

RIP and Trip

A Guide to Reach Oracles



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Part 1: What is a Reach Oracle?

A reach oracle is the spontaneous casting version of the sometimes known [reach cleric](#). A reach oracle is a version of a melee/2h oracle, using a reach weapon to utilize attacks of opportunity on the opponent's turn, leaving the oracle's turn free to move + spell cast. This makes the reach oracle much more efficient in terms of action economy, as it can cast more spells than a regular battle oracle, while still putting out similar melee damage. Compared to caster oracles, it will get the same number of spells in, but won't have quite as many spells to use throughout the day due to having fewer bonus spells from having lower charisma. It also has trouble using metamagic spells other than Quicken Spell due to needing to use its move action. It makes up for these drawbacks though by having a melee presence at the same time, and being useful after spells are all expended.

Combat maneuvers can be a large part of the build if you are choosing the Battle revelation, and they add a lot of versatility to the mix. Keep in mind though, that combat maneuvers start losing their power at higher levels in most campaigns as monster CMD's start getting stupid. Trip (generally the maneuver to pick) will only really remain viable if the enemies are higher leveled humanoid characters.

So why choose a reach oracle over reach cleric? Spontaneous casting, mostly. Some people prefer prepared, some prefer spontaneous. You're much more adept in melee due to powerful revelations as well, but, like in comparison to pure caster oracle, have a much harder time casting with metamagic. In this case, you also lose access to Sacred Summons, which is a big blow if you like summoning. There are ways around that, but they aren't ideal. Skill based campaigns may call for an oracle, since they have double the skill ranks of a cleric. Lastly, the flavour of oracle is more fun for many people, with the curse and all.





How do I play it?

It's quite simple actually, after you get the hang of it. Your first turn is casting a spell, then using a move action to get into a position that entices enemies to approach you. This makes them provoke attacks of opportunity from you. On every turn after that, you move away from the enemies that approached you and into another space that entices them to approach, using Acrobatics to avoid provoking AoO's on yourself, then cast another spell or make another standard action. Rinse and repeat until they don't follow you or have to walk through your threatened squares. Depending on your team composition, this can be 2-3 turns, or go on indefinitely.

Wait, depending on team composition?

That's right. If your entire team is as mobile as you are, then you can keep enemies moving forever. Assuming your squishy/squishies have ways to avoid being in the midst of battle (like flying), you can have other reach or mobile allies to work with you. Other frontliners that work well with the reach oracle are any other class that can use reach + combat reflexes (another oracle, a cleric, a druid, etc) or a vital strike build, especially a ranged one (warpriest, kensai, eldritch archer, or card caster magus, etc). Building a whole team around a mobile battlefield can really be a fun way to play.

Part 2: Building Your Character

Colour legend:

Red: Terrible option in most circumstances, avoid

Orange: Bad option, but has some circumstantial uses

Green: Good option, but there are better ones

Blue: Very good option, something to seriously consider

Purple: Class defining

Stats:

Strength: Primary stat in the majority of circumstances. This has to be a minimum of 16, ideally 17.

Dexterity: Secondary stat. You need this for AC, initiative, reflex saves, and most important, more AoO's. This needs to be 14 if you ever plan on using Enlarge Person or Righteous Might. This can be the primary stat if you take Weapon Finesse and Agile Maneuvers, then enchant your weapon to be Agile.

Constitution: Secondary stat, you want 14. 12 can be possible if you find room for the toughness feat, and are in a 15pb or lower game, but try not to. You only have d8 hp and will be taking hits regularly

Charisma: Tertiary stat. You won't be casting spell that allows a save unless it affects a multitude of enemies, so you only need to hit 19 to be able to cast 9th level spells. You can reach this 13 and the appropriate headband. Past that is just for bonus spells

Intelligence: Mostly a dump stat. You get 4-5 skill ranks per level depending on the race you chose already, and need it for nothing else. However, skill ranks are one of the reasons to go Oracle over Cleric, so probably don't dump this to 7. If you're using a Wargsighted Oracle, this will probably need to be 13, and Dex or Con will have to drop to 12-13 or so.

Wisdom: Dump stat. Will saves are important, but you use it for nothing else, and items can cover that bit

Races:

Human: You'll be picking the Martial Tradition alternate trait if you're using an exotic weapon, or using your bonus feat to take Extra Revelation- Skill at Arms if using a martial. The extra skill rank is a great addition

Half Elf: Whether you pick this or human depends on whether or not you need the extra skill rank. Half Elves can also get exotic or martial proficiency in one weapon at level one due to Ancestral Arms. They don't have the skilled class feature, but do have access to Paragon Surge, which is an amazing spell, even after the nerf.

Half Orc: Same floating +2 as the half elf and human, but no proficiency means this is a bad choice most of the time. Sacred Tattoo + Fate's Favoured is still a great combo, but generally not worth it, as you'll lose out on the feat. As a result you'll either use a longspear for the first 2 levels or (less advised) take Combat Reflexes at 3 instead of 1. Toothy alternate racial trait lets you threaten 5 feet with a bite though, which is useful.

Tiefling: Demon Spawn (Pitborn) gives +2 Str, +2 Cha, -2 Int. This is an excellent stat array, but you'll suffer the same loss as Half Orc featwise. Maw or Claw alternate racial trait lets you threaten 5 feet with a bite though, which is useful. Lastly, Prehensile Tail lets you use metamagic rods without needing to use a move action whenever you plan on pulling them out. This is because you can draw them for free when you move at +1 BAB. Weapon cord solves the move action to put away.

Aasimar: Angel Blooded (Angelkin) gives +2 Str, +2 Cha, which is even better than the tiefling stat array. No feat, which is still a big loss, and no natural attack either.

Gathlain: You're here for one thing: fly speed. Stat array is +2 Dex, +2 Cha, -2 Con which is mediocre, and no feat or natural attack.

Strix: Same reason as Gathlain, but with better fly speed and maneuverability at the expense of worse stats. +2 Dex -2 Cha



Example Stat Arrays:

PB25: 17+2 / 16 / 14 / 8 / 7 / 13

PB20: 17+2 / 14 / 14 / 8 / 7 / 13

PB20(dex): 8 / 17+2 / 16 / 10 / 7 / 13

PB15: 16+2 / 14 / 13 / 8 / 7 / 13

PB10: If you have to play PB10, pick a caster based Oracle

Favoured Class Bonus:

Almost always HP. You want higher con than you have. Picking up the occasional spell with human favoured bonus can be okay, but avoid when in a pb20 or lower game if at all possible.

Traits:

Ancestral Weapon: Free MW cold iron or silver weapon you are proficient in, plus a +1 trait bonus to hit with weapons made of that material. This works even if you are taking proficiency later, since you can

choose a cold iron longsword, then get a cold iron fauchard or other weapon later and still gain the bonus to hit. Less appealing when you don't get the free cold iron or steel weapon you plan on using right off the hop, but still excellent.

Armour Expert: -1 to ACP. Useful if using mithral full plate, not very worth it otherwise.

Bred For War: +1 CMB is great, since combat maneuvers is one of the reasons to pick reach oracle. Human only, so via the adopted trait if you chose a different race. Ancestral Weapon is just better though.

Fate's Favoured: Divine Favour is a great spell, especially if you quicken it. This makes it better, plus any other spells you have that grant luck bonuses. Extra good in combo with Sacred Tattoo half orc.

Magical Knack: If building a dex based character, a one level dip in Swashbuckler rids you of the need to take 2 feats, this allows you to keep your casting at your HD level.

Magical Lineage: Use in combination with Metamagic Master on Fate's Favoured or Paragon Surge to Quicken Spell it at +2 spell level. Take both or none, usually via Additional Traits feat.

Metamagic Master: Use in combination with Magical Lineage on Fate's Favoured or Paragon Surge to Quicken Spell it at +2 spell level. Take both or none, usually via Additional Traits feat.

Reactionary: Initiative is preemo

Reckless: +1 trait bonus on acrobatics and it's a class skill. Essentially +4, since it isn't normally for you. You need acrobatics to avoid provoking AoO during your movement, so this is a great boost, especially at lower levels. In between blue and purple.

Weapons:

It should also be noted that Human and most half elf reach oracles will be using martial and exotic weapons, respectively. Humans use martial weapons when using the Battle revelation because they will be taking Skill at Arms, largely in part for the heavy armour proficiency. Martial proficiency comes with that. Half elves can give up adaptability to be gain EWP in a single weapon (Ancestral Arms). This is often the best choice for them, as the 18-20 crit range (and later 15-20) is more useful than the +1 to hit from Eye for Opportunity, and Dual Minded isn't as needed on a class with a high will save. Half elves that need Skill Focus (for Eldritch Heritage) and tieflings will be using a longsword as they do not have a feat to burn on getting fauchard. This is unless they choose the Metal revelation, in which case they'll be taking Skill at Arms anyways.

Exotic

Fauchard: reach, trip. 1d10 18-20x2. THE weapon to go with if half elf, only negative is no disarm.

Kyoketsu Shoge: reach, disarm, grapple, monk. 1d4 20x2. With disarm and grapple, you can choose one maneuver, and use the other, just less effectively. Excellent choice for Warsighted oracle though. As well, by RAW, the blade is used in one hand, and ring swung via both hands. Only ring has reach, so it

should threaten both 5 and 10 feet. Can be used with the Ascetic Style feat and Amulet of Mighty Fists for cheap enchantment cheese.

Kusarigama: reach, trip, grapple, double, monk. 1d3/1d6 20x2. Same as Kyoketsu Shoge, except each end is enchanted differently and can be used with TWF. Has trip instead of disarm.

Flailpole: reach, disarm, trip. 1d8 20x2. Less damaging than the Fauchard but again can use multiple maneuvers.

Mancatcher: reach, grapple. 1d2 20x2. Inferior to the 2 monk weapons in every way

Crook: reach, trip. 1d6 20x2. Mostly inferior to Fauchard, but you can grapple an enemy 5 feet in front of you without dropping your weapon or taking the -4 for grappling one handed.

Elven Branched Spear: brace, reach. 1d8 20x3. A viable option for a half elf wanting to do a dex build. Since it doesn't require an effortless lace, it's a cheaper option. Still requires EWP, so a human or tiefling may want to take a martial weapon and attach the lace.

Tactically Adapted martial weapon. Martial weapon with disarm or trip added on to it, but not affordable at level 1. Valid option if starting from level 5 or so though

Martial

Hooked Lance: reach, trip. 1d8 20x4. The x4 crit is nice, but the larger range with fauchard is more consistent. The fauchard is the better option if you plan on using medium armour, the hooked lance is the better option if you plan on wearing mithral full plate (see Lame curse). Generally the human weapon.

Lucerne Hammer: reach, brace. 1d12 20x2. Inferior to the Hooked Lance- bigger damage die isn't quite as nice as that x4 crit.

Ranseur: reach, disarm. 2d4 20x3. Martial disarm weapon.

Bill: reach, brace, disarm. 1d8 20x3. Ranseur with brace, but slightly lower average damage

Simple

Longspear: reach, brace. 1d8 20x3. What you'll be using for level as a tiefling or as a half elf expecting to take the Eldritch Heritage feats.

Spiked Gauntlet: 1d4 20x2. Always buy this if you don't have a bite attack. It lets you still attack after being disarmed and gives no attack penalty to weapons held with this. It's only 5 gold. It's also a free action to release your off hand from your 2h weapon, so depending on GM ruling this allows you to threaten 5 feet in addition to the 10 feet of your reach weapon. If so, pick up a CI or silver one later on (assuming you took Ancestral Weapon) for +2 to hit.

Mysteries/Revelations:

Ancestor

Skills:

Linguistics and ALL knowledge skills? Well linguistics is mediocre, but every campaign needs knowledge!

Bonus Spells:

Spiritual Weapon/Ally and Telekinesis are either amazing spells or mediocre at best depending on GM ruling, the rest are alright

Revelations:

Ancestral Weapon: Avoids the need for a weapon proficiency feat. Sucks at lower levels, okay at higher levels, but you need a standard action to summon it...

Blood of Heroes: This works really well if you end up with a turn that you don't have to move in, and pretty alright instead of a standard action from level 7 on.

Phantom Touch: You want things at reach, this is bad.

Sacred Council: Excellent for skill checks out of combat, may have some uses in combat.

Spirit of the Warrior: Amazing bar the duration limit.

Spirit Shield: This prevents you from needing to purchase armour and deal with the check penalty. Since the revelation specifically says it forms a shield, there is a shield for you to use magic vestments on, which is great!

Spirit Walk: A way to move through your own stone or iron walls, also fun to use outside of combat.

Storm of Souls: A decent AOE attack, excellent against undead. But you'll usually be buffing with your standard actions.

Voice of the Grave: How good this is, is entirely dependent on campaign.

Wisdom of the Ancestors: This can really help you advance out of combat in a campaign. Divination has uses. That said, you have access to the spells it replaces, this just gives you early access.

Battle

This is the mystery to pick. The best martial capabilities, which is what makes this a valid choice over cleric.

Skills:

Perception is the best skill in the game, **Intimidate** can be really useful. You won't really be using **Ride**, and **Knowledge Engineering** is very campaign dependent.

Bonus Spells:

Basically every spell you get other than Mass Bull's Strength is good battlefield control or a great buff.

Revelations:

Battlecry: This is useful past level 10, if only because it saves a spell slot 3 times/day at that point. +2 to attack rolls and saving throws is pretty alright, and the +2 to skill checks makes this quite useful outside of combat.

Battlefield Clarity: This is very good, and can really save your life once or more per day.

Combat Healer: This sounds better than it is. You don't get as many spells per day as a reach oracle compared to a pure caster, and you use them more than a regular battle oracle. Save this for a regular battle oracle. Use Quicken Spell if you need this

Iron Skin: Again sounds better than it is. Since it has a limit to uses per day, it's basically going to be saved for boss fights. Using spells like Ironskin to increase AC can achieve similar results without taking up a revelation

Maneuver Mastery: This is one of the reasons to pick oracle over cleric, or even just pick this in general. Level as BAB for one combat maneuver, then later gain Improved and Greater feats for that maneuver skipping Combat Expertise is amazing. All for one revelation. This is amazing, but it comes on a little late. Generally by level 6, you'd be expected to have Greater Trip as a trip focused build. However, it DOES give you an effective +4 to trip by level 7 due to the BAB increase.

Resiliency: This can keep you alive long enough to heal yourself with a quickened spell.

Skill at Arms: This is what you take if you choose anything other than half elf and are using a martial weapon (via extra revelation feat).

Surprising Charge: This is one of the ways around Sacred Summons. It can only be used 1-3 times a day, making it less consistent, but it can be used with ANY summon, which makes it more versatile. Take this if you plan on summoning. Otherwise it's useful for metamagic.

War Sight: Rolling with advantage on initiative is stupid good. This is usually your level 1 revelation, but you can take weapon mastery at 1 and this at 3 if that's what you prefer.

Weapon Mastery: This is your level 3 revelation if you pick a race other than human or half elf, and a contender for your level 1 revelation if you pick either of those races. Weapon Focus and Greater Weapon Focus are pretty darn good, especially since you don't normally qualify for GWF. Improved Critical at level 8 is amazing though, especially when paired with a fauchard.

Metal



This is a good choice if you need to frontline and soak up damage, because Armour Mastery lets you wear medium armour (later mithral heavy) and still use acrobatics to avoid provoking during movement, without needing the lame curse. Since you need mithral heavy armour to get the most out of this, you'll be taking Skill at Arms, and will likely stick with a martial weapon. You can't use combat maneuvers as well, and need more feat investment to get almost up to par with Battle, however. Great mystery to pick if there is a Battle reach oracle already.

Skills:

Bluff and **Appraise** are useful, and **Intimidate** can be as well. You won't really be using **Disable Device** much, unless you have no other skill monkey though

Bonus Spells:

Lead Blades, Versatile Weapon, and Wall of Iron are all excellent spells. The rest is okay.

Revelations:

Armour Mastery: This is basically the reason to pick this mystery, and will be your level 1 or 3 revelation.

Dance of the Blades: This is your version of Weapon Mastery. Since you're moving every turn, you'll always gain the bonus to attack, and the other ability offsets the downside of the Lame curse. This is usually your level 7 pick, as that's when it starts being really effective.

Iron Constitution: Great Fortitude does a better job...

Iron Skin: Sounds better than it is. Since it has a limit to uses per day, it's basically going to be saved for boss fights. Using spells like Ironskin to increase AC can achieve similar results without taking up a revelation. Better in Metal than Battle because you have fewer good choices in the first place.

Iron Weapon: Sounds like a way to avoid needing a weapon! Except you already took Skill at Arms, so you may as well just use a martial weapon.

Riddle of Steel: It's a better version of Skill Focus, usable on both craft armour and craft weapon at the same time!

Rusting Grasp: You're attacking at reach, so not usually going to be used.

Skill at Arms: This is mandatory for Metal. Take it at 3 or 1.

Steel Scarf: Your version of Maneuver Mastery, but you can't threaten with it, which is the whole point of this type of build.

Vision in Iron: Scry for free! But scry has a low DC. Not worth it until level 15 at the earliest and only in certain campaigns.

Wood

The benefit of the Wood mystery is that you can avoid the need for armour or weapons via revelations. You can't use combat maneuvers with the weapon you summon though, so it's a straight damage dealing mystery. This has uses for a stealthy forest campaign. Since you don't need the bonus feat or proficiency at level one, and have extra wealth, this mystery is best used with Tiefling. You can use your extra wealth to craft metamagic rods to juggle!

Skills:

Stealth and **Survival** are great depending on campaign. Don't forget you're never encumbered by armour with this mystery, making stealth easier. **Knowledge Nature** is also useful assuming a forest campaign, but useless otherwise. **Climb** isn't often used unless in a piratey campaign.

Bonus Spells:

The spells aren't anything you'll often use. Shillelagh would be great if it worked with longspears. Wooden Phalanx is good, but you wait until 18 to get it.

Revelations:

Bend the Grain: Control the battlefield, but limited uses. Better in later levels.

Lignification: Save or suck effect, which is good. You DC will be lower than a caster oracle's but still better than many spells.

Speak with Wood: Better than Tree Form.

Thorn Burst: Excellent addition to damage. Use this before you move away from an enemy to hit them and force them to walk through caltrops.

Tree Form: Basically a way to be a lookout or spy without getting caught.

Wood Armour: Lets you avoid the need for armour, which is one of the reasons to take this mystery. Take at level 3.

Wood Bond: Wooden version of Weapon Mastery. Stacks higher than Weapon Mastery, and you don't need the Improved Critical because that's built into Wooden Weapon. You want this at 5 or 7 most likely.

Wood Sight: Excellent for spying, especially from level 7 onwards

Wooden Weapon: Lets you avoid the need for a weapon, which is one of the reasons to take this mystery. Has Improved Critical build in via Keen enchantment. Not super useful at levels 1-3 though.

Woodland Stride: Excellent for being stealthy in the woods.

Other Mysteries

Why?

Curses:

I'll be sticking to the APG curses plus some select good ones, as those offer enough variety for choice. Picking other curses is up to player discretion in judging how effective they are.

Clouded Vision

This curse will be annoying for the first 4 levels, but at level 5, your vision grows to 60 feet. This is excellent for campaigns that explore dark areas- caves, buildings, etc, but terrible for open field campaigns. Overall, it's pretty good since you don't need to see more than 60 feet in combat most of the time.

Deaf

This can be useful for stealthy campaigns. Other than that, not being able to hear your teammates can be a hindrance in battle, and the initiative penalty is too big of a loss to be worth it.

Deep One

Excellent for campaigns involving bodies of water. Also a great choice for a second curse

Haunted

This is a curse that can be really fun to role play, and doesn't negatively affect you all that much, unless you're doing a campaign on a ship... You don't really gain anything from it though.

Lame

This one is fantastic from level 10 on. At level 10, you are no longer slowed by any armour, so you can wear mithral full plate (still want mithral to lower ACP) and use acrobatics to avoid provoking. If your campaign goes more than a couple levels past 10, you should very seriously consider this one.

Legalistic

Again, can be fun to roleplay. The +4 can be used for any item creation feat- you just promise to make stuff for people, or for a single summon spell where you plan on summoning multiple monsters (Doesn't specify d20 roll). It's another case of curse that isn't really a curse.

Lich

Mostly for roleplay. The drawback can suck if you have a good cleric in your party, and becomes a benefit if you have an evil cleric in your party. Otherwise a curse that isn't really a curse. Being immune to death effects at 15 is good, but you won't really use the level 5 and 10 benefits.

Lycanthropy

This one is worse than deaf in combat, but better outside of it. It works like tongues, but you talk like an animal in combat. Damage reduction is nice, but you don't get it till 15. 5 and 10 are meh.

Tongues

Most commonly known curse that isn't a curse, and can be fun to roleplay. Your teammates can eventually put a skill point into linguistics and learn your language, negating any drawback you get from this curse. At level 10 you can understand all languages and at 15 you can also speak them all. Can be real useful.

Wasting

The drawback doesn't really matter if you aren't the party's face, and the immunities are great.

Archetypes:

Ancient Lorekeeper

This is available to elves and half elves only. It replaces the mystery's skills with knowledge local and arcana, and replaces all the bonus spells with your choice of wizard spells (though they must be 1 level lower than the highest you can cast) The skills are actually quite useful in many campaigns, and there are many useful spells you can nab, though you kinda grab them a little later than you want. It changes nothing else.

Warsighted

You give up your level 1, 7, 11, and 15 revelations to gain the Martial Flexibility feature Brawlers get. If you take this, you pretty much need to take Dual Cursed otherwise you become feat starved, having to use them for revelations. If you take this with Battle, Maneuver Mastery is less mandatory, but still a great idea.

Dual Cursed

Take a second curse that won't level up (tongues probably) to gain a bonus revelation at 5 and 13. Changes some bonus spells, gets rid of your mystery skills, and gives you access to Misfortune, which is like Divine Interference, and very powerful. Overall, often worth it.

Enlightened Philosopher

This replaces your mystery skills with linguistics and every single knowledge skill. It replaces the bonus spells with some pretty poor ones, and replaces your 7th level revelation with one from the Lore mystery, which gives you +1 Int at 7, 10, 13, 16 and 19. These all stack. The reason to take this archetype is if you need to have someone that can make any knowledge checks. This changes your capstone to make you immune to conditions and able to take 20 on knowledge checks, which is okay.

Spirit Guide

Lose 3 revelations to gain bonus spells known, spirit ability and greater spirit ability, and a single hex. Played right, this can be a neat tradeoff.

Other archetypes

Either take away too many revelations without enough to give back in return, or just aren't worth it at all.

Variant/Multiclass:

Regular Multiclass Swashbuckler

While you almost never want to multiclass a 9th level caster, this can work for dex based oracles. It gives you martial proficiency and weapon finesse for free, so you can choose a hooked lance and go to town!

Regular Multiclass Paladin

One of the ways to get access to Sacred Summons. You can do Cleric too, but that lowers your BAB by 1 unless using unchained leveling.

VMC Bard

This adds to the oracle's usability outside of combat- knowledge checks are important in most campaigns, Inspire Courage is a great help in combat, Inspire Competence outside of it, and Versatile Performance essentially lets you use your acrobatics ranks for fly. Inspire Greatness is useful too.

VMC Cleric

This is how you get access to Sacred Summons if you want it. That's the number one reason to choose this, and boy is it great. On top of that, you can also get access to Channel Energy for mass healing outside of combat (or emergency healing in combat), and some domain powers, though they use a dump stat.

VMC Fighter

Weapon Training is okay, Armour Training is okay. Not generally worth the feats, but can be to some people

VMC Magus

The Magus Arcana and arcane pool are quite useful. Level 11 is a dead level however, as you don't have enough crossover with the Magus spell list and Cleric/Oracle. You'd have to burn one of your 3 arcana to gain Broad Study to use it properly, and even then you can't use it effectively unless you're enlarged at the time, otherwise the enemy is close enough to 5 foot step into you, preventing you from getting your AoO's.

VMC Paladin

This is the second way to get Sacred Summons, as this gives you an aura of good! This is actually less restrictive than clerics, who give auras of LG, NG, CG, CE, etc. The code of conduct is much more strict though. You only ever get Smite Evil once per day, so not quite as good as domains, so the big difference is Channel Energy vs Lay on Hands. LoH is better for self-healing, because it's actually good in combat, and CE is better for party healing.

VMC Sorcerer

You take this to get 2 things: a familiar and use of metamagic feats without increasing casting time. Arcane is your bloodline for this. As a bonus, you get any one sorcerer/wizard spell of a level you can cast at level 9, 13, and 17. This VMC can be bypassed through a series of feats (Eldritch Heritage), which is better in some circumstances (especially if you're a half elf).

Part 3: As You Progress:



Skills:

Acrobatics: You NEED this to avoid provoking. One rank here per level.

Appraise: Campaign dependent.

Bluff: You have the charisma to be party face if need be.

Craft: You may need this to make your weapon later on if you chose an exotic and not Ancestral Weapon

Diplomacy: You have the charisma to be party face if need be, and this is a class skill.

Intimidate: Needed for intimidate/Enforcer builds.

Knowledge: At least one will be needed for almost every campaign. Take what you can and what you need.

Perception: The best skill in the game. Maybe not if your curse is Clouded Vision.

Spellcraft: Take if you will be creating items.

Stealth: Useful for certain campaigns and especially if using the Wood mystery.

Feats:

Additional Traits: You pick up the metamagic lowering traits. Excellent with Quicken Spell. Used for Divine Favour if human/tiefling, or if half elf, paragon surge or paragon surge + divine favour.

Combat Casting: You shouldn't really be needing to make concentration checks.

Combat Reflexes: Necessary for the build. You take this at 1.

Stand Still: It's okay.

Craft [Magic]: Excellent way to save money as always. You probably have the ranks for it. If a half elf, you'll probably retrain this away at 12 due to Paragon Surge.

Dedicated Adversary: This is something you pick up with Martial Flexibility or Paragon Surge, and not as a regular feat.

Divine Interference: Straight up godly. Makes your party immune to crits. Great idea even if you already have Misfortune, as you can use this multiple times on the same enemy if need be.

Dodge: +1 to AC is okay, but not really worth a feat. Go to feat to take if you plan on retraining it.

Mobility: If the enemy's CMD is too high for you to reliably acrobatics check, their bonus to hit is probably too high for this to be worth it either.

Eldritch Heritage: Requires Skill Focus, which kind of stinks, but the benefits are great if you choose the Arcane Bloodline. You get a familiar when you take this feat, and gain access to the improved versions

Improved EH: Gives you access to Metamagic Adept, which gives you the ability to not increase the casting time with metamagic feats. With Paragon Surge, you can take it again for the New Arcana power and gain temporary access to ANY sorcerer/wizard spell of a level you can cast.

Enforcer: You have the skill ranks for Intimidate, and can spare a +1 bonus for the Cruel enchantment.

Expanded Arcana: Terrible to pick as a feat on leveling, since favoured class bonuses can do something similar. Instead, this is taken with Paragon Surge to gain temporary access to any cleric/oracle spell.

Extend Spell: Take this by level 12-13 if you're a half elf to abuse Paragon Surge into giving you every item creation feat for free. Or retrain into it at 12 if you have a magic item creation feat.

Outslug Style: Requires a fair amount of feat investment, and as you need the whole line +more, and a versatile designed weapon, but the results can be extraordinary for a regular build, or a summoning build with the Warsighted archetype, believe it or not.

Outslug Weave: This pumps up your AC a bit, but most importantly is a prereq for Sprint.

Outslug Sprint: This is the reason to take this feat line. 10-foot steps! You can either summon then make a 10 foot step, or standard action + Martial Flexibility flex all 3 feats.

Power Attack: Excellent for hitting things, but attack penalties apply to CMB too. So if you have this active when you want to trip, you take to penalty for no benefit. Good for under level 7 before you take Maneuver Mastery, after trip is no longer relevant, or if you choose a different revelation.

Quicken Spell: Take this to swift cast Divine Favour and/or Paragon Surge. Maybe and emergency heal in combat.

Shield Focus: This is a worse version of Dodge if you are using a buckler. Used as a prereq. Equal to dodge after you take what it's a prereq for.

Unhinderling Shield: Gain buckler's shield bonus while 2 handing. It's pretty broken

Spell Expertise (Minor): Saves the cost of a Pearl of Power, but first level ones are cheap.

Spell Expertise (Major): Saves 50k worth of Pearls of Power.

Spell Focus (Conjuration): Useless, but a prereq.

Augmented Summoning: Excellent bonus for any summoning focused Oracle.

Superior Summoning: It doesn't get better than this.

Spell Perfection: If you have 3 metamagic feats, you retrain Additional Traits into this at 15.

Steadfast Personality: Most will saves are mind affecting, so this compensates for your dumped will save better than Iron Will.

Summon Evil Monster: Sacred Summons, but for LE, NE, and CE monsters. Ask your DM if you can play as LE character just to use this, it's a ridiculously good feat.

Toppling Spell: Depends on your GM's ruling on Spiritual Weapon/Ally.

Toughness: You need health.

Spells:

Level 0

Create Water: Very useful out of combat in survival situations.

Detect Magic: Use whenever you think there MAY be magic around.

Guidance: Easily the best outside of combat 0 level spell. The +1 on skill checks is great.

Light: Useful for exploring dark places as long as you do not have Clouded Vision as your curse. Even then helps everyone else out.

Mending: Excellent to have on backup in case of sunder if your GM likes doing that. Also means cross/bow users never lose arrows/bolts. May work for Gunslingers' ammo too depending on GM

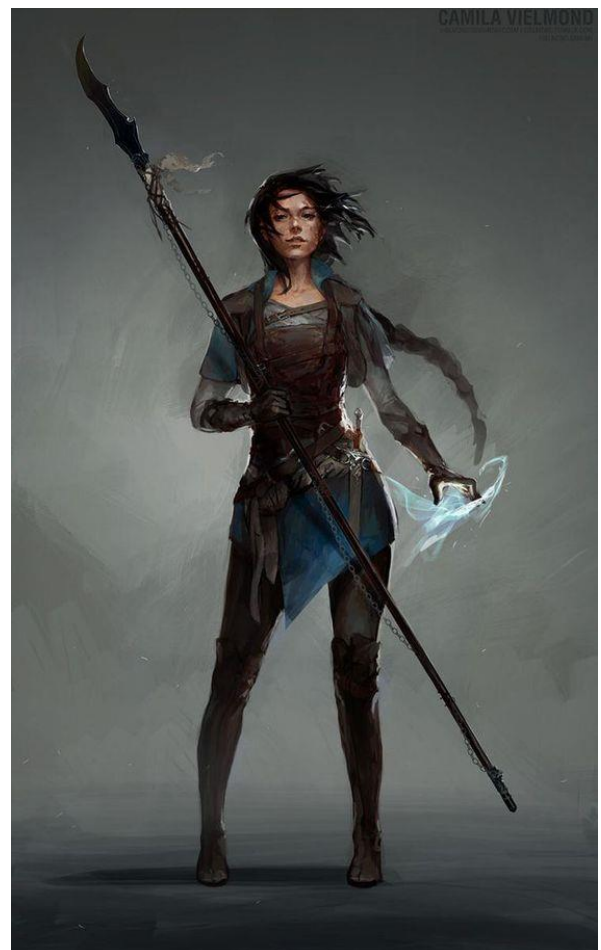
Purify Food and Drink: Makes survival stupid easy.

Read Magic: Useful if you don't have a wizard or magus in the party. They'll always have these, so you wouldn't have to.

Resistance: Useful if you know about fights in advance until your party can afford cloaks.

Spark: Some say amazing, some say just use a flint and steel. Up to you.

Stabilize: No one needs to invest in heal! But wait, CLW fixes that anyways.



Level 1

Air Bubble: Rare utility spell, generally used with Paragon Surge, but useful if in a watery or piratey campaign.

Bless: The go –to level 1 party buff.

Comprehend Languages: Rare utility spell.

Divine Favour: You'll use this on yourself until you get Bull's Strength, then again when you get a belt of strength (unless you have Fate's Favoured). Scales well, and is affected by Fate's Favoured. This is a target for metamagic cost lowering traits.

Magic Weapon: Just use Divine Favour.

Obscuring Mist: About all you have for battlefield control in early levels.

Protection from Evil: Your first decent defensive buff.

Shield of Faith: Usually useful if you can cast it before combat. Not as good as protection from evil, unless against neutral enemies. Doesn't scale until you have rings to give you better deflection bonuses.

Ant Haul: Rare utility spell for when your mule dies.



Level 2

Aid: Half of Divine Favour and CLW as temporary HP rolled into one. It's okay.

Augury: A divination spell. Some people find these useful.

Bull's Strength: Your best self-buff until you get a belt of strength. At which point Divine Favour is better. Or if you have Fate's Favoured, then it's never as good.

Defending Bone: Pretty good at the time you get it. Remember than anyone with a magic or bludgeoning weapon can get through the DR. It becomes more relevant at higher levels if you are in a campaign against monsters, but not if fighting humanoids, as they'll often be able to get through the DR with a magic weapon at later levels.

Darkness: Useful if your party all has dark vision or at least low light vision.

Ironskin: Great low level straight AC buff. Is less useful when you get a ring of natural armour.

Lesser Restoration: Uncommon utility spell.

Make Whole: Rare utility spell.

Protection from Evil, Communal: Good group defensive buff for lower levels.

Resist Energy: Great if you know the enemy uses energy attacks.

Silence: Save or suck against other spellcasters. You don't normally use these, but it's worth it.

Spiritual Weapon: Either great or useless depending on how GM rules this. The spell was made and hasn't been updated since the core rulebook days, and so lists wisdom as your attacking stat. Newer spells call for whatever your primary casting stat is, allowing different classes to use their appropriate stat. RAW, this sucks. RAI, this is good. Consult your GM whether or not you can use charisma for this.

Level 3

Bestow Curse: Save or suck, and you're getting to the levels these won't work for you.

Blindness/Deafness: Save or suck, and you're getting to the levels these won't work for you. Better than the above though.

Create Food and Water: Probably better served by Create Water, Purify Food and Drink, and an okay survival check. Otherwise a rare utility spell.

Deeper Darkness: Crowd control to stop ranged attacks.

Dispel Magic: Useful out of combat. Great utility.

Magic Vestment: Not that useful out the gate, but at higher levels it's a huge money saver.

Paragon Surge: THE spell to take, but you have to be a half elf. THE utility spell. You'll want at least one metamagic cost lowering trait on it. The uses are endless! Take Expanded Arcana to gain access to any spell on the cleric/oracle list that you don't know. Having this spell means every spell listed as "rare utility spell" is now red. "uncommon utility spell" is now orange. If you have the Eldritch Heritage (Arcane) line, then at level 11, you can cast this to gain Improved Eldritch Heritage and gain access to the entire sorcerer/wizard list. With a metamagic lowering trait and Extend Spell, you can cast this 20 times at level 12 (assuming no bonus spells) at 24 minute duration each. That's 8 hours of the spell. What would you do for 8 hours that's worth 20 casts? Why, item creation of course! You won't need the spells

for anything else on a down day, and now at level 12 you have access to ALL the item creation feats. Great target for quickened spell to gain a good combat feat, like Dedicated Adversary.

Prayer: Go to level 3 group buff. Works with Fate's Favoured, too!

Remove Blindness/Deafness/Curse/Disease: Rare to uncommon utility spells.

Resist Energy, Communal: Excellent for the same reason that single target one is good.

Speak with Dead: Rare utility spell.

Stunning Barrier, Greater: Finally, this spell is worth casting as a self-buff!

Summon Monster III: You're finally at the level where they'll stick around long enough to be useful. This is purple if you have a summoning focused build.

Wind Wall: Protection from ranged attacks.

Level 4

Aura of Doom: Decent group debuff, but remember your save DC is lower than a pure caster.

Blessing of Fervor: Take this if no one in your group has haste to cast.

Dimensional Anchor: Useful in certain campaigns and scenarios.

Divination: Divination spell. Some find useful, others not so much.

Divine Power: Better than Divine Favour as a standard cast, but too high of a level to be a proper quicken spell target. Quickened Divine Favour with one metamagic cost lowering trait is probably a better spell.

Greater Magic Weapon: Saves a ton of money, or lets you put your money into non-enhancement enchantments.

Mighty Strength: Not even as good as standard cast Divine Favour still, so not as good as Divine Power either.

Restoration: Fairly common utility spell

Path of Glory, Greater: Heals 5hp/level out of combat to your whole party. Too tricky to properly use in combat though. Useful if your DM hates on CLW wand abuse.

Sending: Rare utility spell.

Summon Monster IV: This is purple if you have a summoning focused build.

Spiritual Ally: As Spiritual Weapon, but better.

Spit Venom: Great for large single targets. You at least have a positive dex score.

Level 5

Angelic Aspect: Fly speed and resistances is good.

Breath of Life: You need this in case of party death.

Command, Greater: Get this or Forbid Action, but not both.

Commune: Divination spell. Some find useful, others not so much.

Flame Strike: Your blaster spell. There are so many good spells here it's hard to justify casting it, but you do want to take it for when it is useful.

Forbid Action, Greater: Group save or suck. You may not have the best save DC, but someone will fail.

Plane Shift: Rare utility spell, or you can use it as a means of escape.

Righteous Might: Better version of Enlarge Person. Even if you have Enlarge Person permanency'd, it's still a great buff.

Summon Monster V: This is purple if you have a summoning focused build.

Wall of Stone: Excellent battlefield control.

Level 6

Blade Barrier: Not really any better than Wall of Stone.

Cold Ice Strike: Swift action cast? Oh boy, you take this, even though you don't normally blast.

Heal: This isn't actually a cure spell, so you need to choose it to have it. So choose it, it's the best single target healing spell in the game.

Music of the Spheres: Good defensive buff, except it also buffs enemies... Only useful if they use energy and you don't, which is unlikely at this level.

Planar Ally: Pay someone to do your dirty work.

Summon Labourers: Don't pay somemany to do your house or construction work. Red if you have Paragon Surge.

Summon Monster VI: This is purple if you have a summoning focused build.

Level 7

Control Weather: Great battlefield control. High winds for no flying.

False Resurrection: Great for long campaigns.

Ressurrection: If you know Breath of Life, this is less useful, but still something you should take unless you have Paragon Surge.

Restoration, Greater: Excellent uncommon utility spell.

Summon Monster VII: This is purple if you have a summoning focused build.

Waves of Ecstasy: Group save or suck, except it's still decent even if they pass the save.

Level 8 and 9

Pick these yourself. Things start getting ridiculous.

Equipment:

Mundane Armour/Shields

Chain Shirt: You'll be using this until you can afford a breastplate. Ditch it soon after.

Mithral Breastplate: The armour you want ASAP. If you're a half elf, or don't like the -3 ACP of mithral full plate, this is your armour for the game. Mithral lowers the ACP to 1 and lets you have full maneuverability in it.

Mithral Full Plate: You get this at level 10 if you have the Lame curse, or when you pick up Armour Mastery if you have the Metal revelation. Mithral lowers the ACP to 3, but you need Skill at Arms to be able to wear it, and Lame curse or Armour Mastery to use Acrobatics in it.

Masterwork/Mithral Buckler: MW lowers the ACP to 0, so wearing this does not affect your attacks. This will be used if you get disarmed and have to use your spiked gauntlet until you can pick it back up. Useful in case of emergency. If you have Unhinderling Shield feat, you use this all the time. Mithral is if the extra cost is worth saving 2.5lbs. Generally not.



Armour Enchantments

Generally speaking, you won't enchant your armour past +1, you'll just add other enchantments to it, since you can enhance it with Magic Vestments.

Burdenless: Better than upgrading your buckler to mithral.

Deathless: Cheap and 25% chance to ignore negative level effects can be a lifesaver.

Dread Wing: A really expensive way to get a fly speed, but it sounds really cool.

Energy Resistance: Often cheaper on a ring, but useful here too.

Fortification: Really expensive, and you already avoid crits with Misfortune or Divine Interference by the time you can afford this.

Mirrored: Useful only if you are using a buckler and are in a campaign with many gaze attacks.

Spell Storing: Extra damage off your armour.



Weapon Enhancements

Whether or not you use Greater Magic Weapon is up to you, since you may be behind what you can afford for straight enhancement bonuses, and that means lower trip check. But the extra damage from this is real nice.

Flaming/Frost/Shock/etc: Cheap and effective.

Agile: Needed for a dex build, useless otherwise.

Brilliant Energy: Expensive, but wow is it effective. Unless in a construct or undead based campaign though.

Cruel: Very useful if you use the Enforcer feat.

Holy: Especially effective in an undead or evil/demonic campaign'

Wounding: Another effective way to rack up damage.

Part 4: Example Builds

Vanilla Trip Human:

Human, PB20: 17+2 / 14 / 14 / 8 / 7 / 13

Battle Mystery, Lame Curse

Reckless, Ancestral Weapon

Level/Stat	Feat/Revelation/Retrain/Misc
1	Warsighted, Combat Reflexes, Extra Revelation-Skill at Arms
2	
3	Weapon Mastery, Toughness
4 +Str	
5	Dodge
6	
7	Maneuver Mastery, Extra Revelation- Battlefield Clarity
8 +Str	
9	Unhinderig Shield, retrain Dodge into Shield Focus
10	Purchase Mithral Full Plate
11	Battlecry, Divine Interference
12 +Str	
13	Quicken Spell



Massive AC thanks to full plate AND a shield bonus, which don't affect our acrobatics checks, and get some very nice trip checks or high crit rate attacks. Unfortunately, Quicken Spell doesn't show up until level 13.

Half Elf Paragon Crafter

Half Elf, PB25: 17+2 / 16 / 14 / 8 / 7 / 13

Dual-Cursed, Ancestral Arms alt racial trait.

Battle Mystery, Clouded Vision Curse, Deep One Secondary Curse

Ancestral Weapon, Reckless

Level/Stat	Feat/Revelation/Retrain/Misc
1	Warsighted, EWP- Fauchard, Combat Reflexes
2	
3	Weapon Mastery, Additional Traits- Metamagic Mastery (Divine Favour), Magical Lineage (Paragon Surge)
4 +Str	
5	Misfortune, Extend Spell
6	
7	Maneuver Mastery, Quicken Spell
8 +Str	
9	Battlefield Clarity, Shield Focus
10	
11	Battlecry, Unhinderling Shield
12 +Str	
13	Divine Interference

Consider replacing Divine Interference with another metamagic feat if the campaign goes past 15 so you can start grabbing Spell Perfection

Outslug Summoner

Human, PB20: 16+2/14/13/13/7/13

Warsighted, Dual-Cursed

Battle Mystery, Lame Curse, Deep One Secondary Curse

Fate's Favoured, Ancestral Weapon

Level/Stat	Feat/Revelation/Retrain/Misc
1	Skill At Arms, Combat Reflexes, Combat Expertise
2	
3	Extra Revelation- Warsighted
4 +Str	Purchase versatile design hooked lance (close)
5	Weapon Mastery, Outslug Style
6	
7	Dodge
8 +Str	
9	Lunge
10	Purchase mithral full plate
11	Spell Focus (Conjuration), retrain Dodge into Augmented Summoning
12	
13 +Con	Divine Interference

Takes a while to pick up, but at level 11 you flex into Outslug Weave and Sprint as a swift action. You have one feat left to flex into as a free action on turns after this. If you choose to stick with mithral breastplate over full plate, you can also flex out of Weave/Sprint and take normal move actions instead of 10-foot steps after you're done summoning.

Evil Summoner

Human, PB20: 17+2 / 14 / 14 / 8 / 7 / 13

Dual Cursed

Battle Mystery, Lame Curse, Tongues Secondary Curse

Ancestral Weapon, Reckless

Level/Stat	Feat/Revelation/Retrain/Misc
1	Skill At Arms, Combat Reflexes, Summon Evil Monster
2	
3	Warsighted, Spell Focus (Conjuration)
4 +Str	
5	Weapon Mastery, Augmented Summoning
6	
7	Maneuver Mastery, Superior Summoning
8 +Str	
9	Misfortune, Shield Focus
10	Purchase mithral full plate
11	Battlefield Clarity, Unhinderling Shield
12 +Str	
13	Quicken Spell