



Visions of the Oracle

by Sigfried Trent



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Advanced Feats: Visions of the Oracle

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Contents

Introduction..... 2
Examining the Oracle..... 2
30 New Feats for the Oracle..... 3
Character Builds..... 11
Visionary Healer 11
The Phoenix..... 12
Savage Seer 13

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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** scribes 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.

Mystery

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.

