

Advanced Options: ORACLE'S CURSES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Heroes and heroines in fantasy fiction have a long struggled under the chilling influence of curses, powerful forces beyond their control whose effects they could never escape. From classic fairytales like *Beauty and the Beast* to modern fantasy stories like *Ladyhawke*, the tasks arrayed before the heroes, and their bravery at confronting them, are brought into sharp focus by the heroes' own known weaknesses, temptations, and drawbacks—known not just to them and to the readers, but often to the villains, as well. Until recently, the concept of such powerful and fearful shortcomings had been underserved by the *Pathfinder Roleplaying Game*, left to the realm of character back story and pure roleplaying.

With the introduction of the Oracle class in the *Advanced Player's Guide*, the curse has become a fully integrated and balanced part of the game mechanics, too. It is unfortunate, though, that due to space restrictions, just six curses are presented in the APG. With only a handful of options, one fairly quickly begins to find oracles falling into predictable patterns—only a limited number of character concepts that can be served by the available curses. This becomes particularly evident given that one of *Pathfinder's* greatest strengths is its broad range of character customization. If the Oracle is ever to stand on completely even footing with the other core classes, it needs the advantage of a broader range of curses for characters to choose from.

To help in that regard, *Advanced Options: Additional Oracle Curses* presents thirteen new oracle's curses for players and GMs to use to burden new oracle characters. They provide new fatal flaws, afflictions, and weaknesses both physical and spiritual that, together with the attendant minor boons or resources they bring, open new challenges, pitfalls, and opportunities for peril and heroism to any party that includes an oracle.

NEW ORACLE CURSES

ADDICT

You suffer supernatural cravings, and only powerful narcotics fulfill them. If you have not taken drugs within 24 hours, and drugs are potentially available, you must make a Fortitude save (DC 10 + 1/2 your oracle level) or take whatever action is necessary to acquire and take at least one dose of drugs. If drugs are not potentially available, your depression and jitters cause you to gain the sickened condition. Taking drugs can lead to additional addiction (see the section on Drugs and Addiction in the *GameMastery Guide*). While you can be cured of the addiction to a specific drug normally, the curse of your overall addiction cannot be removed by anything short of deific intervention (as with any oracle's curse).

If you have taken drugs within the past 24 hours, you undergo an occult euphoria that boosts your mystic power, increasing the save DC of all but your most powerful oracle spells. Calculate the save DC of any oracle spell you cast as if it was of a spell level equal to the highest level oracle spell you can cast.

AILING

You are always at least mildly sick, suffering from a cough, aches, ague, fever, or fainting spells. After any strenuous activity (including combat), you must make a Constitution check (DC 10 + 1/2 your oracle level) or be fatigued until you receive 2 hours uninterrupted rest. Also, unless you have received a Heal check (DC 15 + 1/2 your oracle level) within 24 hours to care for your infirmity, you also suffer a -2

penalty to Fortitude saves plus an additional -2 to any saving throw against any effect that makes you sickened or nauseated.

Add *lullaby* and *touch of fatigue* to your list of spells known. At 5th level, add *chill touch* and *ray of enfeeblement* to your list of spells known. At 10th level, add *waves of fatigue* to your list of spells known. At 15th level, add *waves of exhaustion* to your list of spells known.

AMPUTEE

When you were young, you lost one hand in a freak accident that also marked the beginning of your development as an oracle. The hand has never re-grown, and no power short of a god's direct intervention can restore it or make any magic or mechanical replacement function in its place. You still experience sensations from your severed hand, randomly feeling heat, cold, and tingling in your missing digits as if you possessed a phantom hand that still existed in some other place.

Add *arcane mark* and *ghost sounds* to your list of spells known. At 5th level, add *disguise self* and *silent image* to your list of spells known. At 10th level, add *dimension door* to your list of spells known. At 15th level, add *ethereal jaunt* to your list of spells known.

CONVULSIONS

You suffer from sudden, uncontrollable convulsions. Whenever you roll a 1 (the die roll shows a "1") on an attack roll, skill check, ability check, or Reflex save, you drop all items you are holding and cannot take

attacks of opportunity until the beginning of your next turn. However, as a result of these tremors, you have learned the limits of how your body twists and bends, gaining a bonus to all Reflex saves and Escape Artist checks equal to half your oracle level.

DRUNKARD

Visions, whispers, and voices in your head drive you to drink more than is wise. Any day you have even one alcoholic drink, you must make a saving throw against a moderate addiction to alcohol (see the section on Drugs and Addiction in the *GameMastery Guide*). Any day during which you have gone twenty-four or more hours without an alcoholic drink, you must also make a DC 20 Fortitude save or be fatigued until you do take a drink. Your drunkard curse remains in effect even if you manage to overcome any specific alcohol addiction. Most oracles with this curse acquire and overcome alcohol addiction many times over the course of their career.

While not addicted to alcohol, each time you have an alcoholic drink you may choose to take a -1 penalty to all Wisdom-based ability and skill checks to gain a +1 bonus to all Charisma-based ability and skill checks. If you are addicted, you always a Wisdom-check penalty and Charisma-check bonus when you have an alcoholic drink.

These bonuses and penalties stack with themselves if you have multiple drinks. Your total bonus and penalty drop by 1 each hour you go without a drink. Your total bonus to Charisma-based ability and skill checks cannot exceed half your class level.

If your penalty to Wisdom-based checks ever exceeds half your Constitution score, you lose your bonus to Charisma skills and must make a DC 15 Fortitude save or fall unconscious for 1d4 hours. A DC 15 Heal check can rouse you, but it does not restore your bonus to Charisma checks.

FRAIL

Your body simply can't take serious damage without draining you of your vigor. Whenever you have less than 50% of your full hit points, or have any Strength, Dexterity, or Constitution damage or drain in effect, you are fatigued. At 10th level, you are only fatigued if you have less than 25% of your hit points, or suffer a drain or damage to two of the listed ability scores.

You have worked to compensate for your weak frame with cunning and knowledge. You gain +1 additional skill point at each oracle level. You may choose an additional skill to be a class skill at 5th, 10th, and 15th levels.

INSOMNIAC

Sleep often eludes you, and the slightest nighttime disturbance can leave you tired for an entire day. If you do not get 8 hours of sleep without any interruptions at all, you are fatigued for all of the following day. You are so used to being tired that even if you gain the fatigued condition while already fatigued, you do not become exhausted (you just remain fatigued for the duration of the longest of your multiple fatigued conditions).

At 10th level, any effect that would normally give you the exhausted condition instead gives you the fatigued condition. At 15th level, you take only half the normal penalties for being fatigued. You also gain SR equal to 10 + your oracle level + your Wisdom modifier against any spell that causes sleep, fatigue, or exhaustion.

MISSHAPEN

You were born with a twisted, uneven body and your form continues to change and hunch as you gain oracle power. You have difficulty keeping your balance and defending yourself from complex maneuvers. You take a penalty to your CMD equal to half your oracle level (minimum -1). Your form can be frightening to those who are aware of your power. You gain a bonus to Intimidate checks equal to half your oracle level (minimum +1).

At 5th level, as a move action you may make an Intimidate check to demoralize a foe. At 10th level, as a standard action you may make an Intimidate check to demoralize all foes within 30 feet that are able to see and hear you. At 15th level, as a move action you may make an Intimidate check to demoralize all foes within 30 feet that are able to see and hear you.

PEACEFUL SOUL

It is against your nature to do violence to other creatures, requiring an act of will for you to do so. You cannot take attacks of opportunity and suffer a -1 penalty to all attack rolls. This does allow you to devote



more attention to protecting yourself from the violence of others, giving you a +4 bonus to AC against attacks of opportunity you provoke from others.

At 5th level, you also gain a +4 bonus to concentration checks you make to cast defensively. At 10th level, you gain a +4 bonus to AC if you take the total defense action. At 15th level, at will you can cast *sanctuary* on yourself as a supernatural ability.

PROVOCATIVE

Your appearance elicits lust in most humanoids, no matter how you try to conceal it. Foes gain a +2 bonus to attack rolls when they deal nonlethal damage to you with lethal attacks, and suffer none of the usual penalties when doing so. You may use your provocative nature to your benefit, gaining a bonus to Diplomacy checks equal to half your oracle level (minimum +1). If you choose to use this bonus and fail a Diplomacy check, the target of the check feels spurned and its attitude changes to unfriendly (an already unfriendly target becomes hostile).

At 5th level, a Diplomacy check made to change a target's attitude toward you lasts one day for every hour you spend making the Diplomacy check. At 10th level, as a full-round action you can make a Diplomacy check to influence a single creature's attitude. At 15th level, if you fail a Diplomacy check to influence a target's attitude, you can spend one hour in the target's company in order to retry the check, rather than waiting 24 hours to do so.

SQUEAMISH

You cannot stand to see your actions cause the ruin of another's flesh, spill blood, or cause burns and scars. If you deal hp damage to a target within 30 feet of you, you are sickened for 1d6 rounds. Your sensitive nature does make you more alert to the needs of injured allies, granting you a bonus to Heal checks equal to half your oracle level (minimum +1).

At 5th level, you can attempt a DC 15 Heal check that takes one minute and, if successful, restores to a single creature 1 hp for every 2 levels it has. A creature may only benefit from this ability once a day. At 10th level, if you make a single Heal check to treat disease or treat poison for a target, it receives a +4 bonus to all its saves against that disease or poison for twenty-four hours. At 15th level, if you make a Heal check to treat disease or treat poison and the result exceeds the affliction's save DC, you immediately end the disease or poison.

STAR-CROSSED

Since you first began to show signs of being an oracle, fate seems to have been against you. Your status as an oracle has drawn the attention of otherworldly entities, and their attention inadvertently bends providence to make things go against you more often than people without such cosmic notoriety. Whenever you roll a d20, a natural roll of 11 (the die shows an "11") is treated as a natural roll of 1 and is an automatic failure. Also, things determined entirely by chance (randomly selected targets, games of

pure luck) are twice as likely to go against you than they would be for a typical person.

Add *guidance* and *unwitting ally** to your list of spells known. At 5th level, add *saving finale** and *timely inspiration** to your list of spells known. At 10th level, add *contact other plane* to your list of spells known. At 15th level, add *brilliant inspiration* to your list of spells known as a 7th-level spell.

*Indicates a spell found in the APG.

UNBELIEVABLE

No one believes you when you make a statement of fact or opinion. For purposes of believing information for which you are the sole source, all creatures have a starting attitude of no better than unfriendly. (Starting attitude for other purposes is normal.) You suffer a penalty equal to half your oracle level to all Bluff checks and all Diplomacy checks made to improve a creature's attitude toward you for the purpose of accepting information you offer. Because you are used to having to pick allies and friends very carefully, you gain a bonus to Sense Motive checks equal to half your oracle level (minimum +1)

CURSE FEATS

Interestingly, the oracle's curse is one of the few things that cannot be modified, improved, or manipulated with feats. To help address this omission, here are four new curse feats, specifically to allow oracles to modify how their curses impact them.

ACCURSED

Your oracle's curse is rooted deep in your soul, leaving little room for other such afflictions.

Prerequisites: Cha 13, oracle's curse class feature.

Benefit: As you are already cursed, you have built up a resistance to new curses. You gain a +4 bonus to your AC against attacks from a curse and to all saving throws against being cursed or the effects of a curse.

SECOND CURSE

The forces that grant you your powers (and are the source of your curse) have taken a stronger interest in you than they do in most oracles.

Prerequisites: Cha 13, oracle's curse class ability, 5th level.

Benefit: Select a second oracle's curse. You suffer all the penalties of that curse, but you also gain its benefits as if you were an oracle 4 levels lower than your true oracle level.

SUSPEND CURSE

You have learned to temporarily bypass your curse with magic.

Prerequisites: Wis 13, Cha 15, oracle's curse class feature.

Benefits: As a standard action, you can sacrifice a spell to temporarily negate the drawbacks of your oracle's curse. Your curse's drawbacks do not affect you for 2 rounds per level of spell slot sacrificed.

VARIABLE CURSE

The torment that vexes you changes over time.

Prerequisites: Cha 13, oracle's curse class feature.

Benefit: Select five oracle's curses and number them 1–5. At the beginning or each day, roll 1d6. On a 1–5, you are affected by the appropriately numbered curse. On a roll of 6 you are afflicted by two randomly determined curses (gaining the benefits and hindrances of both). As a result of the strong forces coursing through your body and affecting what curse you suffer from, your effective caster level for any oracle spells you cast is one higher than your actual oracle level. This does not give you spell slots or spells known of a higher-level oracle, it only increases your caster level for the effects of oracle spells you cast.

OTHER USES FOR ORACLE'S CURSES

While it's unlikely any campaign would ever need all 19 different oracle curses, the idea of a powerful drawback that also grants special power is broad enough in fantasy storytelling that a crafty GM can make use of various curses without an oracle character in sight.

When building noteworthy relics or artifacts, a GM could easily have one of these curses afflict anyone holding the item (or even have the curse affect the first person to touch it, and thereafter only that person can use the item—until he is killed and the curse resets). If players have access to devil's bargains (or force wishes from efreeti, or drink from random magic fountains, or do any of the dozens of unwise things adventurers make their living doing) the "power" gained by the act could easily come in the form of a curse, with strings attached.

A GM can also use just the negative aspect's of an oracle's curse as the basis for a curse contracted through other means—violating a mummy's tomb, defiling a temple, reading forbidden books, picking up cursed magic items, or even the *bestow curse* spell. None of these curses makes a character unplayable (though some are pretty challenging) and they make interesting afflictions for PCs to overcome. For details on how to contract and remove the affliction, the GM can pick a curse of roughly the power level desired from the curses appendix of the *Pathfinder Roleplaying Game Core Rulebook*, but use the downside of an oracle's curse as the effect instead.

WE ERR ON THE SIDE OF AWESOME!

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