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## Oracle two mysteries pathfinder

Your channel to divine power avoids traditional channels of prayer and servitude—you instead collect divine truths that extend beyond any single deity. Understand the great mysteries of the universe embodied in general concepts that transcend good and evil or chaos and law, either because you perceive common ground over many deities or to circumvent their power entirely. Explore one of these mysteries and rely on its power to cast miraculous spells, but that power comes at a terrible price: a curse that becomes stronger the more you rely on it. Your abilities are a double-edged sword, which you could sustain as an instrument of the divine or as a curse from the gods. Key Charisma Ability – At Level 1, your class gives you a boost ability to Charisma. Strike Points 8 + Con Modifier - Increase your maximum number of HP with this number at level 1 and each level thereafter. During combat meetings... You rely on your mystery to empower yourself in battle, balancing miraculous effects with the increasing severity of your curse, because conflicting divine demands overcharge your physical body. You cast spells to help your allies and davasta your enemies, or depending on your mystery, you might wade into fighting yourself. During social gatherings... You rely on the insights drawn from your mystery. It might leverage the curse to intimidate people or hide its effects to better blend in. While exploring... You have recently brought the terrible metaphysical conflicts that will bring your curse back under control, so that you can re-rely on the power of your mystery later. Stay aware of the supernatural forces that act around you, can peek into the future to get insights. During downtime... You may seek to learn more about your mystery and the divine springs that fuel your power. Associating with others interested in the subject of your mystery can make it easier to live with your curse. You could associate yourself with an organized religion or even start your own believers to be devoted to your mystery. I might... See your oraculation powers as a blessing, a curse or both. Push yourself to the limits of what you can resist to work great acts of magic. Rely on magical objects to provide a safer and more reliable magic pool. Others probably ... You do not realize that your spelcasting is based on divine power, and instead you believe that you command foreign powers – and possibly evil. Suppose you did a terrible violation to be cursed by the gods. Admire your determination and the sacrifices you make to make wonderful acts. Oracle Advancement Level Class Features 1Ancestry and background, divine spellcasting, initial proficiencies, mystery, spell repertory 2Oracle feat, skill feat 3General feat, signature spells, skill growth 4Oracle feat, skill feat 5Ability boosts, ancestor feat, skill increase 6Oracle feat, feat, feat 7Expert spellcaster, general feat, solve, increase skills 8Oracle feat, skill feat 9Ancestry feat, magic fortitude, increase abilities 10Ability boosts, Oracle feat, skill feat 11Alertness, overall feat, major curse, increase skills, gun expertise 12Oracle feat, feat skill 13Ancestry feat, light armor expertise, lightning reflexes, skill increase, specialization weapon 14Oracle feat, skill feat 15Ability boosts, overall feat, master spelcaster , Skill Growth 16Oracle feat, Skill feat 17Ancestry feat, Extreme Curse, Greater Determination, increased Skill 18Oracle feat, Skill feat 19General feat, Legendary Spelcaster, Oraculary Clarity, 20Ability Boosting Skills, Oracle Feat, Skill Feat Class Features You'll Gain These Skills as an Oracle. Skills acquired at higher levels list the levels at which you earn them next to feature names. You'll see these key terms in many Oracle class features. Curse: Spells with this trait increases the severity of the oraculal curse when expressed. Usually, only revelation spells have this trait. You can't cast a cursed spell unless you have an oraculation curse. Good luck and bad luck: Good luck and misfortune effects can change the way you roll the dice. You can never have more than a fortune and a misfortune effect come into play on a single roll. If more wealth effects would apply, you need to choose which one to use. If two misfortune effects are applied, GM decides which is worse and applies it. If both a wealth effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. Metamagic: Actions with metamagic feature tweak properties your spells. These actions usually come from metamagic facts. You must use a metamagic action directly before casting the spell that you want to modify. If you use any action (including free actions and reactions) other than Cast's Then directly after, you waste the benefits of metamagic action. Any additional effects added by a metamagic action are part of the spell effect, not the metamagic action itself. Other Focus SpellsYou can get focus spells that are not revelation spells and don't have curse trait (by taking an archetype, for example). Since these spells are not based on the same divine mystery as your revelation spells, throwing them does not increase the effects of your curse. They still cost focus points as usual, and you still can't increase the focus count to hold more than 3 focus points. Ancestors and background In addition to the skills offered by your class at level 1, you have the benefits of ancestors and selected, as described in Chapter 2. Initial proficiency at level 1 you will get a series of proficiencies that represent the basic training. These proficiencies are noted at the beginning of this class. Divine Spelcasting Your Mystery Offers with divine magical power. You can cast spells using the Cast activity of Spell and provide materials, somatic and verbal components when you do spells. Your unconventional access to this divine power means that you can usually replace material components with somatic components, so you don't have to use a bag of material components when doing spells. At level 1, you can cast up to two level 1 spells per day. You need to know spells to throw them, and learn them through the class-class spell repertoire feature. The number of spells you can cast each day is called spell slots. As you increase the level as an oracle, the number of spells per day increases, as does the highest level of spells you can distribute, as shown on the Table: Oracle Spells per daySome spells require you to try a spell attack roller to see how effective they are, or ask your enemies to roll against the DC spell (usually by trying a saving throw). Since your key ability is Charisma, the spell attack rolls and writes DCs use the Charisma modifier. Increase SpellsWhen you get the spell slots level 2 and higher, you can fill these slots with stronger versions of lower level spells. To cast an enhanced spell, you must have the enhanced version in your repertoire; for example, you can't throw a Level 3 version of a spell that's only in your repertoire. Many spells have specific improvements when they are enhanced at certain levels. The signature class spells feature allows you to enhance certain spells freely. CantripsA cantrip is a special type of spell that does not use spell slots. You can throw a cantrip at will, any number of times a day. A cantrip is always automatically increased to half the level rounded up-this is usually equal to the highest level of spell you can cast as an oracle. For example, like a Level 1 oracle, your cantrips are Level 1 spells, and as a Level 5 oracle, your cands are Level 3 spells. Table: Oracle Swioms per DayYour LevelCantripsScall Level1st2nd3rd4th5th6th7th8th9th10th 152 \_\_\_\_\_253\_\_\_\_\_3532\_\_\_\_\_4533\_\_\_\_\_55332\_\_\_\_\_65333\_\_\_\_\_753332\_\_\_\_\_853333\_\_\_\_\_9533332 \_\_\_\_\_1053333 \_\_\_\_\_1533332 \_\_\_\_\_12533333 \_\_\_\_\_1353333 3332 \_\_\_\_\_145333333333 \_\_\_\_\_1553333332 \_\_\_\_\_16533333 \_\_\_\_\_1753333332 \_\_\_\_\_185333333333 3\_\_\_\_\_195333333333\*2053333333333333\*\* The oral clarity class feature gives you a Level 10 spell slot that works a little differently than other spell slots. The Spelling Directory The collection of spells you can distribute is called your spell repertoire. On Level 1, you learn two Level 1 spells of your choice and five cantrips of your choice. choose from the common spells from the list of divine spells or from other divine spells to which have access. You can cast any spell in the spell repertoire using a spell slot of a corresponding spell level. Add the spell to this repertoire as it grows in level. Each time you get a spell slot, add a spell of the same level to the spell repertoire. At level 2, select another Level 1 spell; at level 3, select two level 2 spells, and so on. When you add spells, you can add a top-level version of a spell that you already have, so you can cast an enhanced version of that spell. Although you win them at the same pace, the spell slots and spells in your spell repertoire are separate. If a feat or other skill adds a spell to your spell repertoire, it wouldn't give you another spell slot and vice versa. Change spells in your repertoireWhile winning new spells in your repertoire, you may want to replace some of the spells you've previously learned. Each time you gain a level and learn new spells, you can change one of your old spells for a different spell of the same level. You can also swap a cantrip instead. You can also change retraining spells during interruptions. Mister An oracle exercises divine power, but not from a single divine being. This power could come from a powerful or ideal concept, the attention of several divine entities whose areas of concern all touch on this subject, or a direct and dangerous conduit to the divine power of the raw. This is the mystery of the oracle, a source of divine magic that is not indebted to any deity. Choose the mystery that empowers your magic. Your mystery gives you special spells called revelation spells and could later give you divine domain spells. It dictates the effects of the oraculary curse, adds an additional cantrip to your repertoire, and gives you one or more trained skills. Drawing introspection and power from the divine collective influences that fuel your magic also gives you a special benefit. The following oracle mysteries are presented in this book. The ancestors of the voices of past generations teach and haunt you. Battle Embodies the virtues sustained by legend heroes. Death bones always seems close, and the dead talk to you. Cosmos You draw power from the stars and the spaces between. Flames Dance with fire and do your best to remain unhorned by it. Lore You have access to unparalleled, overwhelming knowledge. Tempest Wind, waves, and storm fury at your beck and call. Revelation SpellsYour mystery can manifest itself in the form of revelation spells, which are a type of focus spell. Throwing a spell of revelation costs 1 Focus Point and increases the effects of the oracular curse. You start with a pool of 2 focus points. Recharge your focus pool during daily preparations and regain 1 Focus Point by spending 10 minutes using refocus activity to reconcile conflicts or unconventional unconventional of your divine mystery. Focus spells are automatically magnified to half the level rounded up. Focus spells do not require spell slots and you cannot distribute them using spell slots (see Divine Spellcasting). Taking feats can give you more focus spells and increase the size of the focus pool, although the focus pool can't hold more than 3 Focus Points.Revelation spells have curse trait as opposed to other focus spells. This trait means that they increase the severity of the oraculal curse (see below) when discarded. You can't cast a cursed spell unless you have an oraculation curse. You learn two spells of revelation on level 1. The first is an initial spell of revelation determined by your mystery. The second is an initial domain spell that you select from one of the domains associated with your mystery, which you cast as a revelation spell, causing it to win the curse trait. Oraculalar CurseDrawing on several disparate sources of power inevitably puts incredible stress on your body, manifesting itself as a supernatural curse. The more spells of revelation you cast, the more serious the effects of your curse, but these increasingly contradictory energies can also give you divine benefits. The specific effects of your curse are related to your mystery, but all curses follow the same progression. A continuous curse gives you an easy but constant reminder that you carry a power from other worlds. As you cast spells of revelation, your curse intensifies, first to a minor effect and then to a moderate effect. Your curse progresses to its minor stage the first time you finish casting a spell of revelation after daily preparations. Once your minor curse has manifested itself, it remains in place until you rest for 8 hours and make your daily preparations again. If you cast a spell of revelation while the minor curse is in effect, you will progress to the moderate curse effect immediately after you have finished casting the spell. The minor effect continues to affect you, although some moderate effects of the curse may alter the specifics of your minor curse. At higher levels, you can cast more spells of revelation, progressing the curse to its major stage and then an extreme stage; these stronger curses are cumulative with the effects of the lower stages and can alter them. When you refocus as you focus on the effects of your moderate or stronger curse, you reduce the severity of your curse to the minor, in addition to regaining a Focus Point.Based on the power of your mystery while your curse is at worst causing an irreconcilable conflict between you and the sources of your power. Immediately after pouring a revelation while under the moderate effect of your curse, you are overwhelmed. As you overwhelm, you can't cast or sustain spells of revelation - you effectively lose access to these spells. You can still refocus to reduce the effects of the curse and regain a focus point, but allow you to cast other spells of revelation. These effects last until you rest for 8 hours and make daily preparations, at which point the curse returns to its basic state. At higher levels, you can grow to withstand the major and even extreme effects of the curse, allowing you to cast more revelation spells without becoming overwhelmed. Your curse has the features of curse, divine and necromancy. You cannot mitigate, reduce or eliminate the effects of the oracular curse by any means other than reorientation and rest for 8 hours. For example, if your curse causes creatures to be hidden from you, you cannot deny that condition hidden by a magical object or spell would be the real blow (although you would still benefit from the other effects of that object or spell). Also, remove curse and similar spells does not affect your curse at all. Oracle Feats [Level 2] At Level 2 and every 2 levels thereafter, you get an Oracle feat. Skill Feats [Level 2] At Level 2 and every 2 levels thereafter, you get a skill feat. You must be trained or better in the appropriate ability to select a skill feat. General Feats [Level 3] At Level 3 and every 4 levels after that, you get a general feat. Signature Spells [Level 3] Experience allows you to cast some more flexible spells. For each spell level you have access to, choose a spell of that level to be a signature spell. You don't need to learn enhanced versions of signature spells separately; Instead, you can enhance these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also broadcast all of its lower-level versions without learning them separately. If you change a signature spell, you can replace it with any spell you could have chosen when you first selected it (for example, the same or lower spell level). You can also specifically retrain yourself to change a signature spell with a different spell from that level, without changing spells; this takes as long as requalifying a spell normally does. Increased skills [Level 3] At Level 3 and every 2 levels after that, you will get a skill increase. You can use this increase either to increase the rank of proficiency to trained in a skill you are untrained in, or to increase the rank of proficiency in a skill in which you are already trained to the expert. At Level 7, you can use skill increases to increase the rank of competency to master a skill in which you are already an expert, and at level 15, you can use them to increase the rank of competency to legendary in a skill in which you are already a master. Ability [Level 5] At level 5 and every 5 levels after that, you boost four different ability scores. You can use these boosts the ability to increase capacity scores over 18. Increase a capacity score increases by 1 if it is already 18 or above, or by 2 if it starts below 18. Facts of origin 5] In addition to the ancestral feat you started with, you will gain an ancestral feat at level 5 and every 4 levels after that. The list of home facts available to you can be found in the entrance of your ancestors. Expert Spelcaster [Level 7] The complexity of your divine power has become clearer over time. Your competency ranks for divine spell attack rolls and spell dCs grows to the expert. Solve [Level 7] You've steeled your mind with solve. Your rank of competence for Will Saves grows to master. When you roll a success on a will save, you will get a critical success instead. Magical Fortitude [Level 9] Magical power has improved your body's strength. Your Fortitude competency rank saves increases to the expert. Vigilance [Level 11] Keep alert to the threats around you. Your perception competency rank increases to the expert. Major curse [Level 11] You've learned to better balance the contradictory powers that wreak havoc on your body. Immediately after the end of casting a revelation spell while you are affected by the moderate curse, the curse progresses to its major effect rather than overwhelming you. This effect lasts until you reorient yourself, which reduces the curse to its minor effect. If you cast a spell of revelation while under the effects of your major curse, you are overwhelmed by your curse. In addition, increase the number of focus points in the focus pool from 2 to 3. If you spend at least 2 focus points before you refocus, recover 2 focus points when you reorient instead of 1. Weapon expertise [Level 11] You've dedicated yourself to learning the complexity of your weapons. Your competency ranks for simple weapons and unarmed attacks grows to the expert. Light Armor Expertise [Level 13] You've taught them to dodge while wearing light or no armor. Your skill rank for light armor and unarranged defence increases to the expert. Lightning Reflexes [Level 13] Your reflexes are lightning fast. Your competency rank for Reflex Saves increases to the wizard. Specializing weapons [Level 13] You have learned to cause greater injuries with weapons you know best. You do 2 additional damage with unarmed weapons and attacks in which you are an expert. This damage increases to 3 if you are a master and 4 if you are legendary. Master Spelcaster [Level 15] Truly understand the deep and complex divine power in your mystery. Your skill ranks for divine spell attack rolls and spell dCs grows to the master. Extreme Racing [Level 17] You have



mastered a dangerous balance between the divine contradictory powers of your mystery, gaining the power to change your fate, but straining both your body and your soul. When you cast a spell of revelation while affected by your major curse, your curse intensifies to an extreme effect instead of overwhelming you. All mysteries have the same effects for their extreme curse. When affected Your extreme curse, you become condemned 2 (or increase your condemned state by 2 if you have already been convicted). Once every 10 minutes, when you don't roll an attack, skill or check perception, or save throw, you can reroll it and use the second result. Reroll has a trait of luck and doesn't require you to spend an action, which means you can use the reroll even if you can't act. These effects are in addition to all the effects of your major curse, and they cannot be eliminated by any means until you refocus to reduce the curse to its minor effect. If you cast a spell of revelation while under the effects of this extreme curse, you are overwhelmed by your curse and remain condemned to 2 even if you reorient yourself. In addition, if you spend at least 3 focus points before refocusing, recover 3 focus points when you refocus instead of 1. Greater Resolve [Level 17] your incredible training gives you mental resilience. Your rank of proficiency for Will Saves grows to legendary. When you roll a success on a will save, you will get a critical success instead. When you roll a critical failure on one will save you, you get a failure instead. When you fail a will against a harmful effect, you take half the damage. The legendary Spelcaster [Level 19] You can harness divine power at a level that few others can equal. Your skill ranks for divine spell attack rolls and DCspell spell grows to legendary. Oraculary Clarity [Level 19] Now fully understand the nature of the divine power behind your mystery, allowing you to do miracle-like magic. Add two common divine spells of level 10 to your repertoire. You will get a single level 10 spell slot you can use to cast one of these two spells using oracle spellcasting. You don't win more Level 10 spells as you get up, unlike other spell slots, and you can't use Level 10 slots with skills that give you multiple spell slots or let you throw spells without spending spell slots. You can take the Providence Oraculary feat to get a second slot. MysteriesChoose the divine mystery that fuels your mystical power. Your mystery could represent a pantheistic devotion to all the deities with power over the subject of your mystery, the worship of a certain ideal or a conduit to the raw divine energy. Whatever its origin and nature, your mystery determines the spells of revelation you can cast and the oraculary curse that goes beyond your body when you do. You learn skills related to that mystery, you get access to a cantrip and you get a special benefit inspired by the combined divine knowledge and experience of your mystery. Reading a Mister EntryA mysterious contains the following information, followed by a description of the curse of that mystery. The mystery benefit The benefit of mystery is a special skill (or abilities) that you gain from your mystery. Qualified Become trained in the listed qualification. A few mysteries make you train in than a skill. Granted Cantrip Automatically add this cantrip to the spell repertoire, in addition to those you earn by divine spellcasting. Revelation spells you will automatically get the initial revelation spell of mystery at level 1 and you can earn more by selecting Advanced Revelation, Greater Revelation and Various Oral Facts of Mystery. Related areas These are the clerical domains associated with your mystery. Select an initial domain spell from one of these domains to level 1, which you can cast as a revelation spell with the curse trait. The ancestors of past generations speak to you and hear their words. You may not like constant interruption, or you may worship the spirits of those who have come before. Perhaps they come from a culture with strong ancestral traditions, such as Shoanti Skoan-Quah (Skull Clan), a traditional dwarf community that worships the pantheon of Tolag's family, or a group that worships Erastil or Pharasma. It could communicate with powerful psychopumps that shepherd souls to the afterlife, with the river of souls itself, or with those spirits that have become trapped outside the great cycle of spiritual rebirth. You learn from their whispers and the fragments of their memories, but opening the mind to their knowledge and experience also allows them to meddle in your worldly affairs. The mysterious benefit whispers of your ancestors have given you additional knowledge. You will win a feat of additional ancestors at level 1 and another additional feat ancestors at level 11. These facts cannot be those that grant physiological effects, would be additional senses or unarmed attacks. Trained Skill SocietyGranted Cantrip orientationRevelation Initial spells: ancestral touch; advanced: ancestral defense; Larger: the ancestral formofmeeting the domains, the ancestral-mixed races of the ancestral Spirits with which you water and mix with your goods and actions, either from a well-intentioned (but ultimately harmful) attempt to help you, as punishment for your audacity in circumventing the traditional means of achieving divine power, for their own amusement, or from a mixture of the above. Your hair, clothes and belongings constantly change and mix, apparently of their own free will. Minor curse One of your ancestors becomes predominant in their mixture. The first time you get this effect every day, roll 1d4 on the table: Ancestral Influence to determine what type of ancestor becomes predominant. This predominant ancestor guides you to use their favorite type of action. When you try to use one of the types of actions listed for the other ancestors, you must succeed at a DC 4 flat check. On a failure, you spend the action, but does not get any effect (although it does not lose if you have been casting a spell). If your action will take 1 minute or longer, it is long enough that you can blend, and you don't need to try a flat check. During the fight or in another tense, round meeting, other ancestors struggle for control of your actions. When you roll the initiative, and then at the end of each of you turns during the meeting, roll 1d4 and change the predominant ancestor accordingly. Once the meeting is over, you return to the influence of the ancestor you first rolled over for that day. The moderate curse D.C. check flat to use other actions is 6, and you get the moderate curse benefit listed for your predominant ancestor in Table: Ancestral InfluenceMajor Racing (11) flat DC check is 8, and you get the major curse benefit listed for your predominant ancestor instead of the benefit of the moderate curse. Table: Ancestral Influence1d4AncestorPreferred ActionModerate Racing BenefitMajor Racing Benefit1MartialStrikesYour Strikes get a +1 status bonus for attacking reels and a +2 status bonus for damage. Your strikes earn a +1 status bonus to attack reels and a +6 status bonus on damage.2Qualified perception and skill actions Earn a +1 status bonus on skill checks and perception checks. You will get a +2 status bonus on skill checks and perception checks.3SpellcastingCast a SpellNon-cantrip spell without a duration earn a status bonus on their damage and healing equal to spell's level. Unlasting non-cantrip spells earn a status bonus for their damage and healing equal to the +3.4You choose which ancestor guides your actions. BattleWarlike forces fill you with physical strength and tactical knowledge in order to sustain your battle glory, fight to improve the world, prepare against the need for conflict, or endure the inevitability of war. One could shoot the deities, such as Gorum, Iomedae, Rovagge, the Szuriel Warhorse, the Queen of the Night Eiseth, Vudrani the god Diomaz, and others, or one could find power in the endless conflict between the armies of heaven and hell, the elementary planes, the outer gods, or even the collective spirits of those who fought in wars throughout the ages. Mystery benefit You're no stranger to the pitfalls of war. You are trained in medium and heavy armor. At level 13, if you get the class of light armor expertise feature, you will also get the competence of experts in these armors. Choose a group of weapons that embody your mystery. You're trained in all the martial weapons of that group. At level 11, if you get the expert weapon expertise class feature, you will also get expert competence for martial weapons in the chosen group, and you will become trained in advanced weapons in this group. Trained Qualification AthleticsGranted Cantrip Initial spells: call to weapons; advanced: the persistence of the battlefield; Higher: Heroic feat Related Domains could, the zealCurse of Hero's BurdenYou thrives while your adrenaline streams and life depends on your own strength, but collective holding The skill of the ages in you leaves your body weak after a fight. You smell weak steel and blood, no matter what you're trying to remove or mask the smell, you seem more muscular than you actually are, and you hear the weak clash and the noise of battle in the distance all the time. Minor Curse Your Body Langue when you're not bringing evil to your enemies. Take a -2 status penalty to AC and saving throws, but every time you do a strike, you can suspend these penalties until the beginning of your next row. Moderate curse The strain of conflict carries on your body, even if you gain the vitality of it. Performing a blow reduces the punishment from your minor curse to –1, instead of suspending it in its entirety. You will get a +2 status bonus to gun and rolls unarmed damage. You will also get quick healing equal to half your level while in a non-trivial combat meeting. Major Racing (11) Your body proves capable of truly heroic deeds, but this interferes with your mental focus. The quick healing of your moderate curse is equal to your level, and the damage bonus is +6. You will get a bonus of +1 status to gun and rolls of unarmed attack, but you are stupefied 2.BonesYour mystery gives an understanding of death and undeath in all their macabre complexity. You might have had a brush with death yourself - maybe even dying and coming back to life - or carrying the touch of the undeath into your blood. If you communicate with deities, you could talk to the dead guardians like Phadasma and the psychopump (the most powerful of the creatures that guide souls through the afterlife); a bringer of death such as the God Mantis Achaekek or the Horseman of the Charon Apocalypse; or a harbinger of undeath, would be Urgathoa.Mystery Benefit You can intelligently leverage the subtleties of life and death for your benefit. Each day, during preparations, you can choose to align yourself with the confluence of positive and negative energy, so that you get negative healing, which means that you are affected by positive damage and cured of negative effects as you would be undead. If you already have negative healing, instead DC's recovery controls equals 9+ the current dead value. Trained Skill MedicineGranted Cantrip chill touchRevelation Initial spells: soul soda; advanced: bone armor; Higher: UndeadRelated Application Dead Domains, UndeathRace Life DeathTheoth is slowly decomposing, even if you are alive, and using your powers enhances this unnatural living death. You wear a touch of the grave about yourself, manifesting yourself as bloodless pallor, a faint smell of earth, or cold skin of death. Minor Racing Bones comes out through your skin and your flesh rots, combining it with a stench of decomposition and an unearthly chill. Effects that would restore the hit points you only give half as many HP as normal. Moderate curse Your dead flesh continues to rot, affecting your health. Become Become 1, and this drained condition is cumulative with any other drained conditions you will gain. This drained condition is removed only when you reorient; effects that normally eliminate the drained state reduces the state of drained to drained 1 place. In addition, you will gain resistance to poison equal to half your level. You will get a bonus of +4 status to save against diseases, poisons, and the effects of death, and if you roll a success on such a rescue, you will get a critical success in place. Major Curse (11th) Stay just a few steps from the grave. You're getting hurt one. This injured state is only removed when you reorient; effects that normally remove the injured condition reduce your injured condition to injured 1 instead. When you would try a recovery check, you can choose to get an automatic success instead of running, and if you roll a critical failure on a rescue against a disease, poison, or death effect, you get a failure instead. CosmosCelestial large and small bodies exert influence on you, giving you sublime cosmic power. Maybe you see the shining stars as a divine blessing, or maybe you feel drawn to the infinitely dark spaces between them. One might claim deities like Desna, Sarenrae, or the deific lovers shisuru and Tsukiyo who represent the sun and the moon-or might draw power from dark entities beyond the stars, would be certain of the outer gods, or destructive gods of the night like Zon-Kuthon or the inter goddess Lao Shu Po.Mystery Benefit Your body is as much an astronomical one as it is physical. You will earn resistance equal to 2 + half level against all physical damage. Trained Qualification NatureGranted Cantrip Dance LightsRevelation Initial Spells: Star Spray; advanced: interstellar vacuum; Bigger: Moonlight bridgeRelated Dark Fields, moonCurse of the Sky's CallYou have their head in the clouds and not just figuratively. Your body is drawn to the heavens, making you easier and less substantial than you should be. Your eyes glow with starry light, and your hair and clothes float and float around you. Minor curse Your unnatural brightness makes it hard to keep your feet and interact with other physical objects. You are wrapped 1 and take a -2 penalty to save AD and DCs against Grapple, Shove, and other forms of forced movement. Moderate curse Your body is drawn further to the sky. You are contained 2, and the punishment of your minor curse increases to –3. You are treated as a smaller size for the effects of the wind. You will earn a +2 status bonus against travel attempts, take only half the damage than falls, and you get the powerful jump effects and quick jump feats of skill. You only weigh half as much, and your bulk, in in which someone must carry you, is also half as much. Major curse (11) As your body rises, you float just above the earth below you. You become depicted 4, and the punishment from your minor curse increases to You can go on liquids as if they were solid; You'll get the effects of The Cloud Jump Skill feat; and leave no marks, trigger weight-sensitive pressure plates or connect with the soil below you. FlamesFire lives in the center of the world, the center of the sun and the center of civilization. You might worship this elemental force, the soda of power from the Elementary Fire Plan, or worship a collection of deities, would be Asmodeus, Sarenrae, the Tian goddess of disasters and Lady Nanbyo volcanoes, or the elementary master of fire Ymeri.Mystery Benefit Like the fire itself, flickers and dances, avoiding the effects that would extinguish your vitality. You have the competence of experts in Reflex saves. At level 13, if you get the feature of the flash reflexes class, the rank of competency for Reflex saves increases to the master, and when you roll a success on a reflex save, you get a critical success instead. Trained skill AcrobaticsGranted Cantrip produces flameRevelation Initial Spells: incendiary aura; advanced: swirling flames; Higher: Flames fusilladeRelated Fields Fire, SunRace by Ingbing FlamesYou see flames and smoke wherever you look. These flames could be imagined or they could be a pre-emptly look at the metaphorical fires that empower the entire multiverse – but you always see them. Fire visible flare (though not dangerous) in your presence, occasionally smoke easily, and your body is almost painfully warm to the touch. Minor curse The smoke, heat and creaking flames of your curse fill your vision and all other senses. Creatures over 10 meters are hidden from you. You cannot benefit from effects that would allow you to ignore or mitigate this concealment, as usual for the effects of an oraculary curse. Moderate smoke curse and flickering visions of flame fill your senses more completely, and harmless flickers of obscuring flames also fill your space. You are hidden from other creatures, although as other creatures are not cursed themselves, they may benefit from effects that would allow them to ignore or alleviate the hidden state as usual. All other creatures and objects are hidden from you, regardless of distance; however, when casting a spell of fire, you will automatically succeed at checking flat for this hidden condition for targets within 30 meters. All your senses become imprecise beyond 10 meters, which means that everything you could normally see over 10 meters is hidden from you. Major curse (11) The flames around you are no longer just visions. An aura of fire surrounds you in a 10-foot emanation, dealing 4d6 fire damage (basic reflex save) to all other creatures in the aura at the end of each of the turns. Lose 1d6 Hit Points at the end of your turn each round without If you have a weakness to shoot, increase the number of HP you lose by this weakness. you can Your aura until the beginning of your next turn, spending a single action, which has the concentrated feature, to lessen the flames, causing neither you nor anyone in the aura to do damage. As you reorient yourself to reduce the curse, continuously reduce the flames so that you don't lose HP. Flames disappear if you fall unconscious, but resume when you wake up, if you don't rest long enough to reset your curse. As usual for oraculation curses, you can't mitigate or reduce lost hit points in any way, although you can still heal lost HP normally after the fact. Life The endless flow of positive energy in living beings is palpable to you. You may be supporting the sanctity of life, or you may be trying to undermine it. You might draw power from the collective vitality of the living creatures of the world, hold some connection to the Positive Energy Plan, or reverse a collection of deities including Irri, Phadasma, Sarenrae, and the god of medicine Qi Zhong.Mystery Benefit Your body is a deep reservoir of energy life. At each level, you will get success points equal to 10 + the modifier of the Constitution in the oracle class, instead of 8 + the modifier of the Constitution. Trained Skill MedicineGranted Cantrip stabilizeRevelation Spells Initial: Link Life; advanced: suffering delay; Bigger: Life-giving formDeath-related domains, healingCurse overflowing lifeline energy flows outward from you and connects you to all living things, but you spend your vital essence to do so. Your presence comforts the sick and wounded, makes the scars fade slightly, stimulates a new growth in plants and otherwise infuses the surroundings with vitality. Minor curse As the force of your life seeps outward, it becomes more difficult to keep your body functional. Effects that restore access points to take a status penalty equal to half the level (minimum 1) to the number of HP you recover. Moderate curse The flow of energy living away from you cannot be reversed. In addition to the effects of the minor curse, you cannot be cured of magical effects from other creatures. However, if you are unconscious, magical effects can restore you to 1 HP (but not higher). You are normally affected by healing elixirs, potions, and other elements. When expressed heal and all your goals are living creatures, you roll 1d12s instead of 8d8s for the amount of healing. Whenever you finish casting a non-cantrip spell, you will restore Hit Points equal to the level of the spell at your choice, either a target of the spell or creature closest to you. You can't heal like that. This healing has healing, necromancy and positive traits, as well as tradition of the spell. Major curse (11) The energy of life breaks through you to empower your magic. Some of your spells carry positive energy with them. Each time you use a spell slot to cast a level 5 or higher spell that lasts 2 or Actions to throw, you disperse positive energy in a 30-foot explosion with the effects of a 3-action healing spell with a level 4 lower than that of the spell you cast. This healing occurs immediately after you have finished casting the spell. You don't benefit from this healing. Instead, you lose twice the number of success points run for the healing spell. LoreKnowledge and information come freely to you. You might use this lore to gain power or perhaps to understand the divine mysteries of the multiverse. You might have a conduit to the legendary Akashic recording, maintain a subtle telepathic connection to the collective subconscious of all living creatures, or follow the steps of deities, such as Abadar, Irri, Nethys, Irriol scholar nephew Gruhastha, fry triune goddess of the Magdh fate, or legally aeon god-figure known as Monad.Mystery Benefit Hold more mystical knowledge in you than most. You have an additional spell in your repertoire of each level you can distribute. Skilled occultism trained and a Lore skill of your choiceAded Cantrip read auraRevelation Initial spells: brain exodus; advanced: lore access; Greater: Secret horrorRelated Fields of Knowledge, TruthRace of Torrential KnowledgeYou have a link to true divine knowledge, but your mortal mind is struggling to process and act on what you know. The loose materials around you, such as dust, rice grains and water droplets, are slowly changing to form strange runes or easily decipherable writings, and sometimes you speak unintelligible truths or statements in unfamiliar languages without realizing it. Minor Curse Take a -4 penalty on the initiative, as trying to process a wave of information about what's going on around you slows down your ability to respond to it. Moderate curse The flow of information through your mind increases. The attention you distract to process this huge influx of information means you're always flat-footed. At the beginning of each of your turns, you automatically check to recall knowledge as a free action. This uses a skill of your choice that has recall knowledge of the action using a result equal to 10+ bonus competency in this skill (no other bonuses, penalties, or modifiers). Major curse (11) The massive flow of information that darkens your mind overwhelms your ability to communicate with others. You can understand all languages, but you can't speak, use language effects, or otherwise communicate with allies. If you cast a spell with a verbal component, you must succeed in a DC 5 flat check or the spell is lost. You will get a +4 status bonus when saving throws against language effects. Tempest Fury of the Wind and pounds in your heart, if your power flows from natural storms, a conduit to elementary planes of air and water, or through the reverence of deities, would be Gozreh, the tengu god of storms Hey Feng, demond Dagon, or lords of air and water. Mystery benefit You can see perfectly through wind and water, and send you electrical charges, both through air and water. Never take penalties to the perception of wind, rain, fog, or other precipitation, or from looking through the water or being underwater, and such conditions do nothing to be hidden from you. When you do physical damage with an air or non-cantrip water spell, you do an additional damage of 1 electricity per spell level. Trained Qualification NatureGranted Cantrip Electric ArcRevelation Initial Spells: Tempest Touch; advanced: thunderburst; Bigger: StormRelated Air Fields, WaterCurse by Perpetual StormYou are the center of your little storm, ever surrounded by wind and rain, which gets the more worse you touch in your elementary powers. Even when you are calm and at rest, your hair and clothes are blown by gentle winds, you are slightly wet, and the touch often comes with a static shock. Minor curse An aura of a storm swirling whips in a 5-foot emanation around you and in your space. Aura extinguishes small non-magical fires 1 round after they are lit or brought into your aura. Electricity accumulates in your storm, turning you into a lightning rod; You get 2 weakness to electricity, and electricity spells or effects that have additional effects for a bearing or holding metal creature treat you like and you've been wearing metal. Moderate curse The aura of your minor curse extends to a 10-foot emanation and carries rain on the winds. Swirling winds impose a penalty of -2 circumstances on remote attack reels using physical ammunition that targets you or originates from you. Your weakness in electricity increases to 5 or half your level, whichever is higher, but the torrential rain gives you an equal amount of fire resistance. The major curse (11th) The aura of your minor curse extends to a 15-foot emanation and becomes stronger. Strong winds blowing outward in the aura hinder the progress of the creatures. Aura is difficult terrain for large and smaller creatures on the ground, and for giant or smaller flying creatures. You are not affected by this difficult terrain. The electricity that runs through you becomes dangerous. Any creature that touches you, including with a touch spell or an unarmed hand-to-hand attack, has 1d6 electrical damage. Oracle Feats At every level where you win an Oracle Feat, you can select one of the following achievements. You must fulfill any prerequisite before taking feat. Glean Lore [1 action]Feat 1 Divine Oracle Secret You tap into the divinely collected lore, accessing a variety of potentially useful information. Try a religion check to understand the information you get. GM sets DC (similar to DC recall knowledge), possibly adjusting DC check for topics away from your mystery. Critical Success You understand lore lore or get a useful clue from the divine about your situation. Success You learn two information about the subject, one true and one wrong, but you don't know which one is which. Error You remember incorrect information or get an erroneous or misleading clue. Critical failure You remember two pieces of incorrect information or get two erroneous or misleading clues. Reach Spell [1 action]Feat 1 Concentrated Metamagic Oracle You can expand the range of spells. If the next action you're using is to cast a spell that has a range, increase the range of that spell by 30 feet. This is the standard for increasing spell intervals, if the spell normally has a touch range, you extend its range to 30 meters. Widen the spell [1 action]Feat 1 Manipulate Metamagic Oracle Manipulate the energy of the spell, making it affect a wider area. If the next action you use is to cast a spell that has an explosion area, cone, or line and does not have a duration, increase the surface of that spell. Add 5 feet to the radius of an explosion that normally has a radius of at least 10 feet (an explosion with a smaller radius is not affected). Add 5 feet to the length of a cone or line, which is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line. Divine Aegis [Reaction]Feat 2 Abjuration Divine Oracle Trigger Try a rescue throw against a magical effect, but you haven't rolled yet. You invoke divine energy to protect yourself, offering protection against other traditions, but leaving yourself exposed to other divine effects. By the beginning of your next turn, you earn a +1 circumstantial bonus to save the throw against non-divine magic effects, but you also take a circumstantial penalty to save it from divine effects. Domain AcumenFeat 2 Oracle The mystery of each oracle touches a divine domain of the deities that fuel it; you can access that power. Choose one of the domains associated with the mystery for which you do not already have an initial domain spell. You will get an initial domain spell from that domain, which you cast as a revelation spell. Win the curse trait. Increase the number of focus points in the focus pool by 1. Divine AccessFeat 4 Oracle Your ability to enter divine magic surpasses the spells traditionally available to you (the list of divine spells). Choose a deity that grants one of the areas granted to your mystery. Add up to three cleric spells of your choice granted by this deity to the spell list. You can select from these spells when you add or change spells in the spell repertoire. Special You can select this feat several times. You can't choose the same spells more than once, but you can choose a domain or a different deity with the same domain that you previously selected with this feat. Spiritual SenseConce 6 Oracle Divination You have a vague connection with the Ethereal Plan that allows to observe the spirits. While exploring, but not Search, GM presents a secret check to find haunts that usually require searching, as well as spirits, ethereal creatures and beings made entirely of spiritual essence, would be celestial, demons and monitors. You can also potentially observe ethereal creatures and spirits inside solid objects, provided they are within 30 meters of you. This applies while you search, while searching, and on the auto secret check you get while exploring, even if you're not looking. You can still only see the spirits on a successful check, and you can't see them if they're more than 1.5 meters inside an object. When you notice a creature with your spiritual sense, you also find its location, making it hidden for you if it had been undetected. Steady SpellcastingFeat 6 Oracle Confident in your technique, don't easily lose focus when you cast a spell. If another creature's reaction disrupts your spell action, try a DC 15 check. If you succeed, your action will not be interrupted. Read DisasterFeat 8 Divination Exploration Oracle Prediction You spend 10 minutes and open up to the divine mysteries of the world, looking into the most sinister signs of the future. You gain the effects of the augur, only you learn about the dangers that await you; any results of weal are instead nothing, and the results of weal and woe are instead woe. If you are legendary in Religion, it only takes you 1 minute to read the disaster. Oraculars Warning [Free Action] Feat 10 Divine Oracle Trigger You're about to run the initiative. You have a flash of understanding about the imminent danger related to an ally, and you can shout or gesture to warn that ally of the threat a moment before it materializes. An ally of choice can run twice for the initiative and use the best result; This is a wealth effect. If you are legendary in Religion, you will receive two visions and can warn two allies, giving them both this benefit. However, you are momentarily thrown away by divine intuition and need to roll twice for your initiative and use the worse result. This is an effect of misfortune. The two effects are related to each other; If you avoid the effect of bad luck for any reason, or if any of your allies cancel their wealth effect, your oraculary warning does nothing. Depending on the use of gestures or calls, this action takes on either the visual or auditory trait. Surging Might [1 action]Feat 10 Manipulate Oracle Metamagic With a complex gesture, you focus the divine power of the spell to overcome enemy resistance. If the next action you are using is to throw a The spell ignores a quantity of target resistance equal to your level against all the following types of damage: chaotic, bad, good, legal, negative and positive. This This to all damage caused by the spell, including persistent damage and damage caused by a continuous effect of the spell, would be the positive energy in a field of life. That doesn't make the spell ignore the immunities, it's just the resistances. Domain FluencyFeat 12 Oracle Premises initial domain spell You command a deep understanding of the divine domains related to your mystery. Choose one of the domains associated with the mystery for which you have an initial domain spell. You win an advanced domain spell in that domain, which you cast as a revelation spell, making it win the curse trait. Increase the number of focus points in the focus pool by 1. Magic SenseFeat 12 Detection Divine Oracle You have a sixth literal sense for ambient magic in your vicinity. You can feel the presence of magical aours as you have always been using a level 1 detect magic spell. This detects magic only in the field of vision. When you search, you get the benefits of a Level 3 detect magic spell on things you see (in addition to the normal search benefits). You can disable and start this with a free action at the beginning or end of your row. Mysterious RepertoryFeat 14 Oracle Your mystery holds the unknown depths of magic not always associated with the divine. You can have a spell in the spell repertoire not on the divine spell list, in addition to the spells you have added to the spell list of the facts would be Divine Access. You cast that spell like a divine spell. You can change what spell you add and from what tradition you could any other oracle spell, but you can't use this feat to have more than one spell from another tradition in your spell repertoire at the same time. Various MysteryFeat 16 Oracle Premises Advanced Revelation You expandyour understanding of the divine and can achieve in the wonders of a different mystery. Select a revelation spell from a mystery other than your own. You can only choose an initial revelation spell or an advanced revelation spell. When you cast this revelation spell, you will get the effects of the minor curse from that mystery, in addition to the normal curse effects you will gain from casting a revelation spell. This additional minor curse effect remains until the following daily preparations. Any skill that allows you to cast a revelation spell without increasing the severity of the curse also prevents you from gaining this additional curse effect. You cannot cast the chosen spell of revelation if any of the following conditions are true: the effects of the curse of its mystery directly conflict or deny the effects of the curse of your own mystery, the curse would have no effect on you (for example, removing a skill from the original mystery that you lack), or any of these criteria would be once you've finished casting the spell. Portable Spell [1 action]Feat 16 Mental Metamagic Metamagic Your Visual Slapcasting is full of quirky lights, esoteric gestures, and other captivating effects that befuddle your enemies. If the next action you are using is to cast a spell, any creature that tries to use a reaction triggered by the distribution activity of a spell takes a penalty of -2 circumstances to attack the rollers and skill checks rolled as part of the reaction. In addition, if the spell includes a spell attack roll or requires a saving throw, creatures hit you or who don't save them are fascinated by you until the beginning of your next row. Blaze of RevelationFeat 18 Oracle Your mind and body can withstand, for a short time, the devastation of de-amplifying your curse. When you become overwhelmed by your curse, you can prevent the effects for up to 1 minute. On each of your turns during this time, you can cast a revelation spell tuned by your mystery (but not domain spells, Spells from Various Mystery or other revelation spells that you have gained from other abilities) without spending Focus Points or taking other negative effects. At the end of the minute, the durations of any revelation spells you cast during this ending time, take the normal effects of being overwhelmed by your curse, and you must try a DC 40 Fortitude save. Critical success You are not affected in any other way. Success You are drained 2 and cannot reduce or remove this condition until the following preparations. Failure You are drained 4 and cannot reduce or remove this condition until the following preparations. Critical failure Mori. Divine EffusionFeat 18 Oracle The power of your mystery passes through you like a font of divine energy, even when your magic decreases. Twice a day, you can do a spell after you have run out of spell slots at the appropriate spell level: The two spells that you have cast with this feat must be of different levels of spell. Mystery ConduitFeat 20 Oracle The power of your mystery lets you throw more than just spells of revelation. When you cast a spell of level 5 or lower, which has no duration, instead of spending a spell slot, you can advance the effects of the oraculary curse in the same way as when you cast a spell revelation. A spell cast in this way wins the feature of the curse. ParadoxicalmysteryFeat 20 Oracle Premises Greatest Revelation The truest depths of your divine mystery are meaningless and contradictory, giving you changing powers that even you can barely begin to understand. Each day during daily preparations, choose a basic or advanced domain spell from any domain in the Basic Regulation or from another domain to which you have access or any initial or advanced revelation spell from another mystery. Win the spell as a spell of revelation until daily preparations, and has the feature of the curse. Trait. Trait.