

PATHFINDER **ROLEPLAYING GAME™**

ADVANCED PLAYER'S GUIDE PLAYTEST **ROUND 1: CAVALIER & ORACLE**

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WELCOME TO THE PLAYTEST!

This document is the first of three that will present all six of the new base classes scheduled to appear in the *Pathfinder Roleplaying Game Advanced Player's Guide*, set to release in August, 2010. In these pages, we present the cavalier and the oracle, ready for use in your games. Like the playtest of the *Pathfinder RPG Core Rulebook*, we are looking for your feedback, comments, and criticism concerning these classes.

Since these classes are new, we will be focusing our attention on feedback from actual play. If you don't want to start up a new character, use these classes as an NPC or maybe even a villain. Take a break from your ongoing campaign and run a few sessions incorporating these new classes into the group. Just about any feedback from play is highly sought after.

In addition, these classes will be legal for use in Pathfinder Society Organized Play with the release of version 2.1 of the *Guide to Pathfinder Society Organized Play*. This document can be downloaded for free from paizo.com/pathfindersociety and serves as your gateway to the exciting adventures that Paizo's world-wide organized play

campaign has to offer. Pathfinder Society events can be played at home, in local game stores, and at conventions with players from around the world. Pathfinder Society's short adventure scenarios are perfect for playtesting the new classes in this document.

Once you have taken these classes out for a spin, report your group's feedback on the messageboards at paizo.com. There you will find specific messageboards to be used during this playtest, including a General Board, for discussion and announcements, and a Round 1 playtest board, to be used for commenting specifically on the cavalier and the oracle.

The *Core Rulebook* playtest was a fantastic success and I expect the playtest of these *Advanced Player's Guide* classes to be just as fruitful. Let the games begin!

Jason Bulmahn
Lead Designer

CAVALIER

While many warriors strive to perfect their art, spending all of their time honing their skill at martial arms, others spend as much effort dedicating themselves to a cause. These warriors, known as cavaliers, swear themselves to a purpose, serving it above all else. Cavaliers are skilled at fighting from horseback, and are often found charging across a battlefield, with the symbol of their order trailing on a long, fluttering banner. The cavalier's true power comes from the conviction of his ideals, the oaths that he swears, and the challenges he makes.

Role: Cavaliers tend to marshal forces on the battlefield, using their mounted talents and challenges to control the flow of the fight. Outside of battle, cavaliers can be found advancing their cause through diplomacy and, if needed, subterfuge. The cavalier is no stranger to courtly intrigue and can hold his own in even the most delicate of social situations.

Alignment: Any.

Hit Dice: d10.

Class Skills

The cavalier's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the cavalier.

Weapon and Armor Proficiency: Cavaliers are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (except tower shields).

Challenge (Ex): Once per combat, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. A cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is 1d6 at 1st level, and increases by 1d6 every three cavalier levels thereafter. This extra damage is considered precision damage, is not multiplied on a critical hit, and does not apply to attacks that deal nonlethal damage.

Challenging a foe requires much of the cavalier's concentration. Melee attacks made against the cavalier, except those made by the target of his challenge, treat the cavalier as if he is flanked. Such attacks receive a +2 flanking bonus. Improved uncanny dodge, and similar abilities, do not protect a cavalier from being flanked as the result of a challenge.

The challenge remains in effect until the target is dead, unconscious, or the combat ends. Each cavalier's challenge also includes another effect, depending upon the cavalier's order.

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Mount (Ex): A cavalier gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the cavalier's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount, such as a boar, camel, dog, horse, pony, or wolf (depending on his size and level, as such, boars and dogs are not suitable until 4th level). A cavalier's mount does not gain the share spells special ability.

A cavalier's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a cavalier's mount die, the cavalier may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the cavalier gains a level.

Oath (Ex): Starting at 1st level, a cavalier can swear an oath to accomplish a specific task. Whenever he accomplishes the task, he receives a small bonus. The cavalier does not have to complete the task by himself, but he must contribute to the completion of the task to receive the bonus.

Whenever the cavalier completes an oath, he can swear another or he can keep his existing oath, if it is still applicable. A cavalier can abandon an oath, but he cannot swear a new oath to replace the abandoned oath for at least 24 hours. Some oaths require the cavalier to keep the oath to maintain the bonus and must be abandoned to select a different oath. At 1st level, a cavalier can maintain only one oath at a time. At 5th level, and every four levels thereafter, the cavalier can swear an additional oath.

The following oaths are among the most common sworn by cavaliers. A cavalier might swear other oaths that grant different bonuses, subject to GM approval.

Oath of Chastity: The cavalier swears to avoid temptation. The cavalier must avoid all physical contact with members of a gender he is attracted to for 24 hours to complete this oath. Upon completion, he receives a +1 morale bonus on saving throws against enchantment (charm) spells and effects as long as he keeps this oath and continues to avoid contact. This bonus increases by +1 for every five levels the cavalier possesses.

Oath of Greed: The cavalier vows to garner as much wealth as possible. Whenever the cavalier gains possession of an item worth at least

1,000 gp per level of the cavalier, he receives a +1 morale bonus on Appraise, Bluff, and Sense Motive skill checks for 24 hours. He loses this bonus if he willingly gives away wealth or an object of value without receiving proper compensation. This bonus increases by +1 for every five levels the cavalier possesses.

Oath of Justice: The cavalier swears to bring a specific individual or creature to justice, be it through capturing individual or slaying him. Upon completing this oath, the cavalier receives a +1 morale bonus on saving throws for 1 day. This bonus increases by +1 for every 5 HD of the creature brought to justice.





TABLE 1-1: CAVALIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Challenge +1d6, mount, oath, order
2nd	+2	+3	+0	+0	Bonus feat, order ability
3rd	+3	+3	+1	+1	Cavalier's charge
4th	+4	+4	+1	+1	Challenge +2d6, expert trainer
5th	+5	+4	+1	+1	Banner, oath
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Challenge +3d6
8th	+8/+3	+6	+2	+2	Order ability
9th	+9/+4	+6	+3	+3	Oath
10th	+10/+5	+7	+3	+3	Bonus feat, challenge +4d6
11th	+11/+6/+1	+7	+3	+3	Mighty charge
12th	+12/+7/+2	+8	+4	+4	Demanding challenge
13th	+13/+8/+3	+8	+4	+4	Challenge +5d6, oath
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Order ability
16th	+16/+11/+6/+1	+10	+5	+5	Challenge +6d6
17th	+17/+12/+7/+2	+10	+5	+5	Oath
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Challenge +7d6
20th	+20/+15/+10/+5	+12	+6	+6	Supreme charge

Oath of Loyalty: The cavalier swears to remain loyal to his allies and friends. When the cavalier makes this oath, he selects any number of allies that are within his line of sight. Whenever one of these allies calls for help and the cavalier responds with an aid another action, he receives a +1 morale bonus on saving throws against enchantment (compulsion) spells and effects for 1 day, as long as he keeps this oath and remains faithful to his allies. This bonus increases by +1 for every five levels the cavalier possesses.

Oath of Protection: The cavalier vows to protect one individual and keep him from harm. When the cavalier makes this oath, he nominates one creature. If that creature does not take any damage from melee or ranged attacks, lethal or nonlethal, for 24 hours, the cavalier receives a +1 morale bonus to his AC whenever he is adjacent to the target of this oath. This bonus lasts as long as the cavalier keeps this oath and the target is protected from harm. This bonus increases by +1 for every five levels the cavalier possesses.

Oath of Purity: The cavalier swears to remain pure in both body and soul. The cavalier must remain free of alcohol, curses, diseases, drugs, and poisons for 24 hours to complete this oath (failing a saving throw against any one of these effects causes the duration to reset). Upon completion, he receives a +1 morale bonus on saving throws against curses, diseases, and poisons as long as he keeps this oath and remains free from the listed

impurities. This bonus increases by +1 for every five levels the cavalier possesses.

Oath of Vengeance: The cavalier swears to slay all creatures of a specific kind, such as goblins, mummies, or bone devils. Whenever the cavalier kills a creature of the selected type, he receives a +1 morale bonus on attack rolls made against the specific kind of creature for 1 hour. This bonus increases by +1 for every 5 HD of the creature slain. A cavalier can swear this oath more than once.

Order (Ex): At 1st level, a cavalier must pledge himself to a specific order. The order grants the cavalier a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that the cavalier must follow. If he violates any of these edicts, he loses all benefits gained from his order for 24 hours. The violation of an edict is subject to GM interpretation.

A cavalier cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting.

Bonus Feat: At 2nd level, and at every four levels thereafter, a cavalier gains a bonus feat in addition to those gained from normal advancement. These

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bonus feats must be selected from those listed as combat feats.

Cavalier's Charge (Ex): At 3rd level, a cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Expert Trainer (Ex): At 4th level, a cavalier learns to train mounts with speed and unsurpassed expertise. The cavalier receives a bonus equal to 1/2 his cavalier level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

Banner (Ex): At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1.

Mighty Charge (Ex): At 11th level, a cavalier learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Demanding Challenge (Ex): At 12th level, whenever a cavalier declares a challenge, his target must pay attention to the threat he poses. As long as the target can see the cavalier, it takes a -2 penalty to its AC from attacks made by anyone other than the cavalier. This penalty does not apply if the cavalier is within the target's threatened area.

Supreme Charge (Ex): At 20th level, whenever the cavalier makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the cavalier confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the cavalier's base attack bonus.

CAVALIER ORDERS

The following orders represent the most common chosen by cavaliers. Members of these orders are not necessarily bound together, but some organizations do exist that are comprised of cavaliers that all belong to one specific order.

Order of the Cockatrice

Cavaliers belonging to the order of the cockatrice dedicate themselves to a group of like-minded individuals, be it a mercenary company or a small band of adventurers. These cavaliers believe in loyalty and friendship, and are willing to lay down their lives to protect their allies.

Edicts: The cavalier must remain loyal to his allies and must always work to further the aims of the group. He must protect his allies from harm and defend their honor when called into doubt.

Challenge: Whenever an order of the cockatrice cavalier issues a challenge, his allies receive a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the cockatrice cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, whenever an order of the cockatrice cavalier uses Survival to provide food and water for his allies or to protect his allies from harsh weather, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier that belongs to the order of the cockatrice gains the following abilities as he increases in level.

Aid Allies (Ex): At 2nd level, whenever an order of the cockatrice cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check. At 8th level, and every six levels thereafter, this bonus increases by an additional +1.

Tactics (Ex): At 8th level, the cavalier can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to see or hear the cavalier to receive this bonus. The cavalier can grant a +2 dodge bonus to AC, a +2 morale bonus on all attack rolls for 1 round, or an immediate move action that must be spent on movement. The cavalier can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

Act as One (Ex): At 15th level, the cavalier can spend a standard action to move up to his speed and make a melee attack. All allies within 30 feet can also move up to their speed and make a melee attack as an immediate action. This movement and attack can be made as a charge if the movement qualifies. All attacks are made at a +2 bonus (this stacks with the bonus from a charge) and all participants receive a +2 dodge bonus to their AC for 1 round. A cavalier can use this ability once per combat.

Order of the Dragon

A cavalier who belongs to this order serves only himself, working to further his own aims and increase his own prestige. Cavaliers of this order tend to be selfish and concerned only with personal goals and objectives.

Edicts: The cavalier must keep his own interests and aims above those of all others. He must always accept payment when it is due, rewards when earned, and an even share of loot. The cavalier must take every opportunity to increase his own stature, prestige, and power.

Challenge: Whenever an order of the dragon cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as he is the only creature threatening the target. This bonus ends if the target of the challenge makes a successful melee attack against the cavalier (it is not restored until the cavalier issues a new challenge). This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the dragon cavalier adds Appraise (Int) and Perform (Cha) to his list of class skills. In addition, an order of the dragon cavalier adds his Charisma modifier to the DC on attempts to demoralize him through Intimidate (in addition to his Wisdom modifier, as normal).

Order Abilities: A cavalier that belongs to the order of the dragon gains the following abilities as he increases in level.

Braggart (Ex): At 2nd level, the cavalier can spend a standard action to extol his own accomplishments and battle prowess. He can then make an Intimidate check to demoralize each enemy within 30 feet. The cavalier receives a +2 morale bonus on melee attack rolls made against targets demoralized in this way. Once a creature has been the target of this ability, it is immune to its effects for 24 hours.

Steal Glory (Ex): At 8th level, the cavalier can steal the glory from another creature's successful strike. Whenever a creature, other than the cavalier, scores a critical hit against a target that the cavalier is threatening, he can make an attack of opportunity against the same target.

Moment of Triumph (Ex): At 15th level, the cavalier can, as a free action, declare a moment of triumph. For 1 round, the cavalier receives a competence bonus equal to his Charisma modifier on all ability checks, attack rolls, damage rolls, saving throws, and skill checks. This bonus is also added to his AC. In addition, any critical threats he makes are automatically confirmed. The cavalier can use this ability once per day.



Order of the Lion

A cavalier who belongs to this order has pledged himself to a sovereign, be it a king, queen, or even the local warlord. Cavaliers of this order are stalwart and dedicated to their cause, willing to go any length to ensure the safety of their lord and his domain.

Edicts: The cavalier must protect the life and lands of his sovereign at all costs. He must obey the commands of his sovereign without question. He must strive to expand the power and prestige of his realm.

Challenge: Whenever an order of the lion cavalier issues a challenge, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the lion cavalier adds Knowledge (local) (Int) and Knowledge (nobility) (Int) to his list of class skills. An order of the lion cavalier can make Knowledge (nobility) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his sovereign.

Order Abilities: A cavalier belonging to the order of the lion gains the following abilities as he increases in level.

Lion's Call (Ex): At 2nd level, an order of the lion cavalier gains the ability to rally his allies. As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

For the King (Ex): At 8th level, an order of the lion cavalier can call out to his allies, inspiring them to greatness. As a swift action, the cavalier can grant a competence bonus equal to his Charisma modifier on all attack and damage rolls to all allies within 30 feet. This bonus lasts for 1 round. This ability can be used once per combat.

Shield of the Liege (Ex): At 15th level, an order of the lion cavalier can protect those around him. Allies that are adjacent to the cavalier receive a +2 shield bonus to their AC. In addition, as an immediate action, the cavalier can redirect an attack made at a creature adjacent to himself,

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as long as the creature making the attack is within the cavalier's reach. This ability must be declared before the attack roll is made. The attack is made against the cavalier's AC and defenses, even if the creature could not normally reach or attack the cavalier. The cavalier loses any cover or concealment bonuses when subject to the redirected attack.

Order of the Shield

Cavaliers who join the order of the shield devote their lives to protecting the common folk, from the simple farmer to the honest craftsman. These cavaliers stand before the tide, protecting the innocent from roving marauders and hungry monsters.

Edicts: The cavalier must protect the lives and prosperity of the common folk, shielding them from the deprivations of those who would seek to cause them harm or exploit them. He must give charity when it is warranted and aid when needed. He must take no action that would cause harm or hardship to those who cannot defend themselves.

Challenge: Whenever an order of the shield cavalier issues a challenge, he receives a +1 morale bonus on attack rolls made against the target of his challenge if the target makes an attack against a target other than the cavalier. This bonus lasts for 1 minute. The bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the shield cavalier adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the shield cavalier uses the Heal skill on a creature other than himself, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier belonging to the order of the shield gains the following abilities as he increases in level.

Resolute (Ex): At 2nd level, whenever the cavalier takes damage from a melee or ranged attack while wearing heavy armor, the cavalier can convert 1 point of lethal damage to 1 point of nonlethal damage. He can use this ability once each time he takes damage. This ability cannot be used to convert ability damage, ability drain, or energy damage to nonlethal damage. At 6th level, and every four levels thereafter, the amount of damage the cavalier can convert increases by 1.

Stem the Tide (Ex): At 8th level, the cavalier receives Stand Still as a bonus feat, even if he does not meet the prerequisites. Instead of making a combat maneuver check to stop the creature from moving, a cavalier with this ability can elect to make a normal attack instead. If the attack hits and deals damage, the target must stop moving, just as if the cavalier had made a successful combat maneuver check.

Protect the Meek (Ex): At 15th level, the cavalier can move to intercept foes. As an immediate action, he can move

up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The cavalier must end his movement adjacent to an enemy. On his next turn, the cavalier is staggered and cannot use this ability again for 1 round.

Order of the Star

Cavaliers who join the order of the star dedicate themselves to the protection and service of a faith and its members. Cavaliers belonging to this order tend to follow many of the tenets and guides of the religion that they serve. When a cavalier joins this order, he should select a single religion to serve.

Edicts: The cavalier must strive to protect the faith and all those who follow its teachings, from priest to common man. He must adhere to the strictures of the faith, promote its cause whenever possible, and serve the agents of the divine.

Challenge: Whenever an order of the star cavalier issues a challenge, he receives a +1 morale bonus on all his saving throws as long as he is threatening the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the star cavalier adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. An order of the star cavalier can make Knowledge (religion) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his chosen faith.

Order Abilities: An order of the star cavalier gains the following abilities as he increases in level.

Calling (Ex): At 2nd level, the cavalier can make a short prayer as a standard action, filling him with confidence in his abilities. At any point in the next minute, he can receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made. He can use this ability up to four times per day, once for each type of check or roll. In addition, the cavalier adds 1/2 his cavalier level to any levels of paladin or cleric he might possess for the purposes of determining the effects of channel energy or lay on hands.

For the Faith (Ex): At 8th level, the cavalier can call upon his faith to bolster himself in combat. As a free action, the cavalier can call out the name of his deity, granting him a morale bonus on attack rolls equal to his Charisma modifier for 1 round. In addition, any allies within 30 feet that share his faith also receive half this bonus (minimum +1). The cavalier can use this ability once per day, plus one additional time per day at 12th level and every four levels thereafter.

Retribution (Ex): At 15th level, the cavalier can take retribution on those who dare to strike an agent of his faith. Whenever an enemy makes a successful melee attack against the cavalier or an adjacent ally devoted to the same faith as the cavalier, the enemy provokes an attack of opportunity from the cavalier. The cavalier receives a +2 morale bonus on the attack of opportunity. If the attack made by the enemy was a critical hit, the cavalier may treat the enemy as the target of his challenge for the attack of opportunity. The cavalier can use this ability once per round.

Order of the Sword

Cavaliers who join the order of the sword dedicate their lives to the code of chivalry, living a life of honor, valor, and fairness. Men of this order tend to swear service to a lady, although some female cavaliers have been known to swear service to a lord. Of all the orders, the order of the sword is perhaps the broadest in terms of its focus and ideals.

Edicts: The cavalier must show courage in the face of danger, mercy to those who have wronged him, and charity to the poor and the meek. He must be just and honorable at all times and in all things. He must defend his honor and, above all else, the honor of those he serves.

Challenge: Whenever an order of the sword cavalier issues a challenge, he receives a +1 morale bonus on attack rolls against the target of his challenge so long as he is astride his mount. The bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the sword cavalier adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to his list of class skills. Whenever the cavalier uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of the sword cavalier receives the following abilities as he increases in level.

By My Honor (Ex): At 2nd level, the cavalier may swear an additional oath and any bonuses gained from his oaths are increased by +1.

Mounted Mastery (Ex): At 8th level, the cavalier applies 1/2 the normal armor check penalty to the Ride skill. Whenever he makes a charge attack while mounted, he receives a +4 dodge bonus to his AC to avoid attacks set against his charge. When making such an attack, he can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. He must qualify for the feat selected.

Knight's Challenge (Ex): At 15th level, the cavalier can make a knight's challenge once per day. This functions like a normal challenge, but the cavalier adds his

Charisma bonus on all attack rolls made against the target of his challenge and the dice added to the damage roll increase from d6 to d8.

ORACLE

Although the gods work through many agents, perhaps none is more mysterious than the oracle. These divine vessels are granted power without their choice, selected by providence to wield powers that even they do not fully understand. Unlike a cleric, who draws his magic through devotion to a deity, oracles garner strength and power from many sources, namely those patron deities that support their ideals. Instead of worshiping a single source, oracles tend to venerate all of the gods that share their beliefs. While some see the powers of the oracle as a gift, others view them as a curse, changing the life of the chosen in unforeseen ways.

Role: Oracles do not usually associate with any one church or temple, instead preferring to strike out on their own, or with a small group of like-minded individuals. Oracles typically use their spells and revelations to further their understanding of their foci, be it through fighting mighty battles or tending to the poor and sick.

Alignment: Any.

Hit Dice: d8.

Class Skills

The oracle's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). In addition, oracles receive additional class skills depending upon their oracle focus.

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the oracle.

Weapon and Armor Proficiency: Oracles are proficient with all simple weapons, light armor, and shields (except tower shields). Some oracle revelations grant additional proficiencies.

Spells: An oracle casts divine spells drawn from the cleric spell lists (see page 226 of the *Pathfinder RPG Core Rulebook*). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an oracle must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an oracle's spell is 10 + the spell's level + the oracle's Charisma modifier.

Like other spellcasters, an oracle can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on Table 1–2. In addition, she receives bonus spells per day if she has

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a high Charisma score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

An oracle's selection of spells is extremely limited. An oracle begins splay knowing four 0-level spells and two 1st-level spells of her choice. At each new oracle level, she gains one or more new spells, as indicated on Table 1–3. Unlike spells per day, the number of spells an oracle knows is not affected by her Charisma score; the numbers on Table 1–3 are fixed.

Upon reaching 4th level, and at every even-numbered oracle level after that (6th, 8th, and so on), an oracle can choose to learn a new spell in place of one she already knows. In effect, the oracle loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. An oracle may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a cleric, an oracle need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Focus: Each oracle draws upon a divine focus to grant her spells and powers. This focus also grants additional class skills and other special abilities. This focus can represent a devotion to one ideal, prayers to deities that support the concept, or a natural calling to champion a cause. For example, an oracle with a waves focus might have been born at sea and found a natural calling to worship the gods of the oceans, rivers, and lakes, be they benign or malevolent. Regardless of the source, a focus manifests in a number of ways as the oracle gains levels. An oracle must pick one focus upon taking her first level of oracle. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, an oracle learns an additional spell, derived from her focus. These spells are in addition to the number of spells given on Table 1–3. These spells cannot be exchanged for different spells at higher levels.

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. Each oracle must choose one of the following curses.

Clouded Vision: Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision. At 5th level, this distance increases to 60 feet. At 10th level, you gain blindsense out to a range of 30 feet. At 15th level, you gain blindsight out to a range of 15 feet.

Deaf: You cannot hear and suffer all of the usual penalties for being deafened. 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 receive a +3 competence bonus on Perception checks that do not rely upon hearing. At 10th level, you gain scent. At 15th level, you gain tremorsense out to a range of 30 feet.





TABLE 1-2: ORACLE

	Base Attack					Spells per Day								
Level	Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Focus, oracle's curse, orisons, revelation	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Focus spell, revelation	5	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4		6	3	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Focus spell	6	4	—	—	—	—	—	—	—
6th	+4	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+5	+2	+2	+5	Focus spell, revelation	6	6	4	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+6/+1	+3	+3	+6	Focus spell	6	6	6	4	—	—	—	—	—
10th	+7/+2	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+8/+3	+3	+3	+7	Focus spell, revelation	6	6	6	6	4	—	—	—	—
12th	+9/+4	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+9/+4	+4	+4	+8	Focus spell	6	6	6	6	6	4	—	—	—
14th	+10/+5	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+5	+5	+9	Focus spell, revelation	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+5	+5	+10	Focus spell	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+6	+11	Focus spell, revelation	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+6	+12	Final revelation	6	6	6	6	6	6	6	6	6

Haunted: Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a move action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add *mage hand* and *ghost sound* to your list of spells known. At 5th level, add *levitate* and *minor image* to your list of spells known. At 10th level, add *telekinesis* to your list of spells known. At 15th level, add *reverse gravity* to your list of spells known.

Lame: One of your legs is permanently wounded, reducing your base land speed by 10 feet (5 feet if you are Small). Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

Wasting: Your body is slowly rotting away. You take a –4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease. At 5th level, you are immune to the sickened condition (but not nauseated). At 10th level, you gain immunity to disease. At 15th level, you are immune to the nauseated condition.

Tongues: In times of stress, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand any spoken language, as if under the effects of *tongues*, even during combat. At 15th level, you can speak and understand any language, except your speech is still restricted during combat.

Orisons: Oracles learn a number of orisons, or 0-level spells, as noted on Table 1–3 under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

Revelation: At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), an oracle uncovers a new secret about her focus that grants her powers and abilities. An oracle must select a revelation from the list of revelations available to her focus. If a revelation is chosen at a later level, the oracle gains all of the abilities and bonuses granted by that revelation based on her current level. Unless otherwise noted, activating the power of a revelation is a standard action.

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Final Revelation: At 20th level, an oracle learns the final revelation about her focus, granting her amazing powers and abilities. The nature of these bonuses depends upon the oracle's focus.

FOCI

The following foci are just some of those that will appear in the *Pathfinder RPG Advanced Player's Guide*. As the playtest continues, other foci will be made available through the messageboards at paizo.com.

Battle

Deities: Cayden Cailean, Gorum, Iomedae, Rovagug

Class Skills: An oracle with the battle focus adds Intimidate, Knowledge (engineering), Perception, and Ride to her list of class skills.

Bonus Spells: *enlarge person* (3rd), *fog cloud* (5th), *magic vestment* (7th), *wall of fire* (9th), *righteous might* (11th), *mass bull's strength* (13th), *control weather* (15th), *earthquake* (17th), *storm of vengeance* (19th).

Revelations: An oracle with a battle focus can choose from any of the following revelations.

Battlecry (Ex): As a standard action, you can unleash an inspiring battlecry. All allies within 100 feet that hear your cry gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus increases to +2. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

Battlefield Clarity (Ex): Once per day, whenever you fail a saving throw that causes you to become blind, deaf, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Combat Healer (Su): Whenever you cast a cure spell (a spell with "cure" in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level before selecting this revelation.

Iron Skin (Su): Once per day, your skin hardens and takes on the appearance of iron, granting you DR 10/adamantine. This functions as *stoneskin*, using your oracle level as the caster level. At 15th level, you can use this ability twice per day. You must be at least 11th level before selecting this revelation.

Maneuver Mastery (Ex): Select one type of combat maneuver (see page 198 of the *Pathfinder RPG Core*

TABLE 1-3: ORACLE SPELLS KNOWN

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Rulebook). When performing the selected maneuver, you treat your oracle level as your base attack bonus when determining your CMB. At 7th level, you gain the Improved feat (such as Improved Trip) that grants you a bonus when performing that maneuver. At 11th level, you gain the Greater feat (such as Greater Trip) that grants you a bonus when performing that maneuver. You do not need to meet the prerequisites to receive these feats.

Resiliency (Ex): You are not disabled if you are reduced to exactly 0 hit points and you do not gain the staggered condition. At 7th level, you gain Diehard as a bonus feat. At 11th level, you do not lose a hit point when you take a standard action while disabled. You do not need to meet the prerequisite to receive the Diehard feat.

Skill at Arms (Ex): You gain proficiency in all martial weapons, medium armor, and heavy armor.

Surprising Charge (Ex): Once per day, you can move up to your speed as an immediate action. You can use this ability one additional time per day at 7th level and 15th level.

War Sight (Su): Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, you can roll for initiative three times and take any one of the results.

Weapon Mastery (Ex): Select one weapon with which you are proficient. You gain Weapon Focus with that weapon. At 8th level, you gain Improved Critical with that weapon. At 12th level, you gain Greater Weapon Focus with that weapon. You do not need to meet the prerequisites to receive these feats.

Final Revelation: Upon reaching 20th level, you become an avatar of battle. You can take a full-attack action and move up to your speed as a full-round action (you can move before or after the attacks). Whenever you score a critical hit, you can ignore any DR the target might possess. You gain a +4 insight bonus to your AC for the purpose of confirming critical hits against you. When you are below 0 hit points, you do not die until your negative total is in excess of twice your Constitution score.

Bones

Deities: Norgorber, Pharasma, Urgathoa.

Class Skills: An oracle with a bones focus adds Bluff, Disguise, Intimidate, and Stealth to her list of class skills.

Bonus Spells: *cause fear* (3rd), *false life* (5th), *animate dead* (7th), *fear* (9th), *slay living* (11th), *create undead* (13th), *control undead* (15th), *create greater undead* (17th), *wail of the banshee* (19th).

Revelations: An oracle with the bones focus can choose from any of the following revelations.

Armor of Bones (Su): You can conjure armor made of bones that grants you a +2 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/bludgeoning. You can use this armor for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments.

Bleeding Wounds (Su): Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as *inflict light wounds* or channel negative energy), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. This bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Death's Touch (Su): You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Near Death (Su): You gain a +2 insight bonus on saves against diseases, mind-affecting effects, and poisons. At

7th level, this bonus also applies on saves against death effects, sleep effects, and stunning. At 11th level, this bonus increases to +4.

Raise the Dead (Su): As a standard action, you can summon a single skeleton or zombie to serve you. The undead has a number of Hit Dice equal to your oracle level. The undead creature remains for a number of rounds equal to your Charisma modifier. At 7th level, you can summon a bloody skeleton or fast zombie. At 15th level, you can summon an advanced skeleton or zombie. You can use this ability once per day plus one additional time per day at 10th level.

Resist Life (Su): You are treated as an undead creature when you are targeted by positive or negative energy. You are not subject to Turn Undead or Command Undead, unless you are actually an undead creature. At 7th level, you receive channel resistance +2. This bonus increases by +2 at 11th and 15th level.

Soul Siphon (Su): As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. This negative level lasts for a number of minutes equal to your Charisma modifier. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your oracle level. You can use this ability once per day, plus one additional time at 11th level and every four levels thereafter. You must be at least 7th level before selecting this revelation.

Spirit Walk (Su): As a standard action, you can become incorporeal and invisible. While in this form, you can move in any direction and through any object (except for those made of force). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely with a standard action. You must be at least 11th level before selecting this revelation.

Undead Servitude (Su): You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel. The DC to save against your channeled energy is equal to 10 + 1/2 your oracle level + your Charisma modifier.

Voice of the Grave (Su): You can *speak with dead*, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature takes a cumulative -2 penalty on its Will save to resist this effect.



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Final Revelation: Upon reaching 20th level, you become a master of death. Once per round, you can cast *bleed* or *stabilize* as a free action. If you are brought to below 0 hit points, you automatically stabilize. You can cast *animate dead* at will without paying a material component cost (although you are still subject to the usual Hit Die control limit). Once per day, you can cast *power word kill*, but the spell can target a creature with 150 hit points or less.

Flame

Deities: Asmodeus, Sarenrae.

Class Skills: An oracle with the flame focus adds Acrobatics, Climb, Intimidate, and Perform to her list of class skills.

Bonus Spells: *produce flame* (3rd), *resist energy* (5th), *fireball* (7th), *wall of fire* (9th), *summon monster V* (fire elementals only, 11th), *fire seeds* (13th), *fire storm* (15th), *incendiary cloud* (17th), *elemental swarm* (fire only, 19th).

Revelations: An oracle with a flame focus can choose from any of the following revelations.

Burning Magic (Su): Whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the spell's DC). Dousing the creature in water grants a +2 bonus on this save, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.

Cinder Dance (Ex): Your base speed increases by 10 feet. At 5th level, you receive Nimble Moves as a bonus feat. At 10th level, you receive Acrobatic Steps as a bonus feat. You do not need to meet the prerequisites to receive these feats.

Fire Breath (Su): As a standard action, you can unleash a 15-foot cone of flame from your mouth. This flame deals 1d4 points of fire damage per level, maximum 10d4. A Reflex save halves this damage. The save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. The save DC is Charisma-based.

Firestorm (Ex): As a standard action, you can cause fire to erupt around you. You can create one 10-foot cube of fire per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in these flames takes 1d6 points of fire damage per oracle level, with a Reflex save resulting in half damage. The save DC is equal to 10 + 1/2 your oracle level

+ your Charisma modifier. This fire lasts for a number of rounds equal to your Charisma modifier. You can use this ability once per day. You must be at least 11th level before selecting this revelation.

Form of Flame (Su): As a standard action, you can assume the form of a Small fire elemental, as *elemental body I*. At 9th level, you can assume the form of a Medium fire elemental, as *elemental body II*. At 11th level, you can assume the form of a Large fire elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge fire elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level before selecting this revelation.

Gaze of Flames (Su): You can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow you to see normally. At 7th level, you can gaze through any source of flame within 10 feet per oracle level, as if using *clairvoyance*. You can use this ability for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Heat Aura (Su): As a swift action, you can cause waves of heat to radiate from your body. This heat deals 1d4 points of fire damage per two oracle levels (minimum 1d4) to all creatures within 10 feet. A Reflex save halves this damage. The save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. In addition, your form wavers and blurs, granting you 20% concealment until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Molten Skin (Ex): You gain resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to fire.

Touch of Flame (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *flaming* weapon.

Wings of Fire (Su): As a swift action, you can manifest a pair of fiery wings that grant you a fly speed of 60 feet with average maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you become a master of fire. You can apply any one of the following feats to any fire spell you cast without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.



Stone

Deities: Abadar, Gorum, Torag.

Class Skills: An oracle with the stone focus adds Appraise, Climb, Intimidate, and Survival to her list of class skills.

Bonus Spells: *shield* (3rd), *acid arrow* (5th), *meld into stone* (7th), *wall of stone* (9th), *stoneskin* (11th), *stone tell* (13th), *statue* (15th), *repel metal or stone* (17th), *elemental swarm* (earth only) (19th).

Revelations: An oracle with the stone focus can choose from any of the following revelations.

Acid Skin (Ex): You gain resist acid 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to acid.

Clobbering Strike (Ex): Whenever you score a critical hit against an opponent with an attack spell, you may immediately attempt to trip your opponent as a swift action. You do not provoke an attack of opportunity as normal for this trip attempt.

Crystal Sight (Ex): You can see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your oracle level, or 1/12th this thickness of metal. You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Earth Glide (Su): You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *move earth* spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. You can glide for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before selecting this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

Mighty Pebble (Su): As a standard action, you can charge a pebble (or other stone of similar size) with elemental power so that it detonates when it strikes a target as a ranged attack. The pebble has a range increment of 20 feet and has a +1 enhancement bonus to attack and damage for every four oracle levels you possess. Any creature struck by the pebble takes 1d6 points of damage per two oracle levels you possess (minimum 1d6). Creatures in squares adjacent to the target take half damage, or no damage if they make a Reflex saving throw; the save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. If

the attack roll misses, treat the pebble as a thrown splash weapon to determine where it lands. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Rock Throwing (Ex): You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. You can hurl rocks up to two categories smaller than your own size. The range increment for a rock is 20 feet, and you can hurl it up to 5 range increments. Damage for a hurled rock is 2d4 for a Medium creature or 2d3 for a Small creature, plus 1-1/2 your Strength bonus.

Shard Explosion (Ex): As a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of damage per two oracle levels (minimum 1d6) to all creatures within 10 feet. A Reflex save halves this damage. The save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. In addition, the broken shards make the area difficult terrain until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Steelbreaker Skin (Su): As a standard action, you can harden your flesh so that weapons that strike you are damaged or destroyed. Anytime a melee or ranged weapon strikes you, you can make a sunder attempt against that weapon as a free action, even if it is not your turn (if the weapon was from a ranged attack, treat its CMD as 15 + the attacker's BAB for this purpose rather than using the attacker's CMD.) This does not provoke an attack of opportunity. If your sunder combat maneuver is successful, you deal damage to the weapon as if you had hit weapon with an unarmed strike that does normal (not nonlethal) damage. This damage bypasses hardness equal to your oracle level. This ability does not prevent the weapon from harming you unless the sunder destroys the weapon attacking you. You can use this ability once per day, but the duration is 1 minute/level. You must be at least 7th level before selecting this revelation.

Stone Stability (Ex): You receive a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. At 5th level, you gain Improved Trip as a bonus feat. At 10th level, you gain Greater Trip as a bonus feat. You do not need to meet the prerequisites to gain these feats.

Touch of Acid (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of acid damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield deals +1d6 points of acid damage, similar to how a *flaming* weapon operates.

Final Revelation: Upon reaching 20th level, you become a master of acid and earth. You can apply any one

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of the following feats to any acid or earth spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

Waves

Deities: Gozreh, Pharasma.

Class Skills: An oracle with the waves focus adds Acrobatics, Escape Artist, Knowledge (nature), and Swim to her list of class skills.

Bonus Spells: *obscuring mist* (3rd), *chill metal* (5th), *quench* (7th), *wall of ice* (9th), *baleful polymorph* (11th), *transmute rock to mud* (13th), *freezing sphere* (15th), *animal shapes* (17th), *shapechange* (water only) (19th).

Revelations: An oracle with the waves focus can choose from any of the following revelations.

Blizzard (Su): As a standard action, you can create a blizzard of snow and ice. You can create one 10-foot-cube of storm per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the blizzard takes 1d4 points of cold damage per oracle level, with a Reflex save resulting in half damage. The save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You must be 11th level before selecting this revelation.

Fluid Nature (Ex): You receive a +4 bonus to your Combat Maneuver Defense to avoid being disarmed, grappled, or overrun. A creature trying to confirm a critical hit against you has a -4 penalty on their confirmation roll. At 5th level, you gain Dodge as a bonus feat. You do not need to meet the prerequisite to gain this feat.

Fluid Travel (Su): You can walk on liquid as if it were a solid surface. Walking on the liquid does not harm you; you can walk on acid or even lava (as if walking on a solid temporary crust), though you would still take fire damage from being near the lava. You can move across this surface at your normal land speed. At 7th level, while this ability is in effect, you can instead go underwater, gaining a swim speed of 60 feet and the ability to breathe water. You can use this ability for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 hour increments.

Freezing Spells (Su): Whenever a creature fails a saving throw and takes cold damage from one of your spells, it is slowed (as the *slow* spell) for 1 round. Spells that do not allow a save do not slow creatures. At 11th level, the duration increases to 1d4 rounds.

Ice Armor (Su): You can conjure armor of ice that grants you a +2 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/piercing. In cold conditions, the armor bonus (and DR bonus) increases by 2; in very hot conditions it decreases by 2. You can use this armor for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

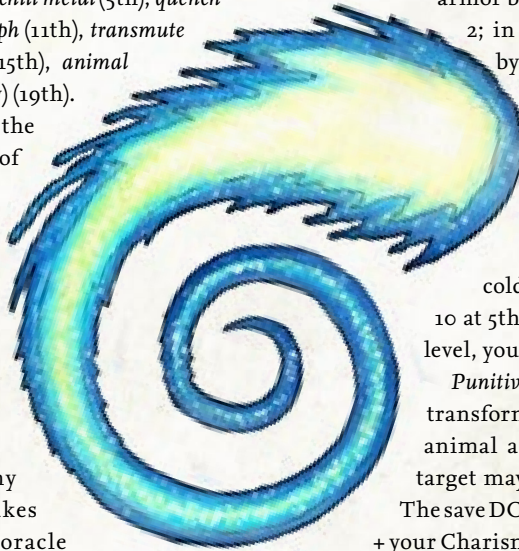
Icy Skin (Ex): You gain resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

Punitive Transformation (Su): You can transform an opponent into a harmless animal as if using *baleful polymorph*. The target may resist with a Will saving throw. The save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. This transformation lasts 1 round per oracle level. Transforming another creature causes the first to immediately revert to normal. You may use this ability a number of times per day equal to your Charisma modifier. You must be at least 7th level before selecting this revelation.

Water Form (Su): As a standard action, you can assume the form of a Small water elemental, as *elemental body I*. At 9th level, you can assume the form of a Medium water elemental, as *elemental body II*. At 11th level, you can assume the form of a Large water elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge water elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level before selecting this revelation.

Water Sight (Su): You can see through fog and mist without penalty as long as there is enough light to allow you to see normal. At 7th level, you can use any calm pool of water at least 1 foot in diameter as a scrying device, as if using the *scry* spell. The save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. At 15th level, this functions like *greater scrying*. You can use the scrying abilities for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wintry Touch (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of





cold damage + 1 point for every two oracle levels you possess. You can use the wintry touch ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a frost weapon.

Final Revelation: Upon reaching 20th level, you become a master of cold and water. You can apply any one of the following feats to any cold or water spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

Wind

Deities: Gozreh, Shelyn.

Class Skills: An oracle with the wind focus adds Acrobatics, Escape Artist, Fly, and Stealth to her list of class skills.

Bonus Spells: *shield* (3rd), *gust of wind* (5th), *levitate* (7th), *freedom of movement* (9th), *control winds* (11th), *overland flight* (13th), *control weather* (15th), *whirlwind* (17th), *storm of vengeance* (19th).

Revelations: An oracle with the wind focus can choose from any of the following revelations.

Air Barrier (Ex): You can create an invisible shell of air that grants you a +2 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this barrier for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments.

Gaseous Form (Su): As a standard action, you can assume *gaseous form* (as the spell). You can remain gaseous for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 5th level before selecting this revelation. You can bring other creatures with you in gaseous form, but each passenger costs an additional minute per minute of travel.

Invisibility (Su): As a standard action, you can become invisible (as per the *invisibility* spell). You can remain invisible for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. Starting at 9th level, each time you activate this ability you can treat it as *greater invisibility*, though each round spent this way counts as 1 minute of your normal *invisibility* duration. You must be at least 3rd level before selecting this revelation.

Lightning Breath (Su): As a standard action, you can breathe a 30-foot line of electricity. This line deals 1d4 points of electricity damage per oracle level, maximum 10d4. A Reflex save halves this damage; the save DC is equal to 10 + 1/2 your oracle level + your Charisma

modifier. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Spark Skin (Ex): You gain resist electricity 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to electricity.

Thunderburst (Ex): As a standard action, you can create a blast of air accompanied by a loud peal of thunder. The blast has a 20-foot radius, increasing by 5 feet for every 4 oracle levels after 7th. Creatures in the area take 1d6 points of damage per oracle level and are deafened for 1 hour, with a Fortitude save resulting in half damage and no deafness. The save DC is equal to 10 + 1/2 your oracle level + your Charisma modifier. You must be at least 7th level before selecting this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Touch of Electricity (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of electricity damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *shock* weapon.

Vortex Spells (Ex): Whenever you score a critical hit against an opponent with an attack spell, the target is staggered for 1 round. At 11th level, the duration increases to 1d4 rounds.

Wind Sight (Ex): You ignore penalties to Perception checks based on wind and the first 100 feet of distance. At 7th level, you can see and hear into any area (as if using *clairaudience* and *clairvoyance*) within range as long as there is an unobstructed path for air to travel between you and the target area (this does not require line of effect, meaning the path can turn corners and go through spaces no smaller than 1 inch in diameter). You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wings of Air (Su): As a swift action, you can manifest a pair of translucent, cloud-like wings that grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 5th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you become a master of air and electricity. You can apply any one of the following feats to any air or electricity spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

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