

## 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 her magic through devotion to a deity, oracles garner strength and power from many sources, namely those patron deities who 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.*

The oracle is an archetype of the astrologian class.

**Limit Break (Su):** At 1st level, the oracle receives the Limit Break (Future Knowledge).

*Future Knowledge (Su):* This Limit Break allows the oracle to glimpse into the brief future to know how to best react. For the duration of 1 round + 1 round per four astrologian levels after 1st, the oracle receives a +1 circumstance bonus on Reflex saves and a +1 dodge bonus to Armor Class per four astrologian levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Kinetic Card).

**Domains:** An oracle gains access to two domains of her choosing, gaining the domain abilities, using her astrologian level as her cleric level, and using her Wisdom modifier instead of Charisma for all domain-related abilities.

This ability replaces star globe.

**Prescient Sense (Ex):** Starting at 1st level, if an oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the oracle wears, unlike the evasion ability used by monks and thieves.

This ability replaces draw.

**Trap Sense (Ex):** At 3rd level, the oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the oracle reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

This ability replaces lightspeed.

**Uncanny Dodge (Ex):** Starting at 4th level, an oracle gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. An oracle with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her. If an oracle already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

This ability replaces royal road.

**Divination Enhancement (Ex):** Beginning at 5th level, an oracle may roll twice and take the better result when using spells such as *augury* or *divination*.

This ability replaces minor arcana.

**Swift Prediction (Ex):** At 6th level and above, for a number of times per day equal to her Wisdom modifier, an oracle may immediately predict the movements of an opponent and gain all the benefits of the *True Strike* spell as a swift action.

This ability replaces essential dignity.

**Improved Uncanny Dodge (Ex):** At 8th level and higher, the oracle can no longer be flanked. This defense denies a thief the ability to sneak attack the character by flanking her, unless the attacker has at least four more thief levels than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

This ability replaces spread.

**Guiding Star (Su):** At 10th level, whenever the oracle can see the open sky at night, she can determine her precise location. When the night sky is visible to the oracle, she may also add her Charisma modifier to her Wisdom modifier on all Wisdom-based checks. In addition, once per night while outdoors, she can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still Spell feat without increasing the spell's MP cost. At 15th and 20th level, she can cast an additional spell once per day.

This ability replaces divination and sleeve draw.

**Momentary Glimpse (Su):** At 12th level, once per day, the oracle can gain a glimpse into her immediate future. On the round after she uses this ability, she gains a +4 insight bonus on a single attack roll, saving throw, or skill check or to her Armor Class until the start of her next turn. At 14th level, and every two levels thereafter, she can use this ability one additional time per day.

This ability replaces shuffle.

**True Sight (Su):** At 20th level, an oracle's sight is imbued with *True Seeing* permanently.

This ability replaces master astrologian.