

# Oracle Curses

A Pathfinder Roleplaying Game Compatible Supplement  
brought to you by Above Average Creations



**PATHFINDER**<sup>®</sup>  
ROLEPLAYING GAME COMPATIBLE

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— Credits —

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## Introduction

One of the best new classes introduced in Paizo's Advanced Player's Guide™ is *The Oracle*. However, for all the strengths of this new class, there is one minor criticism; Paizo included only 6 curses, a number that is too few for truly varied options.

This supplement aims to correct this slight shortcoming by adding 10 more curses from which to choose.

And, while oracle curses are filled with plenty of crunchy goodness, their true objective is to provide additional roleplaying opportunities. To that end, this supplement also includes suggestions on how you might use the curses described herein.

## Curse Table

Use the table below to help choose from the new curses. If you're really daring, you can roll a d10 and pick your curse randomly.

The "type" of curse describes how the curse affects the oracle. The "strength" of the curse allows you to see at a glance how much the curse is likely to affect the oracle. If you prefer the curse to be a minor point in the oracle's background, choose a mild curse. If you want the curse to be a major plot element during your gaming sessions, select one of the stronger curses.

#	Curse	Type/Strength
1.	Deliberate	Mental/Mild
2.	Dependent	Other/Strong
3.	Feeble	Physical/Strong
4.	Hermetical	Social/Mild
5.	Hyperactive	Mental/Moderate
6.	Impatient	Mental/Moderate
7.	Mercurial	Physical/Strong
8.	Mute	Physical/Moderate
9.	Ponderous	Physical/Moderate
10.	Renowned	Social/Moderate

In all cases, get your GM's permission before using these curses.

From the Pathfinder Roleplaying Game Advanced Player's Guide™:

### Oracle's Curse (Ex)

Each oracle is cursed, but this curse comes with a benefit as well as a hindrance. This choice is made at 1st level, and once made, it cannot be changed. The oracle's curse cannot be removed or dispelled without the aid of a deity. An oracle's curse is based on her oracle level plus one for every two levels or Hit Dice other than oracle. Each oracle must choose one of the following curses.

**Deliberate:** You must carefully weigh dangerous situations before reacting. During the first round of combat, you must delay your actions until everyone else has acted. This reasoned approach allows you to recognize your opponents' weaknesses and grants you a +1 bonus to your first attack in any round. At 5th level, the +1 bonus applies to all of your attacks. At 10th level, you also receive a +1 bonus to any damage you inflict. At 15th level, both bonuses to attack and damage increase to +2.

*Roleplaying ideas: Your character doesn't need to just stand motionless in the first round (although, that is an option). Have her leaf frantically through a musty tome, consult mystical cards or roll some ancient bones. The options here are only limited by your imagination (and a free action) and it's a perfect spot to inject your own flair.*



**Dependent:** You must choose a unique, living focus for your spell casting. To cast a spell without this focus, you must first roll a concentration check (DC 10 + spell level). Failure means the action is lost, but the spell is not. This focus replaces any material

component with a value of 10gp or less. At 5th level, you gain a +4 bonus to Spellcraft checks when attempting to counter spells. At 10th level, you gain a +4 bonus to concentration checks when casting defensively. At 15th level, your focus allows you to ignore somatic requirements when casting spells.

*Roleplaying ideas: This curse has a lot of latitude. Designate a pet raven and this curse is relatively simple. Choose your kid brother and suddenly the curse becomes a lot more difficult. Get even more creative, cart around your fiancé after he's been polymorphed into a baboon.*

**Feeble:** Your bones are brittle and your blood thin. Successful attacks against you deal bleed (1d6) damage in addition to any other damage. You have fast healing 1. At 5th level, you gain fast healing 2. At 10th level, you gain fast healing 4. At 15th level, your fast healing becomes regeneration 3 (acid, fire).

*Roleplaying ideas: This is a tough curse, choose it only if you're prepared to die at low levels. At middle and upper levels, this is a pretty classic build, a spell caster that's easy to knock down but tough to kill outright.*

**Hermetical:** You are reclusive, socially awkward and introverted. A nonplayer character's initial attitude decreases by one step when first meeting you and you suffer a -2 penalty to all Charisma-based skill checks. Long hours of solitude have quieted your mind and steadied your nerves; you gain a +2 bonus to saves made against insanity (see "Sanity and Madness" in the Pathfinder GameMastery Guide™). At 5th level, you gain a +2 bonus to saves made against spellblights. At 10th level, you gain a +2 bonus to saves made against spells with the compulsion subschool. At 15th level, you are immune to the confused condition.

*Roleplaying ideas: Hermits come in all shapes and sizes; you need not be a misanthropic cat fancier or a hunchback in a bell tower. There are monastic pilgrims, babies raised by wolves/apes, maidens trapped in towers since youth and so on. Perhaps you were marooned on an island for decades or wrongfully imprisoned in an iron mask?*

**Hyperactive:** You never seem to be at rest, constantly moving or talking incessantly. This makes it difficult for you to focus on your surroundings, imposing a -4 penalty to Perception checks and a -4 to Stealth checks. You only need to sleep 4 hours per night to receive the same benefits as 8 hours of sleep. At 5th level, this nonstop movement grants you the uncanny dodge feat (as a rogue). At 10th level, you receive the improved uncanny dodge feat. At 15th level, you may take an additional swift action each round.

*Roleplaying ideas: Perhaps you are driven by your studies, or maybe you find something interesting about nearly everything. This is an opportunity to either solidify the stereotypical oracle, or crush it completely. Point out why certain items are interesting or be fascinated by everything you come across.*

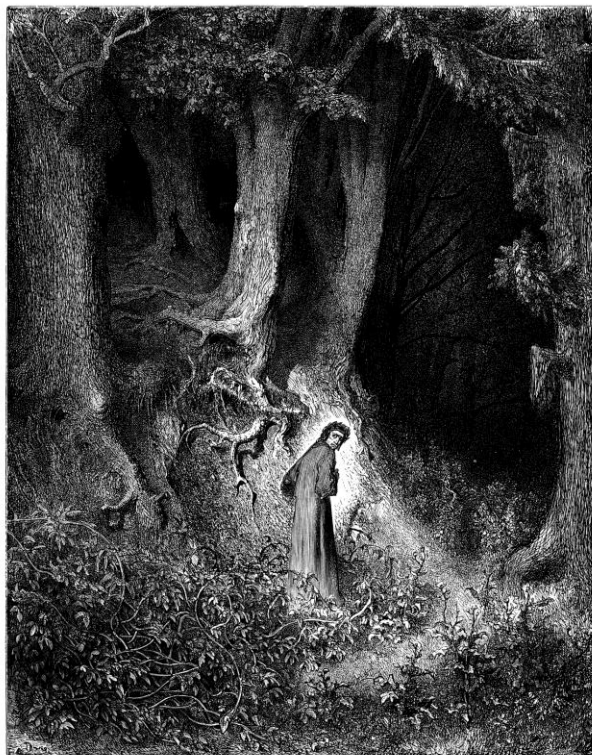
**Impatient:** Failure frustrates you more than most people. You may not try again after failing a skill check, nor can you take 20. When making a skill check that normally allows a retry, you roll two d20's and select the higher result. At 5th level, when taking 10, you calculate the results as if you had rolled an 11. At 10th level, when making a skill check that allows a retry, you roll three d20's and select the highest result. At 15 level, when taking 10, you calculate the results as if you had rolled a 15.

*Roleplaying ideas: The impatient curse is useful for playing tropes such as the "recently empowered apprentice", the "expert that is too confident", or the "insecure journeyman that bristles at criticism".*

**Mercurial:** At the dawn of each day, all of your physical characteristics (height, hair color, complexion, etc.) randomly change. Your mannerisms, voice, race and gender are not altered, but the other changes are great enough to require you to reacquaint yourself with people you recently met, and tight-fitting gear may not be usable, depending on the changes. You gain +4 to disguise checks when not impersonating a specific individual. At 5th level, you can control one aspect of the change. At 10th level, you can force your gender to change as well. At 15th level, you control all but one characteristic change (your

choice), including choosing to suppress the changes.

*Roleplaying ideas: There are a number of fun ways you could implement this curse while playing. For example, use Paizo's line of NPC portrait cards and choose one at random; or, go around the table and ask each player to select a random feature.*



**Mute:** You cannot speak or vocalize sounds of any kind; you must communicate by writing or using simple pantomime. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level, you can use sign language to communicate with allies within 30 feet and that can see you clearly. At 10th level, you gain telepathy (60'). At 15th level, your telepathy extends to 120 feet.

*Roleplaying ideas: Don't play charades for every conversation, just assume the party is used to dealing with mundane conversations and pleasantries. When danger or an important NPC is about, that's the time to test your creativity. If you're typically the "alpha player" of the group, use this curse as a chance to give others a voice in the game.*

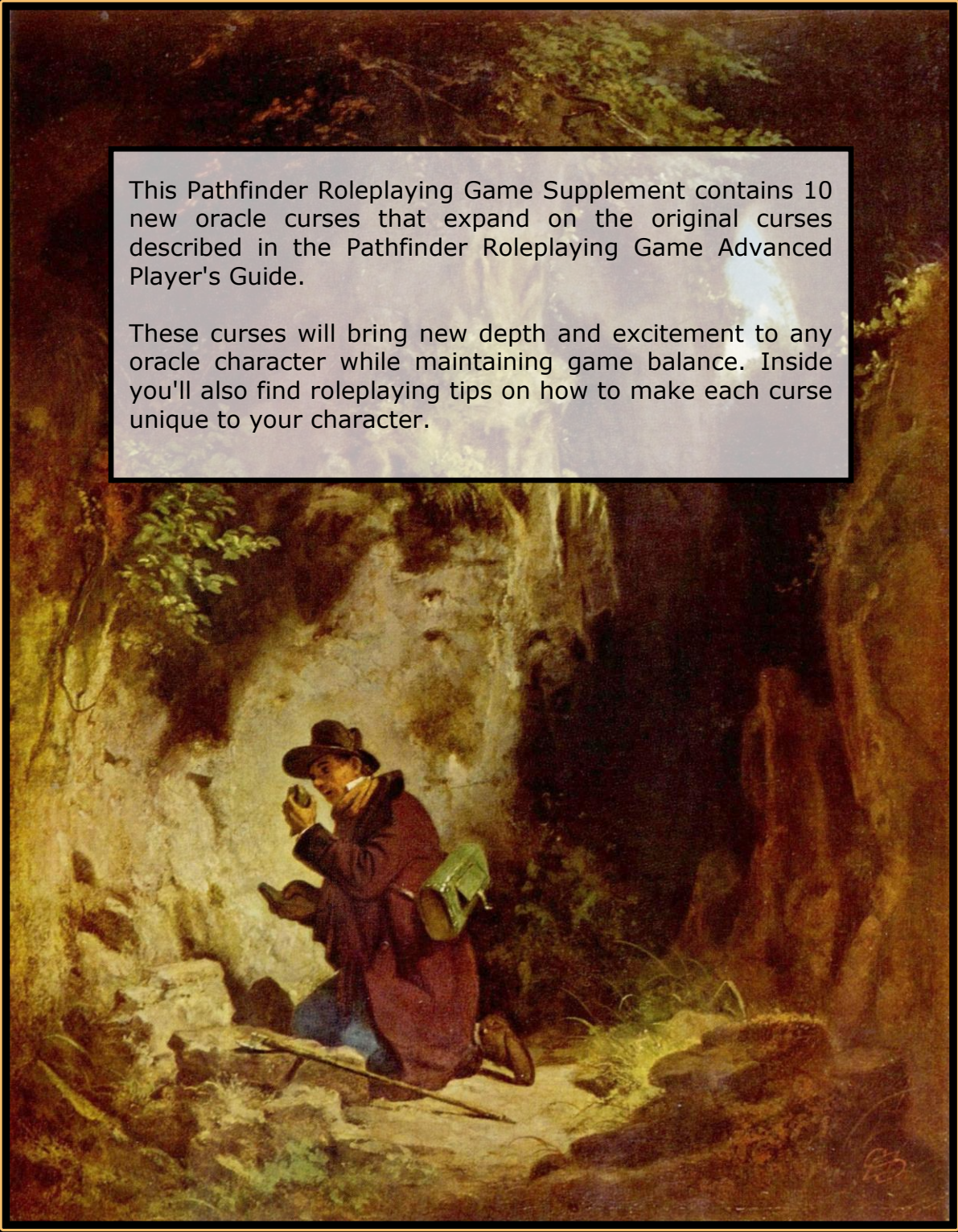
**Ponderous:** You are large and unusually slow for your race. Double your base weight and add one additional modifier die to height when determining your character's height and weight. This added size reduces your speed by 5' and you may only run for a number of rounds equal to half your Constitution score. You receive a +2 bonus to your CMD. At 5th level, you gain the Improved Overrun feat. At 10th level, you gain the Constrict special attack. At 15th level, you gain the Trample special attack (1d8 + 1 1/2 Str modifier, DC 10 + 1/2 your level + Str modifier).

*Roleplaying ideas: Your character can be obese, suffer from gigantism or just be especially burly. Perhaps he led a mostly sedentary lifestyle before adventuring, or he might have some mixed blood somewhere in his lineage. Not all big men want to be warriors, some want to be poets, some want to be chefs, and (of course) some want to be oracles.*

**Renowned:** People recognize you on sight and your tactics are well-known. You suffer a -4 penalty to Bluff checks and a -6 penalty to Disguise checks. You gain a +2 bonus to Diplomacy checks. At 5th level, the save DC's for spells that you cast from the mind-affecting subschool increases by +1. At 10th level, you gain a +4 bonus to Intimidate checks. At 15th level you gain a fear aura (20 ft., DC 10 + 1/2 oracle level + Cha modifier) that functions as the spell of the same name.

*Roleplaying ideas: Choose what makes you so recognizable. It could be tattoos, devices that never leave your grasp or even special garb. Well-known examples include a famous grey wizard and a young boy with a lightning bolt scar.*





This Pathfinder Roleplaying Game Supplement contains 10 new oracle curses that expand on the original curses described in the Pathfinder Roleplaying Game Advanced Player's Guide.

These curses will bring new depth and excitement to any oracle character while maintaining game balance. Inside you'll also find roleplaying tips on how to make each curse unique to your character.