

# Oracle

Throughout history, there have been rumors of people that can see the unseen, foretell the future, and derive portents from the random chaos of the world. These people have been called oracles, seers, shamans, and many names besides.

Oracles are typically not taught but born. They may receive tutelage from another oracle once they learn what they are though the burden, ultimately, is theirs alone to bear.

The curse of the oracle is that the closer an individual is to the seer, the more difficult it is to glimpse their future. An oracle that would serve a community must hold herself apart from them or find herself unable to come to their aid. A close confidante may come to a tragic end that the oracle was unable to see coming. The more entangled with an Oracle's future a person is, the more difficult it is to see their Fate. To be an oracle, is to be set apart from others; it can be a lonely existence.

## Oracle Benefits

The Oracle exists only as a partial Mage class, to be taken by an Adventurer alongside another partial class. A Partial Warrior/Oracle might be soldier able to stride into the most frenetic melee and emerged unscathed. A Partial Expert/Oracle might be a historian and advisor, using her knowledge of the past and future to guide a kingdom. A Partial High Mage/Oracle might be an arcanist who has glimpsed a horrible future and is determined to use whatever powers he can to avert it.

All Oracles gain Know as a bonus skill, acquiring it at level-0, or level-1 if they already have it at level-0. Knowledge of history, of iconography, of dreams and faraway lands are all necessary to interpret the visions that an Oracle receives.

Oracles do not cast spells, though their Arts are certainly wondrous and magical. In times long past, Oracles were protected at all costs. These days, an Oracle must often protect herself, by spell or by blade.

### Partial Oracle

Level	Arts
1	Precognition and Any One
2	Any One
3	Any One
4	Any One
5	Any One
6	Any One
7	
8	Any One
9	Any One
10	Any One

## Arts of the Oracle

Oracle Effort is calculated with Know rather than Magic, with the PC's maximum being equal to their Know skill plus the better of their Intelligence or Wisdom modifiers, to a minimum of one point.

All Oracles have the **Precognition** Art but may develop other abilities over time. Oracular abilities are entirely invisible, even to magical senses. Abilities that detect the supernatural in a broader sense may detect an Oracle's abilities. However, while an Oracle may appear completely mundane, witnesses to their abilities quickly figure out that something uncanny is going on. In lands unfriendly to their kind, Oracles take care to disguise the source of their knowledge, claiming to be spies or sages.

**Precognition:** The Oracle gains a progressively greater intuitive understanding of the future. Each invocation of the Precognition technique requires a Main Action, that the user Commit Effort, and a Know check with the better of Wisdom or Intelligence to determine how far into the future the Oracle may see. The length of the time this Effort remains Committed depends on the relationship between the seer and the target, as there is a barrier that clouds the future of the Oracle and those whose futures are entangled with her own.

Asking a question about an *Acquaintance*, with whom the seer shares no personal relationship, requires Effort for the Scene. Asking a question about a *Friend*, with whom she shares an intimate connection, such as a confidante, adventuring companion, or bodyguard, requires Effort for the Day. In addition, the Oracle receives a -2 penalty to her Know check. The Oracle cannot perceive her own future at all and therefore may not ask questions on her own behalf. Nothing prevents her from asking what will happen to a target standing next to her, who intends on performing an identical action, and seeing her own fate secondhand.

Once triggered, the seer gets a single brief vision related to the question about the future that they're asking. This vision is always from the personal vantage point of the person for whom they are asking the question and never reveals more than a minute of insight, though the seer processes it instantly as part of the ability's use.

The GM should answer the question as if the target were about to perform the act or engage in the investigation pertinent to the question. Thus, if the seer wanted to know what stepping on a floor plate would do and the GM knows that it's connected to a scything blade, the seer might get a vision of flashing metal and sudden death. If the plate were on a time delay and caused something to happen past the time limit of Precognition, however, the seer might just see a vision of her target waiting patiently, with nothing happening.

Visions should relate to actions and events, not abstract facts. Precognition couldn't tell a seer who the crime boss of a slum neighborhood is, for example, but it could give a vision of a target caught in the next bloody riot and the gang boss who's directing the myriad thugs. It couldn't reveal the name of a guard, but it could show the Oracle the impending moment that the next guard patrol will enter the area the target intends to infiltrate. Only the most important or significant information is conveyed by the ability, even if multiple events of interest might transpire during the time limit.

This ability can only be used on a given question or topic once until the situation changes substantially or a week goes by. The maximum time limit of the vision is dependent upon the seer's Know check, as outlined in the table below:

Int or Wis/Know	Time Limit
<b>5 or less</b>	The vision fails.
<b>6</b>	One minute into the future.
<b>7</b>	One hour into the future.
<b>8</b>	One day into the future.
<b>9</b>	One week into the future.
<b>10</b>	One month into the future.
<b>11</b>	Three months into the future.
<b>12</b>	One year into the future.
<b>13+</b>	GM discretion.

## Other Oracle Arts

**Anguished Vision:** With tremendous concentration and will, the Oracle may force herself past the barrier that clouds her own future, allowing her to clearly foretell her own future for the next several seconds. As an Instant action, the seer may Commit Effort for the Day and declare what they have just done or seen was a vision of the immediate future. Time rolls back to the start of the initiative count in a combat turn, or six seconds earlier if out of combat. Nothing that happened during that round has actually come to pass yet. This vision may be shared with up to a dozen allies, allowing them to take different actions this time around. This ability cannot be used more than once per day.

**Careful Step:** You can instinctively sense when you are in unexpected danger or about to walk into an ambush. This premonition comes just in time to avoid springing a trap or to negate combat surprise for themselves and up to a dozen companions. The Oracle must either Commit Effort for the Day when this ability is triggered or lose use of it for the remainder of the day.

**Dance with Fate:** You dance through a storm of blades, untouched; you know where they will be, so you are not there. As a Move action, Commit Effort for the Day. For the rest of the Scene or until you are successfully hit with an attack, you are immune to the effects of **Make a Swarm Attack**.

**Divine Text:** By touching a book, scroll, or other text the Oracle may compress her future, absorbing the knowledge of the tome in an instant. The seer must Commit Effort as an On Turn action and touch the text, which may require an attack roll if the text is being carried by another being. The text must be in a language the Oracle knows or could reasonably learn. If the seer is also a Partial Mage capable of casting spells, they may use this Art to absorb the knowledge of a single spell they are capable of casting, transferring it onto a scroll or spell book in their possession. The Effort remains Committed for the length of time it would ordinarily take to read the text, transcribe the spell, or learn the language, as applicable. Only one instance of this ability may be active at a time.

**Evil Eye:** You grasp the threads of Fate and weave them around a target, tangling them hopelessly. As a Main Action, Commit Effort for the scene. One target you can see must roll all attack rolls, skill checks, and saving throws twice, taking the worse result each time. Any attempts to hit the target and damage dice rolled against them may be rolled twice and the better result taken. Intelligent targets may make a Mental saving throw at the end of each round to throw off the effect; this saving throw is not penalized by the power.

**Fate's Shield:** You receive a brief glimpse of an incoming injury and weave the threads of Fate to shield yourself from it. As an Instant action, the seer can Commit Effort for the Day to force an attacker to reroll a successful attack roll. This ability only functions against their person, not attacks aimed at a vehicle they're occupying or harm that doesn't involve an attack roll. It does function against harm aimed at their mount, provided they have the reins. If the rerolled attack still hits, however, the threads snap around the seer, disabling use of this power for the rest of the day. This ability can only be used once per attack.

**Follow the Thread:** By tracing back a single thread of Fate, the Oracle may divine the past of a single object. The seer must Commit Effort for the Scene as a Main Action. The Oracle may learn the entire chain of ownership of the object, which must be smaller than a house. Abstract details such as the owners' names are not revealed but the Oracle may see previous owners' appearances and the details of how the object changed hands and where. This ability reveals this information about its owners and how it changed hands all the way back to the item's creation if the seer so chooses, though if this history leads into the Mythic Past or before some cataclysm, the GM may choose to reveal only vague details from before this time, if they reveal anything at all.

**I've Seen This:** You see a conflict coming and prepare for it. After all initiative in an encounter has been rolled, the Oracle may choose to Commit Effort for the Scene as an Instant action to treat their own initiative as one point higher than anyone else's in the scene. If another

participant has this power or some other ability that grants automatic initiative success, roll initiative normally to determine the order amongst those individuals. If the Oracle chooses to Commit Effort for the day, they may share this ability with up to a dozen allies, though they then lose access to this ability for one week.

**Not My Time:** This powerful ability cannot be taken before 8<sup>th</sup> level. You cannot see how you will die, but sometimes you can sense that today is not that day. The Oracle grabs hold of the threads of Fate and yanks violently, pulling themselves away from their demise. This ability triggers automatically when the Oracle is about to die, provided they can Commit Effort for the day. On triggering, random events somehow conspire to leave the seer alive, even if ridiculous luck and outrageous coincidences are required. Provided the Oracle doesn't leap back into danger immediately, their life is secure for the next few minutes, though this doesn't guarantee they will be well of mind or body. This ability may only trigger once per week.

**Loom of Fate:** The Oracle can sense impending failure and attempt to reweave the future to salvage the action. As an Instant action, the seer can a visible ally and Commit Effort for the Scene to allow them to reroll a failed hit roll, saving throw, or skill check, taking the better of the two rolls. This ability cannot be used on the Oracle herself unless she also has **Pierce the Veil**, as the barrier that clouds her future prevents it. This power disrupts the delicate threads of Fate and cannot be used on a given target more than once per day.

**Name Your Price:** By laboriously combing through the threads of Fate, the Oracle may find the one thread to pull to manipulate a target into doing what the seer desires. The Oracle must spend at least a Scene speaking with the target, then Commit Effort for the Day as an On Turn action. The seer may then learn what payment, service, threat, or action it would take to get the target to do a specific action. If the requested act is not something the target would perform under any circumstances, the Oracle is informed, and Effort is only Committed for the Scene.

**Pierce the Veil:** Through rigorous training or prodigious will, the Oracle has trained herself to see past the barrier that clouds her own future and that of those whose future is entangled with her own. The future of *Friends* may now be perceived without penalty, by Committing Effort for the Scene, while the future of an *Acquaintance* may be foretold without Effort, provided the question asked does not directly pertain to the Oracle or her *Friends*. The Oracle may now perceive her own future directly by Committing Effort for the Day; this levies a one-point penalty to the seer's Know skill for the purposes of determining the time limit of Precognition.

**Personal Prophecy:** This powerful ability cannot be learned before 8<sup>th</sup> level. Though you still cannot clearly

see your own future, you may dictate it instead. As a Main Action, the Oracle may make one prediction involving their personal future or their future condition within the next year. Provided they take reasonable actions to bring this future about, no direct resistance is mounted by an enemy, and the circumstance doesn't seem highly improbable to the GM, it will come to pass. The Oracle must Commit Effort when this ability is used, and that Effort remains Committed until the prophecy comes to pass or is abandoned. The Oracle may only prophecy in this manner once per month and only one personal prophecy may be active at a time.

**Scrying Pool:** You cast a representation of a target into a pool of reflective water to spy upon them. This Art requires that the Oracle either have one of the target's belongings or that they craft a doll in the target's likeness. One casting the belonging or effigy into a pool of water, the Oracle Commits Effort for the Day as an On Turn action and is granted a vision of the target. The vision lasts for a scene, during which time the seer can see or hear as if they were at the target's location and may move the point of view around, provided the target remains at the center of the vision and no more than ten feet away from the seer's point of view. This may prevent a clear view of the target's location, depending on the circumstances.

This vision may be visible to others that can see the pool, at the seer's discretion. If the target has more HD than the Oracle's level, they may make a Mental saving throw to prevent the vision. Unlike other Oracle Arts, this ability is visible to arcane senses at the target location and a successful saving throw grants the target an ominous feeling of being watched. This ability may be used on a given target no more than once per week.

**Sense the Need:** At some point in the recent past, the Oracle had a vague but powerful premonition that a particular object would be needed. By triggering this ability as an Instant action and Committing Effort for the Day, the seer may retroactively declare that they have any one object they could have reasonably acquired and carried along to this point. This object must be plausible given recent events; if the Oracle has just been strip searched, very few objects could have been kept, while a seer who has been in the desert for a week is unlikely to be carrying a chunk of ice.

**Sightless Sight:** Your blind and yet you can see. Your eyes are damaged in some way that is unmistakable, such as clouded over. You can see perfectly regardless of darkness, fog, or other obfuscation, though areas of dead magic may render you truly blind. You receive a +2 bonus on all Notice checks to search, find hidden things, or perceive what cannot be seen. Commit Effort for the Scene as an On Turn action to see through invisibility and illusions for a number of rounds equal to your Know skill, to a minimum of one. At your discretion, you may share this perception with up to a dozen allies.