

FANTASTIC FEATS

- VOLUME XXV -

ORACLES



Preface

Fantastic Feats Volume 25

Oracles

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of “Fantastic Feats” – a series of feats based around a certain theme or subject – is about Oracles, the mysterious vessels of divine power.

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Oracle Feats

As an additional prerequisite, all these feats also require the user to be an Oracle. This is defined as having one or levels in the Oracle class. If for any reason this class is changed or the character stops being an Oracle, then access to these feats and what they provide is prevented until the character regains the ability to be an Oracle.

Bonus Oracle Skills Improvement

The mysteries revealed to an Oracle are sometimes a bit clearer for you, making any skills granted a bit easier to understand and learn from.

Prerequisite
2nd level

Bonus

The bonus skills gained from a mystery are improved by an amount equal to the character's WIS Bonus.

Special

Can only be taken once

Boost Healing/Infliction

Sacrificing your health to help or hinder another is nothing new.

Prerequisite
CON 12+

Bonus

For a sacrifice of 2 HP, an Oracle may increase the amount a cure or infliction spell does by 1 point. This may be done a number of times per day equal to the character's CON bonus.

Special

The damage done via this feat cannot be healed except by rest.
If taken twice the boost becomes a 1:1 ratio.

Divine Combat Boost

The divine mysteries an Oracle can perceive can grant them an edge in combat, but it does take a slight toll on their mortal body.

Prerequisite

1st level, Dex 12+ or INT 12+ STR 12+(see below)

Bonus

Pick one of the following when this feat is taken. Each has their own prerequisite that needs to be met.

Once per day, for a sacrifice of 2 HP the Oracle is granted the one of the following options in combat:

Min Damage increase by +1 (STR 12+)

Initiative bonus of +2 (DEX 12+)

Spells cast have a +2 increase to the DC to resist them (INT 12+)

Special

If the feat is taken multiple times, assuming the prerequisites are met, the effect stacks. So 2 HP sacrifice will provide two or all three bonus at once.

Divine Damage

The mysteries an Oracle follows can guide their hand in combat or allow for a tad more divine power to empower their spells when fighting those that oppose them.

Prerequisite
WIS 14+

Bonus

Once per day, when fighting an enemy who has an alignment that opposes that of their deity, they may re-roll any damage dice, from miracles cast to melee combat and take the better result.

Special

Can only be taken once

Intense Revelations

The mysteries an oracle has access to would burn the mind of other mortals. This knowledge can provide a tangible benefit to the oracle.

Prerequisite

1st level, WIS 14+

Bonus

Any random rolls for damage that are associated with an oracles revelations have +1 to the minimum roll, so , for example, a 1-6 roll would become 2-6 etc.

Special

Can only be taken once.

Oracle Spell Power

The mysteries flow stronger through some oracles when compared to others. This grants them a bit more power when compared to their peers.

Prerequisite

1st level, WIS 14+

Bonus

The bonus spells from oracles mysteries work as if the oracle is one level higher for level based determination of effects.

Special

Can only be taken once.

Stronger Curse

Some mortals are chosen for greater things. They have a more powerful curse inflicted on them, but in return get abilities sooner.

Prerequisite

1st level, WIS 14+

Bonus

Level based effects of an oracles curse are treated as if the oracle is one level higher.

Special

May only be taken at the time of becoming an oracle and cannot be changed later. Any negative effects as also increased.

Also Available

Fantastic Feats Volume II Combat, Weapons & Armor

Give your oracle an edge in combat with these feats themed around combat, the weapons they wield and the armor that protects them.

Fantastic Feats Volume X Clerics

Need more feats for your oracle? Then check out Volume 10 in the Fantastic Feats series, with 7 more feats that your follower of the divine can use.

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