both spell and weapon threaten a critical, roll each confirmation separately.

*Commentary*—I felt that this is very much like having an additional attack, so I've given it a prerequisite of BAB +6. This makes it similar to Battlecaster (found later in this document), but the two have different advantages and can also be combined to good effect.

### Battlecaster

You can cast a spell as part of a full attack.

Prerequisite: Combat Casting, BAB +6

**Benefit**: As a full attack action, after making your first attack, you may cast a spell with a casting time of a standard action or less instead of taking any additional attacks.



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Feat Name	Prerequisites	Benefit
Armed Touch Casting	Combat Casting, 9 ranks in Spellcraft, BAB +6	Deliver touch spells using a melee weapon
Battlecaster	Combat Casting, BAB +6	Cast spells as part of a full attack
Charmed	—	Add +5 bonus to a single dice roll
Concentration Spell (Metamagic)	-	Extend the duration of your spells through concentration
Conditional Curse	Curse class feature	Your curse hinders you only about half of the time
Divine Resistance	_	Gain resistance to divine magic
Dormant Spell (Metamagic)	_	Cast helpful spells that remain dormant until activated
Elemental Boost	Spell Focus (evocation)	Spells of your chosen element are infused with extra power
Extra use	_	Use any class ability an extra 1/day
Magic Sense	_	Sense magic energies and identify spells you save against
Meta Spell	Ability to cast spells without preparation	Learn metamagic versions of spells
Mystic Retribution	_	Zap enemies who interrupt your spellcasting using residual magic
Penetrating Spell (Metamagic)	-	Your spells overcome energy resistance
Potent Ability	_	Add +1 bonus to the DC of your supernatural and spell-like abilities
Potent Divination	Ability to cast detection spell	Your detection spells are faster and stronger than normal
Preserve Scroll	Scroll Mastery, 9 ranks in Spellcraft	Cast a spell from a scroll without destroying it
Prophetic Dreamer	GM's permission	Your dreams sometimes echo the future
Quick Healing	1 rank in Heal	Provide first aid and treat wounds and poison as a move action
Savage Critical	_	Your critical hits strike harder on a natural 20
Scroll Mastery	_	Gain a +4 bonus to CL and Use Magic Device checks to activa scrolls
Scroll Metamagic	5 ranks in Spellcraft	Add metamagic effects to spells read from scrolls
Somatic Weapon	Weapon Focus, 1 rank in Spellcraft	Satisfy somatic components using a chosen weapon
Spell Retention	_	Never lose your spell when interrupted
Spiritual Armaments Spell (Metamagic)	5 ranks in Spellcraft	Create spectral equipment when you summon or animate th dead
Strange Revelation	Mystery class feature, 5 ranks in Knowledge (religion)	Learn a revelation from a mystery other than your own
Tactical Spellcasting	Dex 13, Dodge, Mobility, 1 rank in Spellcraft	Move before and after spellcasting
Touch Spell Control	1 rank in Spellcraft	You are less restricted in how you hold a charge from touch spells
Transfer Spell (Metamagic)	_	Change the range of a spell from personal to touch
Two Wand Technique	Dex 15, 5 ranks in Spellcraft	Activate one wand in each hand as a single action
Wand Casting	Dex 13, 3 ranks in Spellcraft	Cast spells with a wand in your hand, augmenting spells of th same school

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**Special**: If the spell results in an attack roll, that roll suffers a -5 penalty to hit.

*Commentary*—I've always been partial to characters who can both cast and fight, and the oracle does that quite nicely with the battle mystery. Keep in mind, you need to have a free hand or somehow avoid the need for somatic components to make this work naturally. A buckler is a good shield for casters because, while you lose the shield bonus in a round you cast a spell, you don't need to juggle weapons to do it.

### Charmed

You may boost a single dice roll.

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**Benefit:** You may add a +5 bonus to any single die roll after it is made (1/day).

*Commentary*—This is one of the simplest feats possible, and I think it does a good job simulating a character who has unusually good luck that gets him or her out of a situation where disaster might otherwise occur. It also gives players some dramatic control over their moments of success and failure.

### Concentration Spell (Metamagic)

You can extend the duration of your spells through concentration.

**Benefit:** When the duration of a spell enhanced by the Concentration Spell feat (called a concentration spell) is set to expire, you may instead concentrate to maintain it. When your concentration ends, so does the spell. Concentration Spell may not be used on spells with an instantaneous or 1 round duration. A concentration spell uses up a spell slot 1 level higher than the spell's normal level.

*Commentary*—While it is not especially powerful on its face, this feat can be used to overcome normal limitations. A short buff could be cast before a fight, a powerful spell could be maintained for an entire battle, or it could help milk the last few spell slots for extra value.

### **Conditional Curse**

Your curse hinders you only about half of the time. **Prerequisites**: Curse class feature

**Benefit**: When you take the Conditional Curse feat, choose one of the following pairs of conditions: night and day, inside and outside. Then choose one of the two conditions in the pair. When that condition is true, you suffer from your curse; when the other is in effect, you do not suffer from the curse. You retain the benefits from your curse at all times.

*Commentary*—How good this feat is depends on how much you dislike your curse and how good you

are at compensating for it. I think some players may go for this feat simply for the roleplaying opportunities it presents. If your game world is in endless night or takes place underground, I recommend against using this feat as written and suggest you substitute another condition with roughly equal likelihood of being true or not.

### **Divine Resistance**

You are more resistant to divine magic.

**Benefit**: You get a +4 bonus on all saving throws to resist divine spells and spell-like abilities of creatures with divine caster levels.

*Commentary*—I tend to feel the base saving throw feats are a bit underwhelming at only a +2 bonus since they are very reactive. The more specialized the bonus, the larger it can be and the more flavor it adds to the character. This feat only works on about half of all spells.

### Dormant Spell (Metamagic)

You can cast helpful spells that remain dormant until activated.

**Benefit**: A dormant spell can only be cast on a willing target. Dormant Spell cannot be used with area of effect spells. When a dormant spell is cast, the effects upon the targets are suppressed until a later time when the spell is activated.

### Oracles in History

The most famous of all oracles was the oracle at Delphi in ancient Greece, called the Pythia. This was a position rather than a single woman, and many took the title and were served—or some say



controlled—by priests of the temple. While famous for divining the future, many of her prophesies were carefully worded such that no matter the outcome, the prophecy could be seen in a light that made it true. Even in ancient times, some were true believers and others were doubters in the power of the gods and the Pythia.

An oracle in a *Pathfinder* RPG could certainly be a visionary divining the future, a charlatan fooling the gullible, or a clever manipulator driving rather than divining the threads of destiny. In every case, opportunities for great stories abound.



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Activating a dormant spell requires a standard action by its caster (which provokes an attack of opportunity but is not considered spellcasting), at which time the spell effects take place on its original targets even if they are no longer in the normal range of the spell. Once activated, the effects persist as if the spell had just been cast.

When you replenish spells, any dormant spells you have cast are lost. A dormant spell uses a spell slot 1 level higher than the spell's actual level.

**Example**: Tom the wizard casts a dormant haste on his four companions while in camp. No effect takes place at this time. Later in a pitched battle, Tom takes a standard action to activate the haste spell. Tom and his four companions are now hasted for the normal duration of the spell no matter where they may be when Tom activates the spell. Even if a new fifth companion happens to be standing near Tom, the new companion would not be affected since he was not a target of the spell when it was cast.

*Commentary*—This feat pushes my boundaries for complexity as it requires a lot of caveats to avoid rules ambiguities. Even so, questions can spring to mind and prompt a second reading to adjudicate. The basic intent is to allow characters to cast spells that ignore the normal range limitations in exchange for some forethought and committing the spell to predetermined targets.

I made the activation a generic standard action to avoid additional complexity (though at the cost of a little ambiguity). There is some potential to take advantage of this strategically since activation cannot be counterspelled or interrupted.

### Elemental Boost

Spells of your chosen element are infused with extra power.

Prerequisite: Spell Focus (evocation)

**Benefit**: Choose one of the energy descriptors (acid, cold, electricity, fire, force, light, negative, positive, or sonic). When casting spells or using supernatural abilities with your chosen descriptor, you inflict +1 damage/die rolled.

**Special**: With the GM's agreement, you can choose a descriptor not in this list. Elemental Boost may be taken multiple times, each time choosing a different energy descriptor. The damage bonus can only be applied 1/dice of damage even if the damage is of multiple energy types for which you have Elemental Boost.

*Commentary*—While characters have many ways to boost their weapon damage with feats, there are surprisingly few to enhance spell damage, especially for spontaneous casters. Because spell mechanics vary



### Extra Use

You can use any class ability an extra 1/day.

**Benefit**: 1/day, you may use one of your class abilities without that use counting towards its daily limit of uses.

*Commentary*—When working on feats for a new class, one of the first things I look for are abilities that grant extra or extended uses. The oracle is chock full of limited abilities, but they are choices buried in choices, so addressing them individually would give you a feat with narrow appeal and utility. When faced with such a choice, I look for the broadest application possible.

### Magic Sense

You can sense magic energies and identify spells you save against.

**Benefit**: You can sense the presence of enchanted items or spell effects within 30 ft., identifying which items or areas are magical. In addition, whenever you succeed at a saving throw against a spell, spelllike ability, or supernatural ability, you know what would have happened had you failed your save. This is considered an extraordinary ability.

**Special**: This ability to sense enchanted items or spell effects does not allow you to bypass or reduce the effects of blindness or concealment in combat.

**Normal:** A creature that successfully saves against a spell without an obvious physical effects feels a hostile force or tingle but cannot deduce the exact nature of the attack.

*Commentary*—I like the notion that, if magic were a real thing, creatures could sense it without the use of other magics. I can see this being of great use to an investigator or scout.

### Meta Spell

You can learn metamagic versions of spells.

**Prerequisite**: Ability to cast spells without preparation.

**Benefit**: When you gain new spells, you may learn a metamagic-enhanced spell. You must have the appropriate metamagic feat, and the enhanced spell counts as a spell of the level it would be cast at using the metamagic.

You can cast this metamagic-enhanced spell without increasing its casting time but may not cast it without the metamagic it was learned with unless you also learn a version of the spell without metamagic. Adding any



metamagic beyond what the spell was learned with increases the casting time for the spell.

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This does not allow you to apply a given metamagic feat more than once to a spell.

**Example:** Sue the oracle becomes 10th level and gains a new 5th-level spell. Instead of learning a standard 5th-level spell, she could learn empowered *searing light* (3rd-level spell +2 spell levels for the Empower Spell feat), which she could then cast spontaneously without increasing its casting time.

*Commentary*—With Meta Spell, the character is giving up the versatility of spell selection for different options for delivering a given spell. *Advanced Feats: The Summoner's Circle* describes another feat, Fast Spell, that offers a different solution to the spontaneous metamagic challenge, letting you cast as a standard action in exchange for an additional spell level.

### **Mystic Retribution**

You can zap enemies who interrupt your spellcasting, using residual magic.

**Benefit:** If your spellcasting is interrupted by a melee attack and your spell is lost, you may make a touch attack (considered armed) as an attack of opportunity against the attacker. This attack deals 1d6 hp force damage/level of the spell lost.

*Commentary*—While this is mostly a defensive measure, you could lure an opponent into striking you in order to damage them with an otherwise harmless spell. To do so, you must be hit, fail your concentration, and land the touch attack.

### Penetrating Spell (Metamagic)

Your spells can overcome energy resistance.

**Benefit**: A penetrating spell ignores all energy resistance when dealing damage. A penetrating spell takes up a spell slot 1 level higher than the spell's actual level.

*Commentary*—This can be a nice feat if you are really dedicated to a particular damage type as spontaneous casters sometimes are. Outright immunity, however, still remains an issue.

### Potent Ability

You add a +1 bonus to the DC of your supernatural and spell-like abilities.

**Benefit**: Add a +1 bonus to the DC to save against all of your spell-like and supernatural abilities.

*Commentary*—I really wanted to have a feat that allowed you to use metamagic to amplify supernatural and spell-like abilities, but the mechanics were just too complicated to cover all the dangling rules problems, and it was difficult to cost it appropriately. Instead, I created another broad feat to cover the vast array of revelations—one that could be used by just about every magical class or race in the game.

### **Potent Divination**

Your detection spells are faster and stronger than normal.

**Prerequisite**: Ability to cast a detection spell **Benefit**: When you cast a detection spell (any spell beginning with the word detect), you learn in 1 round what you would normally learn in 3 rounds, the range extends to 120 ft., and the area extends 180 degrees in the direction you are facing.

*Commentary*—While the detection spells are commonly used, they are impractical in combat situations. Since they are already weak spells in many respects, I didn't want this to work as metamagic, which would impose further costs, and I also wanted to give it as much potency as possible without cheapening the casting of the spell.

### **Roleplaying Feats**

As editor of the *Netbook of Feats*, I would sometimes get submissions or come up with ideas for feats that simply didn't fit well into the rules of the game yet spoke to some real world phenomenon or trope from fantasy stories. It was obvious such a feat could enrich a game and give life to a character, but without some cooperation and adjudication from the GM, they just couldn't work. In time, we came up with a category for such feats, calling them Roleplaying Feats.



While I would never put such a feat in a set of core rules, as a GM, I feel they can be the most fun and rewarding feats of all. Several of them have made their way into the Advanced Feats series although I try to limit myself to one per book — Prophetic Dreamer in this installment. I don't expect every GM to like them or allow them in their games, but I do expect and have found that some GMs pick them out as their favorites.



### **Preserve Scroll**

You can cast a spell from a scroll without expending it; the writing of the activated spell does not disappear.

Prerequisite: Scroll Mastery, 9 ranks in Spellcraft

**Benefit**: When activating a scroll, you may choose to lose two prepared spells or spell slots of the same level to preserve the scroll, so it may be used again in the future.

**Special**: If the spell normally requires material components with a listed cost, you must also provide and use those components to preserve the scroll.

*Commentary*—This can be a powerful means to expand your available spell list, but it does have two straightforward costs: You must acquire the scrolls and, when in battle, ready them for use.

Its power varies depending on scroll availability. If such scrolls can be bought, then this feat is primarily a money savings since you need buy it only once. If scrolls are rare treasures, this feat offers a powerful means to reuse a limited resource, but your scroll choices are going to be limited to what you can discover in treasure.

### Prophetic Dreamer

Your dreams sometimes echo the future.

Prerequisite: GM's permission

**Benefit**: Once per session after resting, your GM should inform you of a dream you have had that portends an event that may be in your future. Ideally, this dream could warn you of a possible danger or guide you to a good decision. The dream need not come true but should be a possible or likely moment in your future. These dreams could be symbolic, literal, or a combination of both.

*Commentary*—This feat breaks a lot of the usual rules for feat design and implementation, but I think it has great potential for fun and storytelling while offering a practical benefit for the character. It is important that, as a GM, you are providing some benefit to the player with the visions, helping him or her avoid danger or find treasure. You should, however, avoid making it feel like you are pulling their strings or handholding them through every challenge. This could be a feat a GM bestows on a player temporarily as part of a campaign. Of course, I also included it because it just about screams "Oracle!"

### **Quick Healing**

You can provide first aid and treat wounds and poison more quickly.

**Prerequisite**: 1 rank in Heal

**Benefit**: You can provide first aid, treat wounds, or treat poison as a move action.

Commentary-There aren't very many feats aimed

at healers, yet a strong healer can turn an average adventuring party into an unbeatable team. The main advantage of this feat is that it lets you tend to fallen comrades without slowing down your combat momentum.

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### Savage Critical

You critical hits strike harder on a natural 20.

**Benefit**: If you roll a natural 20 to hit and confirm a critical (or you otherwise score a critical hit automatically), treat your weapon's critical multiplier as if it were 1 point higher.

*Commentary*—As with any effect modifying critical hits, the stronger your base weapon damage, the better this feat becomes. It is especially good for a character designed to set up and deliver a coup de grace.

### Scroll Mastery

You gain a +4 bonus to CL and Use Magic Device checks to activate scrolls.

**Benefit**: You gain a +4 bonus on CL and Use Magic Device checks to activate scrolls. You also gain a +4 bonus to Spellcraft checks to record a spell from a scroll into your spellbook.

*Commentary*—I came to appreciate using scrolls mostly by playing video games based on 3E and 3.5E rules. When facing a tough challenge, over-level scrolls let you reach up and win through. Honestly, this feat is most useful in the hands of a wizard, but the ability to use a raise dead spell 4 levels early is quite literally a lifesaver.

### Scroll Metamagic

You can add metamagic effects to spells read from scrolls.

Prerequisite: 5 ranks in Spellcraft

**Benefit**: When casting a spell from a scroll, you may apply one metamagic effect you know to the spell. If the metamagic increases the spell's level over that of a spell you could normally cast, you must make a CL check to successfully cast the spell.

*Commentary*—Along with Scribe Scroll, this is an interesting way to extend your spellcasting ability, applying metamagic to higher-level spells than you normally could cast. While not as powerful as a metamagic rod, it is slightly more accessible and versatile.

### Somatic Weapon

You can satisfy a somatic component using a chosen weapon.

**Prerequisite**: Weapon Focus, 1 rank in Spellcraft **Benefit**: Choose a weapon for which you have taken Weapon Focus. When casting a spell with a somatic



component, you can satisfy the component as if the hand holding it were free. You cannot use this feat while grappled unless the weapon you are holding is light.

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**Note:** Spellcasting this way does not prevent attacks of opportunity triggered by spellcasting.

*Commentary*—I've played a lot of video games based on our beloved rules over the years, and the requirement to have a free hand to cast spells is typically ignored. This happens in a lot of tabletop games as well. This feat lets you play the same way and be rules legal, and it is quite handy for an oracle of battle.

### **Spell Retention**

You do not lose your spell when interrupted.

**Benefit**: If you fail a concentration check that would result in the loss of a spell, you do not lose the spell, but it is not successfully cast.

*Commentary*—Some feats make you more powerful, others are a bit like adventuring insurance; you won't notice it most of the time, but when you use it, you feel pretty clever for having taken it. This is one of those feats that, once I thought of it, I was surprised I hadn't thought of it a long time ago.

### Spiritual Armaments Spell (Metamagic)

You create spectral equipment when you summon or animate the dead.

Prerequisite: 5 ranks in Spellcraft

**Benefit:** Spiritual Armaments Spell can be used with any spell that summons or animates undead. A Spiritual Armaments Spell creates ghostly weapons and armor for the undead you summon. The undead are considered proficient with weapons and armor created in this way.

The equipment vanishes when the undead are slain or if taken from the undead, but in other respects, it acts as a non-magical item of the same name. Each undead must be equipped identically as determined at the time of casting. A Spiritual Armaments Spell takes up a spell slot a number of levels higher than the spell's normal level as determined by the sum of the following modifiers:

# Spell Slot Effect +0 purely decorative equipment

10	purchy according equipment
+1	non-exotic weapons or shields (including unlimited ammunition)
+1	light armor
+2	medium armor
+3	heavy armor
+2	one ballista or catapult
+3	one ram or siege tower

**Special**: Incorporeal undead cannot be equipped using Spiritual Armaments Spell.

*Commentary*—This feat requires some work to prepare the statistics for undead monsters with armor and weapons, so I strongly recommend you work out the details ahead of time rather than doing it at the table in the middle of combat. This is, in fact, a good rule of thumb for any summoning spell or any feat that requires some math.

### Strange Revelation

You can learn a revelation from a mystery other than your own.

**Prerequisite**: Mystery class feature, 5 ranks in Knowledge (religion)

**Benefit**: The next time you select a revelation or take the Extra Revelation feat (including if chosen at the same level you take Strange Revelation), you may select a revelation from another mystery instead of your own.

**Special**: This feat cannot be used with final revelations.

*Commentary*—I agonized a bit over including this one. Extra Revelation is extremely powerful in that most revelations are far stronger than normal feats. I couldn't justify simply adding a revelation from outside the mystery; however, allowing you to pick one seemed about the right balance. Oracles are already religious dabblers to some extent, so I didn't find it too out of character that they might cross lines a little.

### Tactical Spellcasting

You can move before and after spellcasting.

**Prerequisite**: Dex 13, Dodge, Mobility, 1 rank in Spellcraft

**Benefit**: When casting a spell that requires a standard action, you may move both before and after your spell is cast if the total distance moved is not greater than your current speed.

*Commentary*—The prerequisites are here mostly out of the tradition established by Spring Attack and Shot on the Run. The feat cost is somewhat high for the benefit in my opinion, especially for casters not especially concerned with their AC. I think the primary use of this feat is to pop out from behind full cover, throw a spell, and then get back to safety by the end of your turn.

### Touch Spell Control

You are less restricted in how you hold a charge from touch spells.

Prerequisite: 1 rank in Spellcraft

Benefit: When holding a charge from a touch spell, 68 4112 db\_





you can choose not to have the spell take effect when you touch someone or something. You can cast other spells while holding a charge. If you cast another touch spell, you cannot hold the charge on the newly cast spell beyond the end of your turn, but you may deliver both that spell and the held touch spell in a single touch attack.

You lose the held charge if you become unconscious or when you normally replenish your spells.

**Normal**: A held charge is discharged the next time you touch anything or anyone, and you may not cast other spells while holding the charge.

*Commentary*—Holding touch spells is a pretty niche rule. It allows some flexibility in how you deliver the spell, but it comes with some serious limitations in the name of making it harder to simply hold a charge indefinitely. Touch Spell Control lets you hold a charge for at least a full day, but unless you use the double touch, it isn't really granting you any extra actions, and its benefits are subtle.

### Transfer Spell (Metamagic)

You can change the range of a spell from personal to touch.

**Benefit**: You can use Transfer Spell with any spell that has a range of personal to change its range to touch. The target of the spell must accept the spell voluntarily or it has no effect. A transfer spell takes up a spell slot 1 level higher than the spell's actual level.

*Commentary*—I spent a bit of time considering the balance of this feat, and in the end, I felt it was not much of an issue. While powerful personal spells can become more powerful when cast on noncasters, items already provide several ways for this to happen. Ultimately, the opportunity cost of casting a spell that buffs only one member of the party is often a pretty steep cost in and of itself.

### Magic Wands

While working on the wand feats, I became curious as to where the idea of magic wands originated. I was surprised to learn that their history goes back a very long way indeed, with many cave paintings showing figures of obvious power holding sticks in a ceremonial fashion rather than using them as weapons.

Both Greek and Egyptian mythology feature rods and wands with magical powers, and even Christianity has its share of magical staffs. In short, the stick is power.

### Two-Wand Technique

You can activate one wand in each hand as a single action.

Prerequisite: Dex 15, 5 ranks in Spellcraft

**Benefit**: You may activate up to two wands with a single standard action provided you hold each in a different hand.

**Special**: If one of the wands casts a spell with a casting time longer than 1 action, you activate both wands in the time needed for the longest casting time of the two wands.

*Commentary*—Keep in mind it takes some actions to get those wands into your hands in the first place, and with your hands full, you cannot cast spells with somatic components.

### Wand Casting

You can cast spells with a wand in your hand, augmenting spells of the same school.

Prerequisite: Dex 13, 3 ranks in Spellcraft

**Benefit**: You may perform somatic components with a hand holding a wand. In addition, if you cast a spell of the same school as the wand, you may expend a charge from the wand to add a +1 bonus to the DC of the spell cast.

*Commentary*—I've always been fond of the notion that staffs and wands could aid casting or even be a means of casting. I felt the convenience of casting with a wand in hand was not quite worth a feat, so I added the more powerful DC bonus option to round it out.



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# **Character Builds**

Planning out a character can be a lot of fun, and you avoid finding yourself at a loss for what to take at your next level or unable to take what you want because a prerequisite is missing from your build. These builds are handy for players who may not know all the ins and outs of the rules but still want to create a powerful and wellthought-out character.

These character builds were created using the *Pathfinder Roleplaying Game Core Rulebook* and *Advanced Players Guide*, and Open Design's *Advanced Feats* series as source material. Ability scores were purchased using 15 points (standard fantasy). I list only those elements of the character where you are making build choices. In the leveling charts, only those levels where such choices occur are shown.

### Visionary Healer

Once a small town cook and innkeeper known for his pies, ale, and considerable waistline, the visionary healer found himself touched by the gods when his sleepy village came under attack and his lifelong friends lay wounded and dying. His newfound healing powers turned the tide and secured peace for his people, but not before many died, their spirits haunting him to this day. Since that time, he has journeyed to aid those who defend the common folk against savagery and violence, vowing never to let another in his care fall to anything other than old age.

An adventuring party with a truly powerful healer can be extremely formidable. The visionary healer takes every opportunity to augment the power and depth of his or her healing abilities. An oracle of life has more spells per day than a cleric and can make better use of channeling thanks to Charisma being the primary casting statistic. The safe curing and combat healer revelations both offer an easy means to deliver aid safely in the thick of combat. Energy body offers even more non-spell healing and allows other characters to spend actions for heals.

This build goes even further using wands to greatly extend the pool of available low-level magic for both healing and offense. Scroll Mastery allows for the use of healing magic normally beyond the character's reach, and Preserve Scroll can greatly expand the oracle's normally limited repertoire of available spells.

At higher levels, Empower Spell combines with spirit boost to really pad out a large pool of temporary hp on mass cures, while Quicken Spell lets you throw hot and heavy healing magic to counter the most powerful assaults. Dormant Spell lets you queue up powerful heals and buffs and deliver them to allies no matter where they are on the battlefield. With Use Magic Device and a healthy Charisma at higher levels, the wand and scroll feats give the oracle access to an even wider range of magic to protect and aid allies.

But there is more to this jolly character than just healing. With a good, strong casting stat and so many non-spell healing options, the visionary healer has lots of room for a little offensive casting, buffing, and control. His ghostly friends also lend a hand with a larger list of spell powers, although they can get in the way when trying to fish out all those wands and scrolls in the thick of a fight.

### Visionary Healer Build Details

Race: halfling

Stats: Str 8, Dex 15, Con 14, Int 12, Wis 11, Cha 16
Skills: Diplomacy, Heal, Spellcraft, Survival, Use Magic Device
Favored Class Bonus: +1 hp/level
Mystery: Life

Curse: Haunted

**Leveling Guide** (class features, feats, and ability increase choices per level):

1-Channel revelation, Scroll Mastery feat\*

3—Safe curing revelation, Wand Casting feat\*

4—Dex +1

- 5—Craft Wand feat
- 7—Enhanced cures revelation, Two-Wand Technique Feat\*

8—Cha +1

9—Preserve Scroll feat\*

11—Spirit Boost revelation, Elemental Boost (positive) Feat\*

12—Cha +1

- 13—Dormant Spell feat\*
- 15-Energy body revelation, Quicken Spell feat

16—Cha +1

17—Scroll Metamagic feat\*

19—Combat healer revelation

20—Cha +1

\* Indicates a feat from Advanced Feats: Visions of the Oracle

### Spells Known:

0—create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, stabilize

1st—bless, cure minor wounds\*, command, detect undead\*, ghost sound\*, mage hand\*, magic weapon, obscuring mist, sanctuary

2nd—bulls strength, cure moderate wounds\*, eagle's splendor, grace, hold person, remove paralysis, lesser restoration\*, levitate\*

3rd—cure serious wounds\*, neutralize poison\*, protection

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from energy, remove curse, sacred bond, searing light 4th—blessing of fervor, cure critical wounds\*, death ward, freedom of movement, restoration\*, tongues

- 5th—breath of life\*, command greater, cure light wounds mass\*, flame strike, raise dead, telekinesis\*, spell resistance
- 6th—blade barrier, cure moderate wounds mass\*, heal\*, hero's feast, symbol of persuasion
- 7th—cure serious wounds mass\*, greater restoration\*, regeneration, repulsion, reverse gravity\*, symbol of stunning
- 8th—cure critical wounds mass\*, euphoric tranquility, holy aura, planar ally greater
- \* Indicates a bonus spell granted by a class feature

### Fortunetelling

I am somewhat enamored of fortunetellers. While I don't believe they have supernatural powers, the good ones do have great intuition and understanding of human nature such that they can seem to have an uncanny ability to understand you. To practice their art well, they must listen and observe carefully, something that happens all too infrequently in most social circles.

I really wanted a feat that captures the spirit of professional fortunetelling, but I was at a loss to encircle the mechanics. Sense Motive is a key skill needed, but Bluff is clearly at play as is Perform. Many fortunetellers have been rumored to be the secret masters of their powerful clients, manipulating them into war or disastrous quests with the fate of nations in the balance, and that speaks to Diplomacy. You can simply call it a profession, but in game, that is just a background activity that earns you cash. The roleplaying potential is so rich that this seems to sell it far short.



### The Phoenix

Bearing no true name, the phoenix is born to her station beautiful, elegant, and terrible in her anger. Some seek her out for guidance, some to marvel at her beauty, and some to lay waste to their enemies. Whereever she walks, a trail of ashen ruin follows in which new life springs forth. It is said she is born deaf, so she does not hear the sound of her screaming victims. When one phoenix falls, another will be born that same day.

An oracle of fire is unique in being a divine healer with a full range of elemental damage spells that can be cast without the worries of arcane spell failure. A wizard or sorcerer would need to work hard to achieve such a build—for the oracle of fire, it is simply a starting point.

The phoenix is heavily focused on laying out massive fire damage and ensuring it can strike at nearly any foe. Elemental Boost, Empower Spell, and Intensified Spell all work together to create massively damaging blasts. Penetrating Spell and Ectoplasmic Spell ensure that even normally difficult to burn foes feel the heat, and the build's high Charisma and evocation focus ensure DC values are no joke.

Meta Spell is put to full effect memorizing metamagic versions of the best damage spells, so every spell slot can bring flaming death without full round actions. This does limit spell selection, but the phoenix still has room for strong healing, defense, and the occasional utility spell. And of course, the metamagic that creates massive damage spells can also deliver massive healing spells when needed.

The phoenix even has a nice range of social skills, making for a character who has a lot to do when not burning things to the ground. Being deaf, a phoenix's style of negotiation is likely a bit one-sided, leaving little means for others to bargain with this legendary figure's demands.

### The Phoenix Build Details

Race: human

Stats: Str 8, Dex 12, Con 14, Int 12, Wis 8, Cha 18 Skills: Acrobatics, Diplomacy, Intimidate, Knowledge

(planes), Perform (dance), Profession (fortuneteller), Spellcraft

Favored Class Bonus:+1 hp/level

Mystery: Flame

Curse: Deaf

**Leveling Guide** (class features, feats, and ability increase choices per level):

- 1— Touch of flame revelation, Elemental Boost (fire) feat\*, Spell Focus (evocation) feat
- 3—Burning magic revelation, Penetrating Spell feat\*
- 4—Cha +1



5-Empower Spell feat

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- 7—Wings of fire revelation, Meta Spell feat\*
- 8—Cha +1
- 9—Extra Revelation (Form of flame) feat
- 11-Firestorm revelation, Extra Use feat\*
- 12—Cha +1
- 13—Ectoplasmic Spell feat\*
- 15—Fire breath revelation, Intensified Spell feat
- 16—Cha +1
- 17—Quicken Spell feat
- 19—Heat aura revelation, Extra Revelation (gaze of flames) feat
- 20—Cha +1
- \* Indicates a feat from Advanced Feats: Visions of the Oracle

### Spells Known:

- 0—create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, stabilize
- 1st—burning hands\*, cure minor wounds\*, command, divine favor, obscuring mist, sanctuary, shield of faith
- 2nd—augury, burning hands (penetrating), cure moderate wounds\*, eagle's splendor, enthrall, hold person, resist energy\*
- 3rd—blindness/deafness, cure serious wounds\*, dispel magic, fireball\*, meld into stone, searing light
- 4th—cure critical wounds\*, death ward, freedom of movement, restoration, spell immunity, wall of fire\*
- 5th—command greater, cure light wounds mass\*, flame strike, raise dead, summon monster V (fire elemental only)\*, wall of stone
- 6th—blade barrier, cure moderate wounds mass\*, fire seeds\*, flame strike (intensified), heal
- 7th—cure serious wounds mass\*, destruction, fire storm\*, flame strike (empowered), repulsion
- 8th—cure critical wounds mass\*, earthquake, flame strike (empowered, intensified), holy aura, Incendiary cloud\*
- 9th—blade barrier (empowered, intensified), fiery body\*, heal mass, summon monster IX
- \* Indicates a bonus spell granted by a class feature



### Savage Seer

Battle is where destiny is forged. Amid the crucible of chaos and slaughter, lifelines are cut and dynasties are born. In the sprays of blood, the scarlet course of the future is shaped into tragedy and triumph –sometimes both at the same time. The savage seer connects the threads of fate, weaving history into destiny with the stroke of a sword and the power of divine magic.

Oracles of battle do an amazing job of melding casting prowess with martial ability. The revelations grant abilities that a cleric would have to use a majority of their feats to achieve while maintaining a strong spellcasting ability for healing, buffing, and damaging spells. In the savage seer, I've put together a strong offensive lineup, combining a potent weapon, the the falcate from the APG, with damage from touch spells.

Well protected in heavy armor, shield, iron skin, and the ability to layer on multiple defensive buffs while selfhealing, the savage seer is perfectly comfortable in the heat of battle. Mystic Retribution ensures that anyone trying to interrupt spellcasting suffers for the attempt, and Combat Casting allows casting in relative safety, if so desired.

At lower levels, the savage seer can either use *inflict* spells or strike with the falcata and—beginning at 7th level—can do both in the same round. Woe to the opponent caught by *hold person*, for the falcata with Power Attack and Savage Critical makes for a devastating coup de grace.

At higher levels, Quicken Spell and Empower Spell augment casting options while Maneuver Mastery (sunder) and Sundering Strike continue to build melee versatility. While not as stalwart as a fighter or as specialized for casting as the other oracle builds, the savage seer combines martial and casting prowess in a seamless fashion.

### Savage Seer Build Details

Race: human

Stats: Str 16, Dex 12, Con 14, Int 8, Wis 8, Cha 15

Skills: Diplomacy, Intimidate, Ride, Spellcraft

Favored Class Bonus: +1 hp/level

Mystery: Battle

Curse: Tongues

- Leveling Guide (class features, feats, and ability increase choices per level):
  - 1— Skill at arms revelation, Combat Casting feat, Mystic Retribution feat\*
  - 3— Weapon mastery (falcata) revelation, Exotic Weapon Proficiency (falcata) feat

4—Cha +1

5—Somatic Weapon (falcata) feat\*



- 7-Combat healer revelation, Power Attack feat
- 8—Cha +1
- 9—Battlecaster feat\*

11—Iron skin revelation, Armed Touch Casting feat\*

- 12—Cha +1
- 13—Savage Critical feat\*

15—Maneuver mastery (sunder) revelation, Quicken Spell feat

16—Cha +1

- 17—Sundering Strike feat
- 19—Battlefield clarity revelation, Empower Spell feat 20—Cha +1

\* Indicates a feat from Advanced Feats: Visions of the Oracle

### Spells Known:

- 0—create water, detect magic, detect poison, guidance, light, mending, read magic, spark, stabilize
- 1st—command, cure light wounds, divine favor, enlarge person\*, inflict light wounds\*, shield of faith
- 2nd—cure moderate wounds, eagles splendor, fog cloud\*, hold person, inflict moderate wounds\*, resist energy, spiritual weapon
- 3rd—cure serious wounds, inflict serious wounds\*, magic vestments\*, remove curse, water breathing, wind wall
- 4th—air walk, divine power, freedom of movement, inflict critical wounds\*, spiritual ally, wall of fire\*
- 5th—cleanse, disrupting weapon, inflict light wounds mass\*, raise dead, righteous might\*, slay living
- 6th—blade barrier, harm, heal, inflict moderate wound mass\*, bull's strength mass\*
- 7th—control weather\*, cure serious wounds mass, destruction, inflict serious wounds mass\*, holy word
- 8th—earthquake\*, holy aura, inflict critical wounds mass\*, planar ally greater, stormbolts
- 9th—energy drain, heal mass, implosion, storm of vengeance\*
- \* Indicates a bonus spell granted by a class feature





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