

# undeFEATable

Written By Mike Wallace

## 28: ORACLE

### NEW FEATS

#### ARCANE MYSTERIES

*Seeking answers to the mysteries that plague your mind, you sought solace in higher learning and arcane study. Over time, your power has been shaped—or shaped itself—to suit your refined mindset.*

**Prerequisites:** Mystery class feature, character level 1.

**Benefit:** You exchange your mystery class feature for the wizard's arcane school class feature, as if a wizard of equal level. You still use your Charisma for spellcasting. You cannot choose the universalist school with this feat. Whenever you would choose a mystery spell, you may instead choose a spell of appropriate level from your chosen arcane school. Whenever you would gain a revelation, you may instead choose an item creation or metamagic feat, provided you meet the prerequisites.

#### ASCENDED MYSTERY

*Months of constant meditation granted you the ability to wield your powers more frequently.*

**Prerequisites:** Mystery class feature, Path to Ascendancy, Extra Ascendancy.

**Benefit:** You may expend uses of Path to Ascendancy to use revelation abilities that have a fixed number of uses per day.

#### BLURRED SHAPES

*The limitations of your eyesight have given you the ability to see things others can't.*

**Prerequisites:** Oracle's curse class feature, clouded vision curse, oracle level 5th.

**Benefit:** Once per day, you may cast see invisibility.

#### DEEPER MYSTERIES

*Contact with the myriad forces of this world have given you accidental insights into mysteries you were never meant to see, but which have left a mark on you regardless.*

**Prerequisites:** Mystery class feature, oracle level 8th.

**Benefit:** Choose a second mystery. You do not gain access to its class skills. However, whenever you gain a mystery spell or revelation, you may choose which mystery to learn from.

#### DISTRACTING BABBLE

*You're never quite sure what you're saying when the curse comes over you, but those who understand you find your words disorienting.*

**Prerequisites:** Oracle's curse class feature, tongues curse, oracle level 5th.

**Benefit:** You gain a +2 insight bonus to your AC against opponents who understand any language you speak.

#### DIVINE GUIDANCE

*The mysteries of your oracular abilities drew you to a monastery, and through devotion and faith you have honed your erratic powers in service to your deity.*

**Prerequisites:** Mystery class feature, character level 1.

**Benefit:** You exchange your mystery class feature for one cleric domain and the channel energy class feature, as if a cleric of equal level. Channel energy deals or heals damage equal to 1d6 plus 1d6 for every 4 oracle levels beyond 1st (2d6 at 5th, 3d6 at 9th, etc.). Whenever you would gain a revelation, you may instead choose a channeling feat, provided you meet the prerequisites.



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**EXTRA ASCENDANCE**

*You are slowly overcoming the limitations of your ascended power, allowing you to wield it more frequently.*

**Prerequisites:** Path to Ascendancy, oracle level 8th.

**Benefit:** You may use Path to Ascendancy an additional number of times per day equal to your Wisdom modifier.

**EXTRA REVELATION**

*The mysteries you study have opened up to you, revealing more to you than they would to others.*

**Prerequisites:** Mystery class feature, oracle level 8th.

**Benefit:** You may choose another revelation from your mystery.

**EYE FOR AN EAR**

*You may be deaf, but your eyesight is perfect.*

**Prerequisites:** Oracle's curse class feature, deafened curse, oracle level 5th.

**Benefit:** You gain a competence bonus on Reflex and Will saves to avoid being blinded equal to half your oracle level.

**IMPROVED ASCENDANCE**

*Strengthening your convictions has allowed you to shrug off your curse for far longer than normal.*

**Prerequisites:** Iron Will, Path to Ascendancy, oracle level 10th.

**Benefit:** Your Path to Ascendancy ability now lasts for 10 minutes + 10 minutes times your Wisdom modifier.

**IMPROVED MYSTERIES**

*You've learned a trick or two about tapping into the mysteries of existence, letting you use them more often.*

**Prerequisite:** Mystery class feature.

**Benefit:** Your mystery revelations with fixed uses per day gain another use per day.

**IMPROVED SHARED CURSE**

*Now your allies can share in your curse. While it's not comfortable for them, they might find some newfound appreciation for what you suffer.*

**Prerequisites:** Shared Curse, oracle level 10th.

You may target a friendly character with Shared Curse, conferring both its negative and positive effects, based on your oracle level.

**LIVING DEATH**

*Your body is rotting away, and it might not stop with death...*

**Prerequisites:** Oracle's curse class feature, wasting curse, oracle level 5th.

**Benefit:** Like undead, you restore health from negative energy and lose health from positive energy.

**MARK OF CASSANDRA**

*The greatest tragedy of a prophecy ignored is surviving to see the result.*

**Prerequisites:** Oracle's curse class feature, powerless prophecy curse, oracle level 5th.

**Benefit:** Whenever you are staggered during the first round of combat, you gain a +2 circumstance bonus to your armor class until the end of combat.

**MARTYR'S STEP**

*The path of the crippled is already difficult enough without further hindrance.*

**Prerequisites:** Oracle's curse class feature, lame curse, oracle level 5th.

**Benefit:** You never suffer penalties to Acrobatics checks due to naturally slippery, narrow, or uneven ground.

**NATURE'S GUIDANCE**

*Driven or fleeing from society to escape the confusion of your powers, you eventually discovered a sense of peace in the natural world that has shaped your power accordingly.*

**Prerequisites:** Mystery class feature, character level 1st.

**Benefit:** You exchange your mystery class feature for the druid's nature bond class feature, as if a druid of equal level. Starting at 4th level, you may use the wild shape class feature, as if a druid of equal level, once per day plus another time per day per 2 levels afterward (6th, 8th, etc.).

**OGRE'S MAW**

*Your ravenous hunger comes with a kind of desperate strength that belies your stature.*

**Prerequisites:** Oracle's curse class feature, hunger curse, oracle level 5th.

**Benefit:** When you determine the damage of your bite attack, treat yourself as one size category larger.

**ONE HAND TO THE FLAME**

*During your meditations, you held both hands to the flame. One remained burned, but the other was miraculously healed!*

**Prerequisites:** Oracle's curse class feature, blackened curse, oracle level 5th.

**Benefit:** Only your main hand is burned. You may equip a light weapon in your offhand without suffering the penalty of the blackened curse.

**PATH TO ASCENDANCE**

*A revelation has come to you, burning itself into your mind so as to momentarily cleanse the failings of your body. With time, you've come to understand that you will overcome your frailties by rising above them.*

**Prerequisites:** Oracle's curse class feature, oracle level 5th.

**Benefit:** Once per day, as a simple action, you may ignore the penalties of your oracle's curse for a number of rounds equal to 2 + your Wisdom modifier. At oracle level 10th and every 5 levels afterward, you may use Path to Ascendancy another time per day, to a maximum of 4 per day at 20th level.

**POLTERGEIST/AURA**

*The unnatural forces that make life so difficult for you sometimes make for unlikely allies.*

**Prerequisites:** Oracle's curse class feature, haunted curse, oracle level 5th.

**Benefit:** Opponents who drop items also suffer from the haunted curse; any item they drop lands 10 feet away from them in a random direction.

**SHARED CURSE**

*Embracing the debilitating effect of your oracular abilities has enabled you to share it with others for a brief time.*

**Prerequisites:** Oracle's curse class feature, Path to Ascendancy.

**Benefit:** As a standard action, you can inflict the negative effects of your oracle's curse on a target within 30 feet. A successful Will save negates this effect. The curse remains in effect for a number of rounds equal to 2 + your Wisdom modifier. Using Shared Curse expends one use of Path to Ascendancy.

**THRICE-CURSED**

*You were born under a bad sign, friend. Three of them, as matter of fact.*

**Prerequisites:** Oracle's curse class feature, character level 1.

**Benefit:** You suffer from the effects of three oracle's curses, instead of one.

**Note:** Abilities that suppress or share your curse, such as Path to Ascendancy and Shared Curse, only affect one curse at a time. For example, one use of Path to Ascendancy only suppresses one curse, Shared Curse only allows you to bestow one curse on a target, and so forth.

**WOLF-TONGUE**

*Your curse suggests you have werewolf blood in your veins, or perhaps you are a reincarnation that never fully "took"?*

**Prerequisites:** Oracle's curse class feature, wolf-scarred face curse, oracle level 5th.

**Benefit:** You can speak with animals, as per the spell, at will. However, this effect only works with wolves, dogs, and other canines.

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